

# INSTRUCTIONS

- "Atomic Suit G9" is a set containing a sci-fi suit and equipment for Genesis 9. The suit is designed for female Genesis 9 but it can be used on male version as well. The set consists of 11 items, all of which are separated elements and can be used without the other pieces of the suit. This set contains: Helmet, Top, MetalTop, Glove L, Glove R, Corset, Belt, Shorts, Boot L, Boot R, and JetPack.

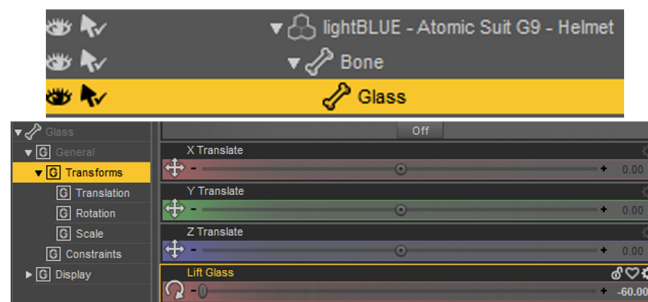


## LOADING THE SET

- Use the "Full Set" icon to load the full set with one click (Genesis 9 figure should be selected in the scene before you click). Everything will be loaded and parented/fitted to the selected Genesis 9 figure.
- It is also possible to load each item manually. Load all of the items with the Genesis 9 figure selected in the scene.

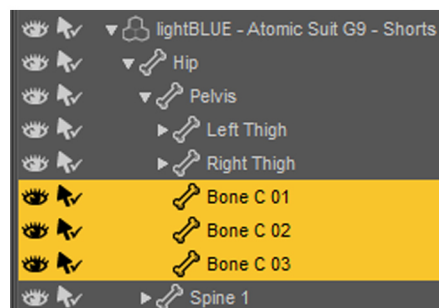
## RIGGED PARTS

To lift the helmet glass, find the Glass bone on the helmet in the scene hierarchy. Select the Glass bone and in the Parameters tab/General/Transforms you will see the slider with the "Lift Glass" label. Move the slider to lift the glass.



The shorts are fitted, but it has 3 additional bones in the part between the legs (Bone C 01, Bone C 02, Bone C 03).

These bones are selectable in the scene but you can find them in the scene hierarchy of the shorts as well. You can use these bones to move this part aside, but you can also use them to adjust this part to your genital model. As these 3 bones are not fitted to follow the figure you may need to adjust them in some more extreme poses of the G9, but in most cases they will not need adjustments as the majority of the shorts is following the figure and this part of the figure is rarely deformed.



## MATERIALS

- Make sure to load the material preset with the right item selected in the scene. It is written on each material preset icon for which item it is, and you should select that item in the scene before you load that material preset. (Make sure to select the JetPack to use the Flames ON/OFF script.)
- The only difference is with the scripted material presets that change the materials on all items. The "All Items" material scripts need to be loaded with the Genesis 9 selected in the scene (this goes for the "Fabric ON/OFF" scripts as well).



- Materials are designed in such way that you can change the Base Color parameter of the selected surface group without affecting the quality of the material.

