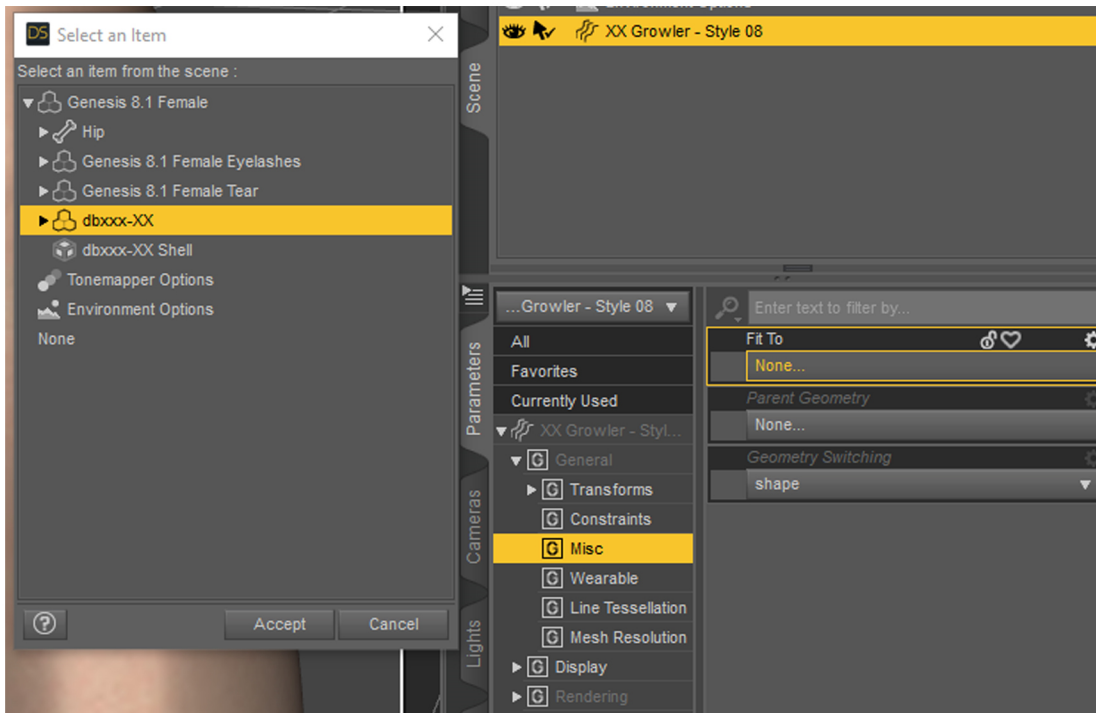– Load the hair style of your choice with nothing selected in the scene. Select the hair prop, go to Parameters/General/Misc and under Fit To choose "dbxxx-XX", this will allow the hair to follow the figure.

If the figure is not a default Genesis or if it is not in the default pose, the hair might not be in the proper position when you load it, in that case, go to the Parameters/General/Transforms and toggle on/off the Apply Transformation option.
Parenting is NOT needed and may cause undesired behaviour!
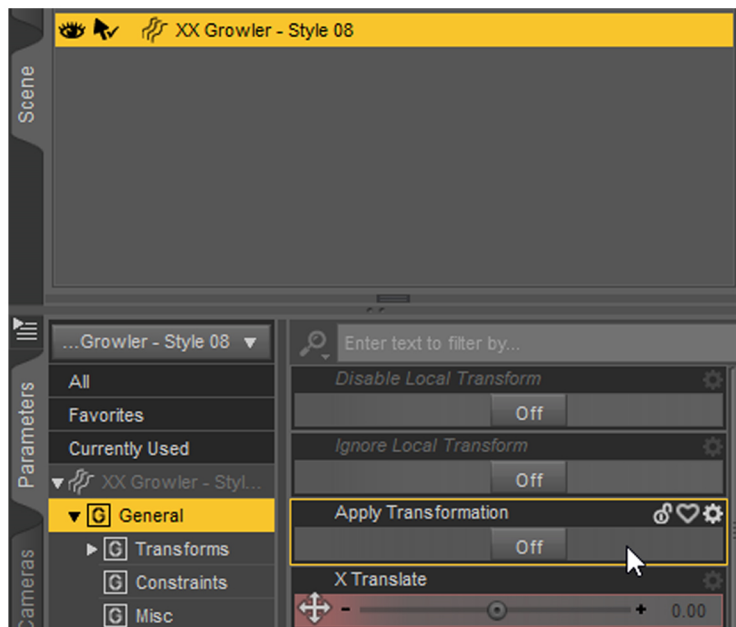
– In order to load materials "Style xx" should be selected in the "scene" pane.
The hair color will be visible in renders although it is appearing black in viewport.

— If you encounter any issues feel free to write to lightblue3design@gmail.com —