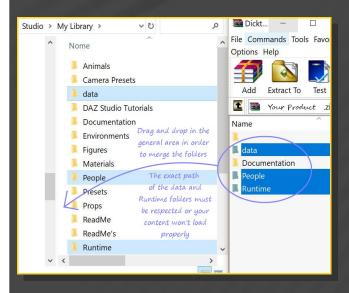# Roasty Genitalia 0.3 for G3F

~~Mini-tutorial~~

1- What is Roasty for G3F?

Roasty is a posable graft genitalia that will blend with Futalicious Genitalia for Genesis 3 Female default figure (v.0.3+ only). It comes complete with shaping morphs and several texture options. Current tutorial is for version 0.3.

2 - How to install it?

Drag and drop in the general area in order to merge the folders

The exact path of the data and Runtime folders must be respected or your content won't load properly

Extract the contents of the .zip file into your main DAZ folder, where your Futalicious for G3F content is already installed. It may be something like C:\Users\Public\Documents\My DAZ 3D Library.

---> 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 geometry data won't load and grafts will look blocky.

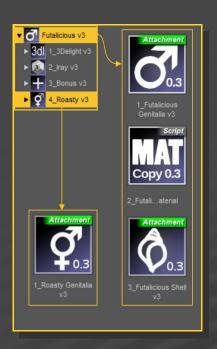--> If Futalicious isn't correctly installed, Roasty won't load and will look blocky

3 - Where is my content?

You can access to the graft and presets in your Content Library tab under People/Genesis 3 Female/Anatomy/Futalicious v3:

4 - How to set up Futalicious

- Load G3F in the scene, and with it selected, load **'1_Futalicious Genitalia v3'**, **'2_Roasty Genitalia v3'** **'2_Futalicious Material Copy v3'**, **'3_Futalicious Shell v3'.**

• – With the **'Futalicious Shell'** selected in the scene tab (it can't be selected in the viewport), you can load a texture preset, the colorizing script or a displacement preset. The very 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 *'4_Roasty/1_Labia Poses'* or *'4_Roasty/1_Vagina Poses'* Folder.

5 - How to set up the bondage cage

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

6 – Supported Uvs and hints

Futalicious Uvs and textures hints apply to Roasty too. Check Futalicious Tutorial for more info.

7 – Older poses fix and COLLADA export

Many Roasty bones internal names have been changed in order to support Collada export... Now G3F with Futalicious and Roasty can easily imported in Blender for example. BUT... poses saved for earlier versions of Roasty (0.2-) 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++

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   -> lLabiaMinor

Right%20Labia%20Minor   -> rLabiaMinor

Left%20Labia%20Minor%20Back
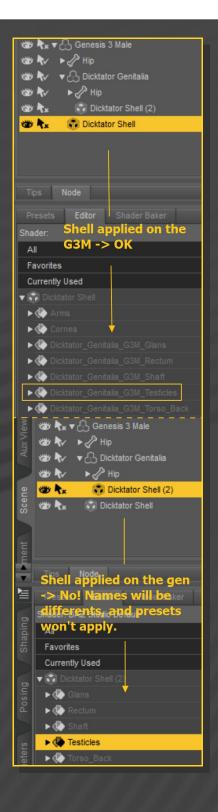
                              -> lLabiaMinorBack

Right%20Labia%20Minor%20Back

                              -> rLabiaMinorBack

Vagina   ->vagina

8 – Troubleshooting…

• Following is a common mistake... Pic is about G3M, but it's the same for G3F Futalicious&Roasty.
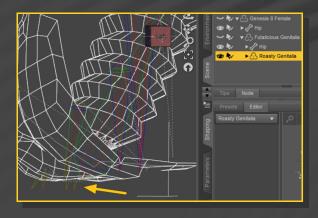
• The **'Material Copy'** Script correctly sets up the materials, but for some reason the specular maps are not uploaded to the Viewport, so it may have to be refreshed. Save your scene and reload it to force the

refreshing. DS devs are aware of the bug and hopefuly they will fix it. 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. In order to avoid issues, many FBM morphs fixes have been added. But some unsupported FBM may push the mesh away from the bones (it is unlikely). In order to fix that issue, follow these steps (lots of pics, but it's simple):
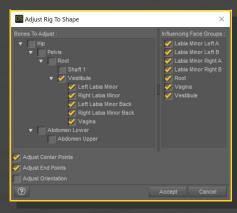

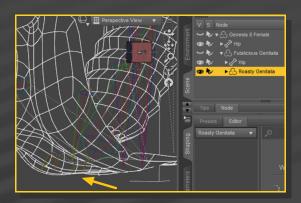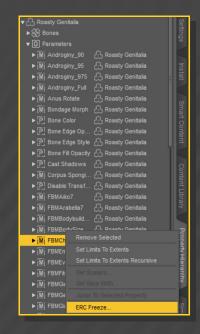1 - Dial the morph on G3F... the mesh don't match the bones:

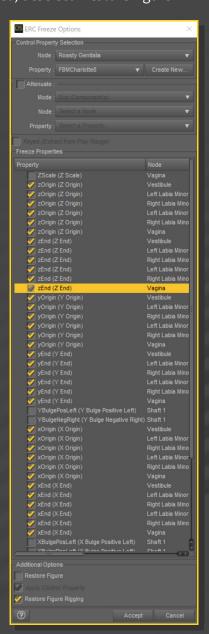2 – Select Roasty, *Right-Click->Edit->Adjust rigging to shape:*

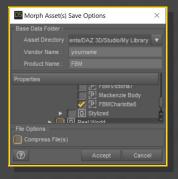*Choose Accept. The Bones are fixed now:*

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 (two custom sets allowing to stretch the areola) 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 areola/nipple color because of the translucency.