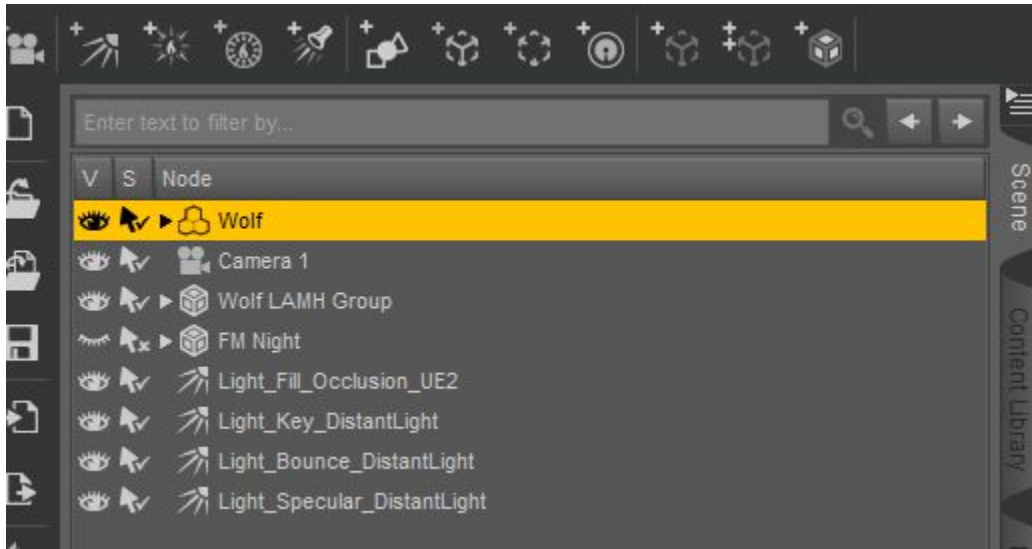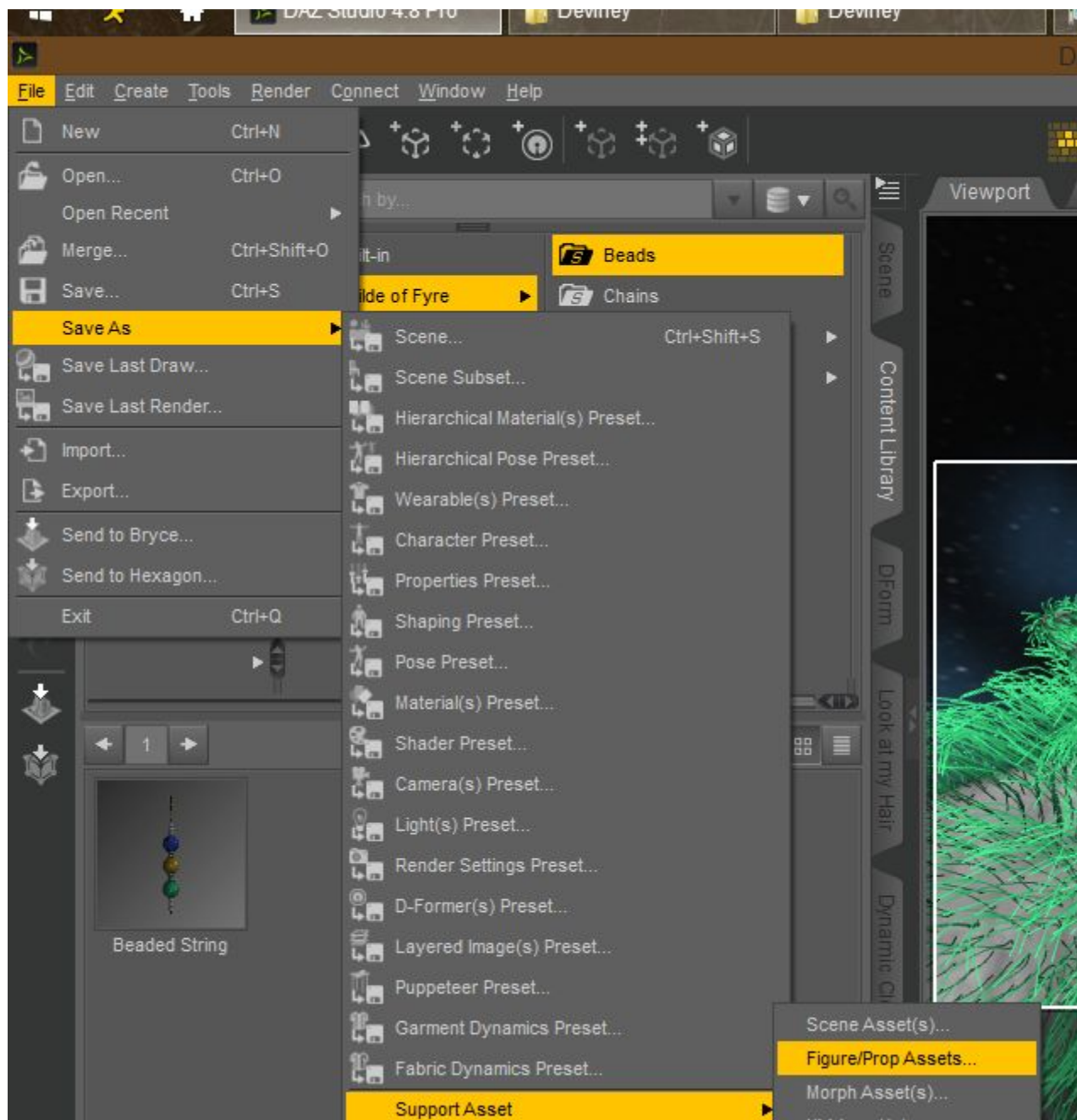Now as far as saving props inside of DS. This is going to be a very specific step-by-step, and I will supplement it with pictures for you, in case you need them.
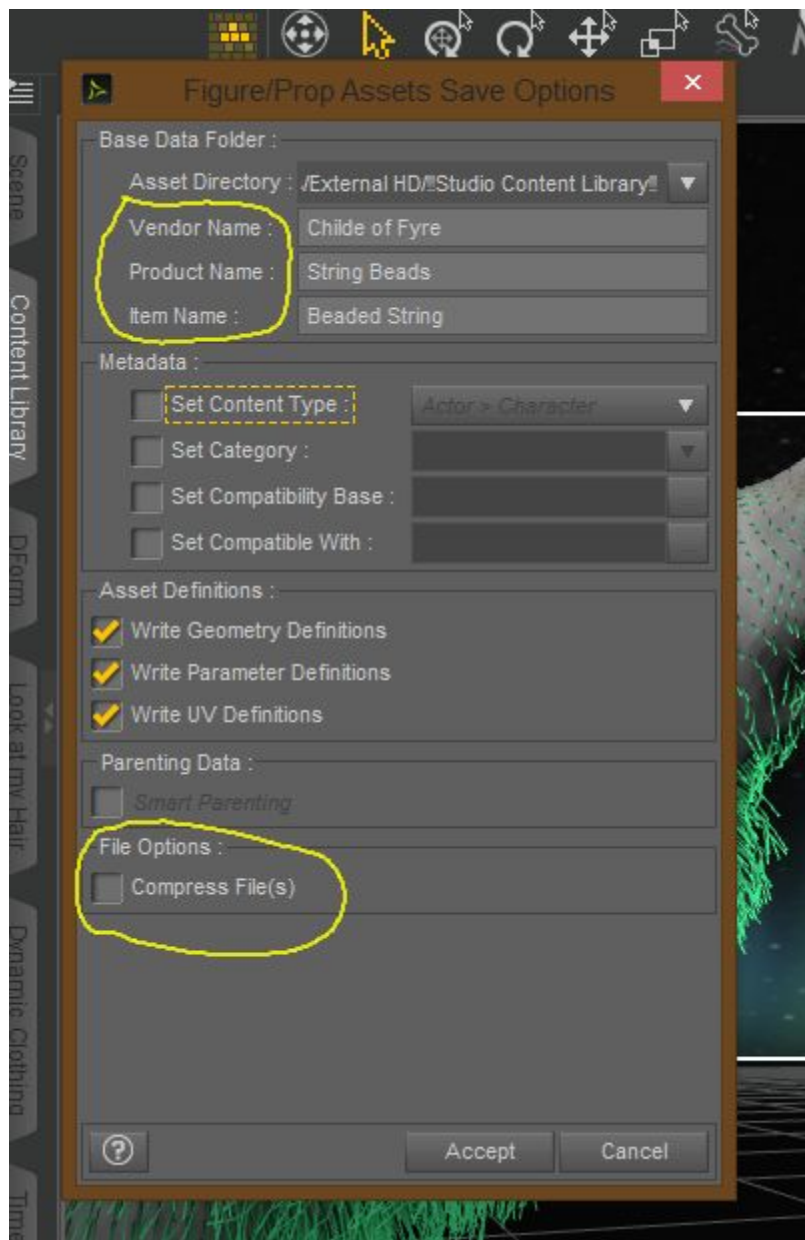
1.) Go to the SCENE tab, and make sure the item you want to save is selected.
It will be yellow when it is selected, like this :

2.) Now go up to the top of your DS window, and click on File --> Save As --> Support Asset --> Figure/Prop Asset :

3.) A windows dialogue will now open. Navigate to the location within your Studio setup that you wish the prop to be saved. This is the part where you're saving the files a user will load (in Poser terms, the role of a .pp2). These files are generally saved under My Library --> Props --> Vendor Name --> Product Name --> Prop.duf
Once you are in the folder that you want to save the item to, type in a name for the file, and click OK.

4.) The save properties dialogue will now open. This is what that will look like :
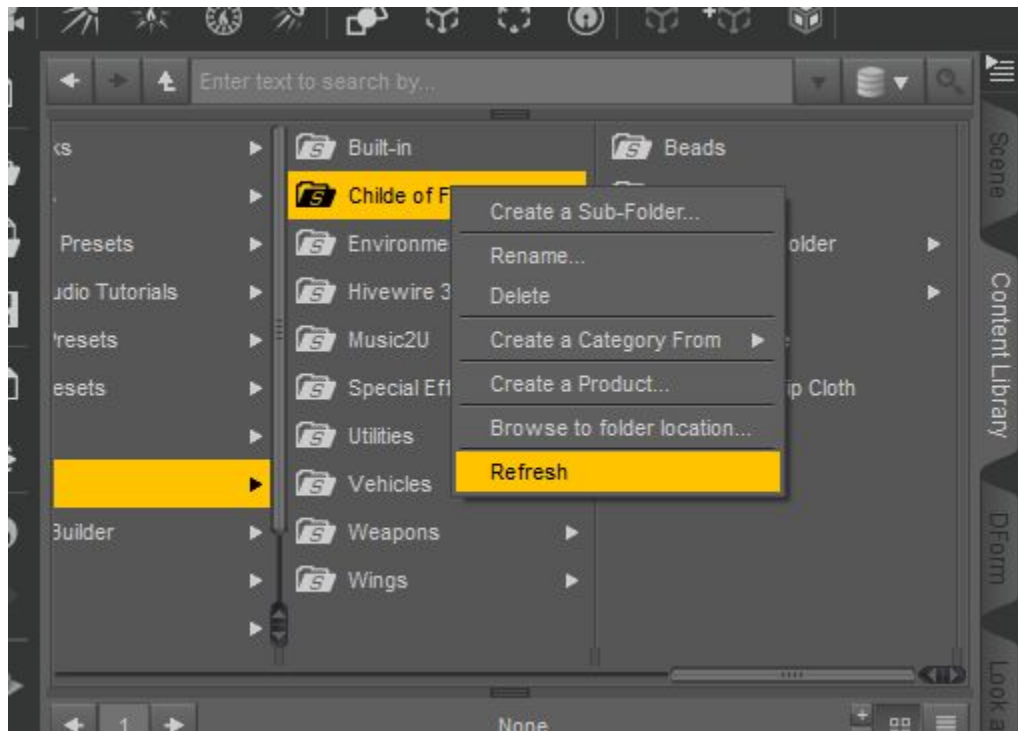
The fields that need to be dealt with when saving a prop are circled in yellow. Vendor name, product name, and item name are pretty self explanatory, I think. Just think of this as doing a save to a Poser Geometries folder. The name you put in under Vendor name is where the /data/ folder for the prop will be located later. Inside of that folder will be the product name, and inside of that will be your individual geometry/uv definitions/morph files.

The Compress Files option should remain UN-checked. If anything needs to be edited by hand in the .DUF file later, having that option selected will make an annoying runaround necessary.

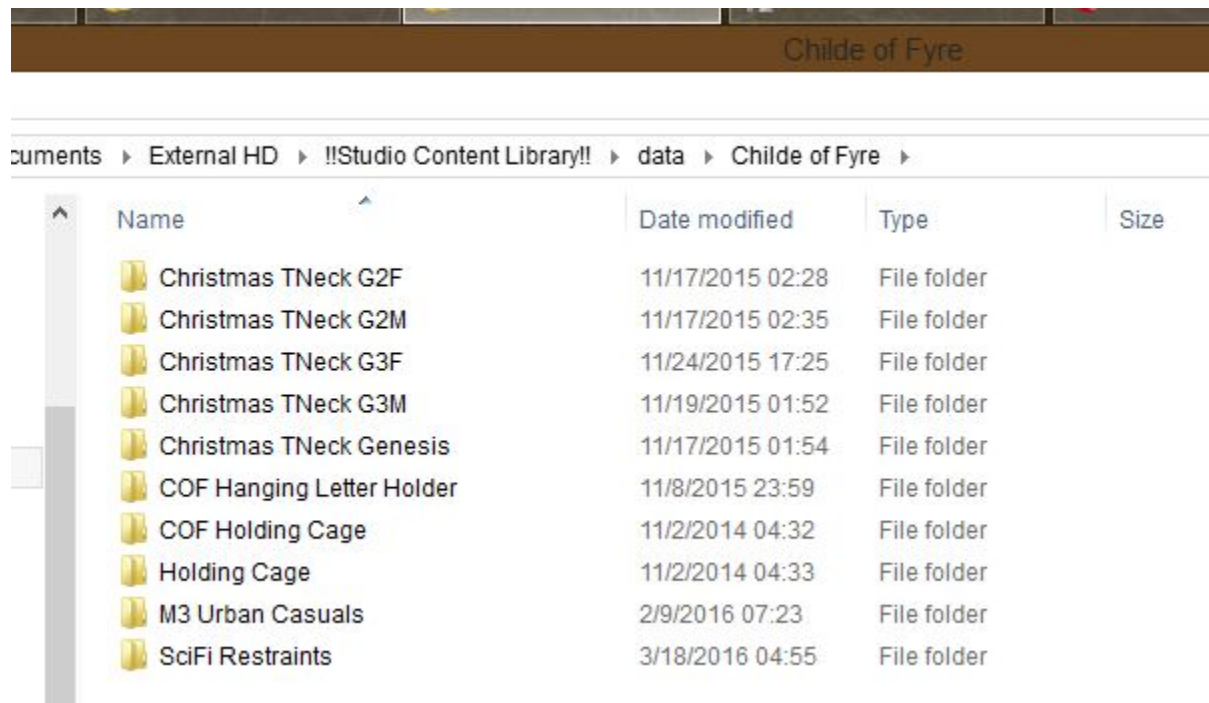When you have everything set, click the Accept button. Give it a minute to do it's thing.

If you go to your CONTENT tab now, and navigate to where you saved the file, you should find the new icon in the folder. You can right-click anywhere in the content tab to refresh the list of files and folders so that new things will appear :

That takes care of the save process for a figure or prop item. I'll cover the others in the next post or two.

Second part of the prop save... to pack the files up for distribution, you need the following items in your zip :

/data/Vendor Name/Product Name/Product Files
/Props/Vendor Name/Product Name/Product.duf
/Props/Vendor Name/Product Name/Product.duf.png
Runtime/Textures/Vendor Name/Product Name/Textures.jpg's

The above is what my /data/Childe of Fyre/ folder looks like. If I were packing up the G2F Christmas Turtleneck, I would need the "Christmas TNeck G2F" folder in my zip file. Without this data folder, users would not be able to load the turtleneck. Just like with a Poser geometry folder, the file name must match EXACTLY. So if your product's data folder is in Ken/Dawn House/, then you must have /data/Ken/Dawn House/ in your zip file. I do believe that the

Studio data folder is case sensitive, just like Poser's geometry folder.

I operate with an external runtime/content library, so where my file path reads !!Studio Content Library!!, yours might possibly read "My Library" or "Content."

Oh, one other little trick... if you want to rename an item inside of your content library, you can do that from inside of the Studio interface. Just select the icon for the item you want to rename, and then right click, and choose Rename. This will then allow you to type a different name, and the program will rename both the .duf file as well as the thumbnail .duf.png file.