

Twig and Berries

TaB!

more wang for
your bang! 😊



DAZ Studio Version!

TaB User's Manual

TaB!

more ^{wang} for
your ^{bang!} 😊

Notice:

Because I don't use DAZ Studio I keep mixing up M6 with G2M and M7 with G3M. Oops. So you might see M7 throughout the package when I actually meant G3M. Apologies!

DAZ Studio Version!

Hello, my name is Lucinda, and welcome to Erogenetics & Co.



Firstly, thank you very much for purchasing TaB



Your money will go directly into the development of...





... eh...

ORIGINAL
SOLID

RESCUE STATION

STOP

FACILITY INFORMATION
USE BIO-SCAN
BEFORE ENTERING
SECURITY AREA



... well, me of course!



RESCUE STATION

STOP

FACILITY INFORMATION
USE BIO-SCAN
BEFORE ENTERING
SECURITY AREA

TEA!
DEEP YOU'LL LOVE IT!

ORIGINAL
SOLID



Yeah, cheers
guys!

ORIGIN
SOLID

STOP

FACILITY INFORMATION
USE BIO-SCAN
BEFORE ENTERING
SECURITY AREA

TEA!
NO ZOMBIE OF YOUR DREAMS!
WE'VE GOT EXACTLY WHAT YOU NEED

PLEASE
WE'VE GOT EXACTLY WHAT YOU NEED

TEA!
NO ZOMBIE OF YOUR DREAMS!
WE'VE GOT EXACTLY WHAT YOU NEED

TEA!
NO ZOMBIE OF YOUR DREAMS!
WE'VE GOT EXACTLY WHAT YOU NEED



Now, if you please follow me, I will introduce you to TaB

SecuriTech 900
MANUFACTURED AT UTOPIA SOL MAR
UNIT ID CODE ST5C CONT
MODEL NO XL QU
STACK LOAD 789 CON

ORIGINAL
SOLID



This way...

FACILITY INFORMATION
USE BIO-SCAN
BEFORE ENTERING
SECURITY AREA







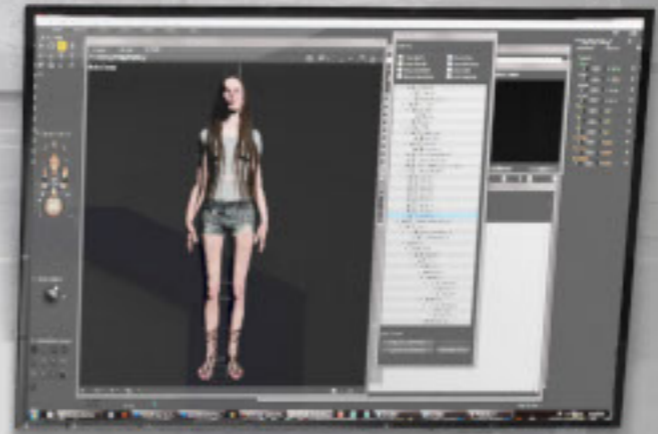
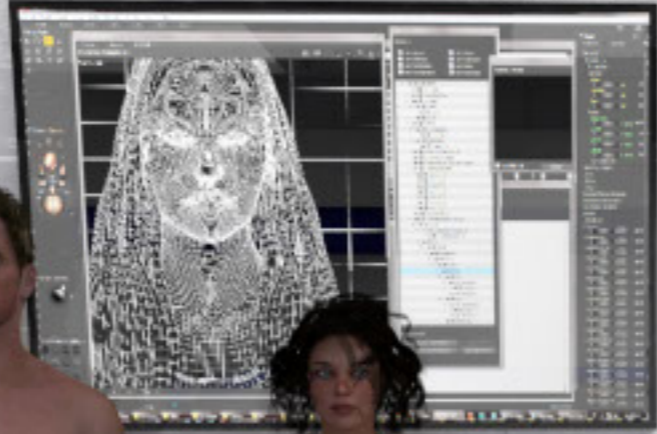









Please come inside.



This is Tab. Let me tell you about some of the basics.

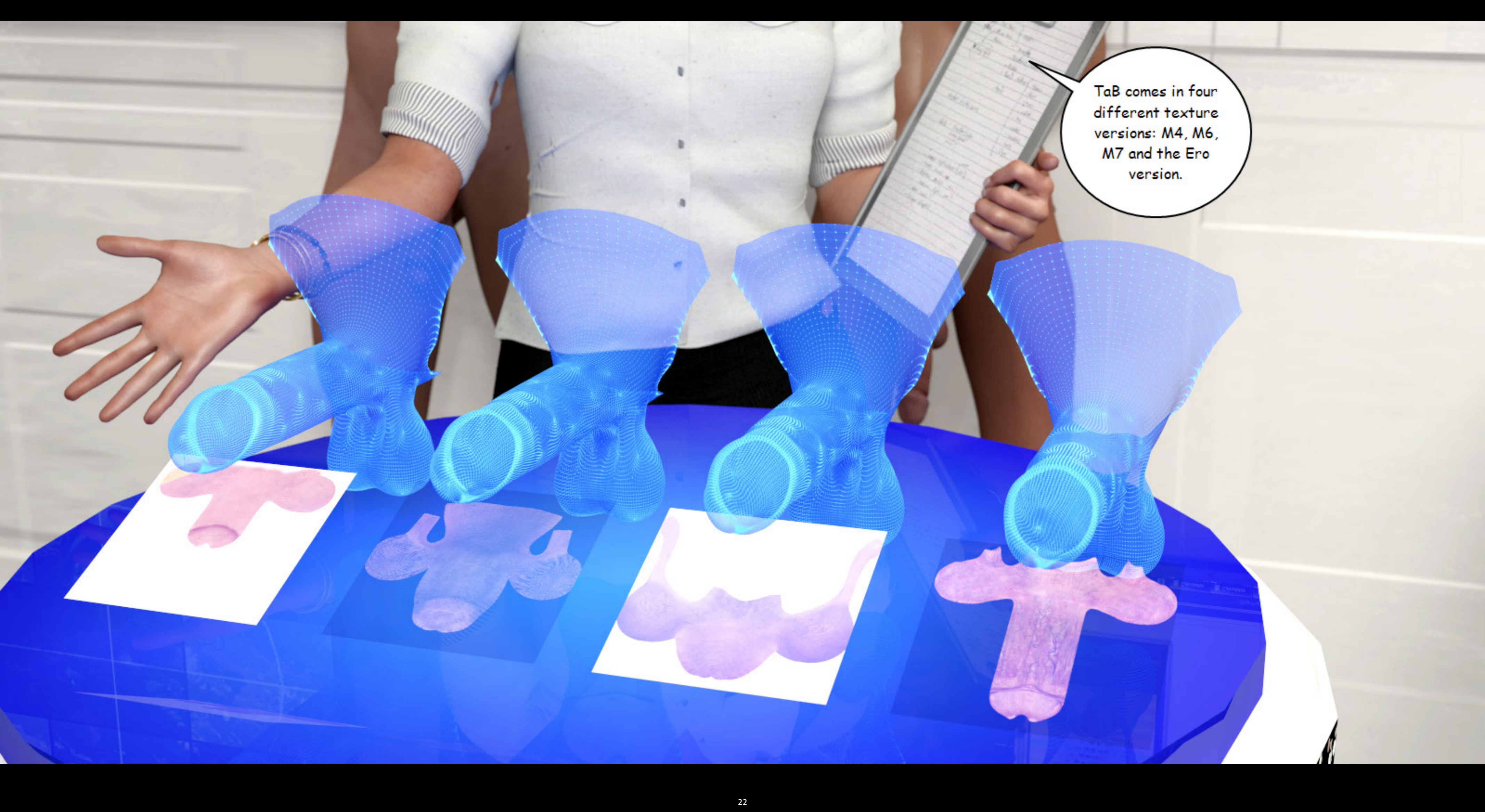




TaB is a 27,000K male gens figure with a special mesh design to allow for criss-crossing veins.



It has 9 different bodyparts: the hip, two scrotum sections, shafts 1 to 4, the foreskin, and the glans.

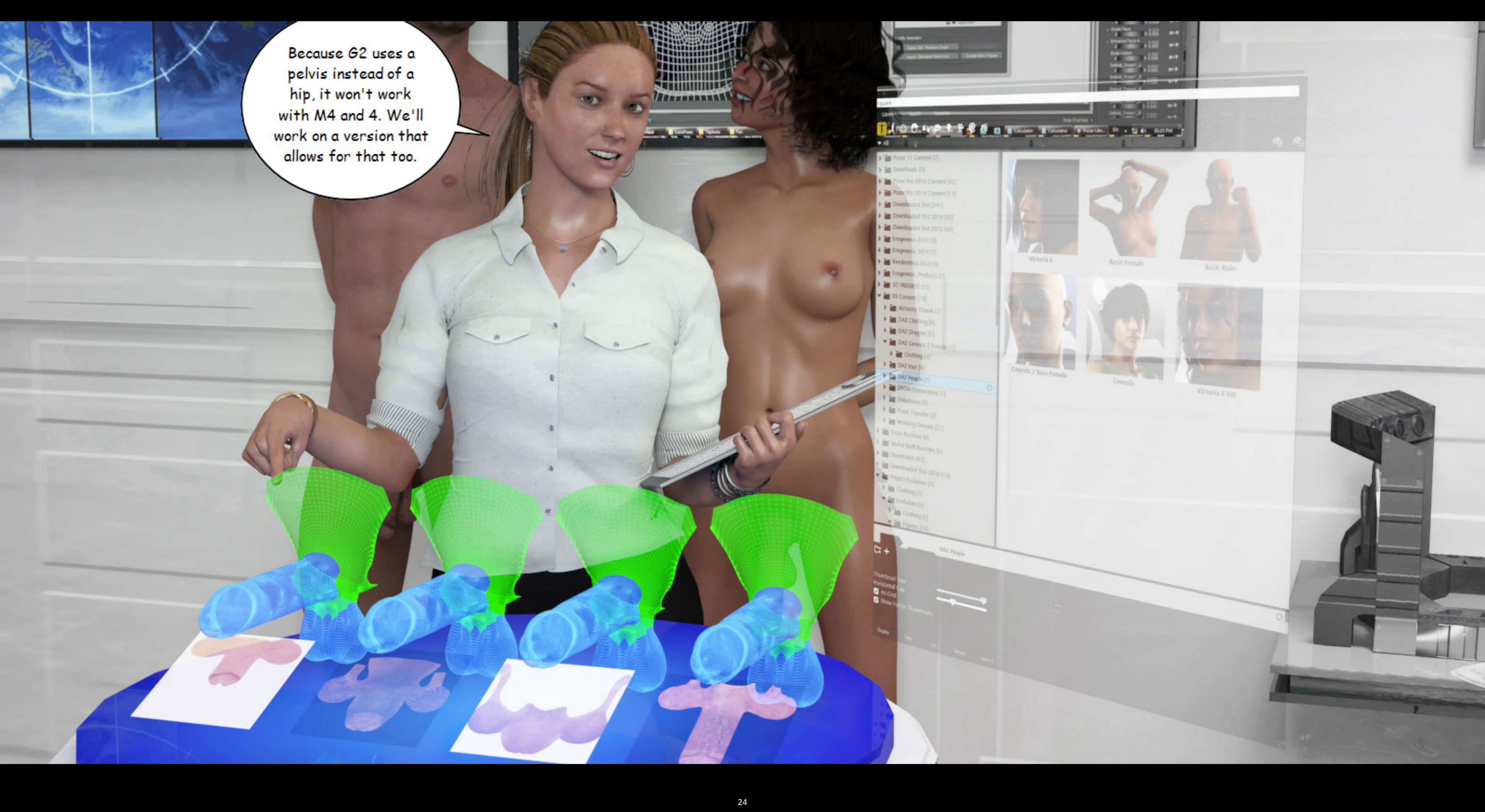


TaB comes in four different texture versions: M4, M6, M7 and the Ero version.

So you can use M4 textures on the M4 one, and Ero textures on the Ero one, for example.



Because G2 uses a pelvis instead of a hip, it won't work with M4 and 4. We'll work on a version that allows for that too.




As you know TaB comes in two packages in the store: the Core pack and the Expansion Pack.





The Core Pack has everything you need if you wish to use your M4, G2 or G3 materials, or perhaps even make your own Ero materials using the provided base. There's also a cockring prop and soon we



The Expansion pack contains well over 200 materials of the Ero texture set, as well as a few helpful materials to get you going with matching the right texture to your figure.



There are also a bunch of material presets available that make use of other popular G2 and or G3 materials in your runtime, but you will be required to have them first. Ero is not allowed to distribute those.



Allow me to demonstrate
how to use TaB



Load up your figure, and then just drag TaB onto it, obviously depending on if its G2 or G3 male or female. It should just work.

But if your particular character is not supported, or if tis a totally new figure, you might have to fiddle with the fitting dials.

The screenshot shows a software interface with a sidebar on the left and a main panel on the right. The sidebar has a vertical menu with categories: Parameters, Shaping, Posing, Surfaces, Timeline, Render Settings, Cameras, and Lights. Under 'Parameters', there is a 'Currently Used' section and a 'TAB' section. The 'Fitting' option is highlighted in the 'TAB' section. The main panel displays a list of fitting parameters, each with a green progress bar and a slider. The parameters listed are: Fitting - Center Shield Fw, Fitting - Shield Bulge, Fitting - Shield Fw-Back, Fitting - Shield Fw-Back L, Fitting - Shield Fw-Back R, ...ing - Shield Rim Fw-Back, Fitting - Shield Rotate Fw, Fitting - Shield Scale, Fitting - Shield Scale up, Fitting - Shield Wide, Fitting - Shield far forward, and Fitting - Top Shield Fw-Back L. A 'Show Sub Items' checkbox is at the bottom left of the panel.



Then all you do is make a shaping preset and you can keep applying that to other versions of TaB.



And after the release, if you think this product is missing a character, or something else, make a suggestion in the Renderotica forums and we might be able to include it in an update.

poke

The image shows a software interface for character modeling. On the left, a female character model is shown in a white button-down shirt and black skirt, holding a clipboard. To her right is a nude female character model. In the background, a male character model is visible. The interface includes a 'Parameters' panel on the right with various sliders for 'Fitting' (e.g., 'Center Shield Fw-Back', 'Shield Bulge', 'Shield Fw-Back', 'Shield Fw-Back L', 'Top Shield Fw-Back L'). A 'Shaping Preset Save Options' dialog box is open in the foreground, showing options for 'Animation Range' (Current Frame Only or Animated Range), 'Properties' (TAB, Actor, Fitting, JCMs, Shapes), and 'File Options' (Compress File). The dialog has 'Accept' and 'Cancel' buttons.

huh?

Aux Viewport

Enter text to filter by

TAB

All

Favorites

Currently Used

Parameters

- TAB
- General
- Transforms
 - Translation
 - Rotation
- Misc
- Mesh Resolution
- Display
- Fitting
- Movements**
- Shapes
- Sizes

Shaping

Posing

Surfaces

Timeline

Settings

Renders

Cameras

Lights

Show Sub Items

Tips

Base Side-Side 0.0%

Base Up-Down 0.0%

Bend Side-Side 0.0%

Bend Up-Down 0.0%

Flaccid - Erect 0.0%

Foreskin Morphed 0.0%

Pull Rear Skin back 0.0%

Scrotum Fw-Back 0.0%

Scrotum Side-Side 0.0%

Scrotum Twist 0.0%

Twist Shaft 0.0%

sBend Shaft 0.0%



hahaha omg!

Ok guys, I have to go now. Things are getting dangerous here...



Aux Viewport

Enter text to filter by

Base Side-Side

Base Up-Down

Bend Side-Side

Bend Up-Down

Flaccid - Erect

Foreskin Morphed

Pull Rear Skin back

Scrotum Fw-Back

Scrotum Side-Side

Scrotum Twist

Twist Shaft

sBend Shaft

Parameters

Shaping

Posing

Faces

Timeline

Lights

Cameras

Render Settings

Show Sub Items

Tips

Eh, I'm not ready for that yet...





Ero! Halp!

lollop
lollop

Aux Viewport

TAB

All

Favorites

Currently Used

- TAB
- General
- Display
- Fitting
- Movements
- Shapes
- Sizes

Parameters

Shaping

Posing

Surfaces

Timeline

Render Settings

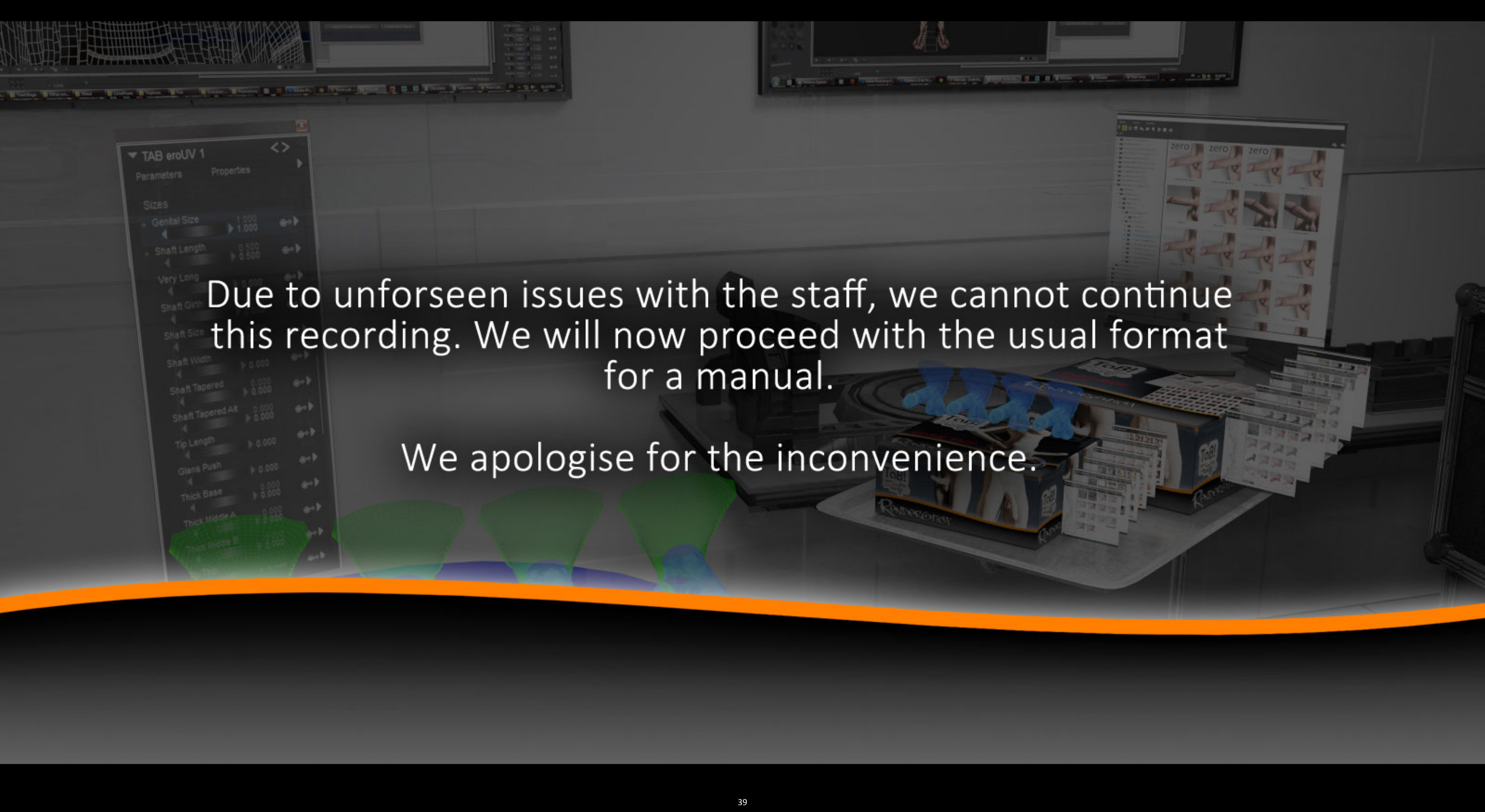
Cameras

Lights

Show Sub Items

Tips

- Genital Size
- Glans Push
- Scrotum Hang
- Scrotum Scale
- Shaft Girth
- Shaft Length
- Shaft Size
- Shaft Tapered
- Shaft Tapered Alt
- Shaft Width
- Thick Base
- Thick Middle A



Due to unforeseen issues with the staff, we cannot continue this recording. We will now proceed with the usual format for a manual.

We apologise for the inconvenience.

Basic Information

TaB (Twig and Berries) was originally designed for M4 in Poser, but it has now been adapted to work in DAZ studio thanks to the able skills of Laudenum. It can support G2 and G3 models, both male and female.

Purpose of TaB

The idea is that you can use TaB with any figure you wanna conform it to, with any texture set you already have of the main DAZ figures, or with the new ones I've provided. TaB comes shipped with some inbuilt fitting dials, but if you're proficient with DAZ Studio and zBrush, you can also fit it to anything else.

Technical Information

Like Lucinda told you, TaB is a 27,000 poly male gens figure with an experimental mesh design to accomodate for non-linear morphs. The mesh is split up into 9 bodyparts including five segments that bend the shaft. The TaB version that fits on Genesis has a 'pelvis' instead of a hip. TaB comes with four different UV Map* versions: M4 gens, M6 (G2) gens, M7 (G3) gens, and my own textures.

**UV Map is how the texture is wrapped around the model.*

Packages

TaB comes in a Core Pack. The Core Pack is for people that are satisfied with their M4, G2, G3 materials, or can do their own materials. The Expansion Pack provides more options should you need them. The Expansion pack will include +200 ero texture materials of different shades and matches to existing G2 and G3 material packs available.

Both sell at Renderotica.

Core Pack

- TaB versions for both G2 and G3
- TaB version for M4/V4

Poses:

- Fit poses for each supported figure
- 16 preset poses (including zero poses)
- 21 Shaft poses (including zero poses)
- 26 glans poses (including zero poses)
- 21 scrotum poses (including zero poses)
- 10 detail poses (including zero poses)
- 17 more misscalaneous poses (including zero poses)

Props:

- Cockring prop for both G2 and G3 versions, male and female

Materials:

- 12 core materials for the Ero version for show, and as a basis for tinkerers to make their own sets.

Textures:

- The basic versions of 4 types of Ero textures.
- Several masks that can be used for all four UV sets.
- Helpful info jpegs.
- Several transparencies per UV version

Expansion Pack

- +140 shades with pubes versions
- several materials (both Iray & 3Delight) for popular DAZ characters' gens using original textures (M4 Elite required):
- Phillip 6, Darius 6 & 7, Gianni 6 & 7, Kenji 7, Kimo 7, Lee 6 & 7, Leo 7, Lucian, Michael 6 & 7.

Installation of TaB

TaB installs like any other DAZ content you have ever installed. Should you be new to the procedure, read on:

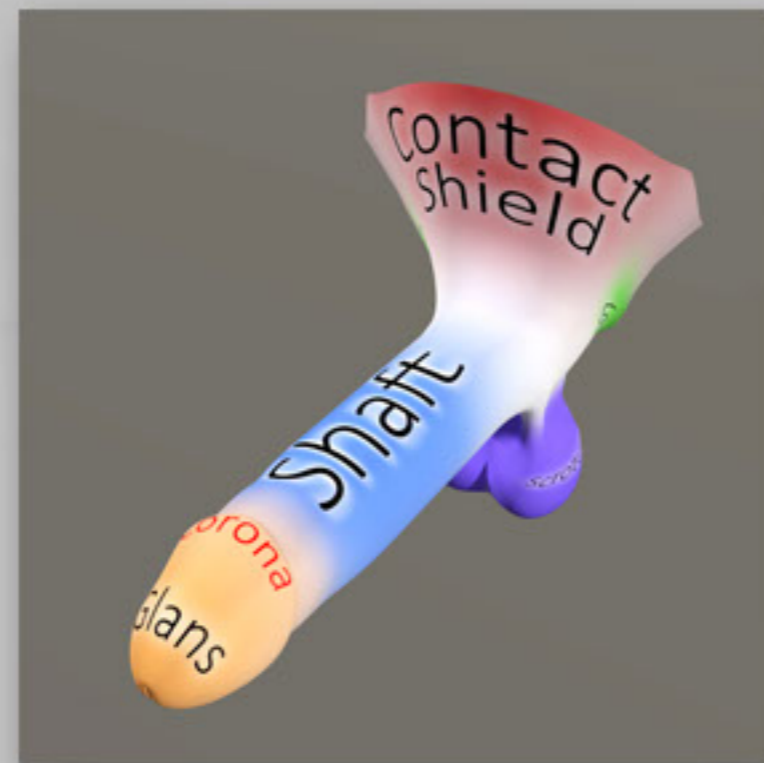
1. Unzip both **Core Pack** and **Expansion Pack** to the directory (or folder) that contains your Runtime folder.
2. If you have purchased Lali's Bits before, it might ask you to overwrite or merge some folders. You can safely accept that.
3. Mac users, as you probably know, beware that overwriting folders in Mac is not the same as on Windows. Overwriting apparently deletes the old folder and does not merge them! So be careful!

Updates!!!

Because the sky is the limit when it comes to options for TaB, I couldn't all do them in the initial release, so you can expect at least one or maybe two big updates either in the form of actual free updates or paid addons. The content of these updates mainly depends on your response / wishes but what I already have in mind is the following:

- *special conforming pubes addon*
- *Monster Cock morphs & textures*
- *Additional shades & texture matches*
- *cumshot props*

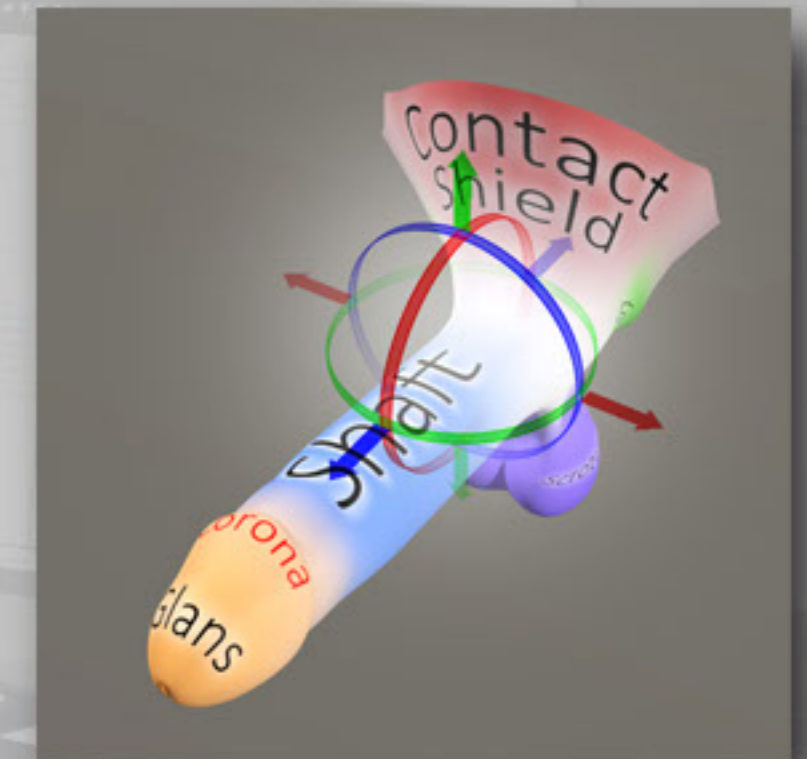
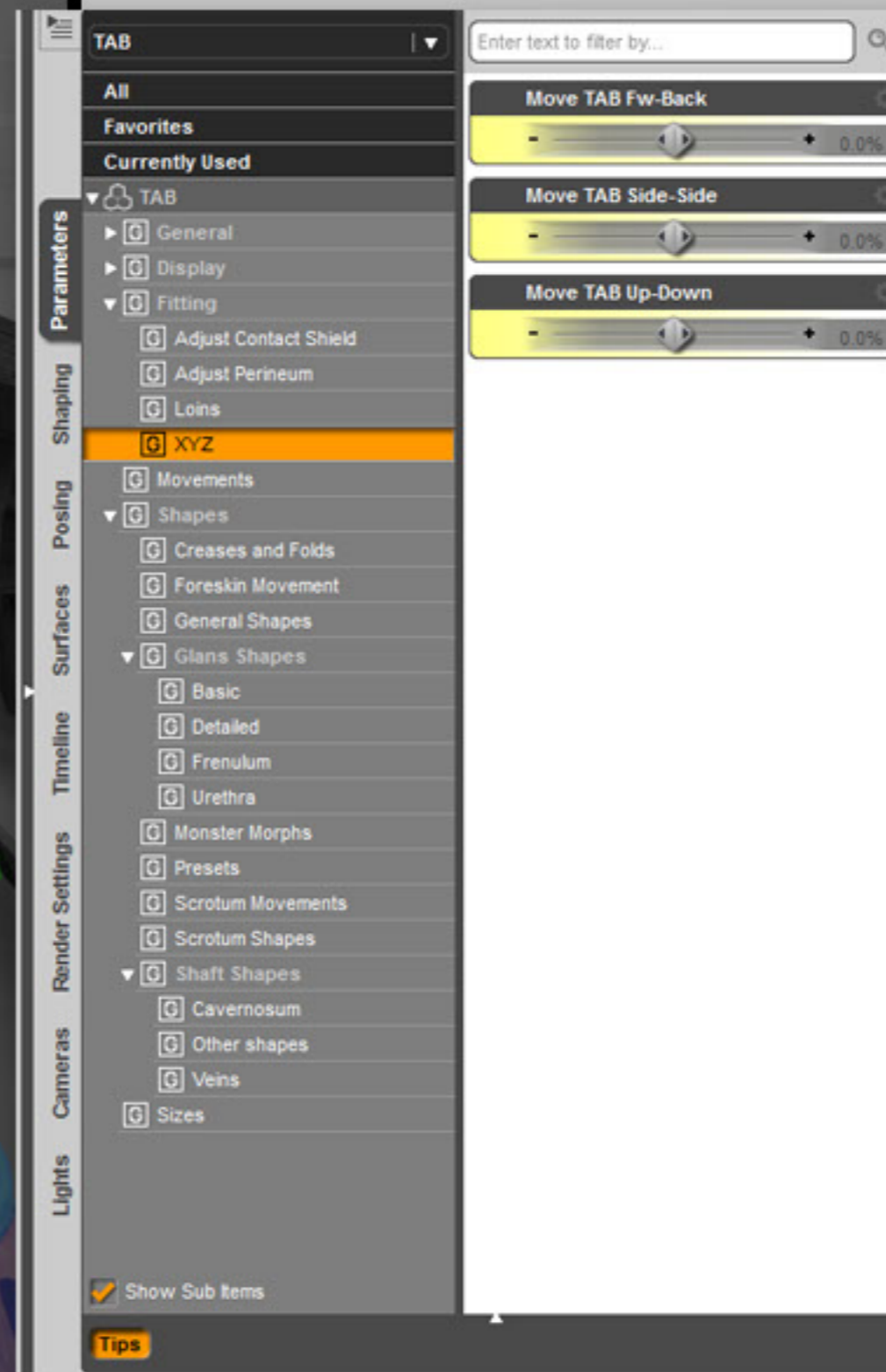
TaB's Parameters



Because TaB has so many options, it might be useful if I briefly touch upon the various sets of dials available.

The picture above is a material that will also be available to you if you wish to know what is where.

Fitting Dials - XYZ



We begin with the fitting dials, which will be very important if you wish to conform TaB to a completely new figure, or if TaB needs adjusting.

The XYZ dials represent overall position of TaB on your figure.

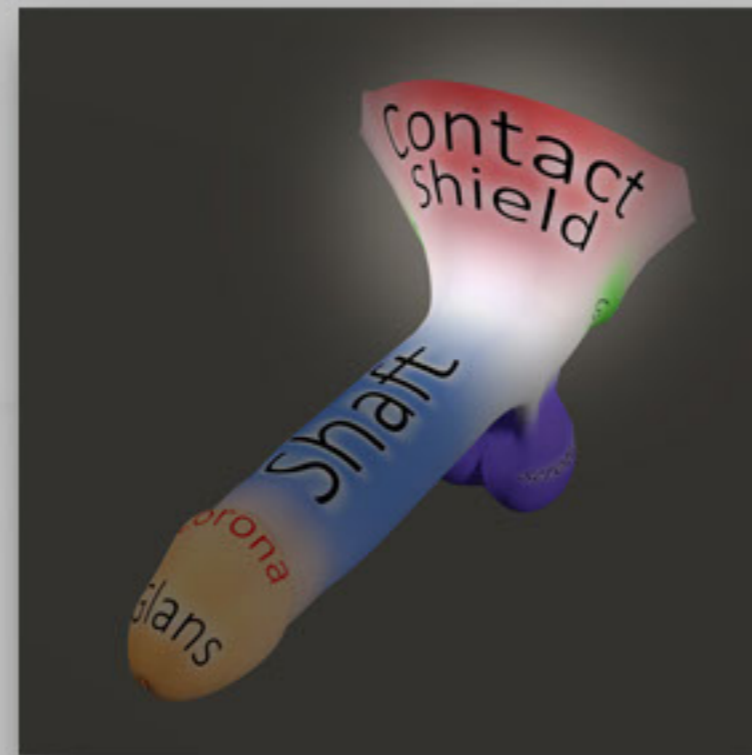
Fitting Dials - Contact Shield

Enter text to filter by...

- Fitting - Center Shield Fw-Back
- Fitting - Shield Bulge
- Fitting - Shield Fw-Back
- Fitting - Shield Fw-Back L
- Fitting - Shield Fw-Back R
- Fitting - Shield Rim Fw-Back
- Fitting - Shield Rotate Fw
- Fitting - Shield Scale
- Fitting - Shield Scale up
- Fitting - Shield Wide
- Fitting - Shield far forward
- Fitting - Top Shield Fw-Back L
- Fitting - Top Shield Fw-Back R

Show Sub Items

Tips



The 'Contact Shield' is the flat mesh at the base of TaB that overlaps the host figure. Contact shield dials will allow you to change the shape, position and size of this part of TaB.

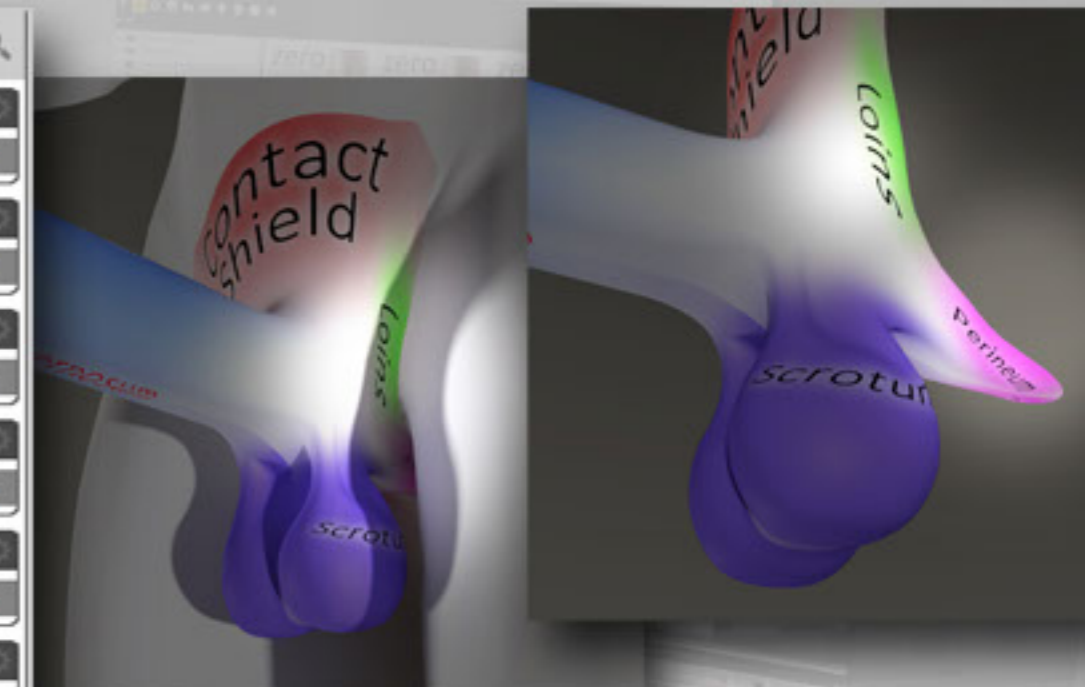
Fitting Dials - Loins & Perineum

Enter text to filter by...

- Fitting - Front Loins Fw-Bk
- Fitting - Front Loins In-Out
- Fitting - Front Loins Up-Down
- Fitting - Loins Curve Fw
- Fitting - Loins Down
- Fitting - Loins Fw-Back
- Fitting - Loins In-Out
- Fitting - Perineum Rotate up
- Fitting - Perineum Short
- Fitting - Perineum Up-Down
- Fitting - Perineum Width

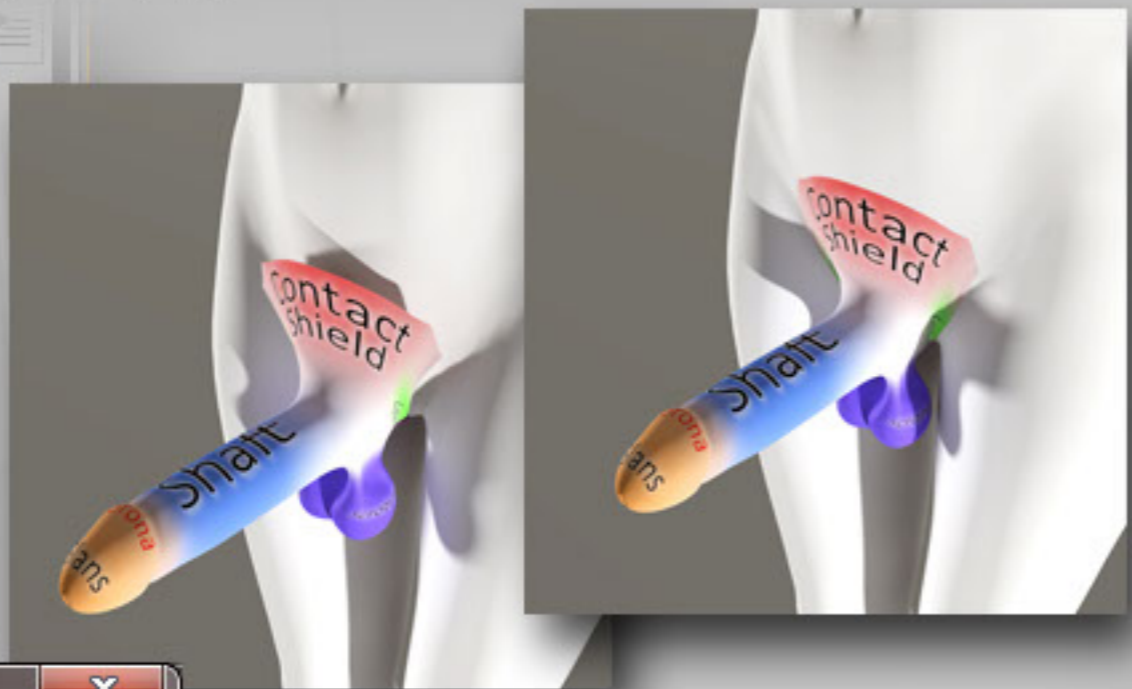
Show Sub Items

Tips



Probably the most important fitting dials of TaB are the Loins and Perineum dials, which allow you to adjust the contact between TaB and the host figure in the most intimate areas,

Making your own fit



Shaping Preset Save Options

Animation Range :

Current Frame Only

Animated Range Start Frame : End Frame :

Properties

- TAB
 - Actor
 - Fitting
 - JCMs
 - Shapes

File Options :

Compress File

Accept Cancel

If you have a different figure from the ones this pack supports and you wish to repeatedly use that fit you've made, save the fit as a Shaping Preset as follows:

- Save As > Shaping Preset
- Select location
- In the dialog window, open TaB and uncheck everything except 'Fitting'.

Movement Dials

Parameters

Shaping

Posing

Surfaces

Timeline

Render Settings

Cameras

Lights

Enter text to filter by...

Base Side-Side

Base Up-Down

Bend Side-Side

Bend Up-Down

Flaccid - Erect

Foreskin Morphed

Pull Rear Skin back

Scrotum Fw-Back

Scrotum Side-Side

Scrotum Twist

Twist Shaft

sBend Shaft

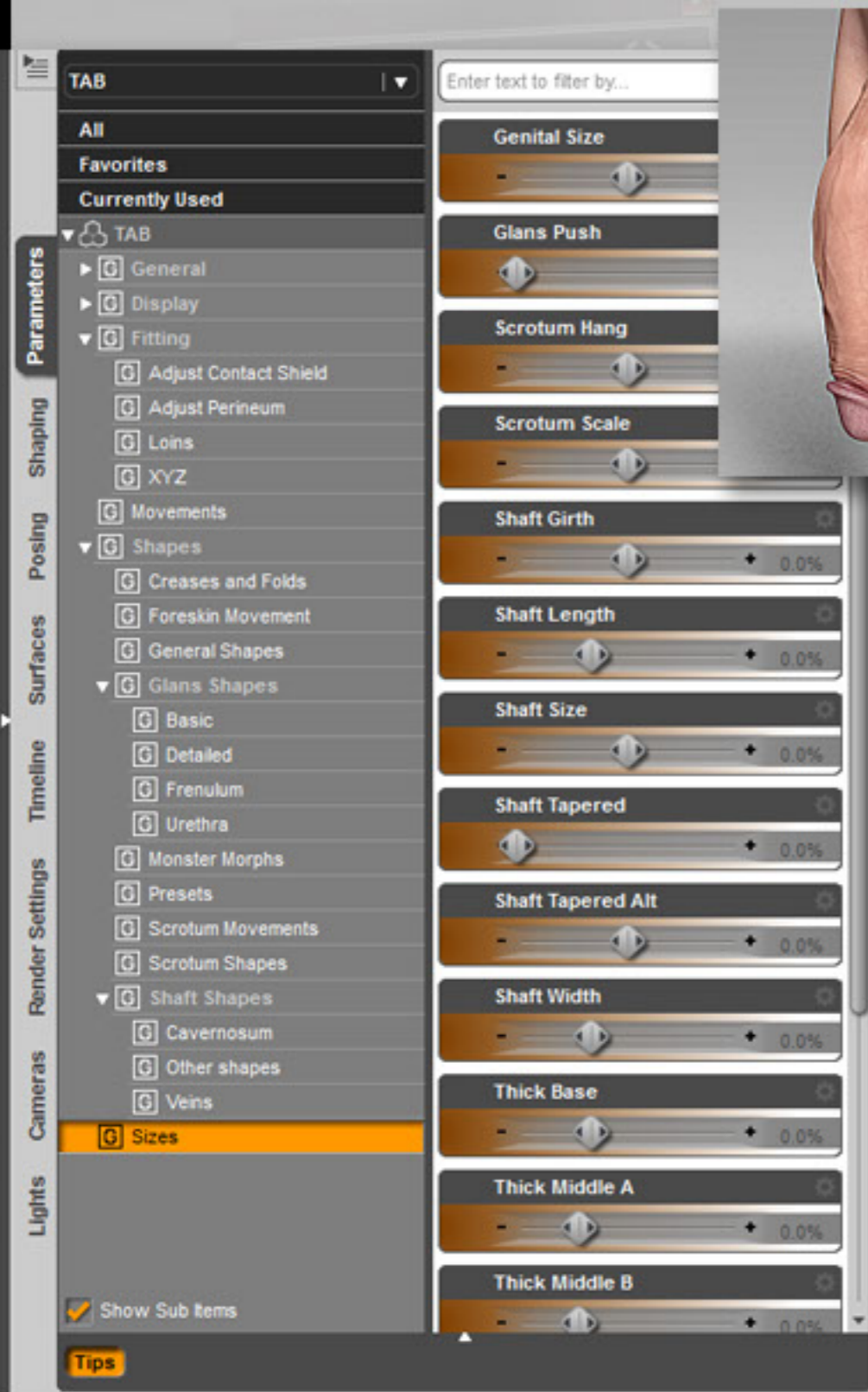
Show Sub Items

Tips



The movement dials give you some basic control over the key bodyparts of TaB from the Body actor along with all the other dials. You can also do these thing per body part if you wish, but these are sometimes handy for quick and typical movement and poses of a human penis.

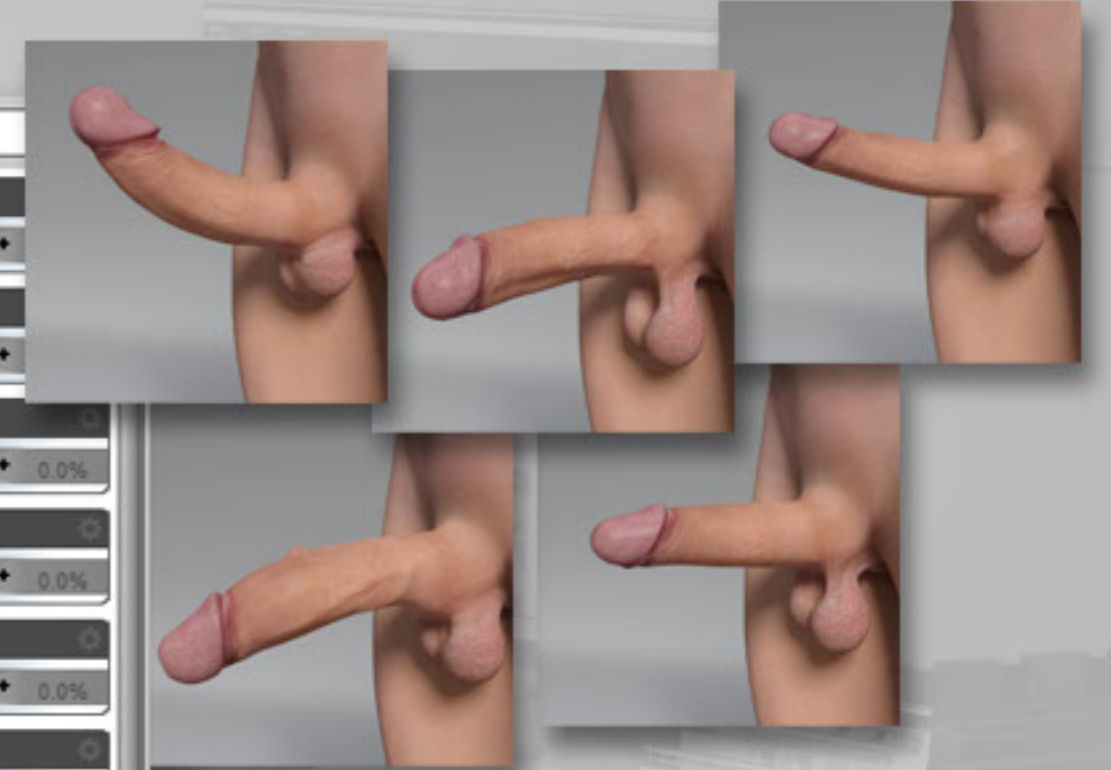
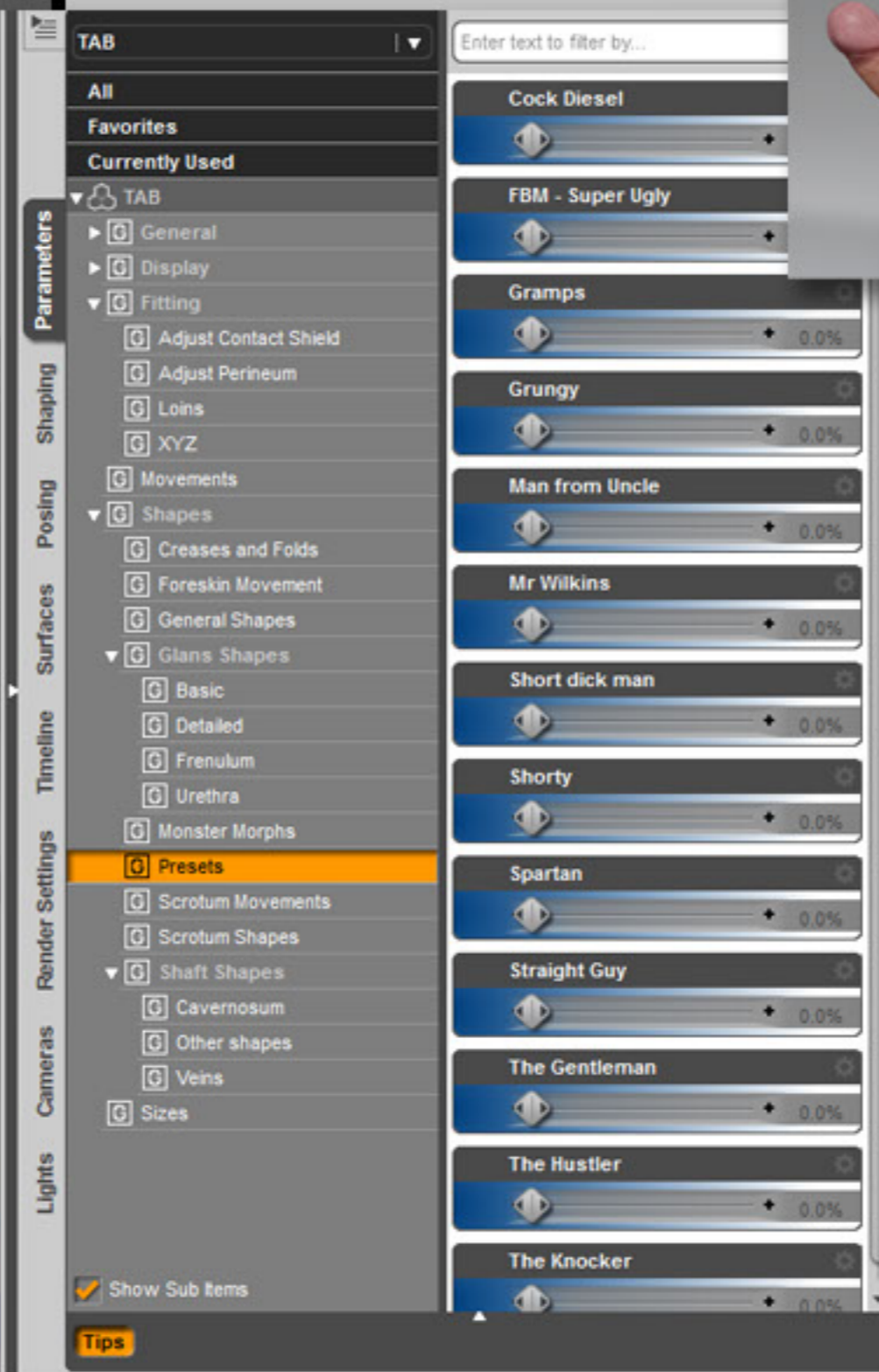
Size Dials



These dials give you direct control over the general size of TaB, as well as more localized sizes of specific regions of TaB.

A warning about "Very Long". This utilizes Poser's animated origins tech and the bending gets a bit clunky when its made extremely long. I might try to improve this in the update.

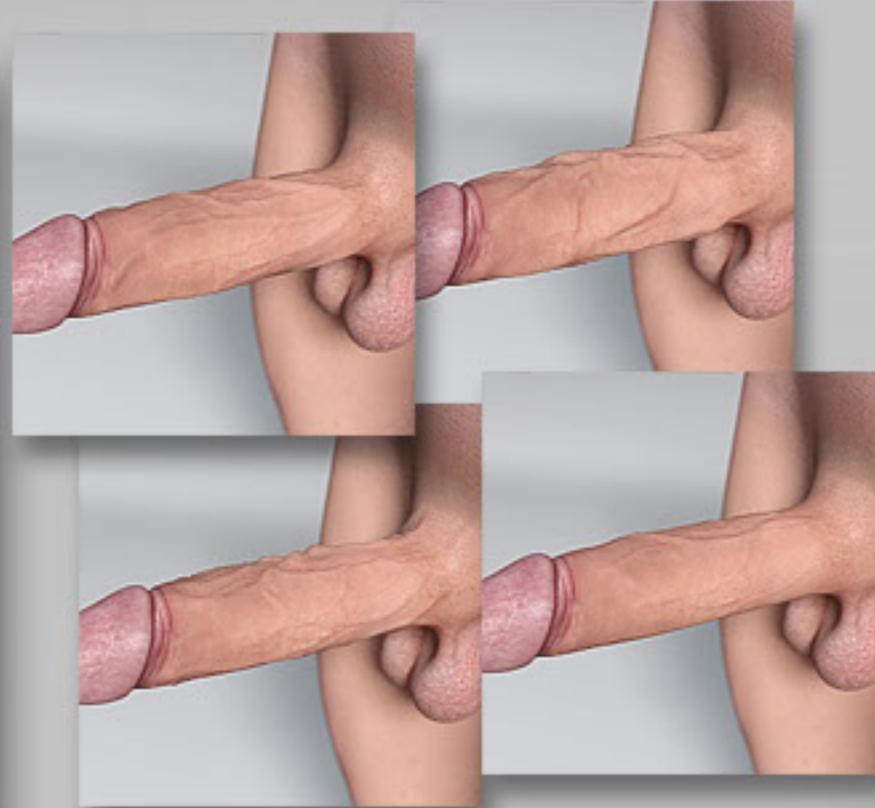
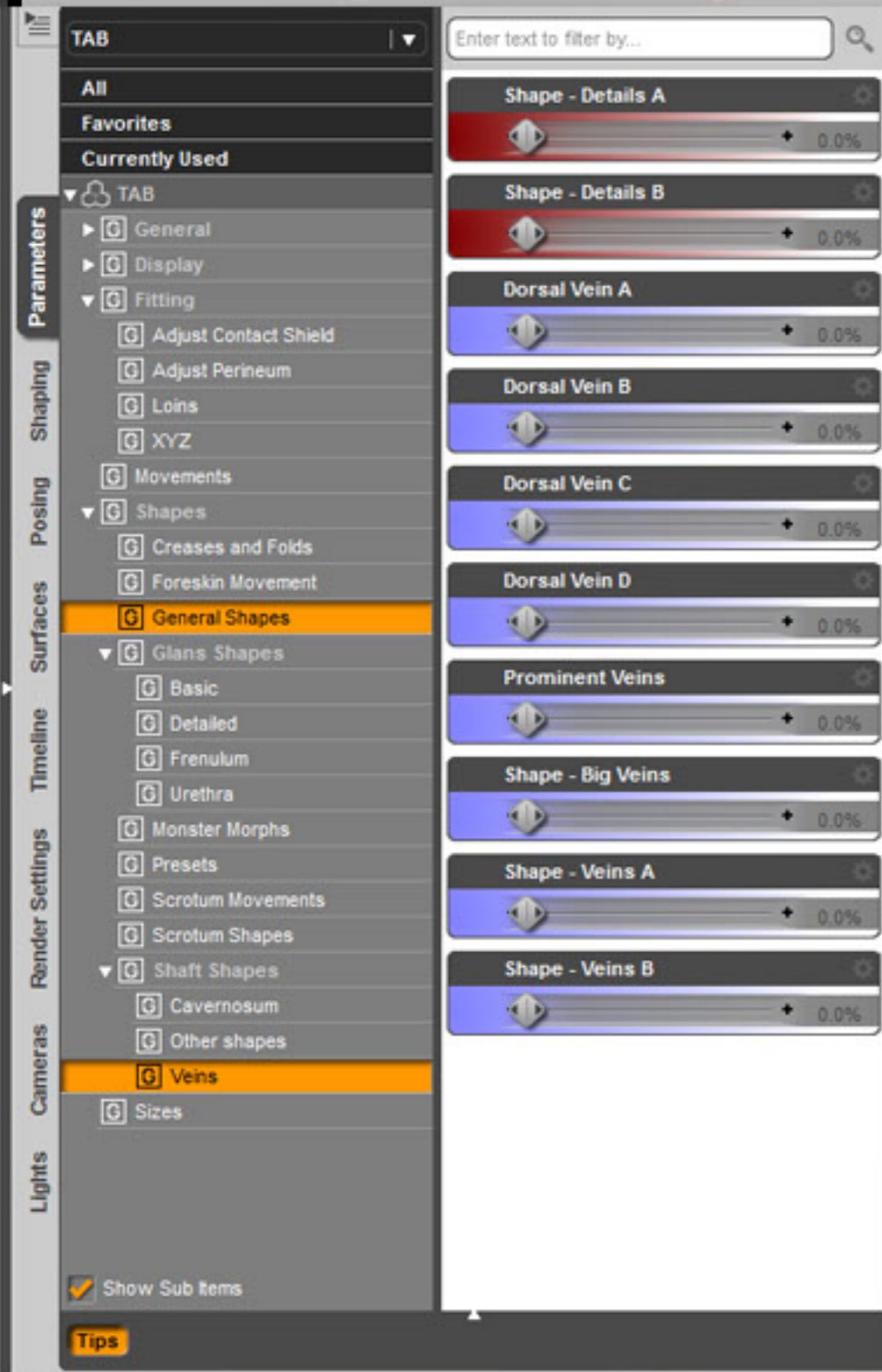
Shapes - Presets



TaB comes with 13 presets you can play with, but they are more to give you an indication of what you can put together for yourselves. If you have Lali's Bits, there are some instructions in the manual how to make your own presets.

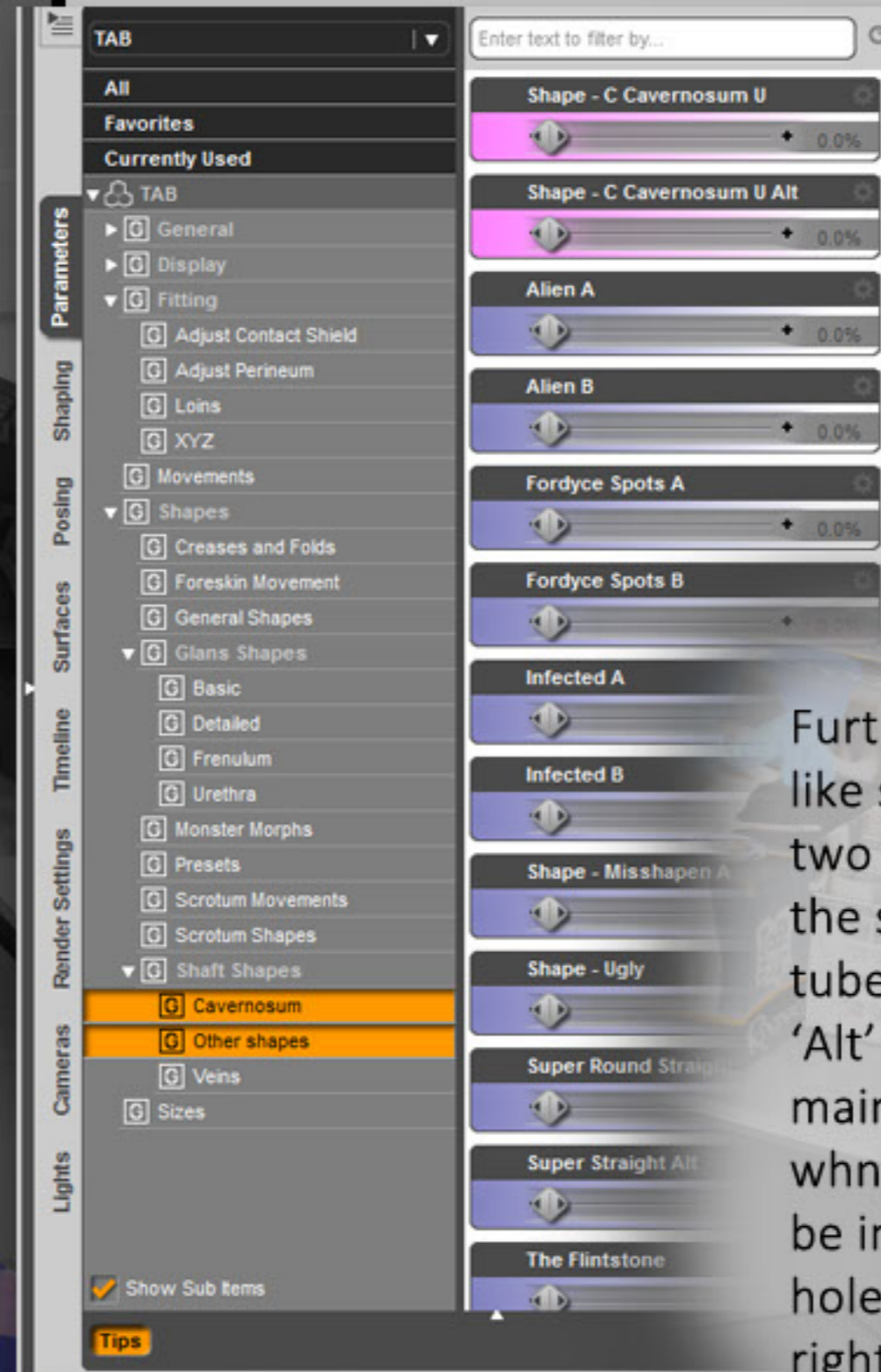
I will try to update the manual with newer instructions if the demand is there.

Shaft Shapes - Details and Veins

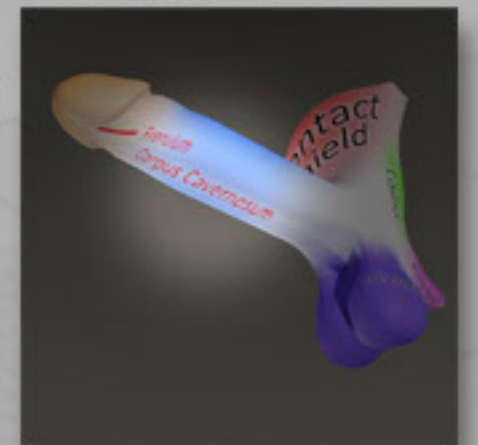


Beyond the presets the real fun starts, with detailed morphs of veins in all sorts and styles.

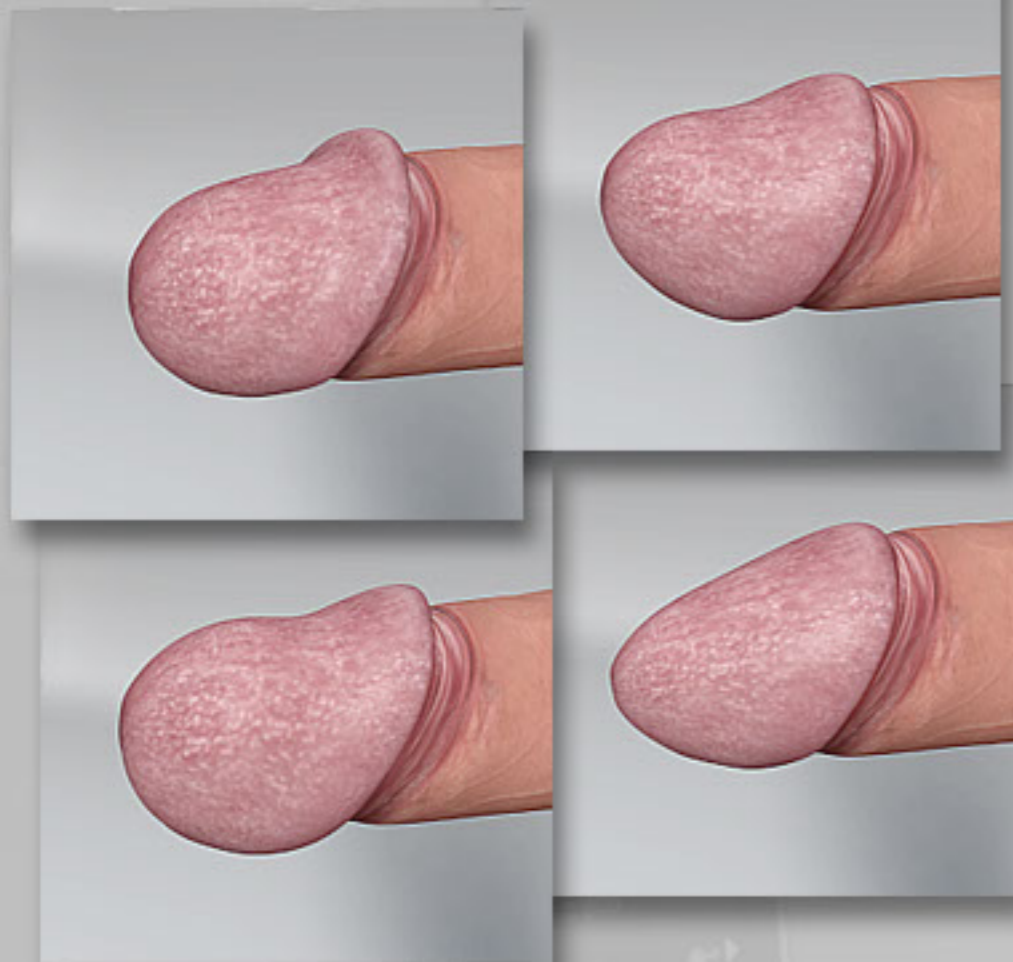
Shaft Shapes - Cavernosum & Other



Further down you have more shaft morphs like spots and alien shapes. There's also two options for the corpus cavernosum, the spongy tussie that protects the urethra tube on the underside of the penis. The 'Alt' option is there to allow you to maintain a circular shape of the shaft for when TaB might need to be inserted into a round hole... could happen, right?

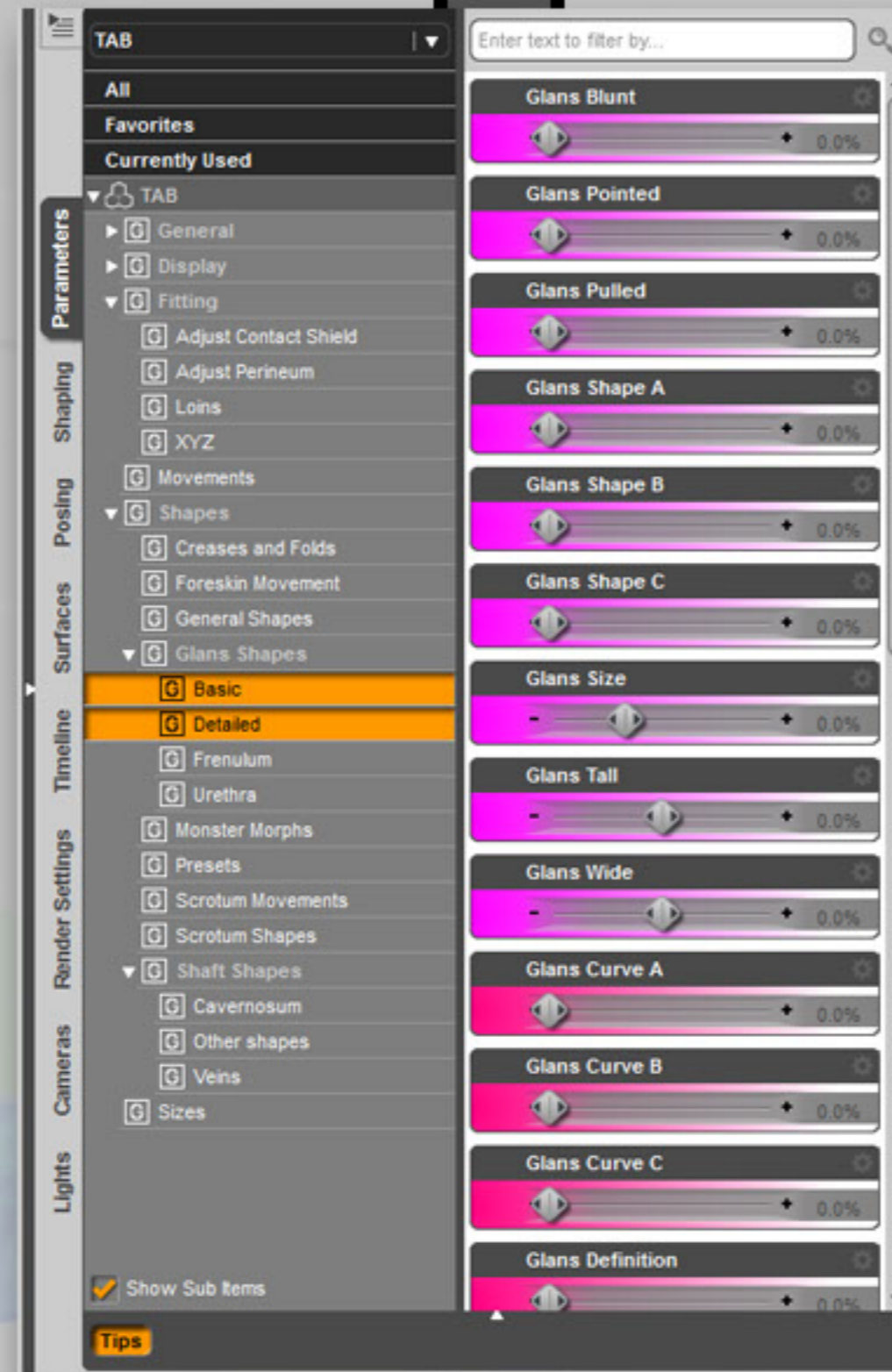


Glans Shapes - Basic



The glans of a penis is probably the most versatile part of the human penis, with its many possible shapes, sizes and details.

The basic shapes start off with sizes and some of the most common glans shapes I came across (on the internet... ;))



Glans Shapes - Detailed



Then if you really want to get crazy, you can go to the detailed morphs and really adjust the glans to your liking.

Glans Shapes - Frenulum & Urethra

TAB

All

Favorites

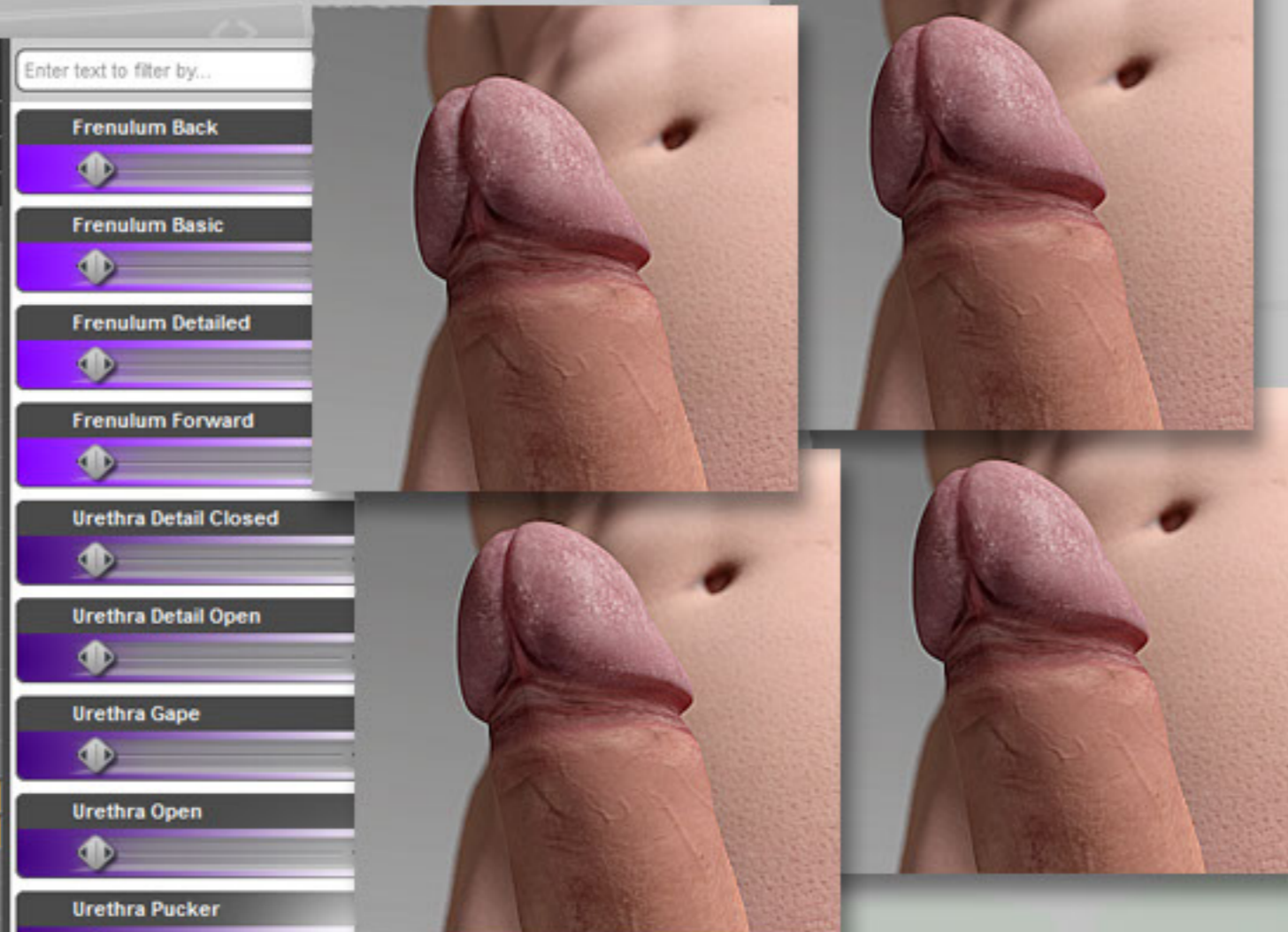
Currently Used

Parameters

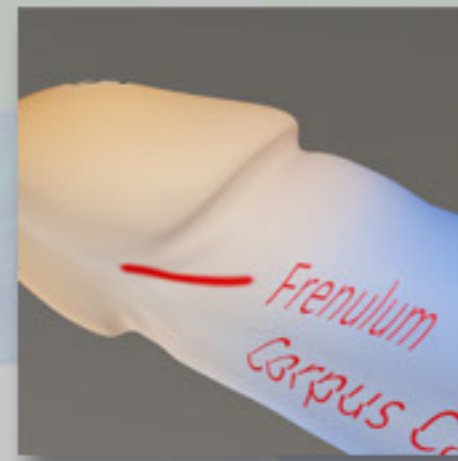
- General
- Display
- Fitting
 - Adjust Contact Shield
 - Adjust Perineum
 - Loins
 - XYZ
- Movements
- Shapes
 - Creases and Folds
 - Foreskin Movement
 - General Shapes
 - Glans Shapes
 - Basic
 - Detailed
 - Frenulum
 - Urethra
 - Monster Morphs
 - Presets
 - Scrotum Movements
 - Scrotum Shapes
 - Shaft Shapes
 - Cavernosum
 - Other shapes
 - Veins
 - Sizes

Show Sub Items

Tips



Besides the urethra at the tip of the glans, there is also the frenulum underneath it. I've provided some options to define this part.



Scrotum Shapes

TAB

All

Favorites

Currently Used

Parameters

- General
- Display
- Fitting
 - Adjust Contact Shield
 - Adjust Perineum
 - Loins
 - XYZ
- Movements
- Shapes
 - Creases and Folds
 - Foreskin Movement
 - General Shapes
 - Glans Shapes
 - Scrotum Shapes
 - Scrotum Bundle A
 - Scrotum Bundle A_Wrinkled
 - Scrotum Bundle B
 - Scrotum Bundle CockRing
 - Scrotum Bundle CockRing Loose
 - Shaft Shapes
 - Cavernosum
 - Other shapes
 - Veins
 - Sizes

Show Sub Items

Tips



Besides the glans, the scrotum is also a very versatile part of the male genital, even if its only about two balls. The morphs I've provided should get you a long way to achieve the shape you desire. There's also a few options for adding a cock ring (provided as a prop in the Core pack).

Scrotum Movements

Enter text to filter by...

- Left Testes Fw-Back
- Left Testes Out
- Left Testes Up-Down
- Right Testes Fw-Back
- Right Testes Out
- Right Testes Up-Down
- Split Testicles
- Testicles Fw-Back
- Testicles Sideways

Show Sub Items

Tips



Since testicles are very mobile I've provided a bunch of movement morphs so that you can place them anywhere you need for them to be.

Creases and Folds

Enter text to filter by...

- Bag Crease
- Double Crease
- Heavily Wrinkled
- Heavy Crease
- Turkey Neck Flab
- Turkeyneck
- UnderBulge

Show Sub Items

Tips



You can also find some morphs to add some skin creases, folds and other more specific details. Beware with the tuckey neck morph that the bending might look a bit odd.

Foreskin Movement

Enter text to filter by...

- Foreskin Middle Scale 0.0%
- Foreskin Move Fw 0.0%
- Foreskin Move Lower Y 0.0%
- Foreskin Move Upper Y 0.0%
- Foreskin Move Y 0.0%
- Foreskin Scale
- Foreskin Scale X
- Foreskin Scale Y

Parameters: TAB, General, Display, Fitting, Adjust Contact Shield, Adjust Perineum, Loins, XYZ, Movements, Shapes, Creases and Folds, **Foreskin Movement**, General Shapes, Glans Shapes, Basic, Detailed, Frenulum, Urethra, Monster Morphs, Presets, Scrotum Movements, Scrotum Shapes, Shaft Shapes, Cavernosum, Other shapes, Veins, Sizes

Show Sub Items

Tips



I have provided a lot of options for controlling the position of the foreskin for if you want it to roll over a unique shaped glans. The foreskin was designed to roll over just the default shape and because the glans can take on any shape, it was impossible for me to accommodate for all of these options.

Take note that the foreskin can be controlled by a magnet to give the appearance of the corona moving under the skin. The magnet can be adjusted too with these dials.

Monster Morphs - Future Addons!!

Enter text to filter by...

- General
- Display
- Fitting
 - Adjust Contact Shield
 - Adjust Perineum
 - Loins
 - XYZ
 - Movements
- Shapes
 - Creases and Folds
 - Foreskin Movement
 - General Shapes
 - Glans Shapes
 - Basic
 - Detailed
 - Frenulum
 - Urethra
 - Monster Morphs
 - Presets
 - Scrotum Movements
 - Scrotum Shapes
 - Shaft Shapes
 - Cavernosum
 - Other shapes
 - Veins
 - Sizes

Show Sub Items

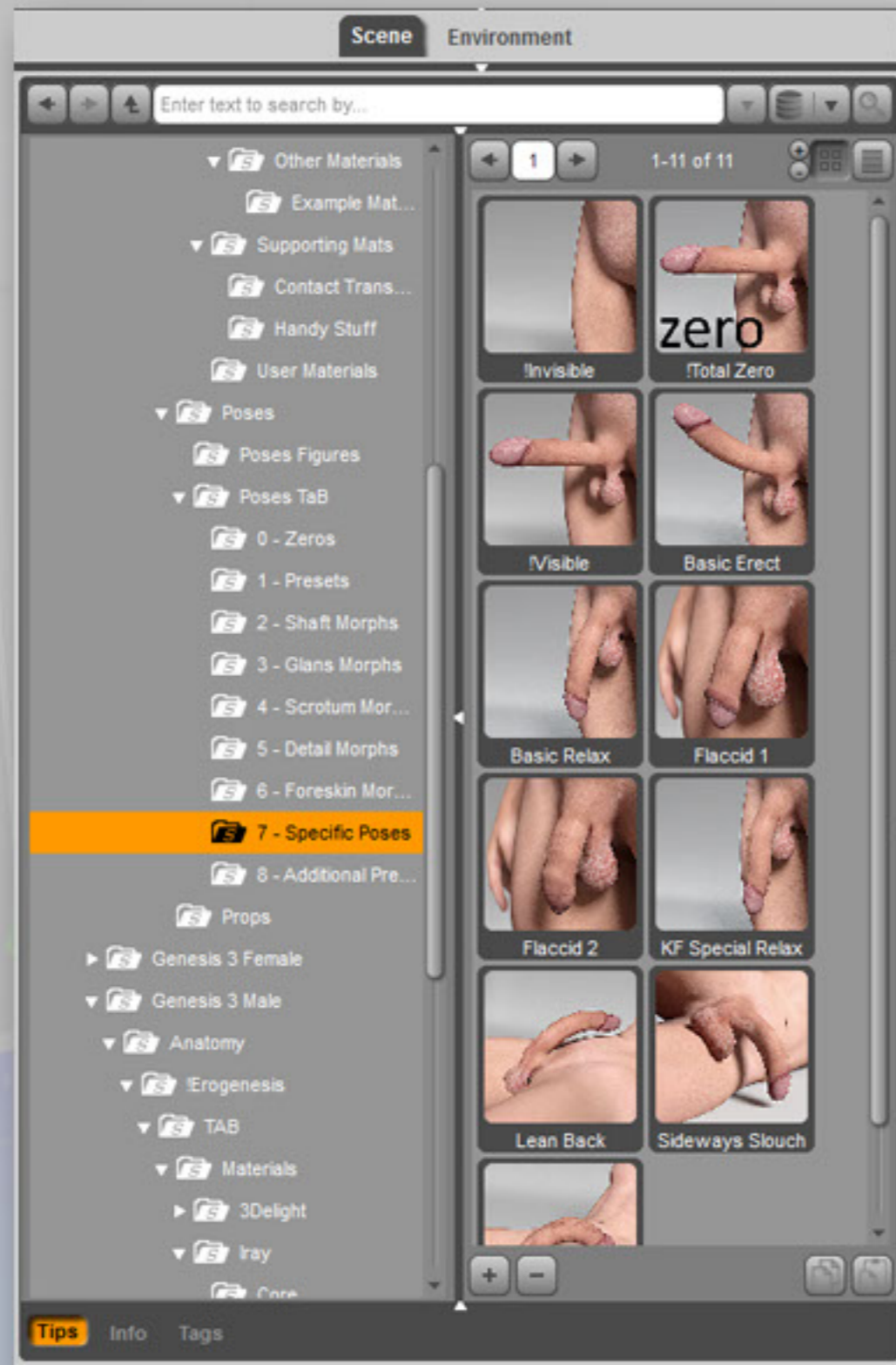


The last morph group is one that I will fill up in future. My monster cocks pack will also contain some textures to go along with the morphs. For now I've provided one example: "the viyar cock" which will be featured in Sen's first comic. Texture not yet included.

TaB Poses

I won't spend too long on this since most of the poses involve all of the morphs I just introduced. There are some specific poses to help you deal with a few complex positions.

There are also some extra presets to choose from. I can expand on this in an update if desired.



Zero!



Throughout the pose folders you'll always find some way to return TaB to zero, either entirely, or only involving specific morphs!

TaB Textures & Materials

In order to give you a fairly wide array of options with skin colors and appearances, TaB comes with four base textures that you can choose from. Of these four textures, many variations and shades have been provided. The four textures are as follows:

Type 0: clean



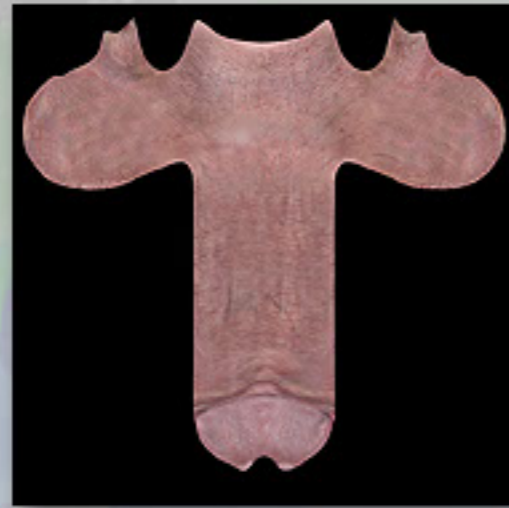
Type 1: normal



Type 2: gnarly

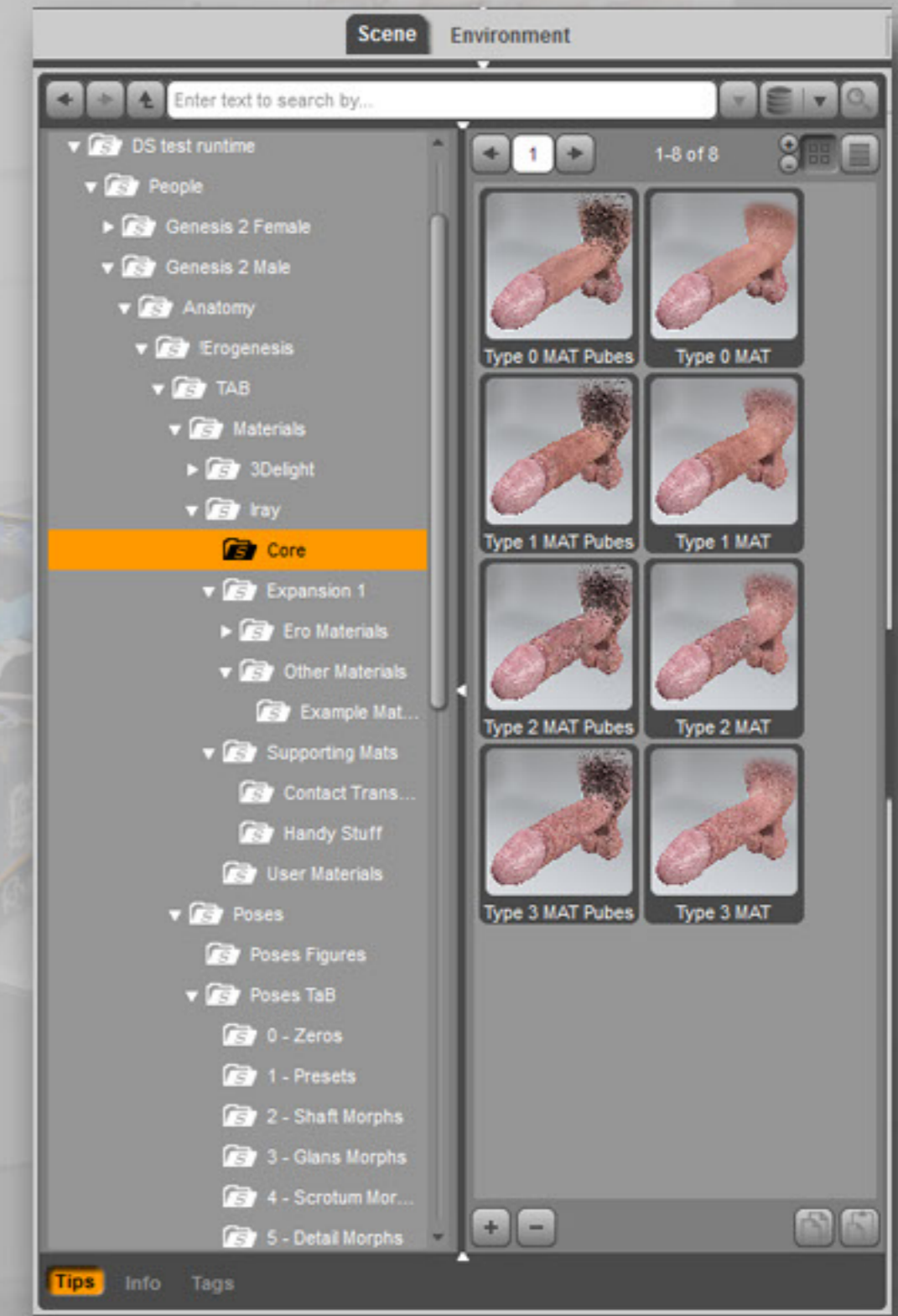


Type 3: Wrinkly



Core pack - DIY

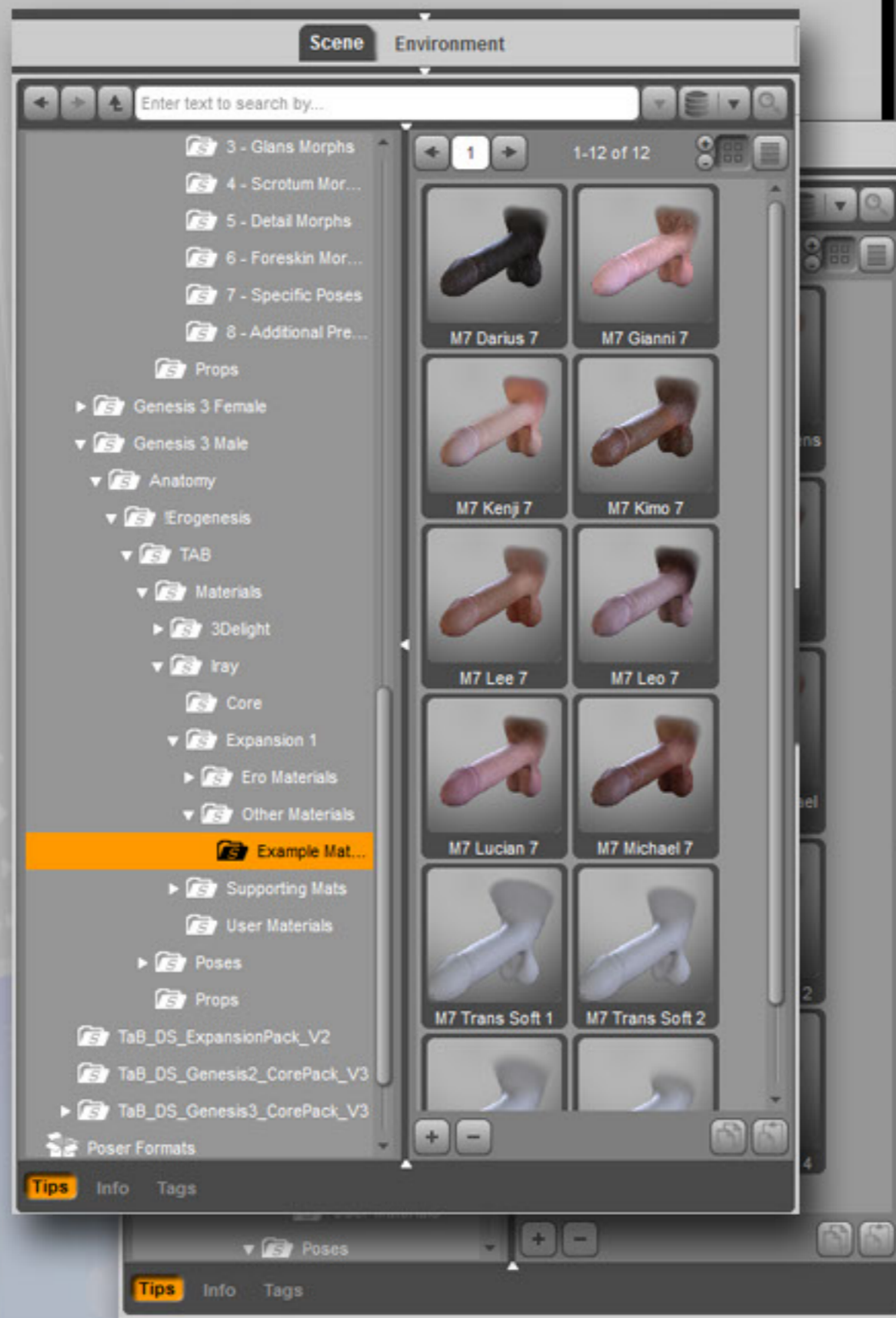
In the **Core Pack**, these four texture types are available as basic materials for folks to tinker with themselves in DAZ Studio or Photoshop. The Core Pack is definitely meant for folks that like doing their materials themselves. If you don't wish to do so, then its highly recommended to get the Expansion Pack.



Expansion Textures & Materials

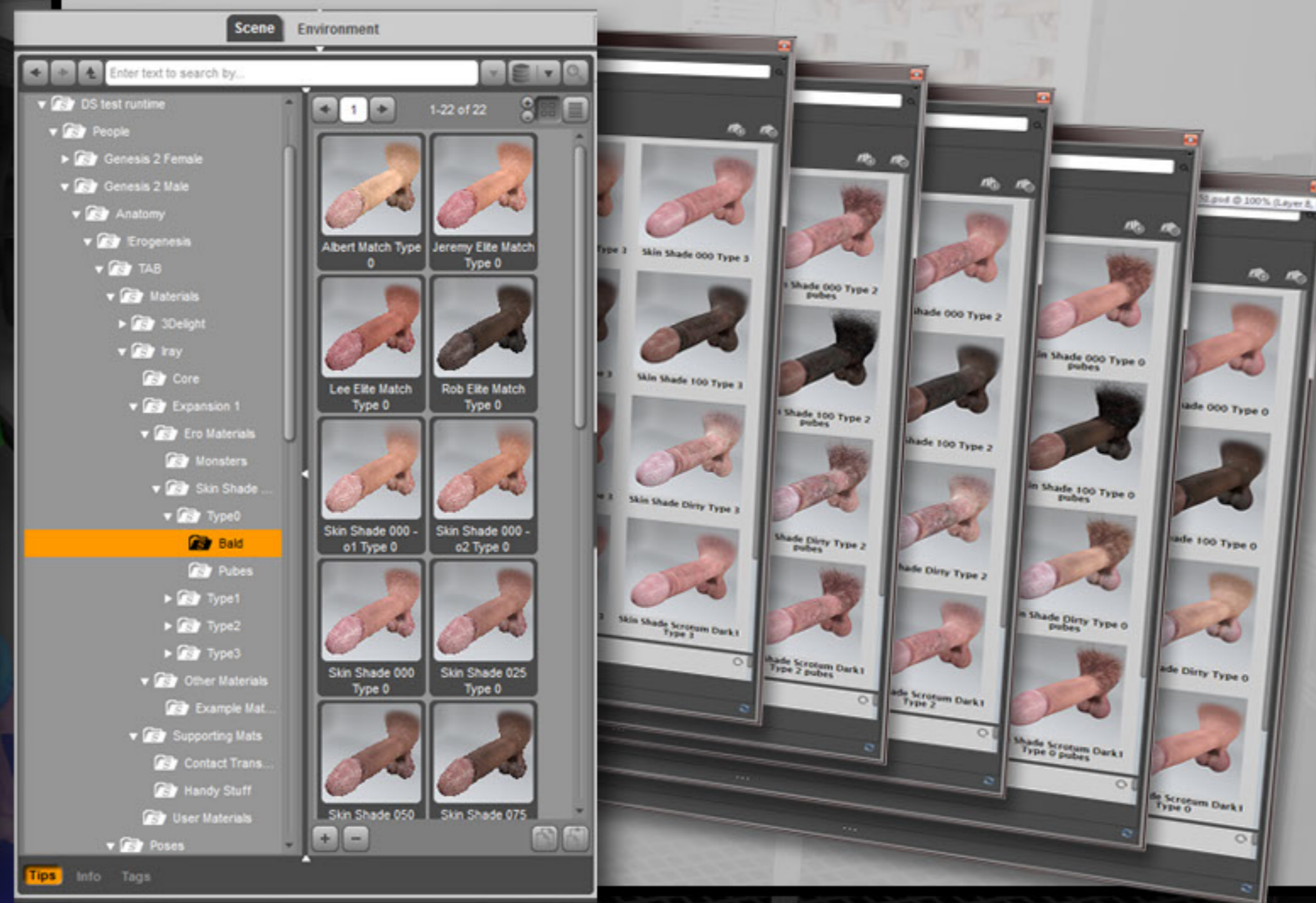
The Expansion Pack adds a lot of extra options and variations to the four Ero Texture Types. YOU will also find so materials that will work with some G2 and G3 texture sets you already have, like Michael 7, Gianni, Kenji, Lee, Leo, etc...

There are also transparencies to choose from if you prefer a harder transition to the host's pelvis, or a softer.



Skin Shade Variations

To get you started off, if you don't have photoshop or time to fidget with the color to match the host figure, I've tried to provide you with as many color options as I could think of, including some effects. There's a very real possibility that I might have missed some shade, so I'm open to try provide this in the update. All types are represented here, incl pubes.



A Word from the DS technician

Installation is pretty much the same as with Poser. Unzip the files to your DAZ content library.

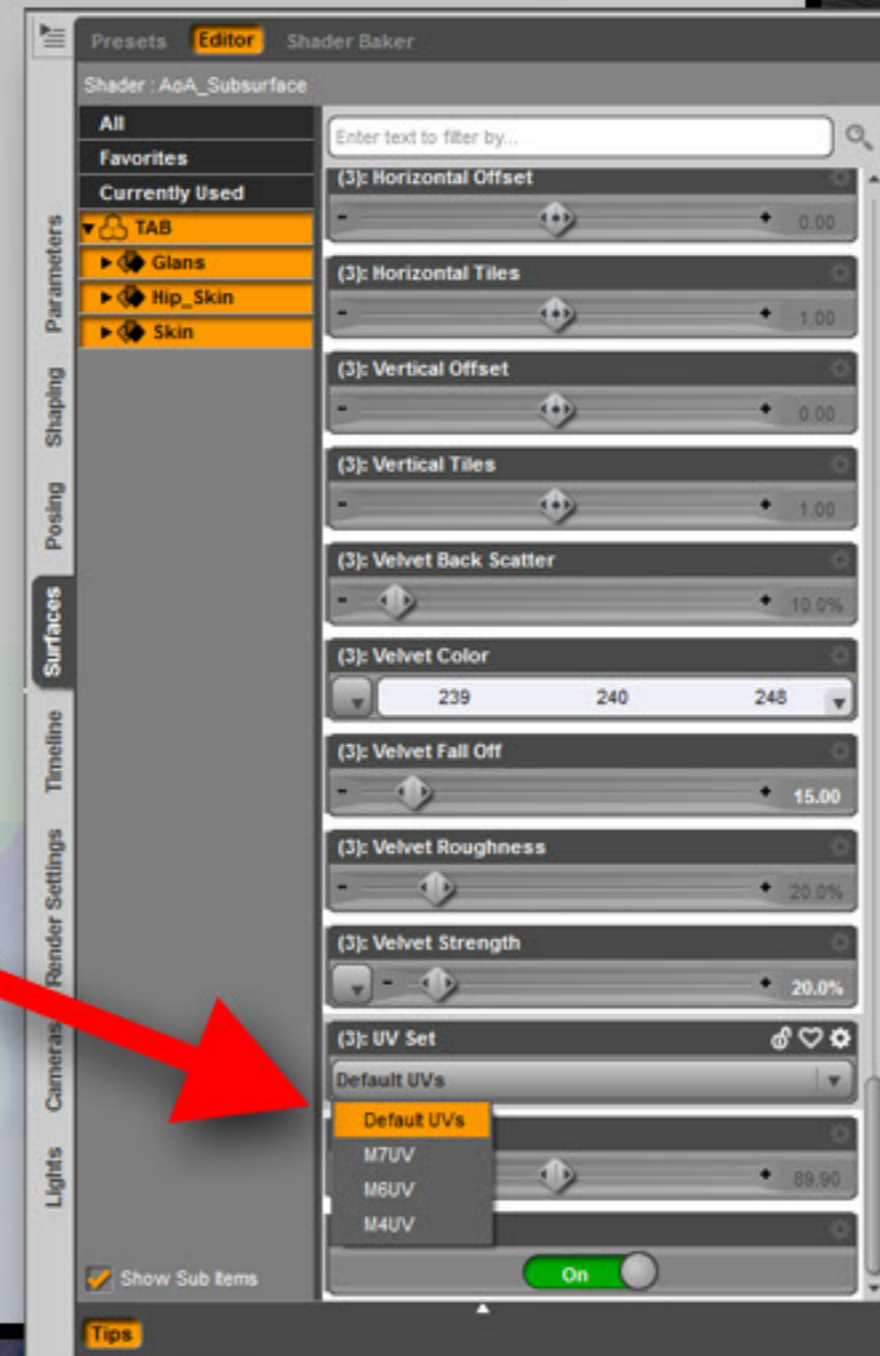
The DS version does not require a specific figure for a specific UV set. Instead it's a specific TaB for each of the Genesis versions, one TaB for Genesis 2 Male and so forth. They all contain the UVs as DS uv presets which can be **accessed through the material options in the Surfaces tab.**

If the Surfaces tab is not there it can be found under Window; Panes (Tabs); Surfaces.

I have provided material presets for the DAZ characters like Michael, Gianni and more and they all automatically set the proper uv for the textures to display properly. Users will only need to set the proper UVz for upcoming DAZ characters that they can then save as Material Presets.

The EroUV is called DefaultUVs because DS doesn't allow it to be renamed.

TaB's Parameters and Poses are essentially the same. I removed the Figure Fits from the Fitting Morphs group for they are not relevant in DS.



Contact Transparencies are pretty easy in DS. There's no advance stuff to know just double click on the trans you want and it will change just the opacity of the materials, it will not affect other part of the material which is pretty useful because the user can change the trans at the end without messing the materials he or she already choose and apply to TaB.

Lastly, TaB will conform automatically to most DAZ characters but won't follow any others because it is protected from DS auto-follow. For these characters, the users will have to manually fit TaB using the fitting morphs. They can then save their work as a Shape Preset to reuse later (see page 44).

Here's a list of genesis characters and morphs TaB will follow automatically.

Here's a list of genesis characters and morphs TaB will follow automatically.

Genesis 2 Male: Darius6, Michael6, Androgynous, Body Size, Body Tone, Body Builder Details, Body Builder Size, Emaciated, Fitness Details, Fitness Size, Heavy, Height, Portly, Stocky, Thin, Hip Bone Size, Hip Size, Stomach Depth, Stomach Lower Depth, Stomach Soften, Waist Width.

Genesis 2 Female: Gia6, Lilith6, MeiLin6, Monique6, Olympia6, Stephanie6, Victoria6, Androgynous, Body Size, Body Builder Size, Emaciated, Fitness Size, Heavy, Height, Pear Figure, Thin, Voluptuous.

Genesis 3 Male: Darius7, Gianni7, Kimo7, Lee7, Leo7, Lucian7, Michael7, Kenji7, Body Size, Body Builder Size, Emaciated, Fitness Size, Heavy, Height, Lithe, Portly, Stocky, Thin.

Genesis 3 Female: Arabella7, Bethany7, Eva7, Gia7, Kalea7, Karen7, Lilith7, MeiLin7, Monique7, Olympia7, Rune7, Victoria7, Body Size, Body Builder Size, Emaciated, Fitness Size, Heavy, Height, Pear Figure, Thin, Voluptuous.

The future of TaB & Project 'E'

TaB was developed to replace M4's gens much like Lali's Bits were designed to improve V4's sexy bits and bends. But there are limits to such attachments as you might well know. TaB's future will involve at least one or two big updates, and also one or two addons like the monster cock morphs and pubes addon mentioned earlier. But TaB's ultimate future lies with Project E.

Outside of genitals, there are also many other anatomical and physiological that we sometimes desire from our CG figures that are not entirely represented in current available figures, even if it's only a realistic face. There are some figures out there that are improving very nicely but are limited to certain prudish ideals and also restricted to software not entirely of our liking.

I hope that next year, after having released Project E, I can start making a dick girl figure based on PE and TaB, and then also a male version. Then messing around with transparencies will be a thing of the past. I intend to make sure that TaB's textures now will also work on those future figures, as well as any addon developed for TaB.

By purchasing TaB, you will directly be supporting Project E's development.



projecte
W.I.P
.mesh5

Thank you once again for purchasing TaB
I hope you will have a fun time using it!

Be sure to provide feedback for the
update in the forums at Renderotica!

cheers
ero

