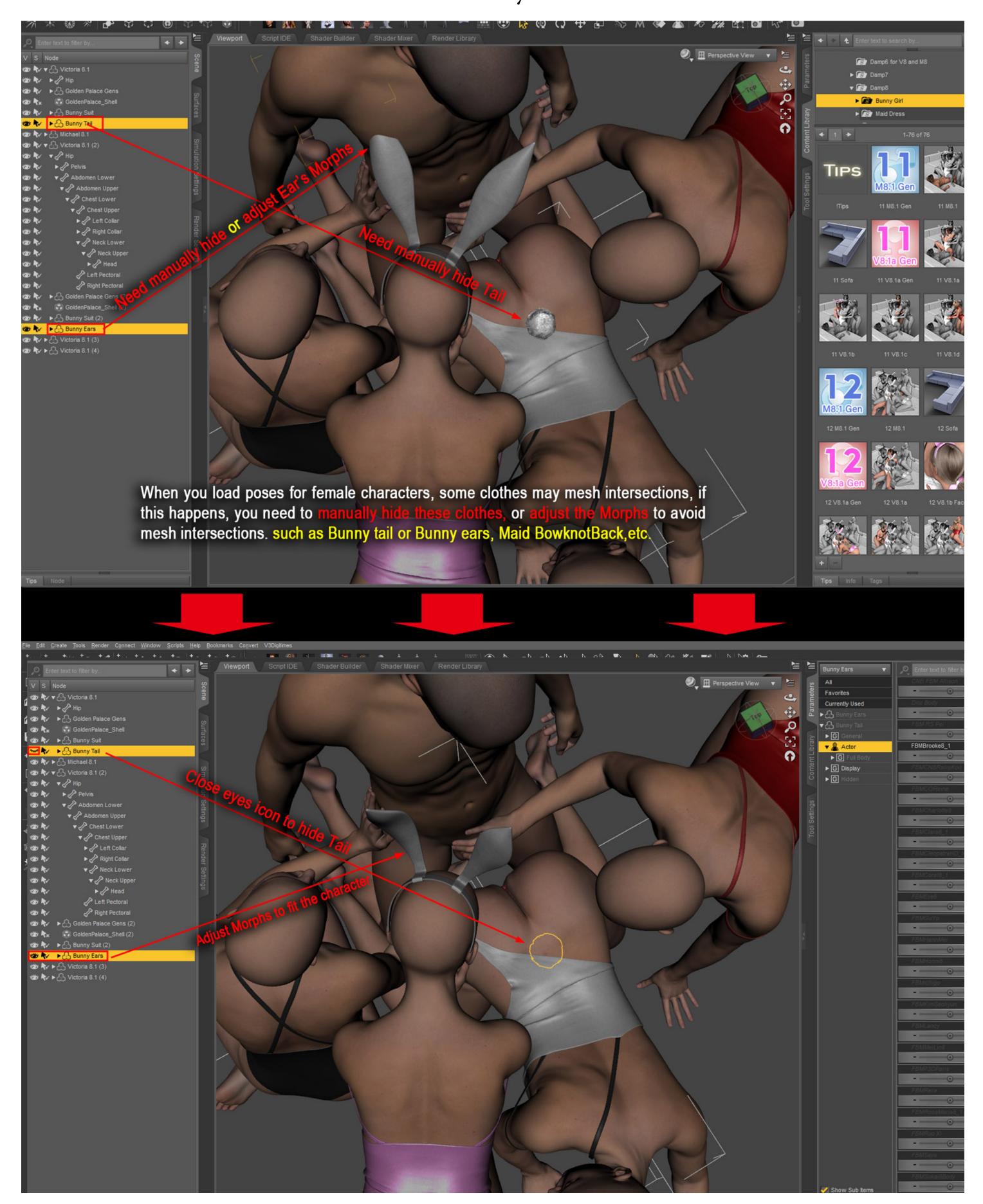## Important Notice And User Guide

If you have purchased Damp7 for V8.1 and M8.1 and know how to use Damp7 for V8.1 and M8.1, then you do not need to continue reading this user guide, because the usage of Damp8 for V8.1 and M8.1 Same as Damp7 for V8.1 and M8.1.

Damp 8 has two versions of clothing that can be used together, but there is mesh intersections. This problem is unavoidable for people who wear clothes and have interactive relationships, The basic solution is to manually hide or adjust，Before you purchase this product, please confirm whether this can meet your requirements.

For Bunny

Hidden accessories include but are not limited to Bunny tails and Bunny ears. For example, in group 10, 10 V8.1a needs to hide Bunny Collar, and other poses may need to hide other accessories. Please refer to this method, and this solution is also applicable to Maid Dress.

For Maid Dress

Need manually hide or adjust Maid Body and BowKnotBack

Need manually hide BowKnotBack

The poses in the Maid Dress folder also have the same problem, since the characters sometimes squeeze each other(which can't be avoided), when the clothing and character mesh intersections, you can manually close the eye icon to hide the clothes,or rotate and move these accessories to get the result you want. If you can accept such a situation, you can ignore these steps.

Close eyes icon to hide Maid Body and BowKnotBack

Close eyes icon to hideBowKnotBack

Take Michael 8.1 as an example, after the character is loaded into the scene, please check whether the character is in the default position of the scene, If you have moved and rotated the character "whole", please set all the Translate and Rotate parameters to zero.

ALL Zero