Cartoon Toucan

for use with Songbird ReMix (available through DAZ www.daz3d.com)
Characters & Textures by Ken Gilliland (www.empken.com)
For all Songbird ReMix information and free downloads visit: www.empken.com/SongbirdReMix

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Requirements:

You MUST have:
- Songbird ReMix Toucans

Installation for Poser:

Copy the "Runtime" folder to your Poser folder.

Installation for Native DAZ|Studio:

Copy the "Content" folder to your DAZ|Studio Content folder.

You may need the Songbird Remix base models converted to native DAZ|Studio. Because the DAZ|Studio versions were created after many people have purchased the Poser versions. The error will occur because the required original Songbird ReMix geometry is not found. This geometry is found in the "required" Songbird ReMix package (ps_mr027b) or the Songbird ReMix Upgrade package (ps_mr026b). The reason why it errors is because although you have the required package, the geometry it is not in D|S native format.

How to convert the Original Songbird ReMix geometry to native D|S Format:
- Download the latest Songbird ReMix CR2 at www.empken.com/SongbirdReMix and put it so DAZ|Studio will be able to access at (usually where your Poser version original Songbird Remix is installed)
- In DAZ|Studio, select the Poser Runtime that your Songbird ReMix content is in.
- Go to Figures : Songbird ReMix and select the latest SongbirdReMix2 figure (.cr2 file)
- Save the character as a DAZ|Studio scene. (.DAZ) in your SBRM: !Create your own folder as Songbird ReMix v29
- The Geometry should stay saved in your   "Content:Data:songbirdremix_15343" folder. This "songbirdremix_15343" folder will allow your add-on libraries to load properly. All other geometries are included in the Native DAZ|Studio update.