

# What is the CrossDresser?

The CrossDresser is a program that will convert clothing between Poser figures. A clothing item for any of the supported figures along with any morph targets can be converted to any other supported figure in a few minutes. The process is entirely automated, and the clothing will be placed directly in your Poser figure library, ready to use. The CrossDresser has default conversion settings that should work well for most clothing, and also has a fix morph feature that will allow you to fix any minor poke-through that may occur.

## System Requirements

### Required

- Hard Disk space: up to 1.6 Gb for full installation.
- RAM: 128 Mb
- Speed: 700 Mhz
- Operating System: Windows 98, ME, XP, Vista

### Recommended

- RAM: 512 Mb
- Speed: 2.0 Ghz

## CrossDresser Licensing

The CrossDresser program itself is free to download. Converting clothing *from* a figure does not require a license for that figure. However, to convert clothing *to* a figure, you will need to purchase a license for that figure. These licenses are available for purchase or download at the [EvillInnocence website](#).

## Morph Pack Plugins

Some figures also have support for custom morphs. These morph pack plugins are purchased or downloaded separately from the figure licenses. The morph pack plugins will allow you to add the figure's full body morphs into any clothing item, not just converted clothing.

## Features

- Convert clothing quickly and seamlessly between almost 100 figures.
- Transfer morph targets to the converted clothing.
- Add custom morphs into any clothing.
- Queue up long batch jobs to run overnight.
- Nearly perfect conversions with minimal poke-through.
- Automatically performs all tasks necessary to convert a clothing from one figure to another. When the conversion process is finished, the clothing is immediately available in Poser and ready to be used.
- Many conversions finish in under two minutes.
- Three levels of conversion quality, from Low (fastest) to High (Slowest).
- Copies materials from original clothing to converted clothing.
- Auto-regroups clothing to match the target figure's bone hierarchy.
- Welds clothing to remove unsightly seams.
- Provides ability to correctly group skirts and long dresses.
- Automatically adds basic handles to skirts and dresses for posing.
- Ability to save conversion data, allowing for faster conversions.
- Conversions using saved data can finish in under five seconds.
- Over 50 specially designed fix morphs for fixing poke-through issues.
- Fix morphs can be added into clothing as morph targets so you can adjust them on the fly in Poser or Daz Studio.
- Default fix morphs lists for each character to provide nearly perfect conversions for most clothing.
- Ability to save custom fix morph settings for specific clothing items.
- Ability to override default program settings to allow for customized work-flows.
- Extensive help system with documentation on every feature and button

## Update History

### New features in Version 3.0

- Transfer morph targets when converting clothing.
- Weld seams on converted clothing.
- Add custom figure morphs into any clothing.
- Batch queue to run multiple conversions at once.
- New influence calculation algorithm up to 6X faster.

### New features in Version 2.0

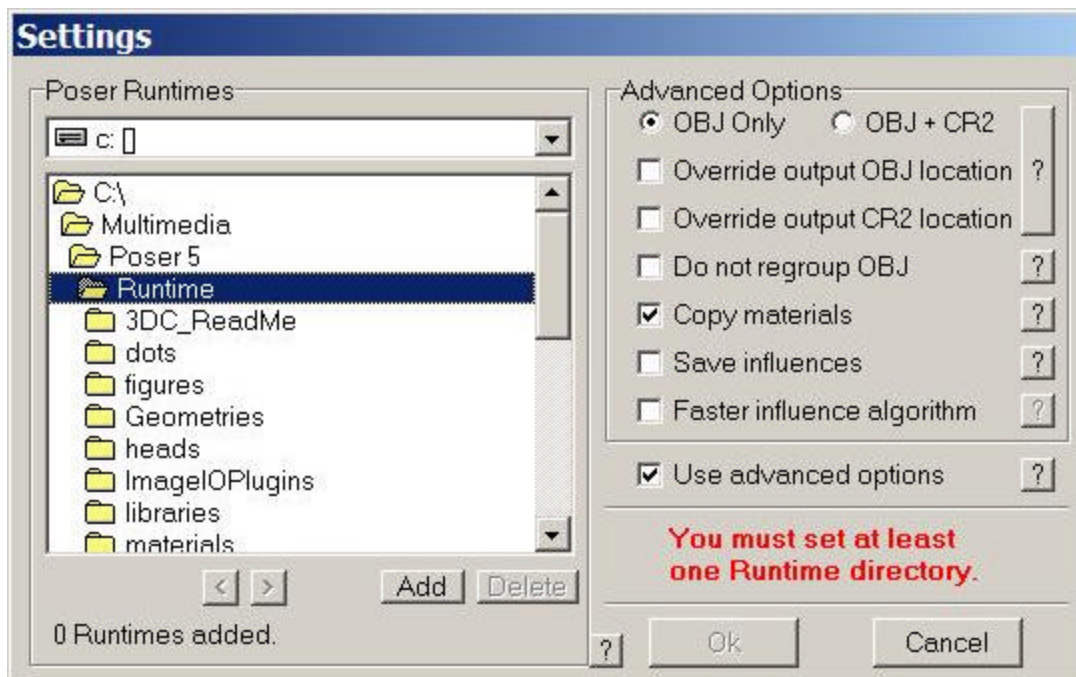
- Basic support for head, hands, and feet conversions
- Thumbnails are retained for converted clothing
- Support for 13 additional figures (23 total)
- Improved regrouping algorithm
- Ability to turn off cr2 spherical falloff zones (fixes "stretching" when posing)
- Runtime directory validation
- Debugging information automatically saved when running conversions
- Ability to manually locate clothing OBJ file if not found

## Limitations

- Non-standard bones such as body handles will not be transferred to the converted clothing.
- This program has not been tested on dynamic clothing.
- Long skirts may not work well if feet conversions are included.
- Some areas (such as Apollo's armpits) may not regroup perfectly, and will need adjustments.

## Setting Up the CrossDresser

- Download the installer from the [CrossDresser website](#).
- If you already have Version 1 or 2 of the CrossDresser installed, you should uninstall the old version before installing the new version. See the **Uninstalling** section later in this help file for instructions.
- Run the **CrossDresser3 Installer.exe** file and follow the on-screen instructions to install the CrossDresser on your computer.
- NOTE: Installing CrossDresser into the **Program Files** directory can cause problems if your computer is using Windows Vista.
- Double-click the **CrossDresser 3** icon on your Desktop to start the program.
- The first time you start the program, you will be presented with the **Settings** window. You will need to enter a few settings before using the CrossDresser for the first time.



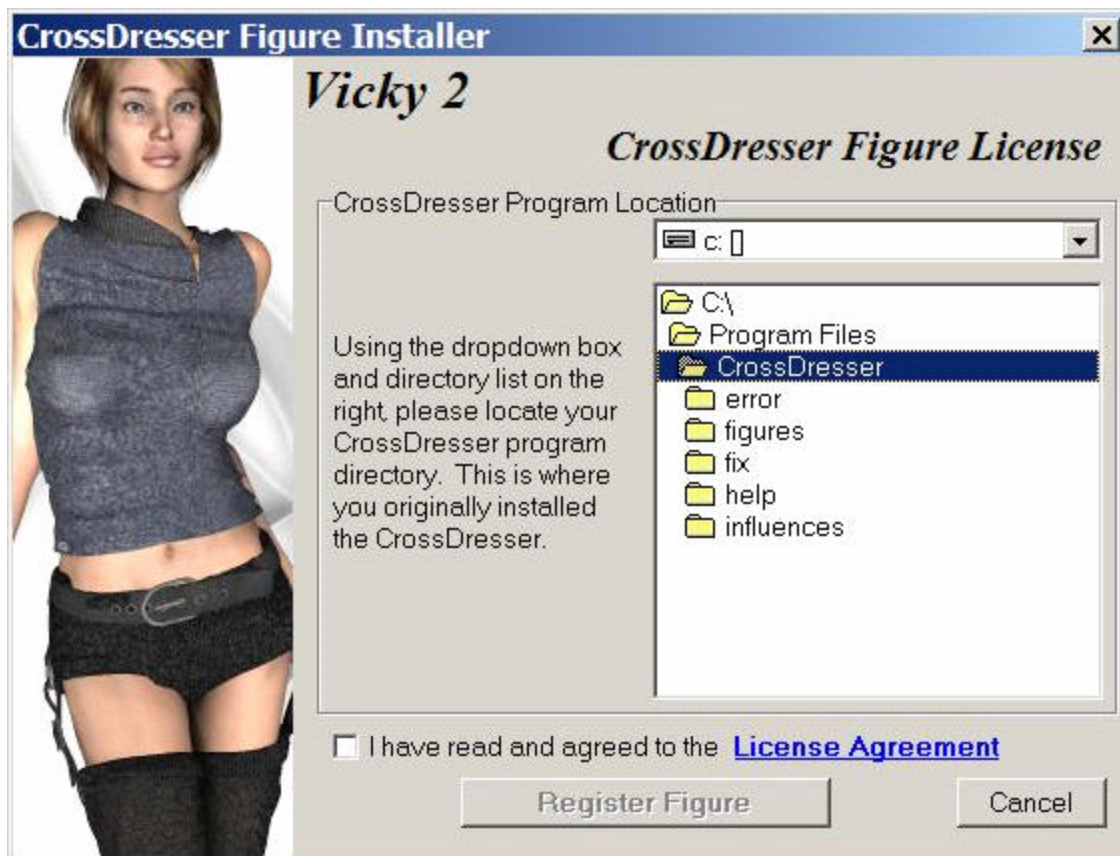
- Select at least one Runtime directory as shown above. You must select the Runtime directory itself. The **Add** button will only be activated if you have selected a valid Runtime folder. Click on the **Add** button to add the directory to the CrossDresser's runtime list. You will need to add at least one Runtime directory for the program to operate correctly.
- Click on the **Ok** button to start the program.
- If you do not have any figure licenses installed, a message box will inform you of this. Click ok to close the messagebox. Then close the CrossDresser, install your figure license(s), and restart the program.

**IMPORTANT NOTE:** Make sure that you close CrossDresser before you install any figure licenses. Otherwise, CrossDresser will overwrite the license data when you close it.

## Installing Figure Licenses

When you purchase an individual figure license, you will download a zip file containing the figure installer program.

Unzip the downloaded file, and double-click on the figure installer. You will be presented with a screen similar to the following:



Use the dropdown box and directory list to locate your CrossDresser program folder.

Read the license, and click on the checkbox to indicate your agreement. This will activate the **Register Figure** button.

When you press the **Register Figure** button, the installer will enable the figure license in the CrossDresser.

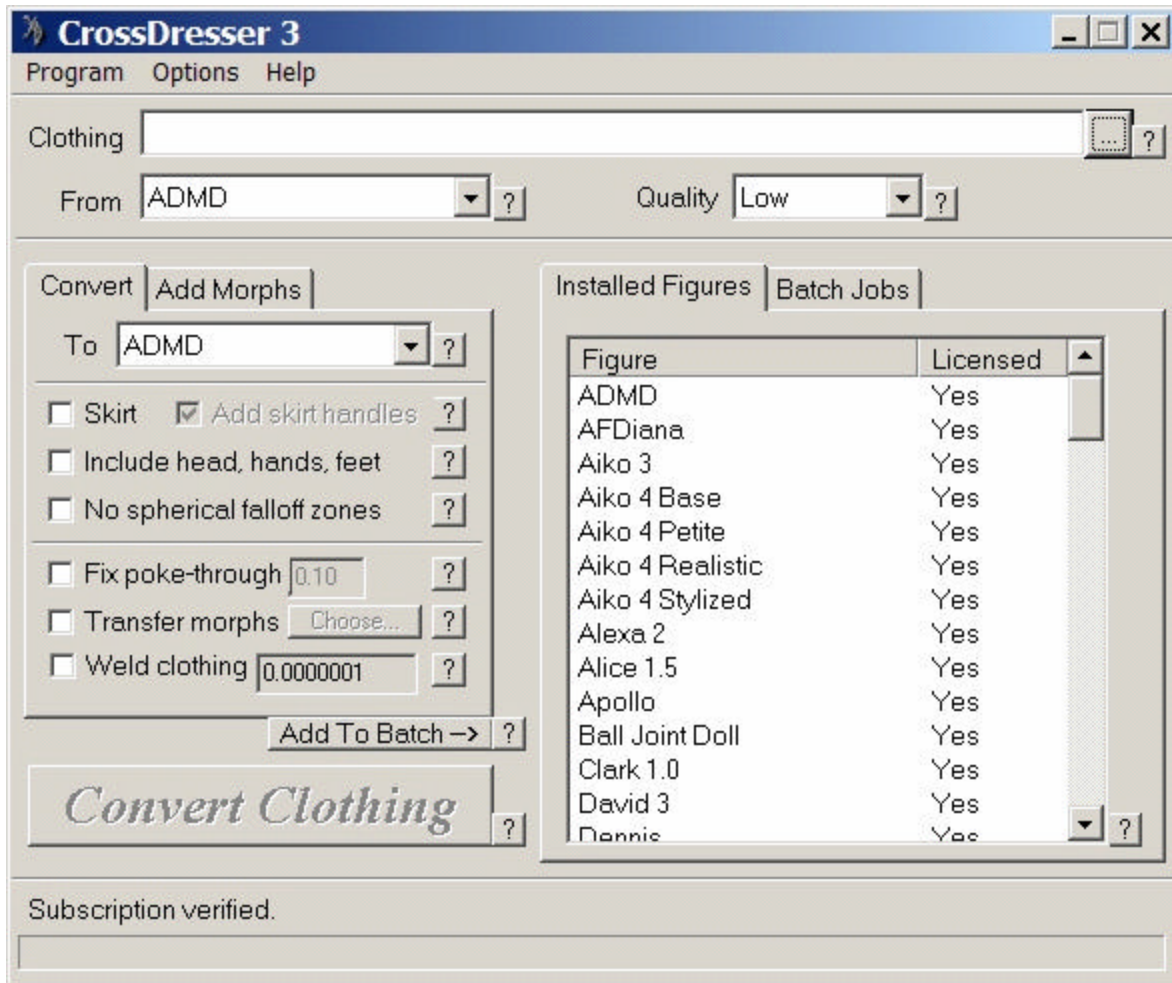
If the figure you are trying to install needs a higher version of the CrossDresser, you will be prompted to download and install the newest version before installing the figure.

If the installer cannot find the figure list in the directory you specified or cannot find the figure in the figure list, you will be informed. Make sure you have the latest version of the CrossDresser installed, and that all of the necessary files exist.

Make sure that you have CrossDresser closed before you install any figure licenses. Otherwise, the licenses will not install correctly.

## Converting Clothing

- Open the CrossDresser program by double-clicking the **CrossDresser** icon on your Desktop. You will see the **Main** window of the program.

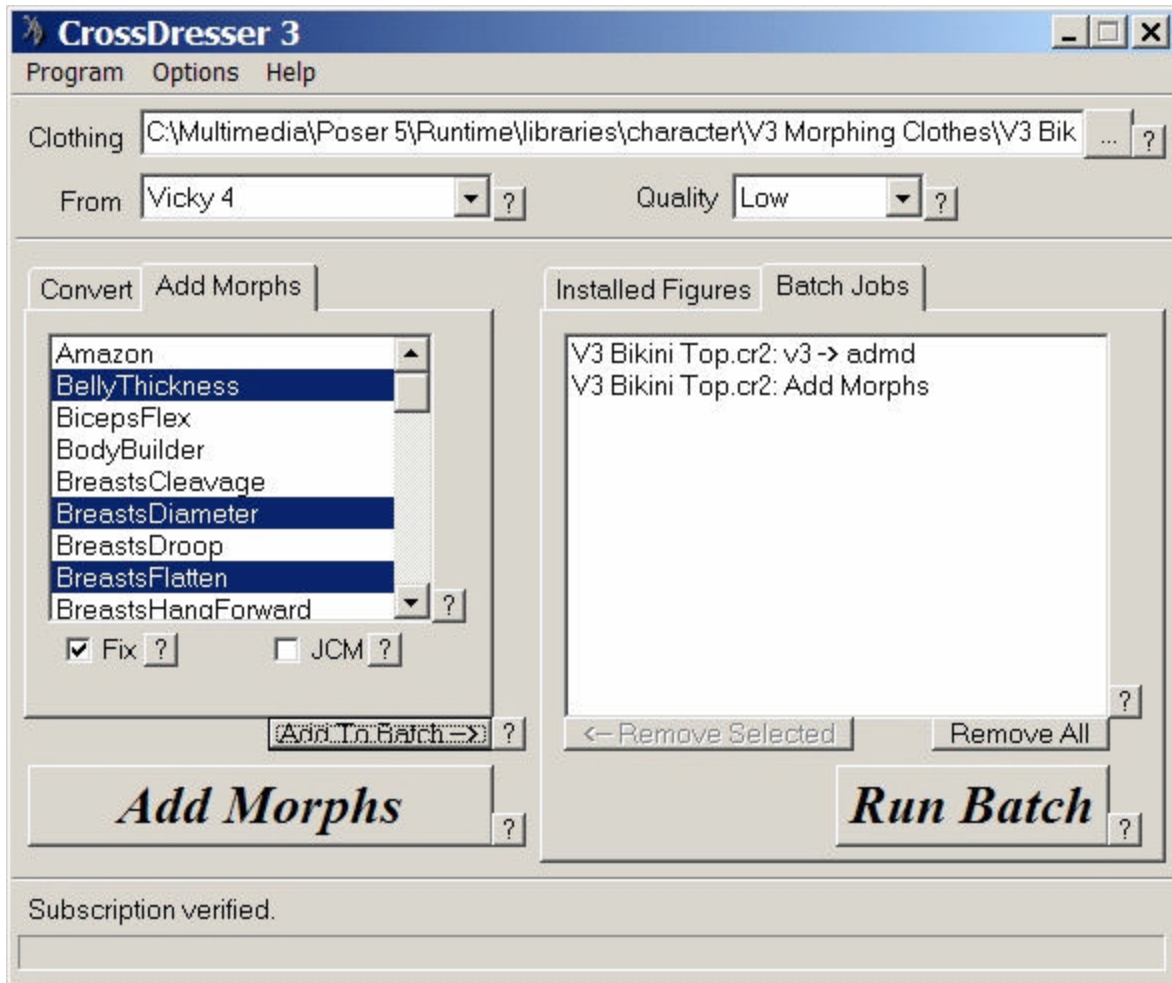


- Choose a clothing to convert by clicking on the '...' button next to the **Clothing** text box. After you choose the clothing's cr2 file, its name will be displayed in the text box.
- In the **From** dropdown box, select the figure for whom the clothing was originally made.
- In the **To** dropdown box, select the figure to whom you wish to convert the clothing.
- Select a conversion **Quality** setting: Low will run quickly, and is good for simple clothing items. High will run slower, and will be required for more complex clothing.
- If the clothing has a skirt or long dress, click on the **Skirt** checkbox so that the

- converted clothing will be properly grouped, and have posing handles added.
- If the clothing covers the head, hands, or feet, click the **Include head, hands, and feet** checkbox.
  - If the converted clothing experiences "stretching" when posing, click the **Turn off spherical falloff zones** checkbox. This may cause other poke-through problems in nearby joints. For better results, manually adjust the falloff zones in Poser using the joint editor.
  - If you want to transfer morph targets from the original clothing, check the **Transfer Morphs** checkbox, and then click on the **Choose...** button to choose which morphs you want to transfer.
  - Click on the **Convert Clothing** button to convert the clothing. This may take several minutes the first time a particular clothing is converted, but can go as fast as 5 seconds on all subsequent conversions. You can also click on the **Add to Batch** button to add the conversion job to the batch queue.
  - When the conversion is done, you can find the converted clothing in the **!Converted** folder in the same Runtime figure library as the original clothing.
  - Bring the converted clothing into Poser, and conform it to the target figure. If there is any poke-through, go back to the CrossDresser, check the **Fix poke-through** checkbox, and re-run the conversion. This conversion should run much faster than the first one, since the influence data from the first run has been saved.
  - If there are unsightly seams in the converted clothing, check the **Weld** checkbox, and re-run the conversion.

## Adding Morphs to Clothing

- Open the CrossDresser program by double-clicking the **CrossDresser** icon on your Desktop. You will see the **Main** window of the program.
- Click on the **Add Morphs** tab in the Main window.

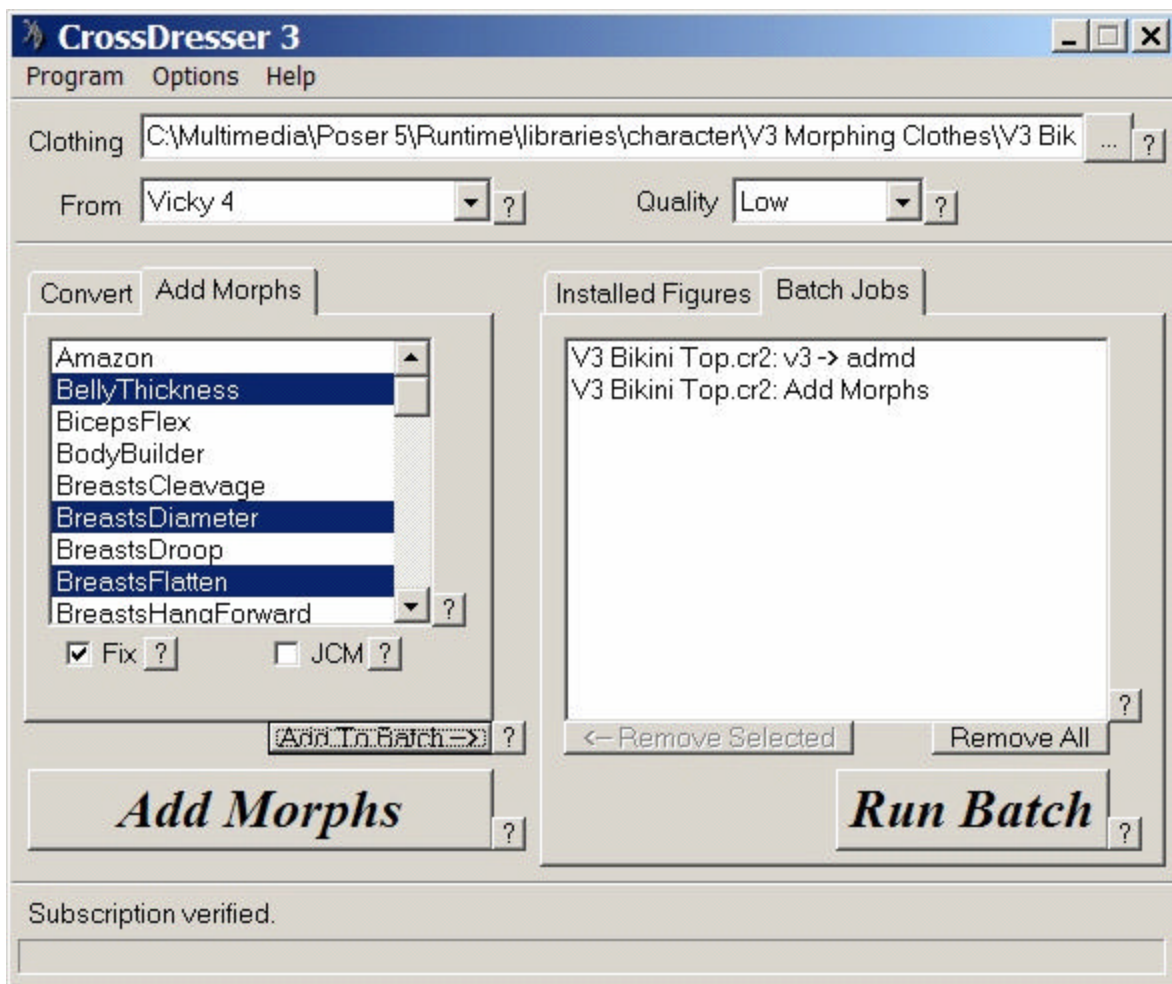


- Choose a clothing to convert by clicking on the '...' button next to the **Clothing** text box. After you choose the clothing's cr2 file, its name will be displayed in the text box.
- In the **From** dropdown box, select the figure for whom the clothing was originally made.
- Select a conversion **Quality** setting: Low will run quickly, and is good for simple clothing items. High will run slower, and will be required for more complex clothing.
- If you do not see any morphs in the morph list, then you will need an additional plugin for that figure. These plugins can be downloaded or purchased at the EvilInnocence website. Not all figures have morph plugins.

- Select the morphs in the list that you want to transfer. Hold down SHIFT or CTRL while clicking to select multiple morphs.
- If the figure has any joint-controlled morphs, the **JCM** checkbox will be enabled. Check this box to transfer the figure's JCMs to the clothing.
- If you check the **Fix** box, all of the CrossDresser fix morphs will be transferred to the clothing as morph targets, allowing you to tweak the clothing's fit inside Poser or Daz Studio.
- Click on **Add Morphs** to add morphs to the clothing, or **Add to Batch** to add the job to the Batch queue.

## Batch Jobs

Version 3 of the CrossDresser allows you to queue up multiple conversion jobs so that you can run them all at one time. You could setup the program to run all night, and you would have several converted clothing ready in the morning.



## Adding jobs to the queue

To add a job to the queue, setup the job as you would normally, but instead of clicking on the **Convert Clothing** or **Add Morphs** button, click on the **Add to Batch** button. If the **Convert** tab is active, a conversion job will be added to the queue. If the **Add Morphs** tab is active, then a morph job will be added to the queue.

## Removing jobs from the queue

To remove a job from the queue, select the job in the batch list, and then click on the **Remove Selected** button. To remove all batch jobs from the list, click on the **Remove All** button.

## Editing jobs in the queue

If you select a job in the queue, all of the job's settings will be copied back into the program. You can change these settings, and then add the job back into the queue. Note that you will need to delete the original job unless you want both of them to run.

## Running the batch

When you have all of your jobs added to the batch queue, click on the **Run Batch** button to start the batch process. Each job will be run in turn. When the process is finished, clicking on each of the batch items will tell you the status of the job in the bottom status bar.

# Fixing Poke-Through

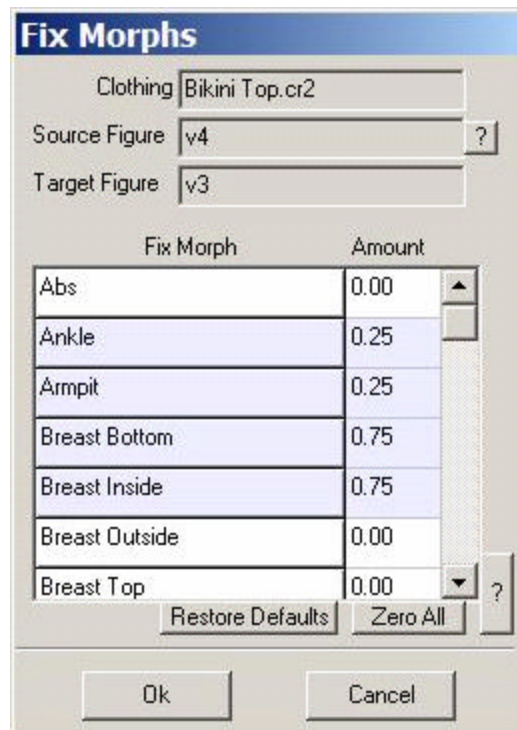
So you converted a clothing to another figure, and brought it into Poser, only to discover that there is some poke-through. There are a few ways you can fix this:

### Use the **Fix poke-through** feature on the main window.

- By checking the **Fix poke-through checkbox**, and entering a number in the box next to it, the CrossDresser will give a slight push to the entire clothing, moving it away from the figure's body. A value of 0.25 is usually large enough to fix most poke-through issues.

### Use the custom fix morph feature

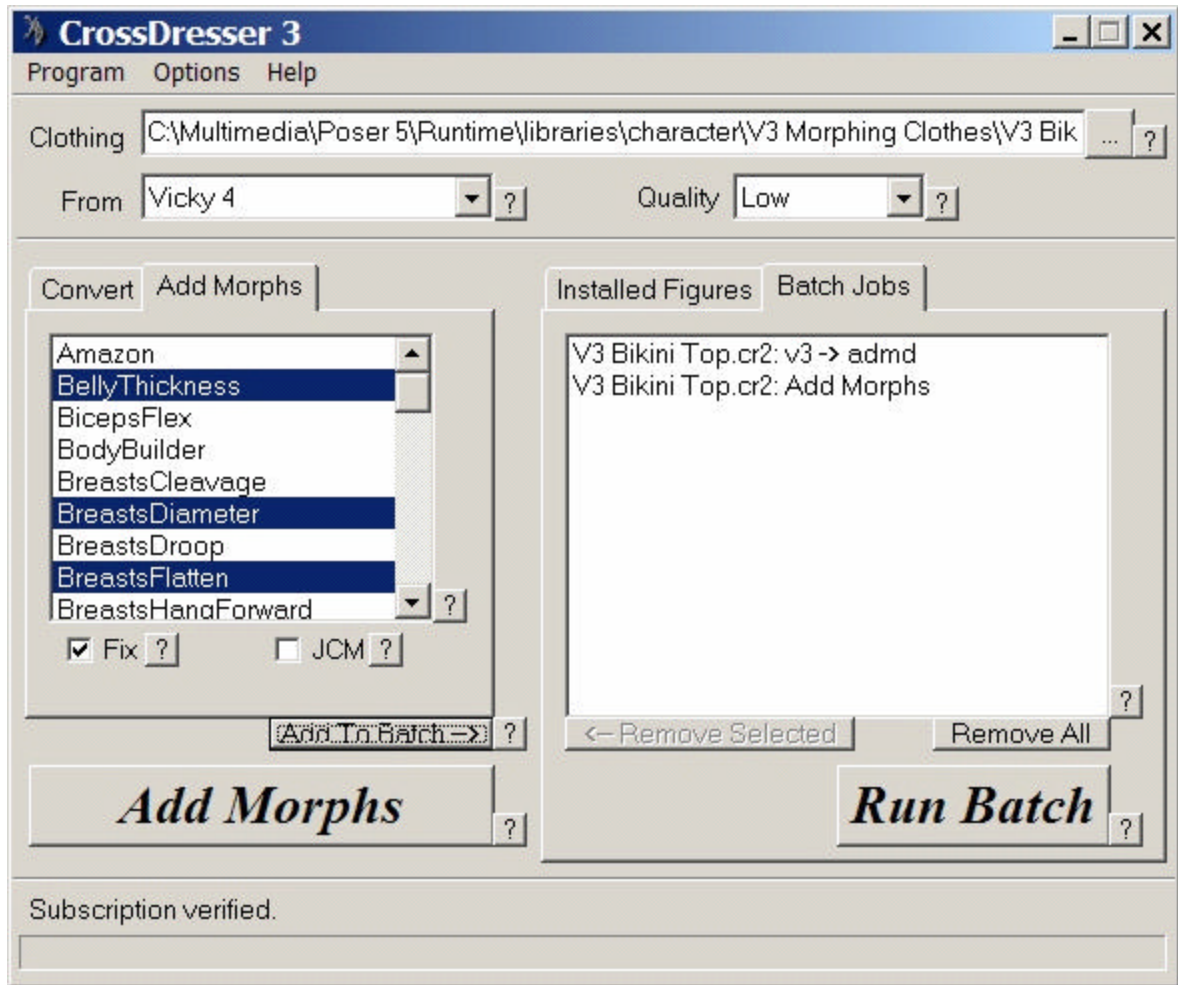
- Click on the **Options** menu item, and go to **Adjust fix morphs**. This will bring up the **Fix Morphs** window, where you can adjust the clothing in the areas where the poke-through occurs.



- Where-ever you see poke-through in the clothing, increase the morph amount to fix it. Usually, values less than 0.5 are sufficient to fix most poke-through issues, but sometimes values over 1.0 are needed.
- Click Ok to close the **Fix Morph** window and go back to the Main screen. The custom fix morphs you entered will be saved, so that the next time you need to convert this clothing between the same two characters, it will remember your custom settings.

### Adding Fix morphs to the Clothing

New in Version 3 is the ability to add custom morph targets to clothing. If you have ANY clothing that experiences pokethrough (not just converted clothing), you can use the **Add Morph** tab to add all of the CrossDresser fix morphs to the clothing as morph targets. This will allow you to tweak the clothing's fit directly inside Poser or Daz Studio.



## Uninstalling the CrossDresser

**NOTE:** It is not necessary to uninstall the CrossDresser before upgrading the program. Just install the upgrade over the top of the original program.

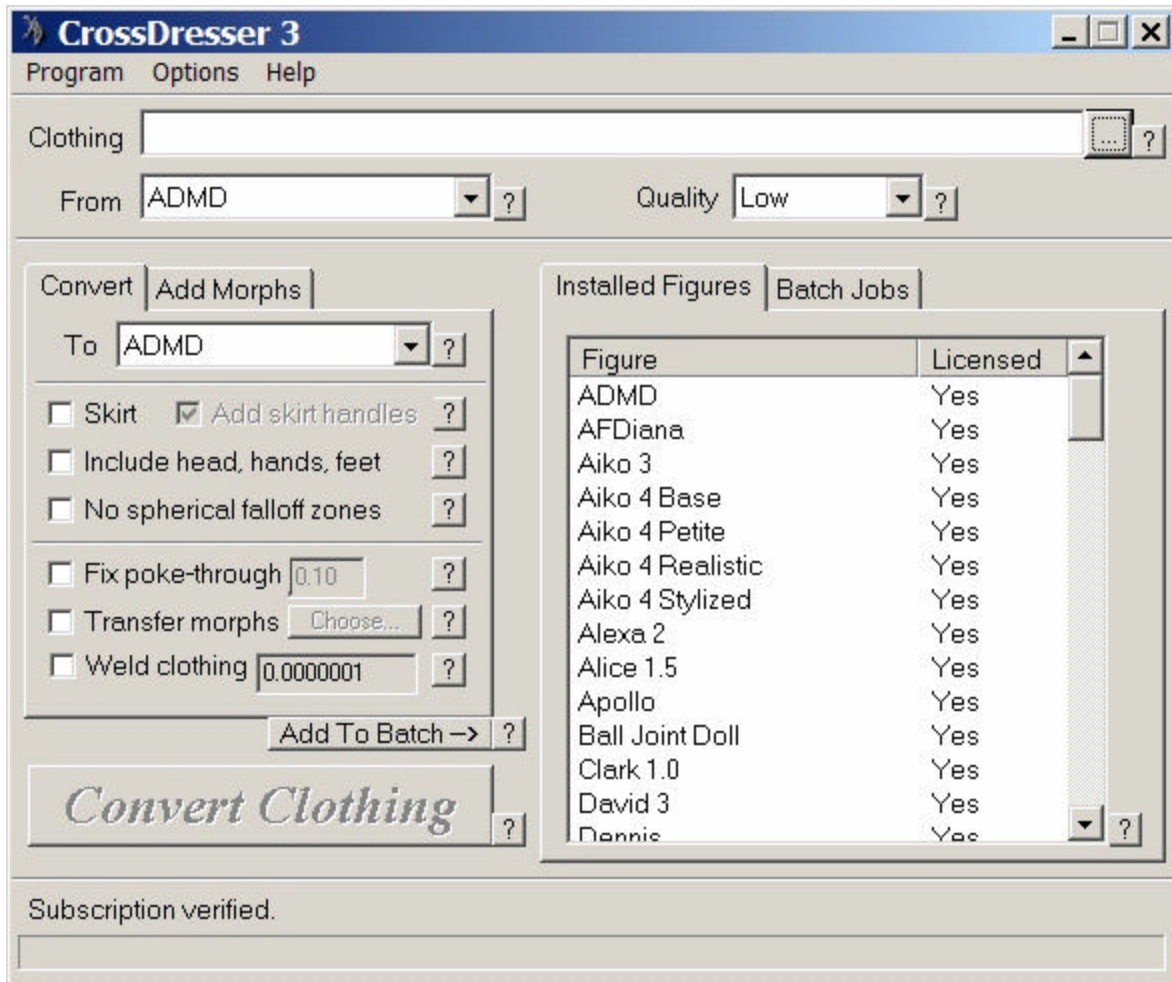
**EXCEPTION:** If you are upgrading from Version 1 or 2 of the CrossDresser to any higher version, you WILL need to uninstall the old version before installing the new version. If you do not want to uninstall the old version, then install the new version in a different directory than the old version. In either case, you will need to re-install your figure licenses in the new version after installation.

To uninstall the CrossDresser, perform the following tasks:

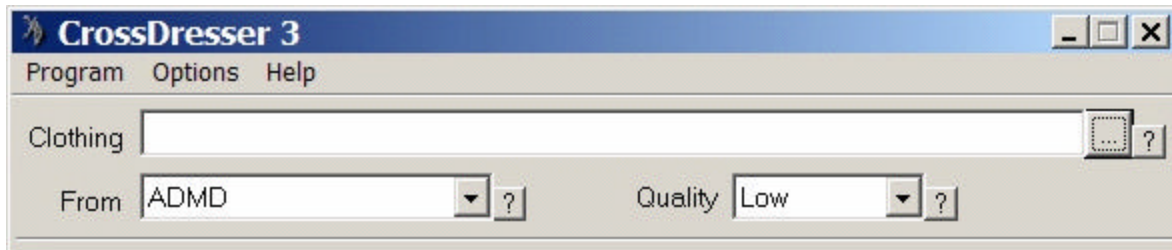
- Run the Uninstall program located at the Start Menu under Programs/CrossDresser3/Uninstall
- Delete the CrossDresser3 directory. There will be a few files that the Uninstaller misses that you will need to remove manually.

To re-install the CrossDresser at a later time, follow the instructions in the Setup section of this help file. You will also need to re-install any purchased figure licenses after you reinstall the CrossDresser.

## Main Window



The Main Window is where most of the action in the CrossDresser takes place. All of the other windows are accessible through the Main Window.



### Program Menu

From this menu, you can convert clothing or exit the program.

### Options Menu

From this menu, you can go to the **Settings** window, the **Fix Morph** window, or the **Choose Morphs** window.

### Help Menu

From this menu, you can access this help file, or see information about the CrossDresser program.

### Clothing...

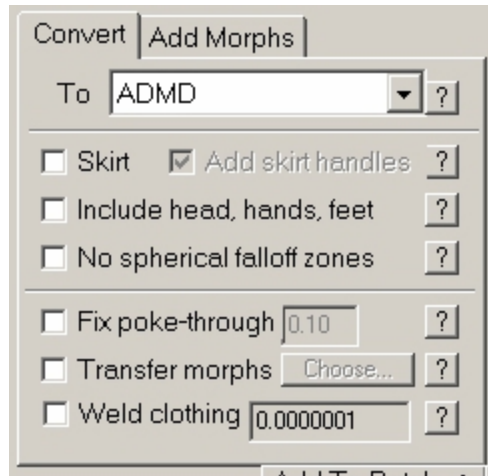
This button allows you to choose the clothing you want to convert. You will select the cr2 file for the clothing (not the obj file), which should be located in subfolders of your **Poser:Runtime:libraries:character** folder.

### From...

Use this dropdown box to choose the figure for whom the clothing was originally made. This list will contain all of the figures that the CrossDresser currently supports. If you don't see the figure you want in this list, that means that the CrossDresser doesn't support it yet.

### Quality

This dropdown box will determine the quality of the conversion. Low will run quickly, but will not work well for clothing which has complex features. High will run more slowly, but will work for all clothing types.



### To...

Use this dropdown box to choose the figure to whom you wish to convert the clothing. This list will contain all of the figures that you have a license to use. If you don't see the figure you want in this list, that means that you need to obtain a license before you can convert clothing to that figure.

### Skirt

Check this box if the clothing you are converting has a skirt or long dress. When regrouping clothing for the target figure, checking this box will group all parts of the skirt in the hip group for the figure. Otherwise, when posing the figure's legs, the skirt or dress will "break."

#### Add skirt handles

This checkbox is only enabled when the Skirt option is checked. Checking the **Add skirt handles** box will add handles to the clothing's geometry that will allow you to pose skirts and dresses around the target figure's legs. This won't work as well as custom designed bones or movement morphs, but it will give some basic functionality to skirts and dresses.

#### Include head, hands, and feet

Check this box if the clothing covers the figure's head, hands, and/or feet. Selecting this option will cause the conversion to run slower, so you should only select it when it is needed.

#### Turn off spherical falloff zones

If your converted clothing experiences "stretching" when posing, check this box to turn off the clothing's spherical falloff zones in the arms and legs. This will fix the stretching, but may cause minor poke-through in nearby joints. For better results, manually adjust the falloff zones in Poser using the joint editor.

### Fix poke-through

If the converted clothing has poke-through when you bring it into Poser, then you can check this box to perform a general poke-through fix. Enter a value in the box next to this checkbox (between 0.05 and 0.25 is usually sufficient), and the CrossDresser will push the clothing away from the target figure's body by that amount.

### Transfer Morphs

If the original clothing has morph targets that you wish to transfer to the converted clothing, then check this box and then click on the **Choose...** button to choose the specific morphs to transfer.

### Weld

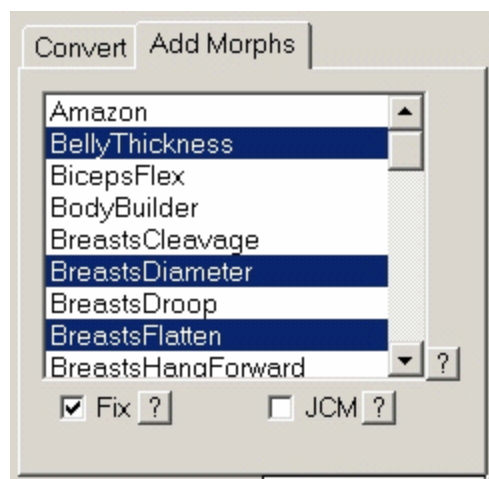
Use this checkbox to weld any unsightly seams in the converted clothing. You can also change the tolerance in the text box if needed, but the default is usually good.

### Add to Batch

Clicking on this button when the **Convert** tab is active will add the current setup conversion job to the batch queue.

### Convert Clothing

Clicking on this button will start the conversion process. This will take a few seconds to several minutes (depending on several factors such as the complexity of the clothing, the quality setting selected, and whether there is saved influence data). Once the conversion is complete, the clothing will be saved in the **Poser:Runtime:libraries:character:!Converted:** folder (unless the **Override output CR2 location** option is selected in the **Settings** window). If you have multiple Runtime directories defined, the clothing will be saved in the same Runtime as the original clothing.



## Morph List

This list shows all of the morphs available for the currently selected **From** figure. Select the morphs you wish to transfer. Hold down SHIFT or CTRL while clicking to select multiple morphs.

## Fix

Click on this box to transfer all of the CrossDresser fix morphs to the clothing as morph targets that can be adjusted in Poser or Daz Studio.

## JCM

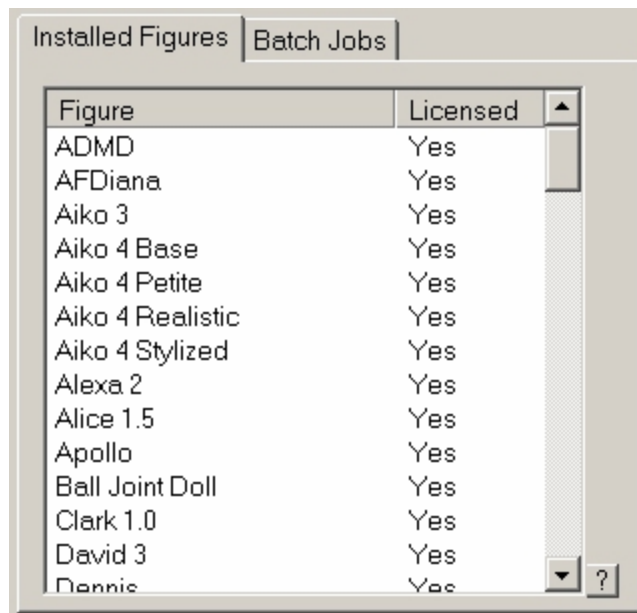
If the **From** figure has any joint-controlled morphs, you can check this box to transfer them to the clothing.

## Add to Batch

Clicking on this button while the **Add Morphs** tab is active will add a morph job to the batch list.

## Add Morphs

Click on this button to start the add morph process.

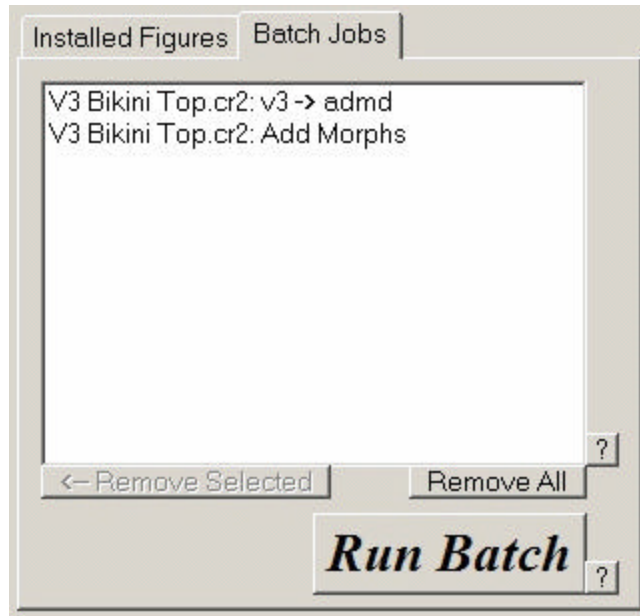


The screenshot shows a window titled 'Installed Figures' with a 'Batch Jobs' tab. It contains a table with two columns: 'Figure' and 'Licensed'. The 'Licensed' column contains 'Yes' for all listed figures. A vertical scrollbar is on the right, and a question mark icon is at the bottom right.

Figure	Licensed
ADMD	Yes
AFDiana	Yes
Aiko 3	Yes
Aiko 4 Base	Yes
Aiko 4 Petite	Yes
Aiko 4 Realistic	Yes
Aiko 4 Stylized	Yes
Alexa 2	Yes
Alice 1.5	Yes
Apollo	Yes
Ball Joint Doll	Yes
Clark 1.0	Yes
David 3	Yes
Dennis	Yes

## Installed Figures

This list contains all of the figures that the CrossDresser supports. If you have a license to use the figure, then the Licensed column will state Yes. Otherwise, this column will be blank.



### **Batch List**

This list shows all of the batch jobs currently in the queue. Click on an item to copy its settings back into the program.

### **Remove Selected**

Clicking on this button will remove the selected batch job from the queue.

### **Remove All**

Clicking on this button will clear the batch list.

### **Run Batch**

Clicking on this button will start the batch process. Each job in the queue will be run in turn. When the process is complete, you can view the status of each job by clicking on it in the list.

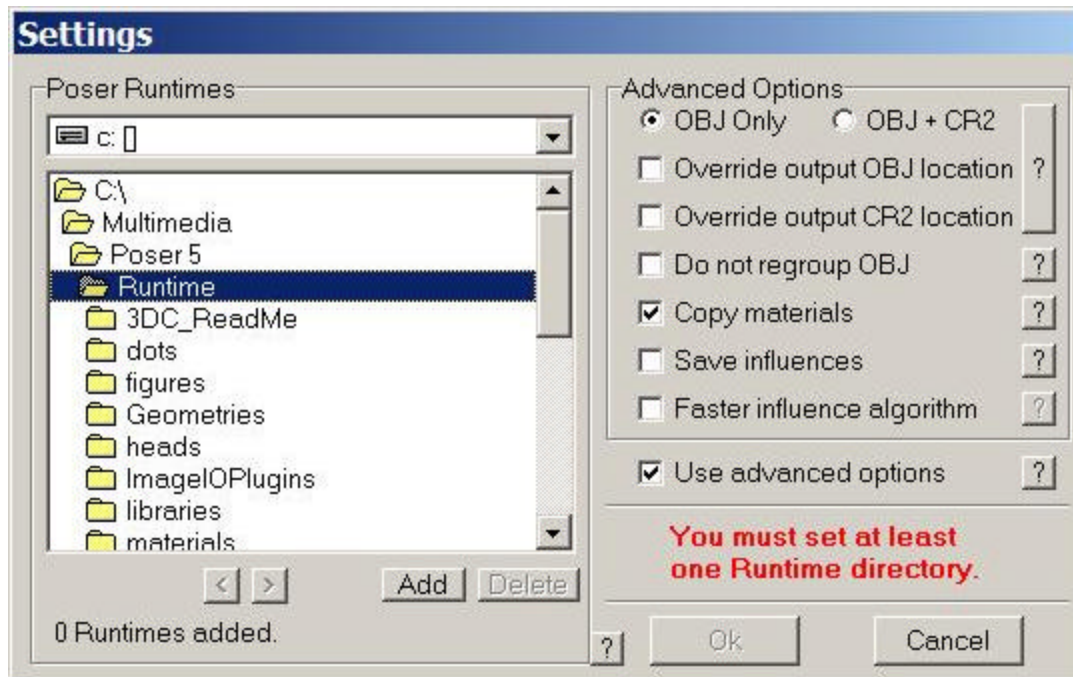


### **Status Bar**

The status bar will show you what job the CrossDresser is working on, as well as the progress of the current task.

# Settings Window

The Settings Window allows you to enter information that is required for the CrossDresser to function, as well as override the default behavior of the program.



## Poser Runtimes

You can use this area to select your Poser runtime directories. Browse to your Poser directory, select the Runtime directory, and click on the **Add** button. You can use the two **arrow keys** to browse through all of the Runtimes currently added. If you wish to remove a Runtime directory, use the **arrow keys** to browse to it, and click the **Delete** button. You will not be able to add a directory if it is already included in the Runtime list.

**IMPORTANT NOTE:** The CrossDresser needs at least one Poser runtime directory defined in order to work correctly. If your Runtime directories are not setup correctly, you will most likely get an error such as "**Could not load clothing OBJ file**" when you try to convert clothing. If you get this error message, go to the **Settings** window, and define at least one Runtime directory.

## Advanced Settings

The CrossDresser allows you to override several default program settings. When you check the Use advanced options checkbox, the CrossDresser will use the options you select in the Advanced Options section. If the Use advanced options checkbox is not checked, then the CrossDresser will perform its default action

## **OBJ only / OBJ + CR2**

By default, the CrossDresser outputs both a converted object and a CR2 file that points to it. If you only need the converted object, then you can select OBJ only instead.

## **Override output locations**

By default, the CrossDresser saves the converted OBJ and CR2 in the Poser runtime folders (in **geometries:!Converted:** and **libraries:character:!Converted:**, respectively). If you wish to change the output locations, then check the override options. When you click the Convert Clothing button on the main window, you will be prompted for a save location. If you override both the OBJ and CR2 locations, then you will be asked for the CR2 location first.

Normally, the CrossDresser saves the OBJ location in the CR2 file in Poser's internal format, such as **Runtime:geometries:folder:object.obj**. If you choose to override the OBJ location, then the OBJ path will be saved in the CR2 file as an absolute path, such as **C:\Poser 5\Runtime\geometries\folder\object.obj**.

## **Do not regroup OBJ**

In order for clothing to conform to a figure, both the clothing and figure need to have the same bone structure. For example, without regrouping, clothing converted from Vicky 3 to Vicky 4 would not work because Vicky 3 has buttock groups, but Vicky 4 doesn't. By default, the CrossDresser regroups converted clothing so that it will conform properly to the target figure. However, many Poser figures have the same bone structure. If you don't want to regroup a particular clothing, select the **Do not regroup OBJ** option.

## **Copy materials**

By default, the CrossDresser copies materials from the original clothing into the converted clothing. If you do not want to copy the materials, then uncheck the **Copy materials** option.

## **Save influences**

The most time-consuming part of the conversion algorithm is calculating the influence data. For complex clothing on the High quality setting, this can take upwards of half an hour. By default, the CrossDresser saves this influence data to a file in the influences folder. Then, when the clothing is converted again, this data is read from the file, reducing the conversion time from several minutes to a few seconds. This is very useful if you are converting

one clothing to several other figures.

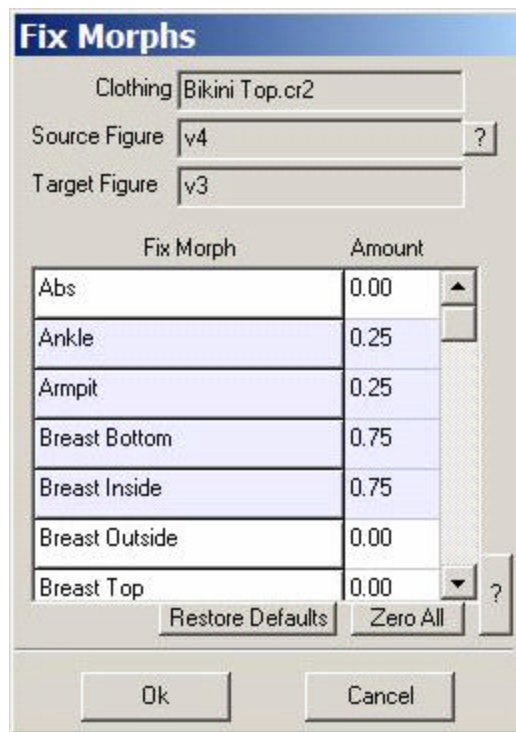
However, this influence data can take up a lot of disk space. For a complex clothing on the High quality setting, this may be upwards of 300 megabytes. If you don't want to save influence data, then uncheck the **Save influences** option.

### Faster influence algorithm

CrossDresser Version 3 includes a new influence calculation algorithm that can run up to 6X faster than the old algorithm. Check this box if you want to use the new algorithm.

## Fix Morphs Window

The Fix Morphs window allows you to customize the list of fix morphs for a particular clothing/source/target combination. By customizing the fix morph list, you can fix minor poke-through issues that a clothing may have.



### Clothing / Source Figure / Target Figure

If you use the fix morphs feature, the custom morphs will be saved for that particular clothing/source/target combination. For example, if you setup some custom morphs for the standard V4 Bikini from V4 to V3, then these custom morphs will only be used for for converting the V4 bikini from V4 to V3, and for nothing else. All other combinations will use the default fix morph lists.

### **Fix Morphs**

This list contains all of the custom fix morphs we have created to help fit clothing around figures. To use these morphs to fix poke-through, increase the Amount for the morph in the right column, click the Ok button, and then re-run the conversion process.

### **Restore defaults**

By clicking on the Restore defaults button, you will restore the values in the fix morph list to the default values for the conversion.

### **Zero all**

By clicking on the Zero all button, all of the morphs in the list will be zeroed.