Roasty Genitalia v3.2 for G8F & GF8.1

~~Tutorial~~

1- What is Roasty for G8F?

Roasty v.3.2 is a posable graft genitalia that will blend with Futalicious Genitalia (v.3.2 only) for Genesis 8 Female (or Genesis 8.1) default figure. It comes complete with shaping morphs and several texture options.

2 - How to install it?

A - Using DAZ Installation Manager

– Locate your DIM zip directory: Open DIM, click on the upper right gear, click on the 'Downloads' tab, and locate the Package Archive directory:
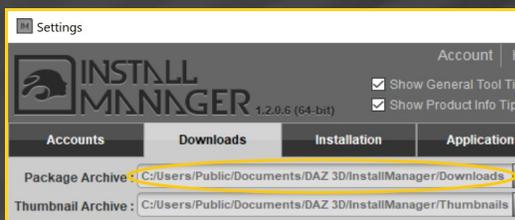

– Copy in it the zip and dsx files;

– Refresh DIM (couple of round arrows at the top), and enable the 'Ready to Install' tab. Locate the product, and click 'Install'... done!
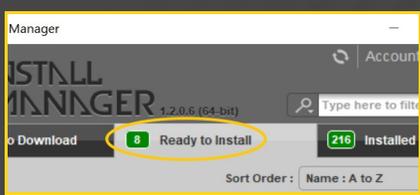
B – Manual procedure
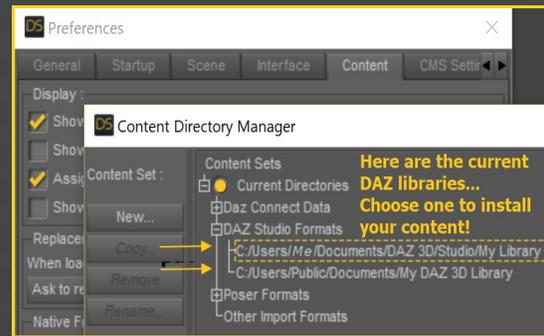
Locate your main DAZ folder. It may be something like C:\Users\Public\Documents\My DAZ 3D Library.
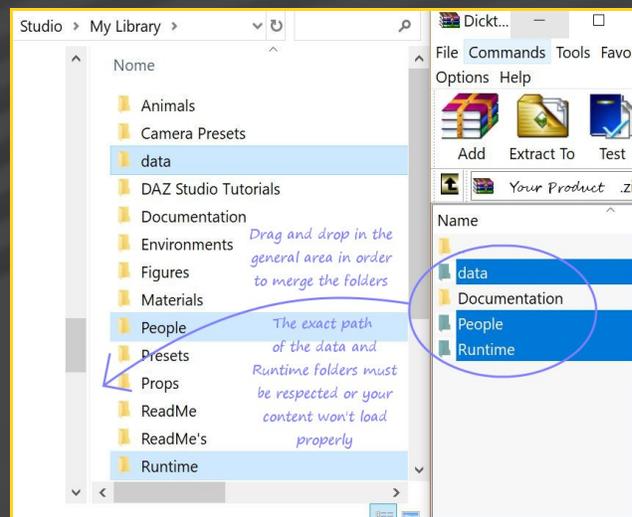
Merge the contents of the .zip file with your main DAZ folder, where your G8F content is installed.

---> It is important that the *data* and *Runtime* folders are properly installed in your content library folder with the exact path provided in the zip (installing in a sub-folder is a common mistake), otherwise textures won't be found.

For MAC users: (instructions courtesy of Guttersnipe):

1. Locate your "My Library" folder and COPY the unarchived contents of your product by dragging and dropping while holding down the "alt" button.

2. A dialogue will appear.

DO NOT PRESS RETURN OR CLICK ON "REPLACE"

This is very, very important – if you do it will delete everything you have in any matching folders.

Instead click on "Apply to All" and then (carefully) click on "MERGE":

You may need to refresh your content library (alt-click on "My Library" and select "refresh" from the context menu) or restart Daz to see your new items.

3 - Where is my content?
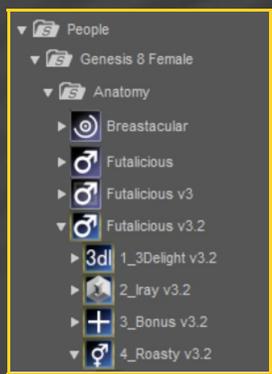
You can access to the graft and presets in your Content Library tab under *'People/Genesis 8 Female/Anatomy/Futalicious v3.2/Roasty v3.2'*:

4 - How to set up Roasty

– Load G8F in the scene, and with it selected, load *'1_Roasty Genitalia v3,2_Smart'* and *'2_Futalicious_material Copy 3.2'*.

- If you want to use Roasty with *GF 8.1*: Load GF8.1 in the scene, and with it selected, from the **'People/*Futalicious v3.2/Roasty v3.2/4_GF8_1'*** folder, load *'1_Roasty Genitalia v3,2_Smart GF8_1'* and *'2_Futalicious_material Copy 3.2 GF8_1'*.

– If you want to load another color on the gen, select *'Futalicious Shell'* and load a Futalicious texture preset or / and a displacement preset. The same color / displacement presets you use for Futalicious will set Roasty surfaces too.

- With *'Futalicious Genitalia'* selected in the scene, you can adjust *'Roasty Genitalia'*'s parameters in the Parameters tab. Many presets can be dialed, and they are also included in the Content Library folders: *'4_Roasty/1_Labia Poses'*

'4_Roasty/1_Vagina Poses'

5 - How to set up the bondage cage

Load the Bondage cage as usual on Futalicious, then the 'Scrotum Hold_Roasty' preset. In the Parameters tab, several shaft bondage parameters can help to fix Roasty pokethroughs.

7 – Older poses fix (v2-) and FBX export

Many Roasty bones internal names have been changed from v2 version to v3 in order to support Collada export… Now G8F with Futalicious and Roasty can easily imported in Blender for example. BUT… poses saved for earlier versions of Roasty (v2-) have to be converted (content providers have been mailed in order to update their poses). If you have to do the job on some of your poses, you can eiter:

A - If you have Notepad++, put the Notepad++ macro shortcuts.xml included in the documentation folder here [Windows 10]:

Windows logo key + E and *copy & paste*
`%AppData%\Notepad++\`

In Windows 10: C:\Users\username\AppData\Roaming\Notepad++

In Windows < 7 (including Win2008/R2): C:\Documents and Settings\%username%\Application Data\Notepad++\shortcuts.xml

In Windows 7|8: C:\Users\%username%\AppData\Roaming\Notepad++\shortcuts.xml

If you don't want to loose your own macros, backup your shortcuts.xml file and restore it when you're done.

In order to use the macro, open your uncompressed .duf pose file in Notepad++, then either:

- Ctrl+Shift+F1

- Macro -> Futalicious_V3_Converter

B - Use any text editor on your uncompressed .duf pose files and do the following search and replace jobs (better put a copy of all of your poses in one folder and use Notepad++ or similar to search and replace these names in all the files in this folder):

root	-> shaftRoot
Shaft%201	-> shaft1
Vestibule	-> vestibule
Left%20Labia%20Minor%20Back	->lLabiaMinorBack
Right%20Labia%20Minor%20Back	-> rLabiaMinorBack
Left%20Labia%20Minor	-> lLabiaMinor
Right%20Labia%20Minor	-> rLabiaMinor
Vagina	->vagina

8 – Troubleshooting…

•	Following is a common mistake… Pic is about G3M, but it's the same for G8F Futalicious&Roasty.

Some unsupported FBM may push the mesh away from the bones. In order to fix that issue, use the 'Adjust Roasty Bones to Shape' script...


3_Adjust Roasty Bones to Shape

... or follow these steps to do it manualy and save the fix (lots of pics, but it's simple):

1 - Dial the morph on G8F... the mesh doesn't match the bones:
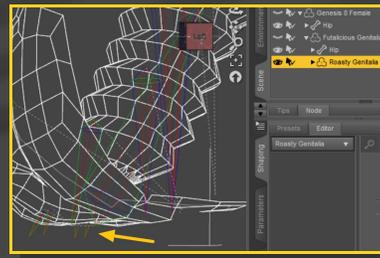
2 – Select Roasty, *Right-Click->Edit->Adjust rigging to shape*:
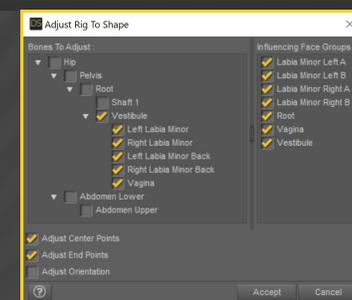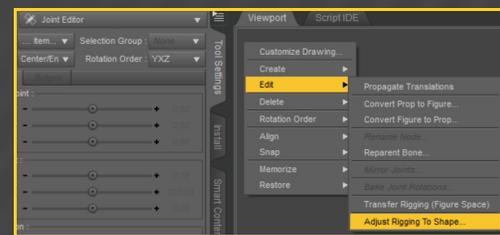
Shell applied on the G3M -> OK

Shader:

All
Favorites
Currently Used
▼ Dicktator Shell
  ▶ Arms
  ▶ Cornea
  ▶ Dicktator_Genitalia_G3M_Glans
  ▶ Dicktator_Genitalia_G3M_Rectum
  ▶ Dicktator_Genitalia_G3M_Shaft
  ▶ Dicktator_Genitalia_G3M_Testicles
  ▶ Dicktator_Genitalia_G3M_Torso_Back

Shell applied on the gen -> No! Names will be differents, and presets won't apply.

All
Favorites
Currently Used
▼ Dicktator Shell (2)
  ▶ Glans
  ▶ Rectum
  ▶ Shaft
  ▶ Testicles
  ▶ Torso_Back

• The '*Material Copy*' Script correctly sets up the materials, but for some reason the specular maps may not be uploaded to the Viewport. Save your scene and reload it to force the refreshing. The bug is visible mainly with dark skins tones.

• Roasty *does not* include a rigidity map as it can't work smoothly with Futalicious one.

Choose Accept. The Bones are fixed now:
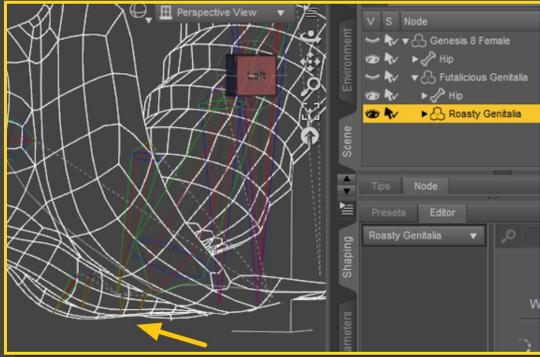
3 - [Optional, do it if you want to permanently save the fix with the graft] In the Property Hierarchy tab, select Roasty, chose your new FBM morph, Right-click – ERC-Freeze:

Leave only the x,y,z origin and end points checked, deselect 'Restore Figure':
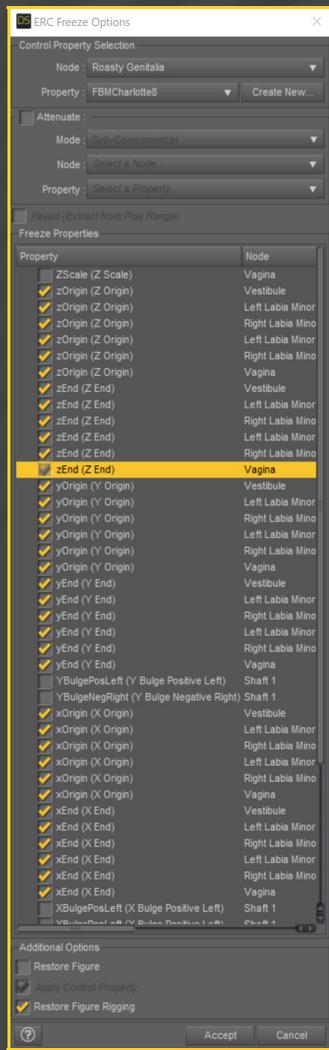
4 - Save As -> Support Asset -> Morph Asset, selecting your new FBM morph in the list:
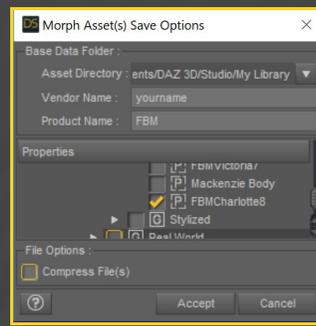
9 - About the geometry shell

The texture is applied on a geometry shell, a copy of the figure geometry, with a slight offset.

The shell has its own texturing and UV and is blended on the edge. The graft ('one layer down') has the texturing copied from the torso. Even where it is covered by the shell, its tone has an influence on the shell color because of the translucency.