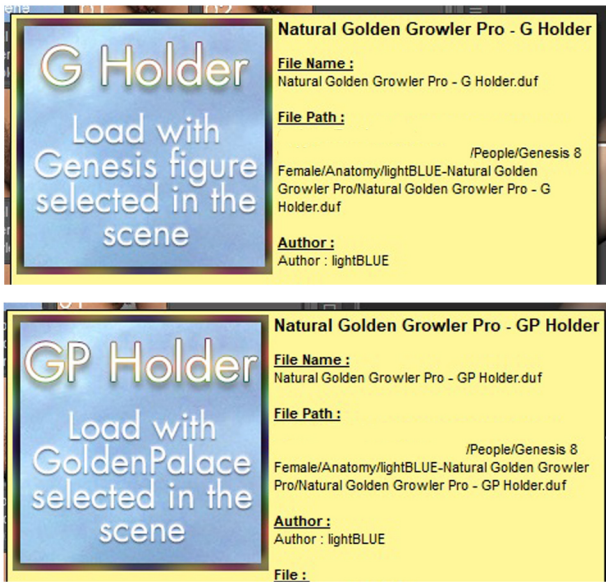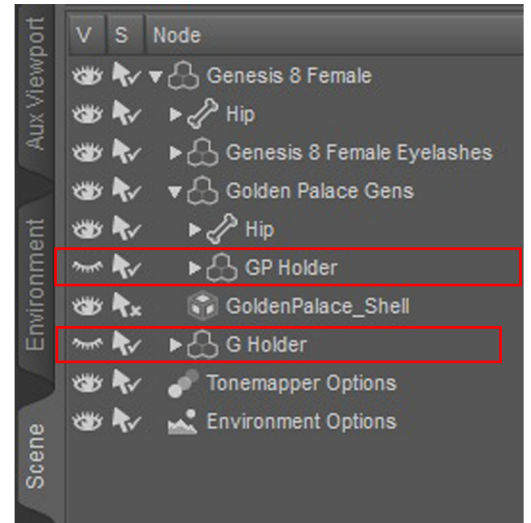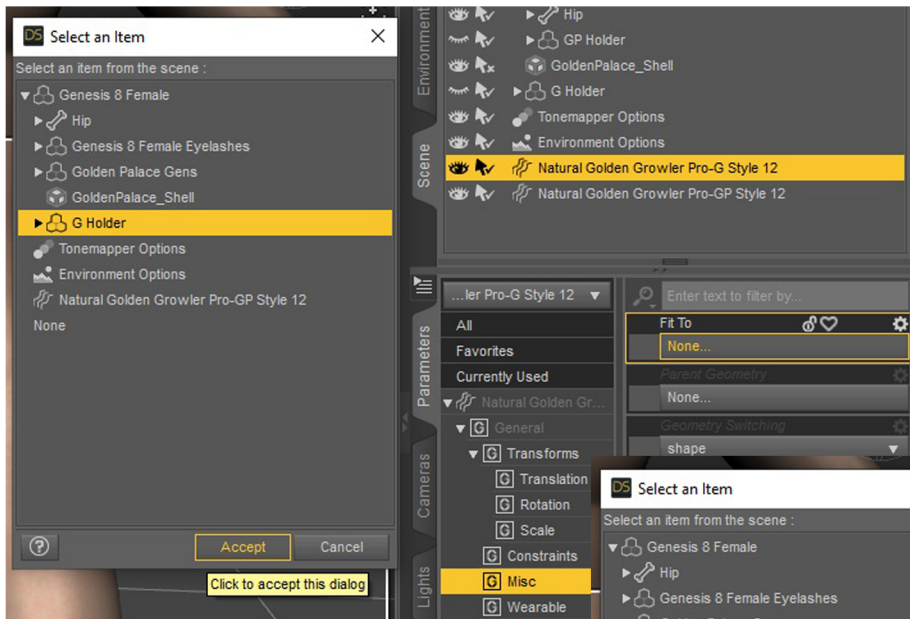1. First load the "G Holder" with G8F/G8.1F selected in the scene and/or "GP Holder" with Golden Palace Gens selected in the scene.
   Both should automatically fit to corresponding figure (pic. 1 - Holders loaded).
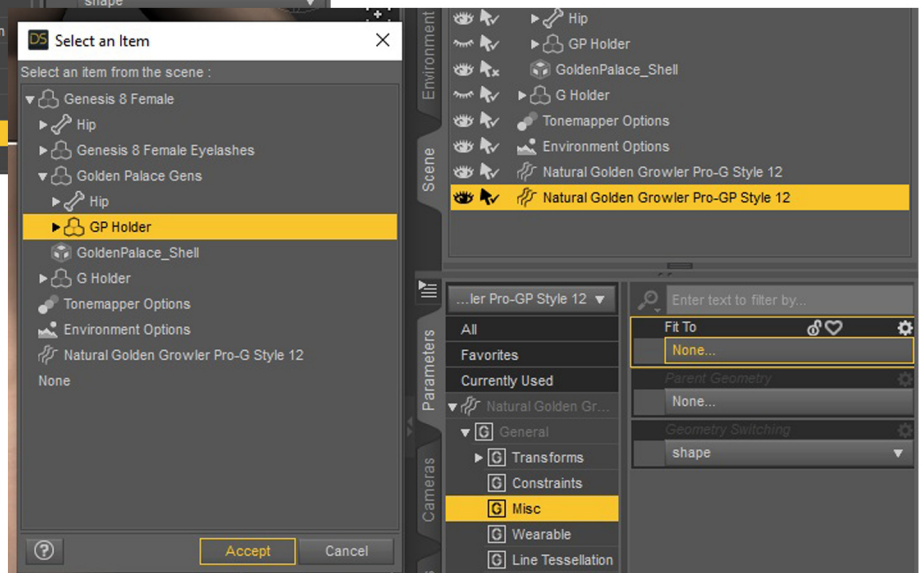

1

2. Load the hair style of your choice, and while the hair is selected, go to Parameters/Misc and under Fit To choose "G Holder" for G Styles or "GP Holder" for GP Styles.
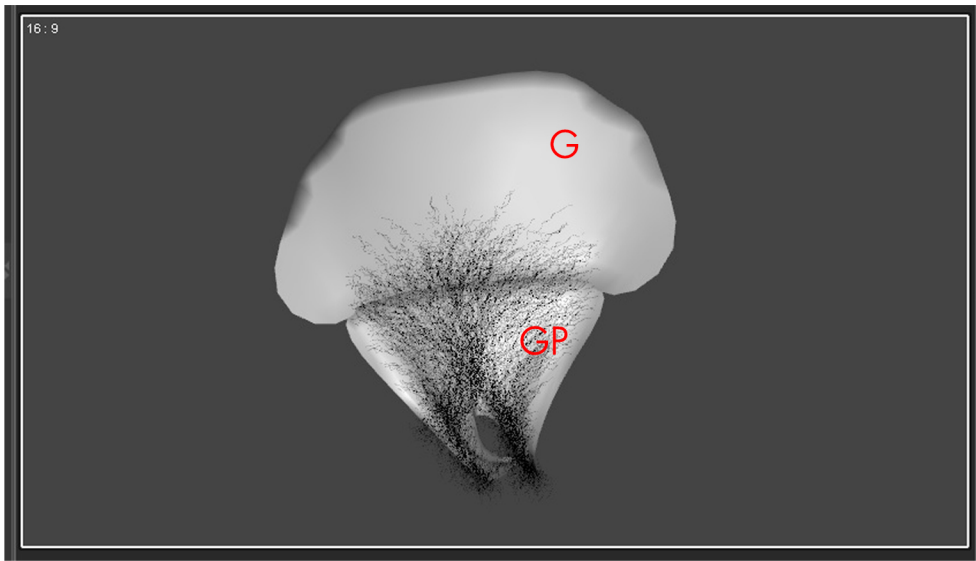   This will allow the prop to follow the figure (pic. 2).
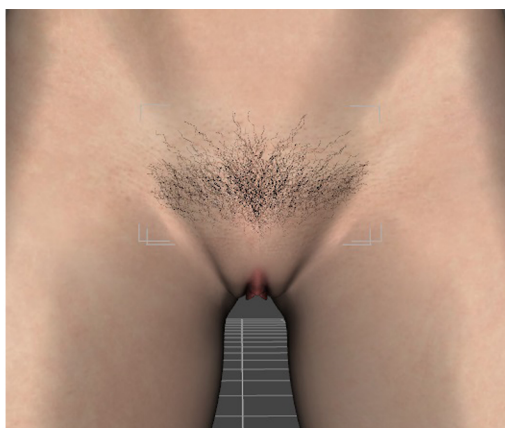

2

See next page for more info

— If you encounter any issues feel free to write to lightblue3design@gmail.com —
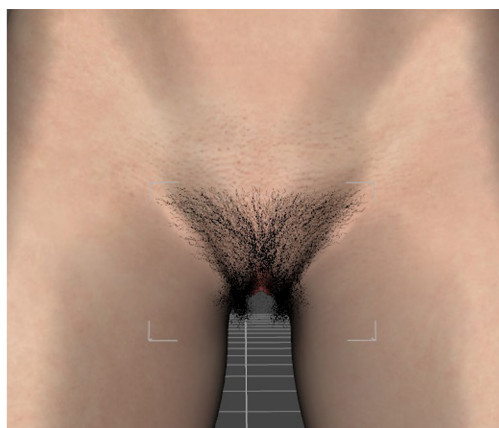
3. Fitting and then parenting in place will make the hair prop snap to the hair holder on an already posed figure (if you'd like to move the figure by its root bone you must unparent the hair as soon as it assumes the desired position otherwise it won't follow the figure correctly!). If the figure is in the default pose there is no need for parenting at all, just fit the hair as instructed before.

4. In order to load materials hair prop should be selected in "scene" pane.
   The hair color will be visible in renders although it is appearing black in viewport.

5. Two Hair holder props cover the area completely, but also assure that all of the Genesis and Golden Palace morphs are followed correctly (pic. 3).
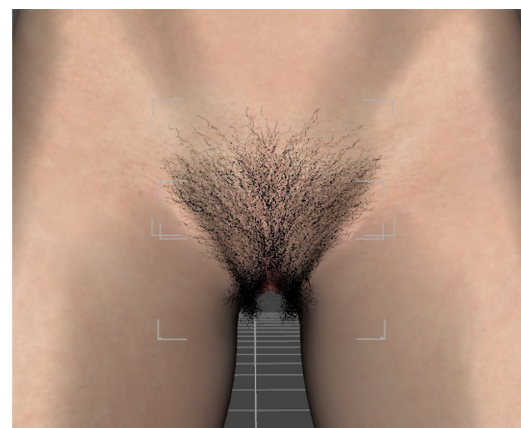

2. Corresponding styles G and styles GP are made to be used together, but they can be used separately and mixed as well. (pic. 4)

| G Style 12 | GP Style 12 | G Style 12 + GP Style 12 |

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