

Autosave Plugin



by **MIKED**

Version 1.0.2.1 February 2024

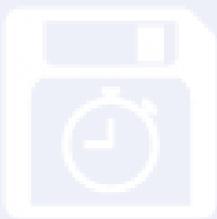
Features

The “**Autosave suite**” is a long missing element from Daz Studio, enriched with many other features to make it handier than a simple save action. The main features are:

- **Monitoring:** It monitors your scene and saves it, in regular time, if it needs to be saved. All options are included in a single pane (tab), which can be placed wherever you want in Daz Studio pane placeholders.
- **Snooze action:** You get a snooze button to postpone the save procedure if you are in the middle of something important.
- **Write and read scene Notes:** It gives you the ability to add and save notes into your scene (fully compatible with the freebie “**Node’s Notes**” given in Daz Store as a Christmas gift in December 2022, or as a free script from my site -www.mikededes.com).
- **Advanced Loader Dialog:** An Advanced Loader is included so you can see the notes for each scene file even before opening it.
- **Advanced Save action:** The Advanced Save action gives you the ability to manually save the next file in an instant with the current settings.
- **Manager Files Dialog:** You get a ‘*Manager Files*’ dialog to manage your saved files. Here you can **delete**, **archive** or **backup** any file(s) you want.
- All above main features come with **new actions**, a new ‘**Autosave**’ menu and a **toolbar**. All these new actions can be placed as handy buttons on the included or any other toolbar for easy access and monitoring.
- The Autosave Tab has **tooltips** and the ‘**What’s this**’ feature.

In particular for the Autosave Panel:

- You can **enable or disable the autosave function** anytime you want, by a checkbox.
- **The ‘Snooze’ button will be flashing to alert you** when you are close to the saving time.
- You can **set the save time, the snooze time** (the time you get when you press the ‘Snooze’ button), **and the snooze alert time** (the time your ‘Snooze’ button starts flashing before the save procedure).
- You have the option to **save Scene files** using the current scene filename or to **save Scene Subset files** with the extension ‘*_SUBSCENE*’.
- You can set the next scene filename to use **incremental numbering** and **specify the digits of the numbering**.
- You have the option to **save the next files compressed or not**.
- If you are going to save scene files you can pre-choose to **include the Backdrop color, the Backdrop image and the Render settings**.
- You can **choose a custom folder to store the saved files**.
- **An info panel** at the top of the pane will present you all the details about the status of the saving procedure.
- At the bottom of the pane, you can **write notes that will be saved with your scene**.



- **The Advanced Save button** will instantly save the next file with the current settings, without waiting for the timer to expire.
- Three more buttons allow you to **open the Advance Loader dialog, the Manager dialog and the save folder**.
- You also have the option to **get notified if the Autosave function is not enabled** on the Daz Studio's startup.
- You can **set the tooltips on or off**.
- You can choose to **show the next filename in the Timer Action button** on the toolbar or not.

In particular for the Advanced Loader Dialog:

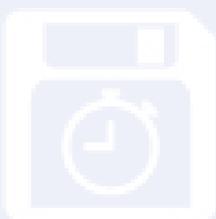
- You can choose to see the folders in **Explorer View, Content Library mapped folders, or favorite folders**.
- You can **bookmark the current folder as favorite**, or to remove it from the favorites.
- If you are viewing the 'Content Library' mapped folders, you can select if you want to **include the 'Content Library Import folders' and the 'Content Library Poser folders'**.
- You can instantly return to the **'next save folder'** or the **'current scene file'** folder from any folder you are currently browsing.
- **A filter** allows you to see all the **'dup'** files in the current folder, **the 'scene' files only, the 'scene subset' files only** or the **'scene and the scene subset' files only**.
- Selecting a file, you can **see its notes and icon**, even without opening it.
- **An info panel** shows you the current drive, its exact free disk space and an approximation of its total disk space.

In particular for the File Manager Dialog:

The File Manager Dialog shares the same panel with the Advanced Loader Dialog, so you have all the above functions plus:

- You can **set a backup folder and an archive folder** for your files.
- You can **group the current folder's files** by name base.
- You can **select or deselect the desired files manually**.
- You can **let the dialog select a specific number (n) of files** for you (First n files, Last n files, Every file but the first n of them, Every file but the last n of them) by name or by modification date. You can also specify the number of files you want to select.
- **'Delete', 'Archive' or 'Backup'** your selected files with one click.

Beware: The plugin needs activation after installation. You can find the serial number when you log in into DAZ page, under your "Account/Serial Numbers". Copy the serial number and paste it into DAZ Studio in the popup dialog under the menu "Help/About Installed Plugins".



Installation

The installation file is an .exe file that automatically loads the plugin through the **DIM** application. If you choose to install the plugin manually you have to download it first from Daz Site (www.daz3d.com)(**My Account/Product Library**) and then execute the downloaded file.

After the installation you should have the autosave.dll file and the AutoSave folder into your Daz Studio plugin folder (normally it should be in your: "Daz Studio installation drive/ Program Files/DAZ 3D/DAZStudio4/plugins").

In both cases you will need to activate the plugin before using it. Firstly, you must find the serial number into Daz Site **under your "Account/Serial Numbers"**.

Next you have to open Daz Studio and navigate to the menu **Help/About Installed Plugins**. A dialog with all your plugins will popup. Copy the serial number for the specific plugin from the Daz Site (www.daz3d.com) and paste it into the opened dialog box. If the plugin is not checked, check it to be activated.

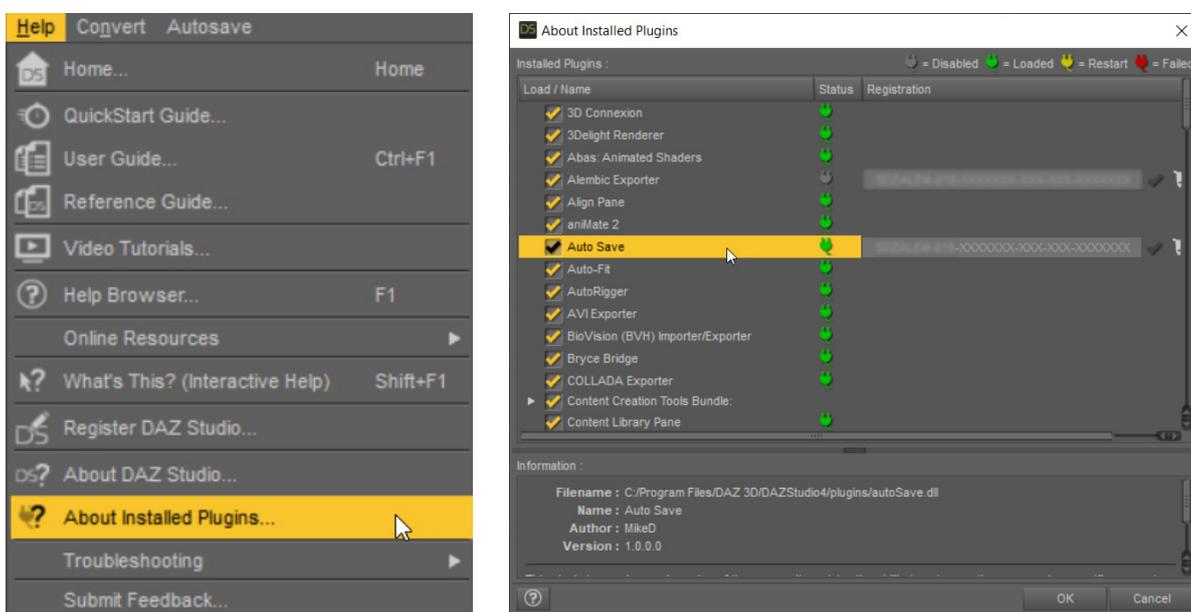


Figure 1: The About Installed Plugins menu and dialog in Daz Studio

Next open the menu **Window/Panes (Tabs)** in Daz Studio and click on the name of the plugin. If the tab is not visible (normally it should hover in the middle of your Daz Studio) or if you cannot see the name of the plugin into the list in the **Window/Panes (Tabs)**, a Daz Studio restart may be needed. If you can see the tab hovering in Daz Studio, you can drag it to any panel you want.

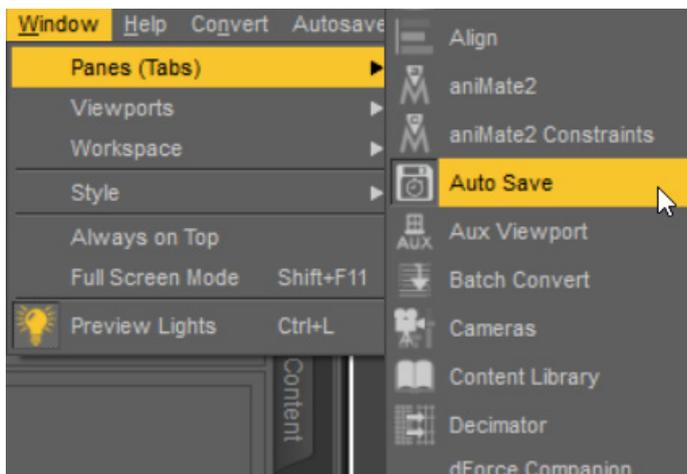
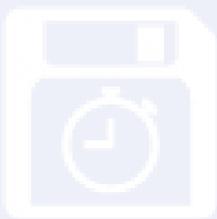


Figure 2: Opening the pane Auto Save in Daz Studio menu



If you haven't restarted Daz Studio so far, do it now, so you can activate the toolbar.

Activate the toolbar

If the Autosave toolbar is not visible in your Daz Studio interface, right click on any empty space of the toolbars panel and click on the AutoSave in the popup menu.

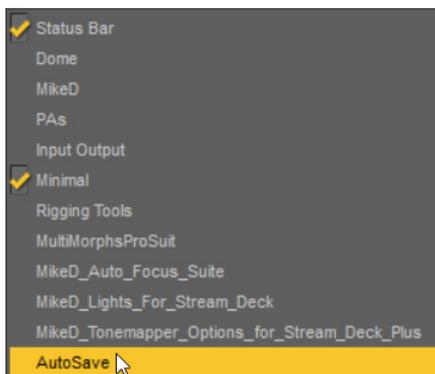


Figure 3: Activating a tool bar in Daz Studio panel

If the Autosave toolbar is still not visible, open the **'Customize'** dialog (menu: **Window/Workspace/Customize** (or *F3 default shortcut*)) and on the right panel choose the tab **'Activities'** (it should be opened by default). Open the **'Advanced'** hierarchy and then the **'Toolbars'** hierarchy pressing the cross (+) symbol next to them. In the list of toolbars, right click on the 'AutoSave' toolbar and choose **'Activate Toolbar'**. Now the 'AutoSave' toolbar should be visible in your interface.

Customize the toolbar

When the Autosave plugin is initiated for the first time, the toolbar buttons are in a random position.

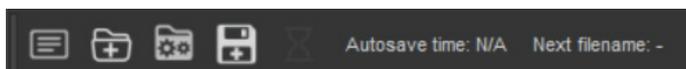


Figure 4: The toolbar after first activation

You can find each of the above buttons' names in the following list:

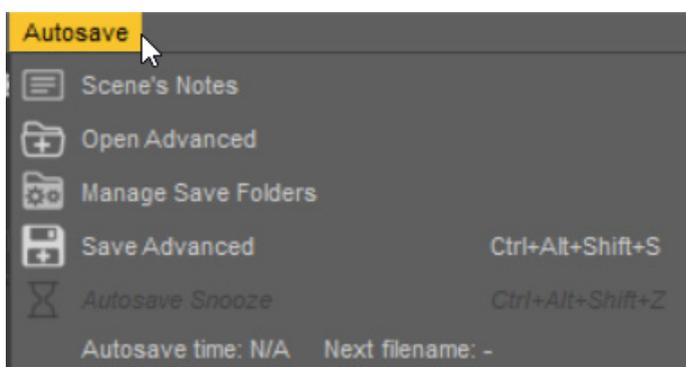
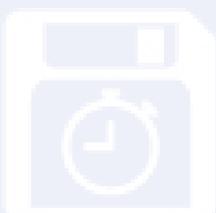


Figure 5: The toolbar buttons' name and the Autosave menu

If you want to rearrange them or place them in another toolbar, you will need the **'Customize'** dialog again (menu: **Window/Workspace/Customize** (or *F3 default shortcut*)). When the dialog opens, choose the tab **'Tool Bars'** in the right panel and then open the hierarchy of the **'AutoSave'** toolbar pressing the cross (+) symbol next to it.

Now you can click and drag each of the buttons listed in the AutoSave toolbar to any position you want. If you want to have more control on the buttons, you can right click on any



of them. A dialog will pop up. Here you can delete the current button (you can add it again if you like, on the same or any other toolbar), or you can add separators between the buttons.

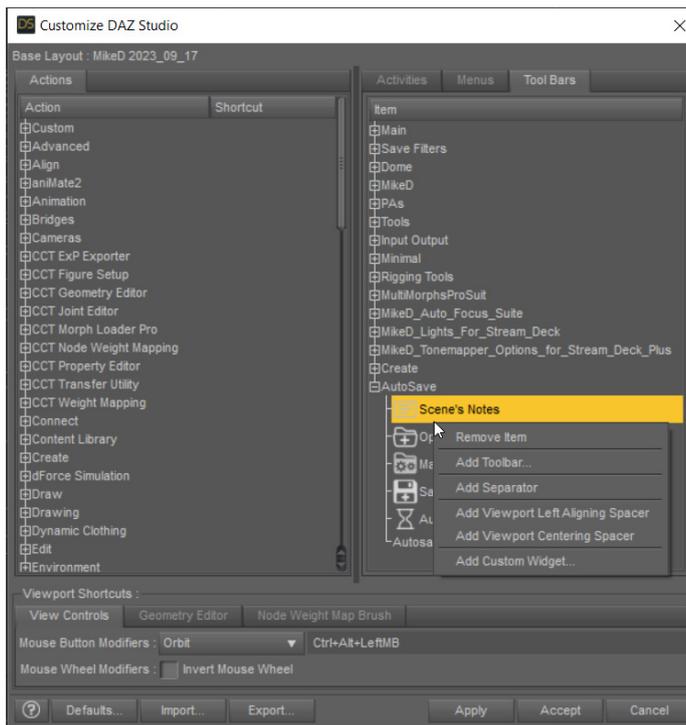


Figure 6: Option menu for each button of the toolbar

If you want to add the buttons of the AutoSave plugin on another toolbar, open the Autosave group at the left panel of the 'Customize' dialog and the toolbar you want to use at the right panel. Now you can click and drag any action you want from the left panel to the opened toolbar of the right panel. The action will become a button for your selected toolbar.

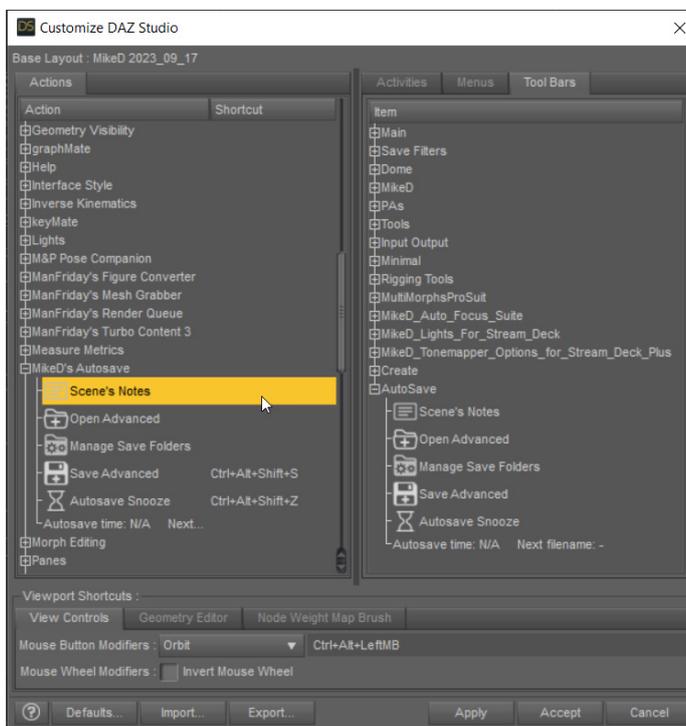
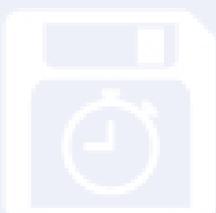


Figure 7: Drag and drop any action from the left side to the toolbar of the right side to place it as a button



This is how my toolbar became after the customization

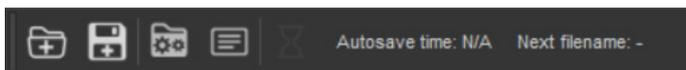
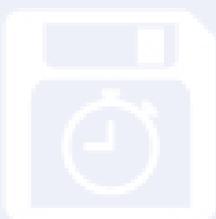


Figure 8: The toolbar after first activation

Placing the toolbar

Be aware that if you choose to use the 'Autosave time' button and display the next filename (you can set if the button will display the next filename or not, on the top of the AutoSave pane as a hidden option – open the top separator to make it visible), you will need some space next to this button as it could be a long string. Keep the necessary space to the right side of this button or use a new line for your toolbar underneath the main one. You can move the toolbar to any place you want at the top, down or at the sides of Daz Studio, above, beneath, left or right of any other toolbar, by clicking on its '*moving handler*', at the far-left side of the toolbar, next to the first button (it looks like an I letter) and dragging it anywhere you want.

Version: 1.0.2.1



AutoSave Pane

The AutoSave pane is a tab you can place in any pane (panel) holder of Daz Studio. It contains scroll bars so it can fit anywhere. The minimum width of the pane is 500px so if you place it in any pane holder wider than 500px the pane will be completely visible horizontally without the scroll bar.

1. **Separator:** There is a separator at the top of the pane hiding some not so regularly used options. You can click on the separator to make these options visible.



Figure 9: The Separator at the top of the Autosave panel

2. **The hidden options:**

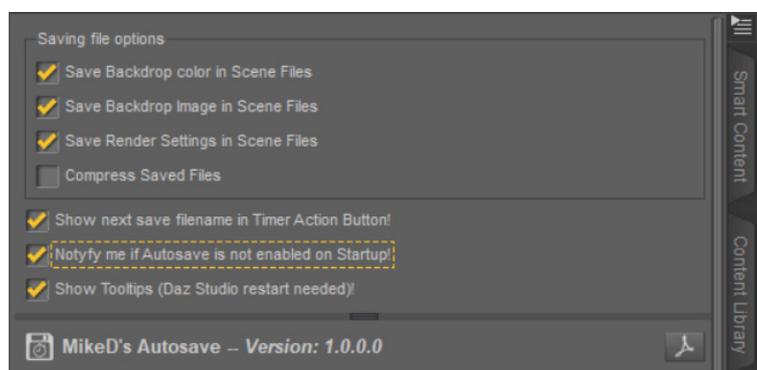
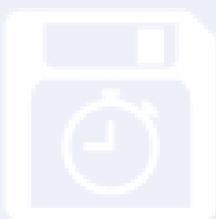


Figure 10: The hidden options

Here you can find some settings about saving files and some general options.

a. Saving Files options

- Save Backdrop color in Scene Files:** Choose if you want to save the backdrop color in your **scene files** (it does not apply to the scene subset files), like the option you have when you use the **'Save As/Scene'** action of Daz Studio. This option overrides the default one of the **'Save As/Scene'** filter, so it doesn't matter what you chose the last time you saved your scene. The new save file will comply to your selected option from this panel.
- Save Backdrop image in Scene Files:** Choose if you want to save the backdrop image in your scene files (it does not apply to the scene subset files), like the option you have when you use the **'Save As/Scene'** action of Daz Studio. This option overrides the default one of the **'Save As/Scene'** filter, so it doesn't matter what you chose the last time you saved your scene. The new save file will comply to your selected option from this panel.
- Save Render Settings in Scene Files:** Choose if you want to save the render settings in your **scene files** (it does not apply to the scene subset files), like the option you have when you use the **'Save As/Scene'** action of Daz Studio. This option overrides the default one of the **'Save As/Scene'** filter, so it doesn't matter what you chose the last time you saved your scene. The new save file will comply to your selected option from this panel.



- iv. **Compress Saved File:** Choose if you want to compress the next saved file or not. This option applies to both the scene files and the scene subset files. This option overrides the default one of the **'Save As/Scene (or Scene Subset)'** filter, so it doesn't matter what you chose the last time you saved your scene. The new save file will comply to your selected option from this panel. The benefit from leaving a file uncompressed is that you can edit it later with a text-editor if you intend to. On the other side, the uncompressed file needs more storage room.

b. General Options

- i. **Show next save filename in Timer Action Button:** The timer button on the toolbar shows the time remaining until the next save. Check this box if you want this button to display the next filename as well. This is handy when you don't have the Autosave pane always visible and you want to be informed about the next filename without having to switch to the Autosave pane all the time.
- ii. **Notify me if AutoSave is not enabled on Startup:** You may have disabled the AutoSave pane temporarily and forgot to enable it when you exited Daz Studio. At the same time there is a great possibility that the next time you start Daz Studio you will have forgotten about this, and you will start editing your scene with the AutoSave function disabled. Check this option if you want to be notified if Daz Studio is starting up with the AutoSave function disabled to minimize the risk. Beware that if you use Man Friday's Render Queue or Render Queue 2, Daz Studio will restart before each render in the queue. If you have this option enabled, Daz Studio will pop up the notification message on each restart without affecting the rendering.
- iii. **Show tooltips:** The AutoSave pane has tooltips and the *'What's this'* function for most components. This is a great help, especially when you start using the plugin, but after a while the tooltips may popup all the time in the middle of the screen and this may bring you more annoyance than help. Use this checkbox to show or hide the tooltips from the pane. This will be in effect the next time you restart Daz Studio.

Beware: The *'What's this'* function will always be on. If you want to use the *'What's this'* function, you can choose the **'What's this'** option in the **Help** menu of Daz Studio or press **Shift + F1** on your keyboard.

- 3. **Manual button:** At the right side of the plugin's name and version (at the top of the pane) you can find the manual button with a pdf icon. This button opens this document.

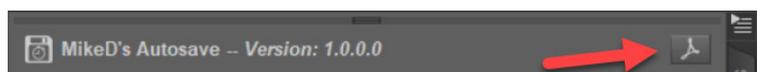


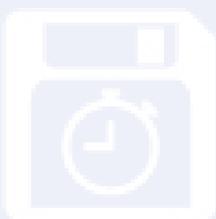
Figure 11: The manual button

- 4. **Timer Enabled:** You can set the AutoSave function on or off with this check box.



Figure 12: Enable - Disable timer

Having this option unchecked will reset the timer and it will no longer monitor if the scene needs to be saved. At the same time, you can use the other functions of the plugin. You can still open the *Advanced Load* dialog, save the scene with the *Advanced*



Save button, open the *Manager Files* dialog, open the *Save Folder* or write notes for your scene, even if the timer is disabled. You can also use the same functions with the toolbar buttons. There are many reasons you may want to switch off the timer. If you are afraid that you will forget to switch it back to **'Enable'** status, you can always leave checked the option **'Notify me if AutoSave is not enabled on Startup'**, located in the hidden options panel at the top of the pane, just to be sure. After all, better safe than sorry. There are some events that will pause the timer, but they will not disable it. The timer will be paused when you are rendering a scene, when you are clearing a scene, when you are loading a scene, when you are loading a Daz Asset, when the simulation is running, when you are playing an animation, or when you are saving a scene using the *Advanced Save* button. This functionality makes the plug in perfect for cooperation with other plugins like **Man Friday's Render Queue**. Even if you haven't switched off the **'Timer Enabled'** option, the plug in will pause the timer during the rendering, causing no trouble to your renders. Beware that using Render Queue or Render Queue 2 Daz Studio will restart before each render, so although it will work fine, it will pop up a message at each restart if you have the option 'Notify me if AutoSave is not enabled on Startup' enabled. When the timer reaches 00:00, the scene will be saved according to your settings. If there is no filename for the scene yet, the save dialog will pop up when the timer expires.

5. **The Snooze button:** The snooze button is disabled as long as the timer has not reached the **'Snooze time'** you have set in the settings described below (**'Timer Options'** group). The same stands for the **'Snooze'** button in the toolbar.



Figure 13: The pane's Snooze button, the toolbar Snooze button and Timer button, disabled

When the timer reaches the **'Snooze time'**, the button will be enabled.



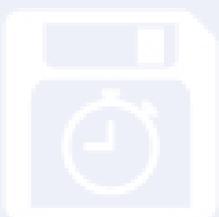
Figure 14: The pane's Snooze button, the toolbar Snooze button and Timer button, disabled

From this moment, anytime you press the **'Snooze'** button (the one in the pane, the one in the toolbar or the **'Timer'** in the toolbar) the timer will be set to your **'Snooze time'** and of course the button will remain enabled. When the timer reaches the **'Snooze alert time'** you have set in the setting described below (**'Timer Options'** group), the **'Snooze'** button in the pane and the **'Snooze'** button in the toolbar will start flashing to notify you that the scene will be saved soon.



Figure 15: The pane's Snooze button, the toolbar Snooze button and Timer button, flashing

If you are in the middle of something important and you don't want to be interrupted by the saving process, you can press the **'Snooze'** button on the pane, the **'Snooze'** button on the toolbar, or the timer on the toolbar to set the time to the **'Snooze time'** you have set. This way you gain some time in order to complete your work.



6. Info Panel: In this panel you can find useful information about your scene file.

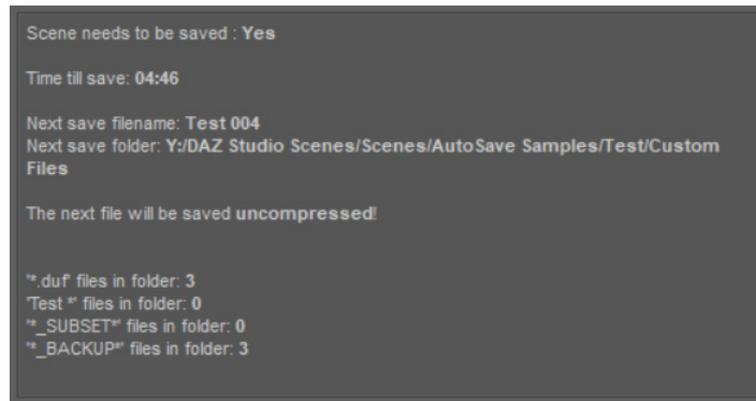
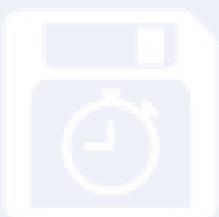


Figure 16: The info panel

- a. **Scene needs to be saved:** At the top you can see if the scene needs to be saved or not. If the pane is not visible you can check the timer in the toolbar. The timer starts ticking only when the scene needs to be saved, so if the timer is holding still to the original time or is saying '*N/A*', the scene doesn't need to be saved. If you see that the timer is ticking, then the scene needs to be saved.

Disclaimer: When you load a scene in Daz Studio, the scene gives a false '*need to be saved*' signal. This is not an AutoSave plugin bug but a Daz Studio feature!

- b. **Time till save:** Here you can see the remaining time until the plugin saves the scene.
- c. **Next save filename:** This is the filename that will be used for the next save. It is updated according to your settings described below ('[Auto Save file Options](#)' group). Anytime you make a change in this option group, you can see that the filename in this panel will be updated.
- d. **Next save folder:** This is the folder path that will be used for the next save. It is updated according to your settings described below ('[Auto Save file Options](#)' and '[Save the AUTOSAVE files in](#)' groups). Anytime you make a change in these option groups you can see that the folder name in this panel will be updated.
- e. **The next file will be saved compressed/uncompressed:** This info shows you if the next file (scene file or scene subset file) will be saved compressed or uncompressed. You can change this option in the hidden options panel at the top of the pane, if you open the separator just above the title (*MikeD's Autosave – Version: x.x.x.x*).
- f. **Statistics about the number of files:** Next you can see some statistics about the number of files existing in the save folder. Here you can see the total number of .duf files, the number of files with the same base name as the current one, the number of files (scene subset file) with the '*_SUBSET*' extension, and the '*_BACKUP*' files.



- 7. Action Buttons:** Here you can find some buttons that execute useful actions: opening the 'Advanced Loader' dialog, instantly saving the scene with the current settings using 'Advanced Save', opening the 'Manage Save Folder' dialog ('File Manager') and opening the save folder in explorer.



Figure 17: The action buttons in the Autosave pane

The 'Advanced Loader', the 'Advanced Save' and the 'File Manager' actions also have toolbar buttons for easy access when the 'AutoSave' pane is not visible.



Figure 18: The action buttons of the toolbar

You can find more information about the: 'Advanced Loader Dialog', 'Advanced Save' action and 'File Manager Dialog', in the next dedicated chapters for each one of these features.

- 8. Timer Options:** Here you can set the values for all the time events regarding the next file save.

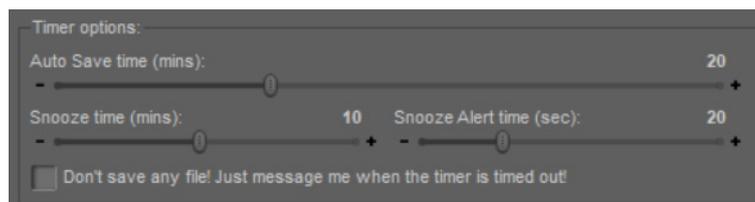
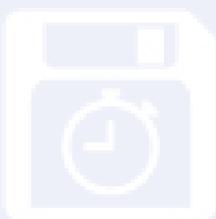


Figure 19: The action buttons in the Autosave pane

- a. **Auto Save time (mins):** When the scene needs to be saved, the timer starts counting. Here you can specify the time remaining until the *AutoSave* plugin saves your next file. It is the interval time between saves. If this time passes and the timer reaches 00:00, the scene will be saved with the current settings. Then the timer will be reset to this time value and the *Autosave* plugin will continue to monitor if the scene needs to be saved. If you alter your scene and it needs to be saved, the timer will start counting again from this specific time. You can change the value by dragging the slider or by typing the value you want. Every time you change this value the timer is reset to the new time. The minimum time you can set is 5 minutes and the maximum time is 60 minutes (1 hour). The default time is 20 minutes. Using small values makes the plugin saving the scene more often but increases the number of files in your disk. Using large values makes the plugin saving the scene less often, which leads in less files in the disk with a higher risk of losing much more work if something goes wrong between saves.
- b. **Snooze time (mins):** This is the time when the 'Snooze' button will become enabled and the time you get until the next save, when you press the 'Snooze' button. You can change the value by dragging the slider or by typing the value you want. Every time you change this value the timer will NOT reset. The minimum time you can set is 1 minute and the maximum time is the time you have set in the 'Auto Save time (mins)' option. It is obvious that you cannot set this value to be greater than the interval save time. Setting this value equal to the 'Auto Save time (mins)', you



will have the snooze button enabled at once when a scene needs to be saved. The default value is 5 minutes, which is a reasonable time to finish your work if you want to snooze the timer, but of course you can change it according to your taste. Reminder: You can snooze the timer using the **'Snooze'** button at the top of the **'AutoSave'** pane, the **'Snooze'** button on the toolbar, or the **'Timer'** button on the toolbar.

- c. **Snooze Alert Time (secs):** This value indicates the time that the **'Snooze'** button begins to flash before the **'AutoSave'** plugin saves the next file, notifying you that the saving process is near. You can change the value by dragging the slider or by typing the value you want. Every time you change this value the timer will NOT reset. The minimum time you can set is 10 seconds and the maximum time is 60 seconds (1 minute). The **'Snooze'** button in the toolbar flashes as well, so you can see it in case you have the **'AutoSave'** pane not visible. Both the pane button and the toolbar button flash every 1 sec.
- d. **Don't save any file! Just message me when the timer is timed out:** Use this option if you want to have full control of the save file and you don't want the **'AutoSave'** pane to save any files at all. In this case, when the timer reaches 00:00, a message will pop up, notifying you that it is time for your save, and the timer will be reset. It will be your responsibility to save the file at your convenient. In the meantime, if the scene needs to be saved the timer will still be active and counter ticking.

9. **Autosave file options:** Here are the settings for the save file. You can specify the name of the file and its type (scene or scene subset).

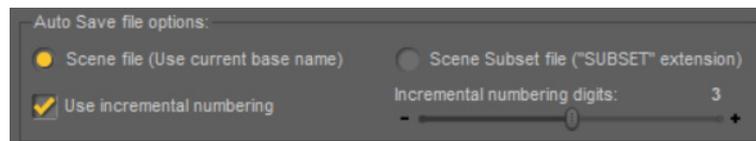
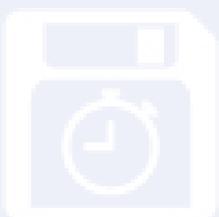


Figure 20: The Autosave file options panel

- a. **Scene file (Use current base name):** With this option chosen, the **'AutoSave'** plugin saves the file as a scene file using your current file's base name. The file's base name is the current file's name without the numbering at the end. The plugin reads the current file name and removes the final numbering until it finds a character which is not a number. For example, if the current filename is **'My Promo 01'** then the base name is **'My Promo'**. If the current filename is **'My Promo 01_00'** then the base name is **'My Promo 01'**. This option, in combination with the option below **'Use incremental numbering'**, specifies the filename that will be used for the next save. If the **'Use incremental numbering'** option is unchecked, then the filename that will be used for the next save will be the same as the current scene filename (**overwritten**). In this case it preserves the current filename even with the numbering at the end. For example, if the current filename is **'My Promo 01'** and you have not set an incremental numbering then the filename that will be used for the next save will also be **'My Promo 01'**, so the new file **will overwrite** the current scene file. In this case the plugin will copy your current scene file into a **'_BACKUP'** file, in your chosen folder, before overwrite the file.



Beware: If you don't use incremental numbering, the plugin will **overwrite** the existing scene file, without asking for confirmation, but an incremental '**BACKUP**' file will be created firstly in your save folder! In this case, you will only have available one scene file (except the backup files), which will be repeatedly overwritten.

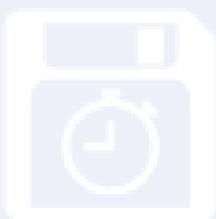
Beware: If you have selected this option, then the next scene file will be saved according to the hidden saving options you have set at the top of the 'AutoSave' pane (click on the separator above the title to make them visible). There you can set the 'Save Backdrop color', 'Save Backdrop image', 'Save Render Settings' and 'Compress file' options. See the section: '[Saving Files options](#)' for more details.

Beware: When you save a new scene take care that you have a logical name according to what you want to accomplish. For example, if you want to save a series of promos in the same folder using your own numbering for each promo it is better to save each new promo as 'My Promo 01_000', 'My Promo 02_000', 'My Promo 03_000' etc., or use parentheses like 'My Promo (01) 000', 'My Promo (02) 000', 'My Promo (03) 000' etc. This way when you are working on your first promo with the filename 'My Promo 01_000' the AutoSave plugin will use the following file-names 'My Promo 01_001', 'My Promo 01_002', 'My Promo 01_003' etc. for the autosave files.

- b. **Scene Subset file ("SUBSET" extension):** With this option chosen, the 'AutoSave' plugin saves the file as a scene subset file using your current filename. In this case, the current file end numbering will be included, and the new filename will be the current filename with the extension _SUBSET, followed by a new numbering. Choosing this option will always turn on the option below '**Use incremental numbering**'. As the '**Use incremental numbering**' option is always checked, the filename that will be used for the next save will be the same as the current scene filename with the extension _SUBSET and the incremental numbering at the end. For example, If your current filename is 'My Promo 01_002' and you choose this option with incremental numbering, then the filename that will be used for the next save will be 'My Promo 01_002_SUBSET_001'. The new files will be saved as scene subsets.

Beware: This option requires a valid filename for the scene. If you start a new blank scene, then when the timer expires the Save As Scene dialog will popup instead of saving a scene subset file, as there is no filename to be used.

Beware: When the 'AutoSave' plugin saves a scene subset file, the scene is not saved. So, the timer will be reset, but the scene will still need to be saved. In this case the timer may be reset but it will immediately start counter ticking again.



Beware: Saving a scene subset is not the same as saving a scene file. A scene subset stores less information than a scene file. A scene subset file does not include information regarding to the render settings, the dForce pane settings, the Animation settings, the scene data like the notes etc. If you want to save all these types of information, then it is better to use a scene file. A scene subset file is suitable for storing your used nodes (items, figures, props, environment, lights, cameras etc.), especially at the beginning of your work, and of course it is smaller than the scene file, but if you want to save all the scene information, use a scene file.

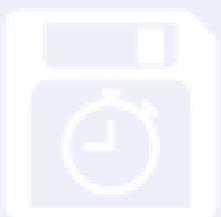
Beware: If you have selected this option, then the next file will be saved as a scene subset file. In the hidden saving options at the top of the 'AutoSave' pane (click on the separator above the title to make them visible) you can set the 'Compress file' option. The 'Save Backdrop color', 'Save Backdrop image' and the 'Save Render Settings' options have no effect in the scene subset files. See the section: '[Saving Files options](#)' for more details.

- c. **Use Incremental Numbering:** With this choice you can specify if the next scene filename will have incremental numbering or not. Choosing a **scene subset file will always have incremental numbering**. If you haven't chosen to use incremental numbering, then the new file will have the same name as the current file. If you have chosen the incremental numbering option, then the next file will have the current filename numbering incremented by one. If the final ending number has lesser digits than the number specified by the '**Incremental numbering digits**' option, then the missing digits will be replaced by zero characters at the front of the numbering.

Beware: Using this option, the filename that will be used for the next save will have the next integer of the higher number in the extensions of the existing filenames with the same base name in the save folder. The incremental numbering **does not** fill any missing numbers. For example, if you have in your current save folder the files 'My Promo 001', 'My Promo 004', 'My Promo 005' and you are working currently with the file 'My Promo 001', then the filename that will be used for the next save will be 'My Promo 006' (assuming you have set 3 digits in the numbering) and not 'My Promo 002', even if the last one does not exist in the save folder. The base name for this example is 'My Promo' so the plugin will find the larger extension number for this base name (which is 005) and it will set the next integer as the numbering for the next save ('My Promo 006').

Beware: If you don't use incremental numbering, the plugin will **overwrite** the existing scene file, without asking for confirmation, but an incremental '**BACKUP**' file will be created firstly in your save folder! In this case, you will only have available one scene file (except the backup files), which will be repeatedly overwritten.

- d. **Incremental Numbering Digits:** This slider defines how many digits will the incremental numbering at the end of the filename (or the BACKUP file) have. You can change the value by dragging the slider or by typing the value you want. The minimum digits you can set is 2 and the maximum digits are 4. The default digits are 3. The plugin will fill the missing digits with zero characters at the front of the numbering if the current incremental number has lesser digits than this slider value. For



example, if your current filename is 'My Promo 01_04' and you have set incremental numbering with 3 digits then the filename that will be used for the next save will be 'My Promo 01_005'.

Beware: This slider value does not specify the maximum number of files. The numbering can continue with numbers having more digits than the slider's value. This option specifies only the number of zeros that will be used so the numbering can be uniform. For example, if your filename is 'My Promo 01_999' and you have set 3 digits as this slider's value, then the next file will have the filename 'My Promo 01_1000'.

10. Save the files in: Here you can choose if you want to save your files in the same folder as the current scene's file, or at a separate folder.

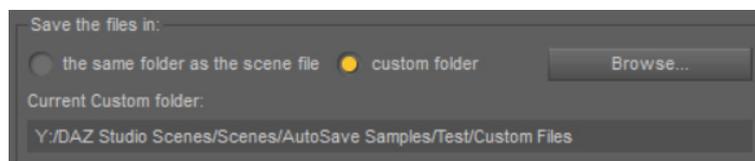


Figure 21: The Save Autosave files in folder options panel

- a. **The same folder as the scene file:** Choose this option so the next file will be saved in the same folder as the current scene's file.
- b. **Custom folder:** With this option the next file is going to be saved in a specific folder. You can see the current custom folder in the information label below the radio buttons.
- c. **Browse:** A button to choose the custom folder for your next files.
- d. **Current Custom Folder:** The path of the current custom folder.

11. Scene's Notes: Here is the panel to write and read the current scene's notes. In this panel you can write any notes you want, and these notes are going to be saved with the scene file.

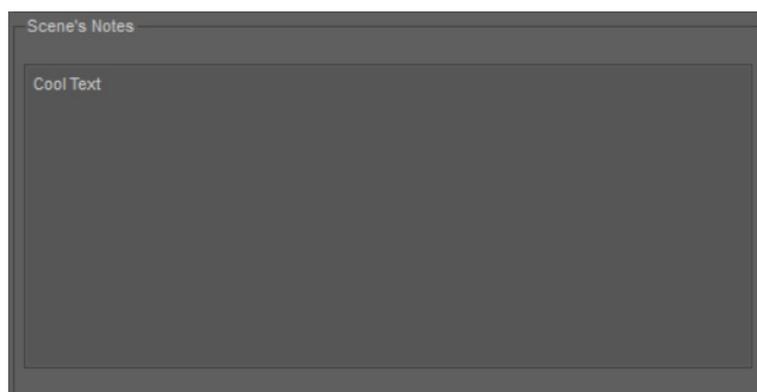
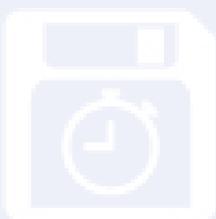


Figure 22: The Scene's Notes panel in autosave pane!



Beware: The scene subset files **do not** save scene data in their files. If you have chosen your next file to be saved as a **scene subset file** then it is **not going to keep the notes!**

The notes are saved when a scene file is saved, so it's not enough to write the notes in this panel. The scene needs **to be saved** in order to keep them in the scene file. At the next time you load the scene file into Daz Studio, any saved notes will be displayed here. The scene's notes feature also has a toolbar button for easy access when the 'AutoSave' pane is not visible.



Figure 23: The Scene's Notes action button in the toolbar

Pressing this button a dialog will pop up for your notes. In this dialog you will be able to see any existing notes for your scene.

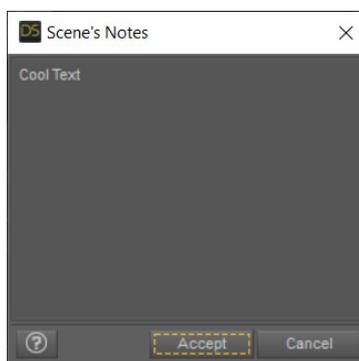
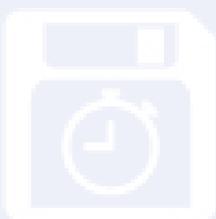


Figure 24: The Scene's Notes dialog opened with the toolbar button!

Here you can write new notes or edit the existing ones. Pressing the accept button, the notes will be ready to be saved with your scene. At the same time, you will see that the AutoSave pane will update the notes at the lower panel. If you cancel the dialog, no changes will take place to the existing notes.

Compatibility: This feature is fully compatible with my script **Nodes' Notes** given as a freebie in Daz Store for Christmas 2022. You may also have acquired it as a freebie from my site (www.mikededes.com). This means that any notes you write with the AutoSave plugin can be read by the Nodes' Notes script and vice versa.



File Manager

The *AutoSave* plugin is a very convenient way to regularly (auto) save your work, but it also increases the number of your save files, especially if you are working for a long time. Here you can manage your save folder and keep it tidy at the end of your day. You can open the *File Manager* dialog by pressing the **'Manage Save Folder'** button in *AutoSave* pane or the **'Manage Save Folders'** button in the toolbar.

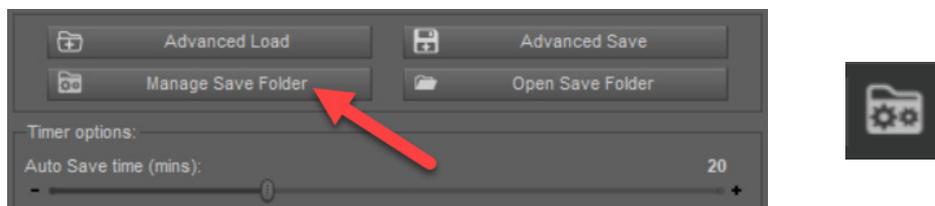


Figure 25: Opening the File Manager dialog from the pane button or the toolbar

The following dialog will pop up:

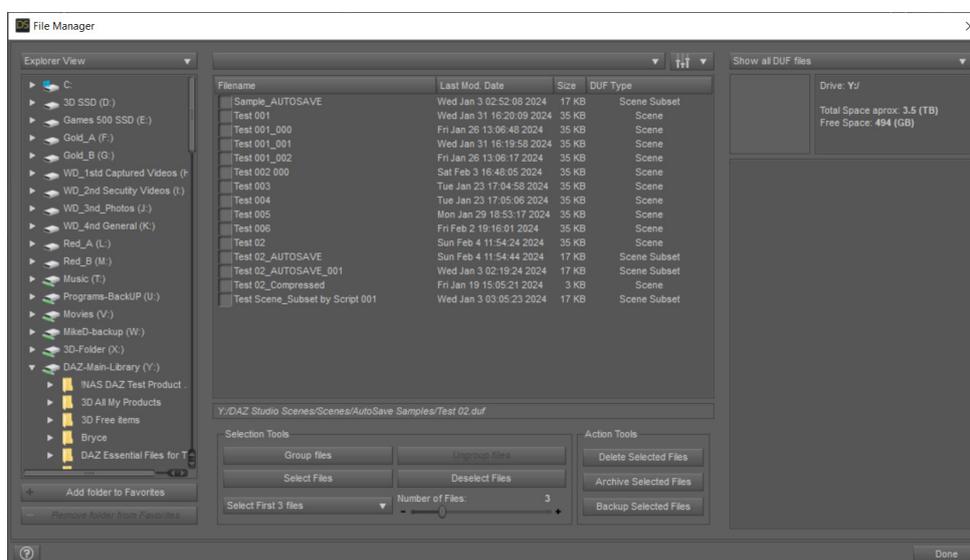


Figure 26: The File Manager dialog

The *File Manager* always starts in *Explorer View* of the current save folder. At the left panel you can see and choose your current folder and at the middle list you can see the included files. The *File Manager* shares the same settings with the *Advanced Loader* dialog, so whatever options are set here, the same will be set for the *Advanced Loader* dialog.

- 1. View Options:** You can choose between *'Explorer View'*, *'Content Library Folders'* and *'Favorite Folders'* in the top left corner using the combo box. The *'Favorite Folders'* option is available if you have stored any folders as favorites! If the current folder is not listed as favorite, the **'Add folder to Favorites'** button, located at the left panel under the folder list, will be enabled. If the current folder is already listed as favorite, then the **'Remove folder from Favorites'** button will be enabled. The favorite folders are common between this dialog and the *Advanced Loader* dialog.

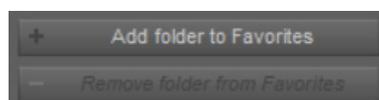


Figure 27: The Add folder to Favorites and Remove folder from Favorites buttons

For the selected folder, you can see some information in the top right info panel of the dialog regarding the current drive, the approximation of the total disk space and the exact free disk space of this drive.

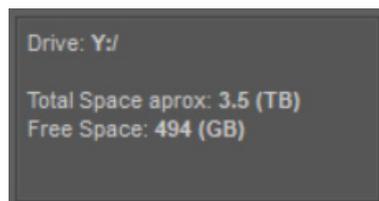


Figure 28: The drive info panel

This information is updated every time you change the current folder or you delete, backup or archive files.

- a. **Explorer view:** A typical explorer view of your folders (in the left panel) and the currently selected folder's included files (in the middle list). Whenever you are in the 'Content Library Folders' view or in the 'Favorite Folders' view and you change your selection to the *Explorer view*, then the *Explorer view* will start from the last folder you browsed in the 'Content Library Folders' or in the 'Favorite Folders'.
- b. **Content Library Folders:** In this view you have a list of the Mapped Content Library Folders. The first Content Library Folder will be selected each time you select this option. You can choose to browse another content library folder using the combo box located at the top of the middle panel.

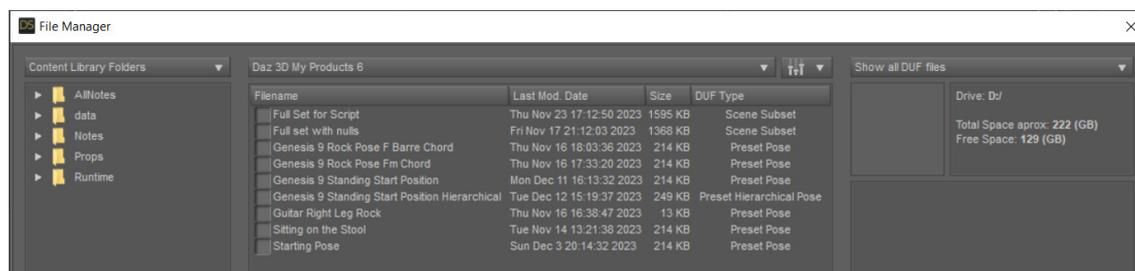


Figure 29: The Content Library View

You can select if you want to include the 'Content Library Import folders' and the 'Content Library Poser folders' by the settings combo button located at the top right corner above the file list.

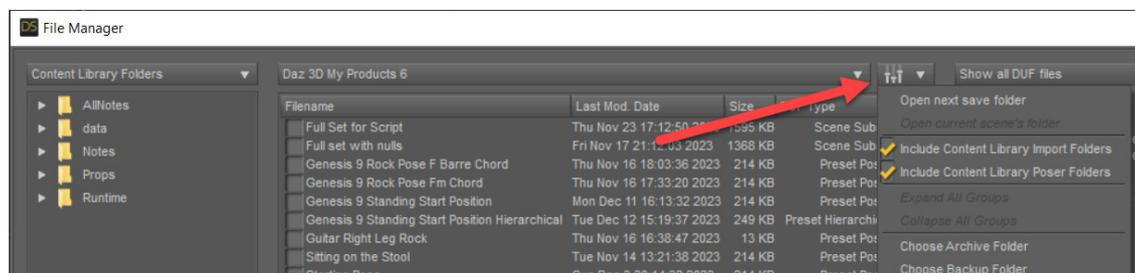
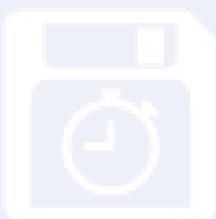


Figure 30: The Settings button at the top of the dialog

The 'Content Library Import folders' and the 'Content Library Poser folders' options are common between this dialog and the Advanced Loader dialog.

Beware: If the current content folder has subfolders and you select any of them into the left panel, you cannot see the files of the root content folder unless you reselect the current content folder from the combo box at the top of the middle panel.



- c. **Favorite Folders:** If you have set favorite folders then this option will be available to you in the top left combo box. In this case, the middle area combo box, at the top, will list all your favorite folders (sorted by folder name). If you remove all the favorite folders while being in this view, then the dialog will automatically change into the 'Explorer View'.

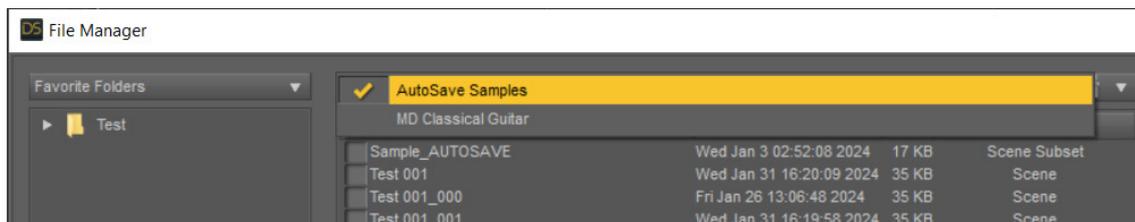


Figure 31: The Favorite Folders view

The favorite folders are common between this dialog and the *Advanced Loader* dialog. If you have set some specific favorite folders here, then the same favorites list will be available in the *Advanced Loader* dialog.

Beware: If the current favorite folder has subfolders and you select any of them into the left panel, you cannot see the files of the root favorite folder unless you reselect the current favorite folder from the combo box at the top of the middle panel.

2. **List of Files:** In the middle panel of the dialog, you can see the list of files included in the current folder. There are four informational columns, the 'Filename', the 'Last Modified Date', the 'Size', and the 'DUF Type' of each file. If you have no file selected, then by hovering over each of them, you can see their file path in the path info just below the list panel.

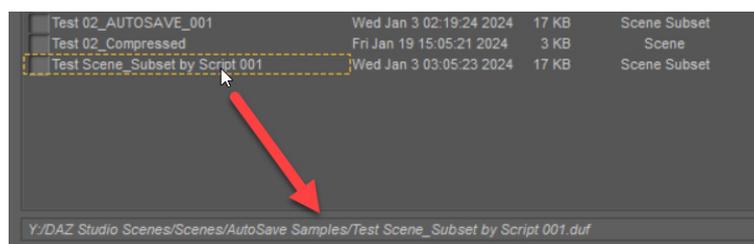


Figure 32: The file path info

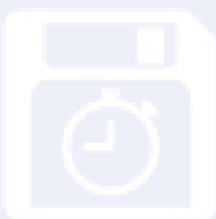
If you select any of the files the path info constantly shows its path until you select another file or deselect the file by clicking on the empty space.

- a. **File Filters:** By default, the list includes all the .duf files in the current folder. You can change the filter using the combo box at the top of the right panel.



Figure 33: The file filtering combobox

The options are: 'Show all DUF files', 'Show only Scene files', 'Show only Scene Subset files', 'Show only Scene and Scene Subset files'. Choosing any of these options, the list will filter the files respectively.



- b. **Sorting files:** You can sort the files by each column by clicking on the **Title** of the desired column at the top of the list. Clicking on the same column title again will inverse the sorting of the files. For example, if you click the 'Size' title, the files will be sorted by their size. Clicking on it again will inverse their order.
- c. **File Icons:** If you select any file in the list, you can see its icon in the top right side of the dialog (91x91). The icon prioritizes the *filename.png* file. The *filename.duf.png* file will be shown as an icon if no *filename.png* file exists. If the file has a tip icon (*filename.tip.png*) you can see it as a tooltip if you hold your mouse over the main icon for a while.

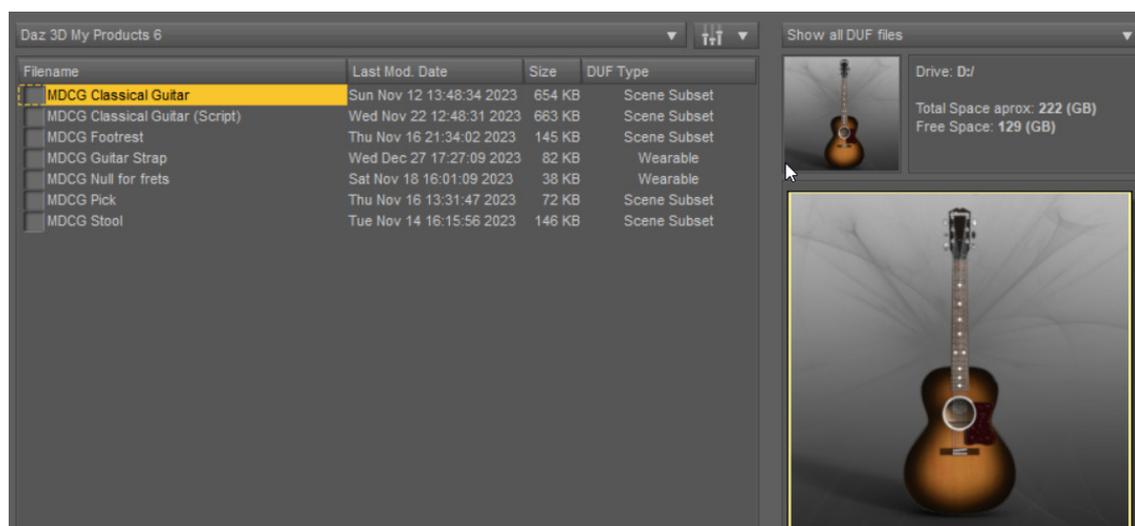


Figure 34: The file's icon in the dialog and the tip icon in the tooltip

- d. **Scene Notes:** If you select any scene file, the scene's notes will be visible in the right panel of the dialog, even if you have not loaded the specific file. This is very convenient as you can write notes while working on the scene, like a TO DO list, and later, when you want to load the scene file to continue your work, you will be able to see if this is the right one.
3. **Selection Tools:** The Selection Tools panel will allow you to group or ungroup your current files and select some of them according to some criteria: *'Select First n Files'*, *'Select Last n files'*, *'Select All But the First n files'* and *'Select All But the Last n files'*, where n is the number of files you have set by the slider *'Number of Files'*.

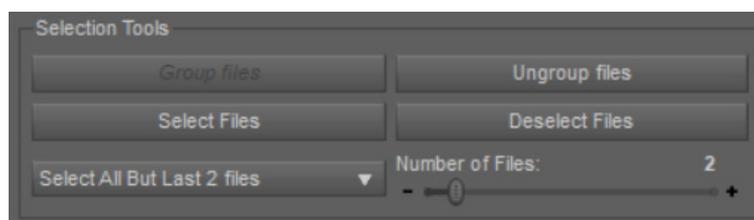
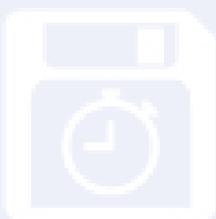


Figure 35: The Seletion Tools panel

You can set if the files will be selected by Name or by Date in the dropdown menu at the top of the middle panel (default: *'Select Files By Date'*).



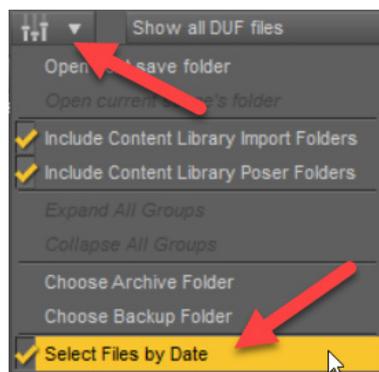


Figure 36: The Select Files by Date option in the settings menu at the top of the dialog

- a. **Group Files:** This button will group the listed files according to their base name. This is the most convenient mode to use when you are about to delete, archive, or backup your files. The file's base name is the filename without the numbering at the end. The plugin reads the filename and removes the final numbering until it finds a character which is not a number. For example, if the filename is 'My Promo 01' then the base name is 'My Promo'. If the filename is 'My Promo 01_00' then the base name is 'My Promo 01'. Using this button will update the file list like the following image:

Filename	Last Mod. Date	Size	DUF Type
Sample_AUTOSAVE		1 Files	
Test		6 Files	
Test 001_		3 Files	
Test 002		1 Files	
Test 02_AUTOSAVE		1 Files	
Test 02_AUTOSAVE_		1 Files	
Test 02_Compressed		1 Files	
Test Scene_Subset by Script		1 Files	

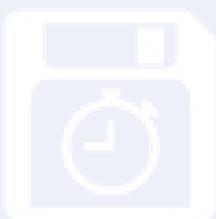
Figure 37: Grouping files by base name

When you use this mode, the files are grouped by their base name, which is the parent group, as you can see in the above image. In this case, the parent group shows the number of included files at the 'Size' column. Of course, you can click on the plus sign at the left of each group to open it.

Filename	Last Mod. Date	Size	DUF Type
Sample_AUTOSAVE		1 Files	
Test		6 Files	
Test 001		3 Files	
Test 001_000	Fri Jan 26 13:06:48 2024	35 KB	Scene
Test 001_001	Wed Jan 31 16:19:58 2024	35 KB	Scene
Test 001_002	Fri Jan 26 13:06:17 2024	35 KB	Scene
Test 002		1 Files	
Test 02_AUTOSAVE		1 Files	
Test 02_AUTOSAVE_		1 Files	
Test 02_Compressed		1 Files	
Test Scene_Subset by Script		1 Files	

Figure 38: Open a group in file list while you are in Group mode

You can also expand or collapse all groups by clicking the corresponding option in the dropdown option button at the top of this dialog. Note that these options will be available in the options menu only when you use the 'group' mode.



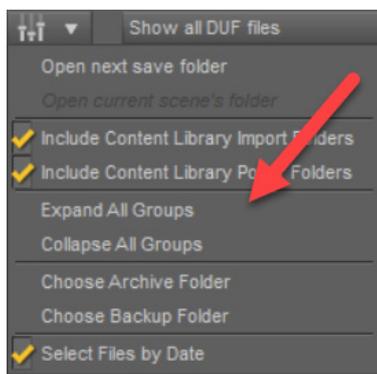


Figure 39: Expand or Collapse all groups from the settings menu at the top of the dialog

- b. **Ungroup files:** This button will ungroup the listed files and return to the normal look of your file list.
- c. **Select Files:** This button will check all files that fulfil the criteria you have set: *'Select First n Files'*, *'Select Last n files'*, *'Select All But the First n files'* and *'Select All But the Last n files'*, where n is the number of files you have set by the slider *'Number of Files'*. You can set if the files will be selected by **Name** or by **Date** in the drop-down menu at the top of the middle panel (default: *'Select Files By Date'*).

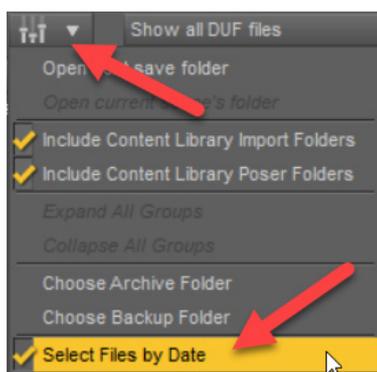
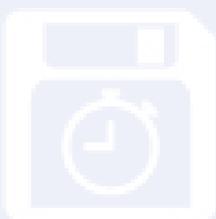


Figure 40: The Select Files by Date option in the settings menu at the top of the dialog

If you have selected any file or any parent group (in case you are in the *'group'* mode'), this button will check only the files having the same base name with the selected one (only the files in the same group, if you are using the group mode) that fulfil the criteria. In the following image you can see that the *'Test'* group is selected. The *'Select Files'* button checked all files from the specific group but the last 2 of them by name.

Filename	Last Mod. Date	Size	DUF Type
Sample_AUTOSAVE		1 Files	
<input checked="" type="checkbox"/> Test		6 Files	
<input checked="" type="checkbox"/> Test 001	Wed Jan 31 16:20:09 2024	35 KB	Scene
<input checked="" type="checkbox"/> Test 003	Tue Jan 23 17:04:58 2024	35 KB	Scene
<input checked="" type="checkbox"/> Test 004	Tue Jan 23 17:05:06 2024	35 KB	Scene
<input type="checkbox"/> Test 005	Mon Jan 29 18:53:17 2024	35 KB	Scene
<input type="checkbox"/> Test 006	Fri Feb 2 19:16:01 2024	35 KB	Scene
<input checked="" type="checkbox"/> Test 02	Sun Feb 4 11:54:24 2024	35 KB	Scene
<input type="checkbox"/> Test 001_		3 Files	
<input type="checkbox"/> Test 002		1 Files	
<input type="checkbox"/> Test 02_AUTOSAVE		1 Files	
<input type="checkbox"/> Test 02_AUTOSAVE		1 Files	

Figure 41: Selected files for the Test group according to the criteria



when you press the **'Select Files'** button. This option is extremely useful when you want to **back up** the latest files to another folder (especially when you have enabled the option **'Select Files by Date'**).

3. **'Select All But the First 2 files'** will check the files **'My Promo 003'**, **'My Promo 004'** and **'My Promo 005'**, when you press the **'Select Files'** button.
 4. **'Select All But the Last 2 files'** will check the files **'My Promo 001'**, **'My Promo 002'** and **'My Promo 003'**, when you press the **'Select Files'** button. This option is extremely useful when you want to **delete or move to the archive folder** all files but the latest ones (especially when you have enabled the option **'Select Files by Date'**).
- ii. **Number of files:** With this slider you can specify how many files you want to select when the **'Select Files'** button is pressed. You can change the value by dragging the slider or by typing the value you want. The minimum files you can set is 1 file and the maximum files are 10 files. The default value is 2 files. 2 files are a good number of files if you use the **'Select Last n files'** option in the **'Type of files selection'** in order to back up your latest work or the **'Select All But the Last n files'** option in order to delete or archive all selected files.
- f. **Action Tools:** Here you can find the buttons to **'Delete'**, **'Archive'** and **'Backup'** your checked files. These buttons affect the *filename.duf* files, and their icons (*filename.png*, *filename.duf.png* and *filename.tip.png*). Each one of these actions will ask you for confirmation. Especially for the **'Archive'** and **'Backup'** actions, the plugin checks if the files already exist in the destination folder. In this case, you will be asked if you want to overwrite them confirming the action separately for each file, if you want to overwrite them confirming the action once for all files, or to cancel the procedure.

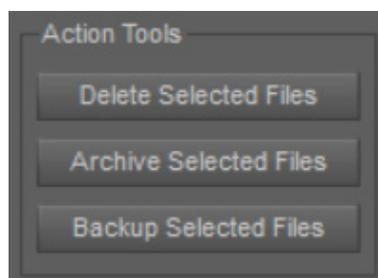


Figure 43: The Action tools panel

Of course, the destination folder for the **'Archive'** and the **'Backup'** actions cannot be the current one. An error message will pop up in this case. You can select the **'Archive'** and **'Backup'** folders by the dropdown options menu at the top of the middle panel.

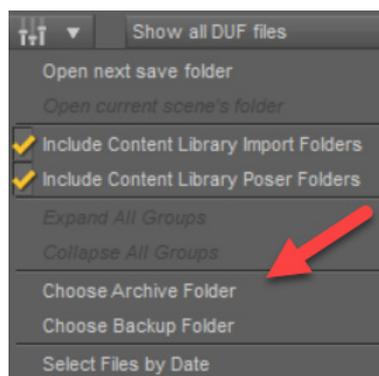
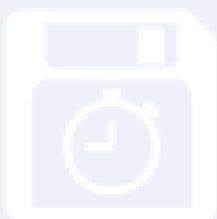


Figure 44: The Choosing the Archive folder and the Backup folder in the settings menu at the top of the dialog



Disclaimer: The plugin cannot delete, move or copy the files into another folder by itself. You are absolutely responsible for *Deleting, Archiving* or *Backing up* your work.

- i. **Delete Selected Files:** This button will delete the checked files (and their icons) from the current folder. It will ask you for confirmation. Double check that only the files you want to delete are checked in the list.
 - ii. **Archive Selected Files:** This button will copy the checked files (and their icons) to the Archive Folder and then delete the files from the current folder.
 - iii. **Backup Selected Files:** This button will only copy the checked files (and their icons) to the Backup Folder.
- g. **Extra options in the top dropdown menu:** In addition to the options referred in the previous sections, there are also two more. To instantly '*Open the Next Save Folder*' and to instantly '*Open the Current Scene's Folder*'. The second one will be disabled if these folders are identical.

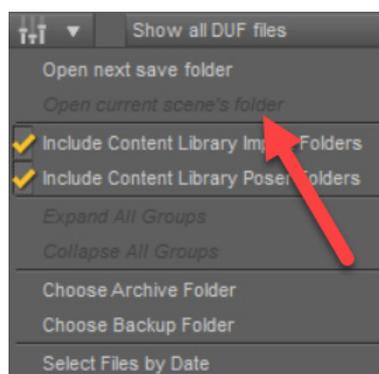
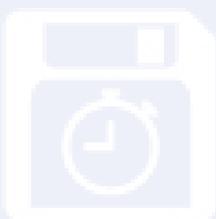


Figure 45: Open the save folder of the scene's folder in the settings menu at the top of the dialog



Advanced Loader

The *Advanced Loader* is a convenient way to load a scene or scene subset file. Using the '*Advanced Loader*' dialog, you can see a scene's notes before even opening the file. You can also see the file's icon, if any. This dialog is a shorter version of the '*File Manager*' dialog.

You can open the *Advanced Loader* dialog by pressing the '**Advanced Load**' button in *AutoSave* pane or the '**Open Advanced**' button in the toolbar.



Figure 46: Opening the *Advanced Loader* dialog from the pane button or the toolbar

The next dialog will pop up:

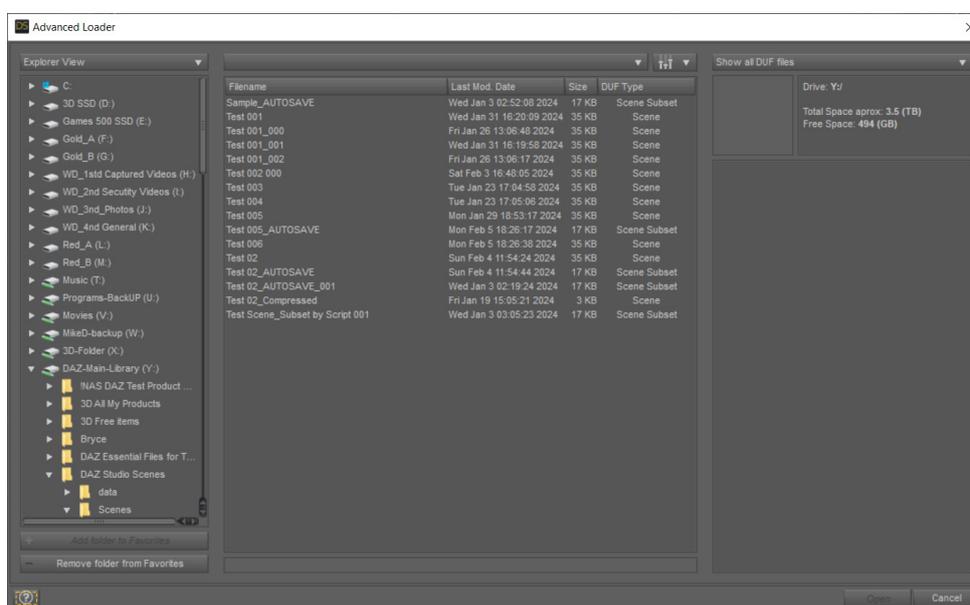


Figure 47: The *Advanced Loader* dialog

The *Advanced Loader* always starts in *Explorer View* of the current save folder. At the left panel you can see and choose your current folder and at the middle list you can see the included files. The *Advanced Loader* shares the same settings with the *File Manager* dialog, so whatever options are set here, the same will be set for the *File Manager* dialog.

- 1. View Options:** You can choose between '*Explorer View*', '*Content Library Folders*' and '*Favorite Folders*' in the top left corner using the combo box. The '*Favorite Folders*' option is available if you have stored any folders as favorites! If the current folder is not listed as favorite, the '**Add folder to Favorites**' button, located at the left panel under the folder list, will be enabled. If the current folder is already listed as favorite, then the '**Remove folder from Favorites**' button will be enabled. The favorite folders are common between this dialog and the *File Manager* dialog.

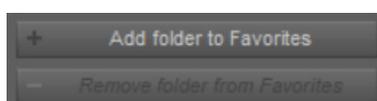
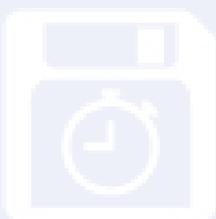


Figure 48: The **Add folder to Favorites** and **Remove folder from Favorites** buttons



For the selected folder, you can see some information in the top right info panel of the dialog regarding the current drive, the approximation of the total disk space and the exact free disk space of this drive.

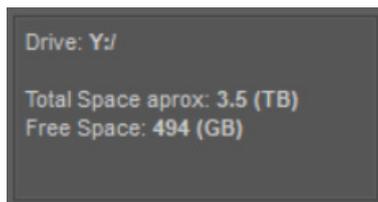


Figure 49: The drive info panel

This information is updated every time you change the current folder or you delete, backup or archive files.

- a. **Explorer view:** A typical explorer view of your folders (in the left panel) and the currently selected folder's included files (in the middle list). Whenever you are in the 'Content Library Folders' view or in the 'Favorite Folders' view and you change your selection to the Explorer view, then the Explorer view will start from the last folder you browsed in the 'Content Library Folders' or in the 'Favorite Folders'.
- b. **Content Library Folders:** In this view you have a list of the Mapped Content Library Folders. The first Content Library Folder will be selected each time you select this option. You can choose to browse another content library folder using the combo box located at the top of the middle panel.

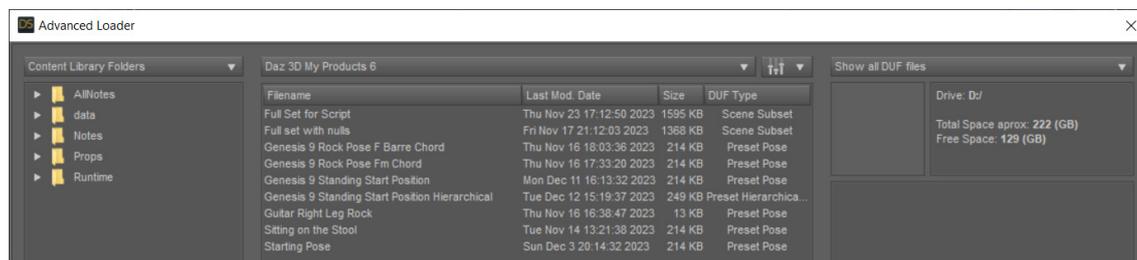


Figure 50: The Content Library View

You can select if you want to include the 'Content Library Import folders' and the 'Content Library Poser folders' by the settings combo button located at the top right corner above the file list.

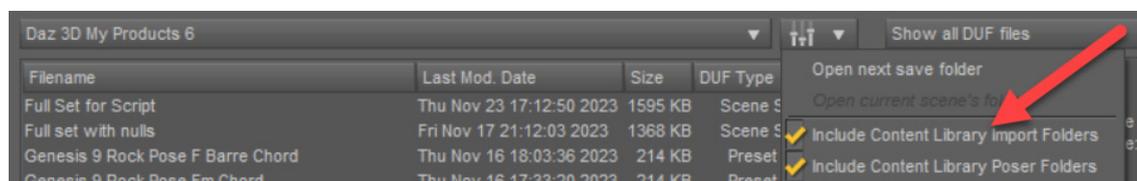
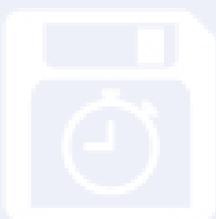


Figure 51: The Settings button at the top of the dialog

The 'Content Library Import folders' and the 'Content Library Poser folders' options are common between this dialog and the File Manager dialog.

Beware: If the current content folder has subfolders and you select any of them into the left panel, you cannot see the files of the root content folder unless you reselect the current content folder from the combo box at the top of the middle panel.



- c. **Favorite Folders:** If you have set favorite folders then this option will be available to you in the top left combo box. In this case, the middle area combo box, at the top, will list all your favorite folders (sorted by folder name). If you remove all the favorite folders while being in this view, then the dialog will automatically change into the 'Explorer View'.

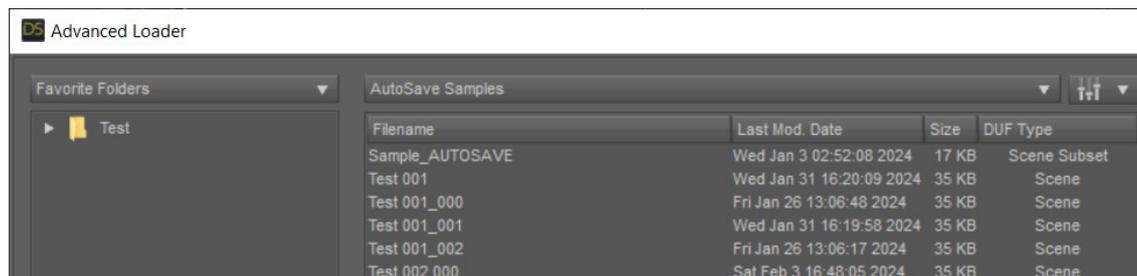


Figure 52: The Favorite Folders view

The favorite folders are common between this dialog and the *File Manager* dialog. If you have set some specific favorite folders here, then the same favorites list will be available in the *File Manager* dialog.

Beware: If the current favorite folder has subfolders and you select any of them into the left panel, you cannot see the files of the root favorite folder unless you reselect the current favorite folder from the combo box at the top of the middle panel.

2. **List of Files:** In the middle panel of the dialog, you can see the list of files included in the current folder. There are four informational columns, the 'Filename', the 'Last Modified Date', the 'Size', and the 'DUF Type' of each file. If you have no file selected, then by hovering over each of them, you can see their file path in the path info just below the list panel.

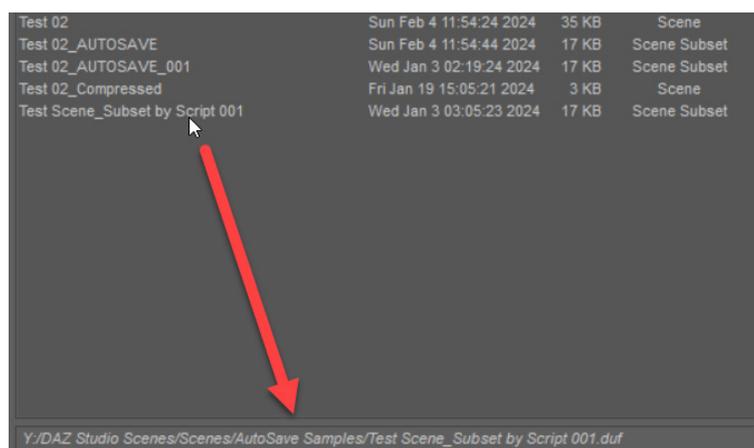


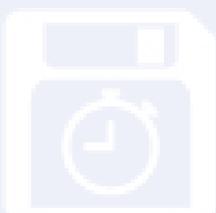
Figure 53: The file path info

If you select any of the files the path info constantly shows its path until you select another file or deselect the file by clicking on the empty space.

- a. **File Filters:** By default, the list includes all the .duf files in the current folder. You can change the filter using the combo box at the top of the right panel.



Figure 54: The file filtering combobox



The options are: 'Show all DUF files', 'Show only Scene files', 'Show only Scene Subset files', 'Show only Scene and Scene Subset files'. Choosing any of these options, the list will filter the files respectively.

- b. **Sorting files:** You can sort the files by each column by clicking on the Title of the desired column at the top of the list. Clicking on the same column title again will inverse the sorting of the files. For example, if you click the 'Size' title, the files will be sorted by their size. Clicking on it again will inverse their order.
- c. **File Icons:** If you select any file in the list, you can see its icon in the top right side of the dialog (91x91). The icon prioritizes the *filename.png* file. The *filename.duf.png* file will be shown as an icon if no *filename.png* file exists. If the file has a tip icon (*filename.tip.png*) you can see it as a tooltip if you hold your mouse over the main icon for a while.

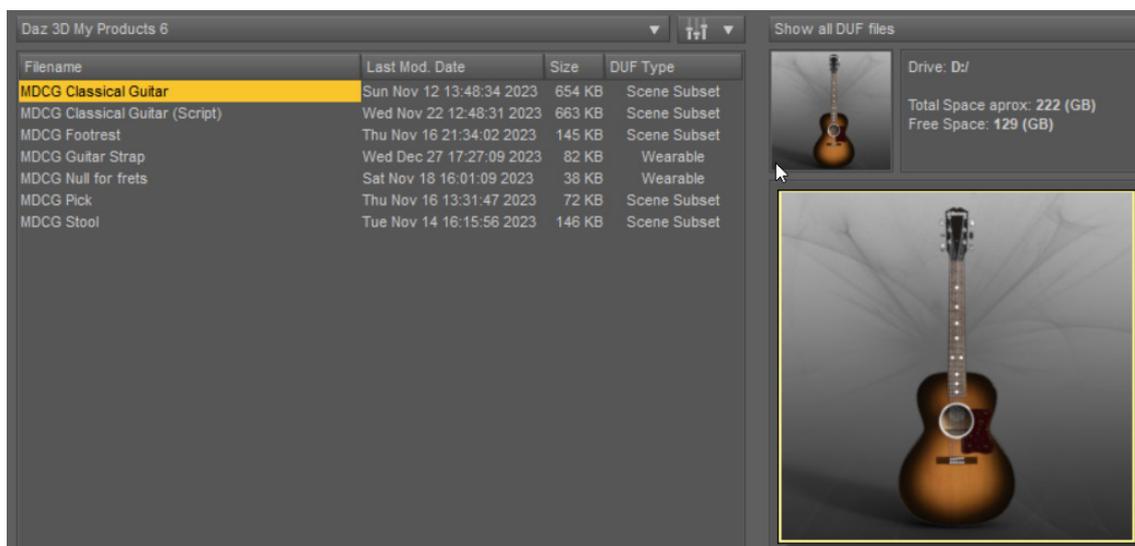
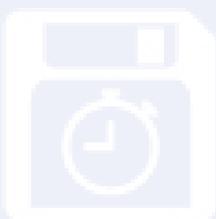


Figure 55: The file's icon in the dialog and the tip icon in the tooltip

- d. **Scene Notes:** If you select any scene file, the scene's notes will be visible in the right panel of the dialog, even if you have not loaded the specific file. This is very convenient as you can write notes while working on the scene, like a TO DO list, and later, when you want to load the scene file to continue your work, you will be able to see if this is the right one.
3. **Loading a file:** If you have selected a scene file in the file list, the scene will be loaded if you press the dialog's 'Open' button. If your selection is a scene subset file, a message box will appear asking you if you want to open the file as a new scene or if you want to merge it into the current scene.



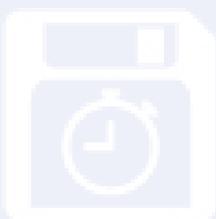
Advanced Save

The *Advanced Save* is a convenient way to instantly save your scene as a scene or a scene subset file with the current settings of the *AutoSave* pane. It is a quick way to save your scene without waiting the Timer of *AutoSave* pane to expire.

This action has no interface, and you can execute it by pressing the '*Advanced Save*' button in the *AutoSave* pane or the '*Save Advanced*' button in the toolbar.



Figure 56: Executing the Advance save function from the pane button or the toolbar



Scene's Note Action

The *Scene's notes* feature in the *Autosave* pane allows you to write text notes that will be saved within a scene file (**NOT** a scene subset). You can access the scene's notes from the *Autosave* pane and read the selected scene's notes in the *Advanced Loader* dialog and the *File Manager* dialog, even without opening the file. Another way to have access to the current scene's notes is by pressing the '*Scene's Notes*' button in the toolbar.

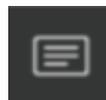


Figure 57: Opening the Scene's Notes dialog from the toolbar icon

This is very convenient whenever the *Autosave* pane is not visible. In this case a dialog will pop up with the current scene's notes.

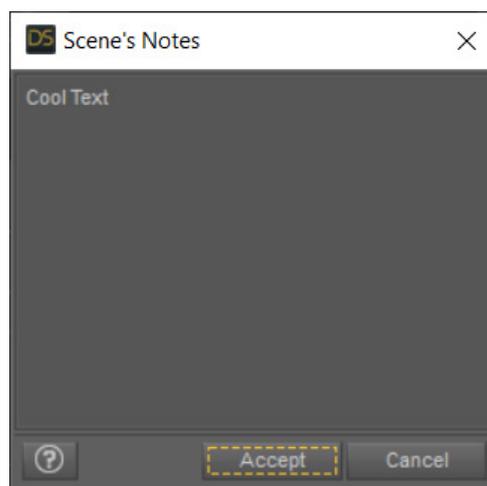
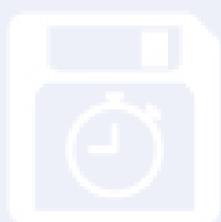


Figure 58: The Scene's Notes dialog

Here you can edit the notes if you want and the *Autosave* pane's notes will be automatically updated.

Beware: You must **save the scene** as a scene file (**NOT** a scene subset) to store the current notes within the scene file!



Acknowledgements

Many thanks to my next friends and Daz's PAs for their ideas, suggestions, corrections and of course for testing the plugin:

[ManFriday](#)

[Lyoness](#)

[Esha](#)

[Josh Darling](#)

[ChangelingChick \(CC\)](#)

Special thanks to [ManFriday](#) for providing a part of the code, regarding the Daz Studio simulation tracking, unzipping files process and the reading of JSON files.

The AutoSave plugin uses some code from the following Daz's sample code (thanks to **Rob Whisenant** for the writing and maintenance of the code and the **DAZ's SDK**):

- **Save a Scene**
(http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/file_io/save_duf_scene/start)
- **Save a Scene Subset**
(http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/file_io/save_duf_scene_subset/start)

Version: 1.0.2.1

