

Coin Asset Installation Guide for Dummies

By Liindy

(I tried to make it as easy to understand as possible for people with no unity experience)

Alternatively watch the video guide, but the video guide does not actually explain the steps like this one does.

Things you need:

You must have **Poiyomi Toon shader version 7.3.050** (newer versions should be fine).

You can download it free here: <https://github.com/poiyomi/PoiyomiToonShader/releases>

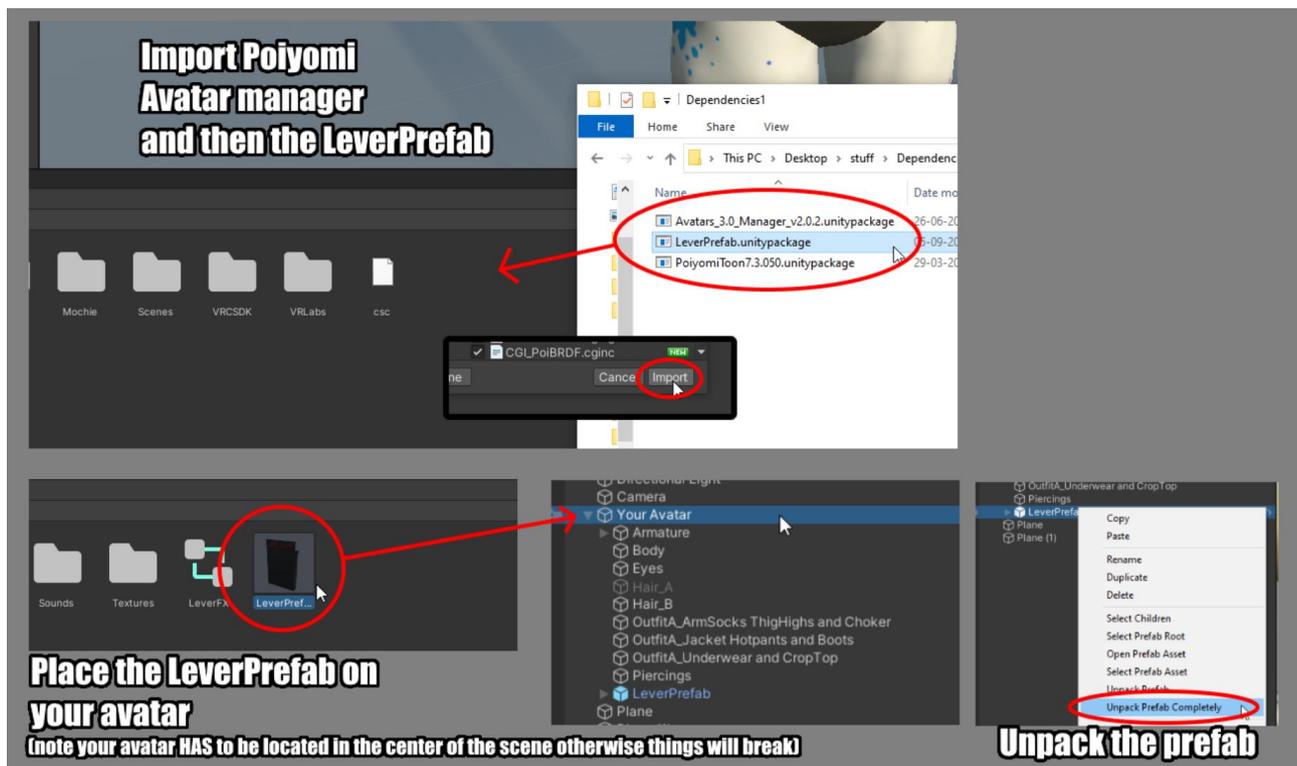
You must get **Avatar 3.0 Manager v2.0.2** (newer versions should be fine)

You can download it free here: <https://github.com/VR Labs/Avatars-3.0-Manager>

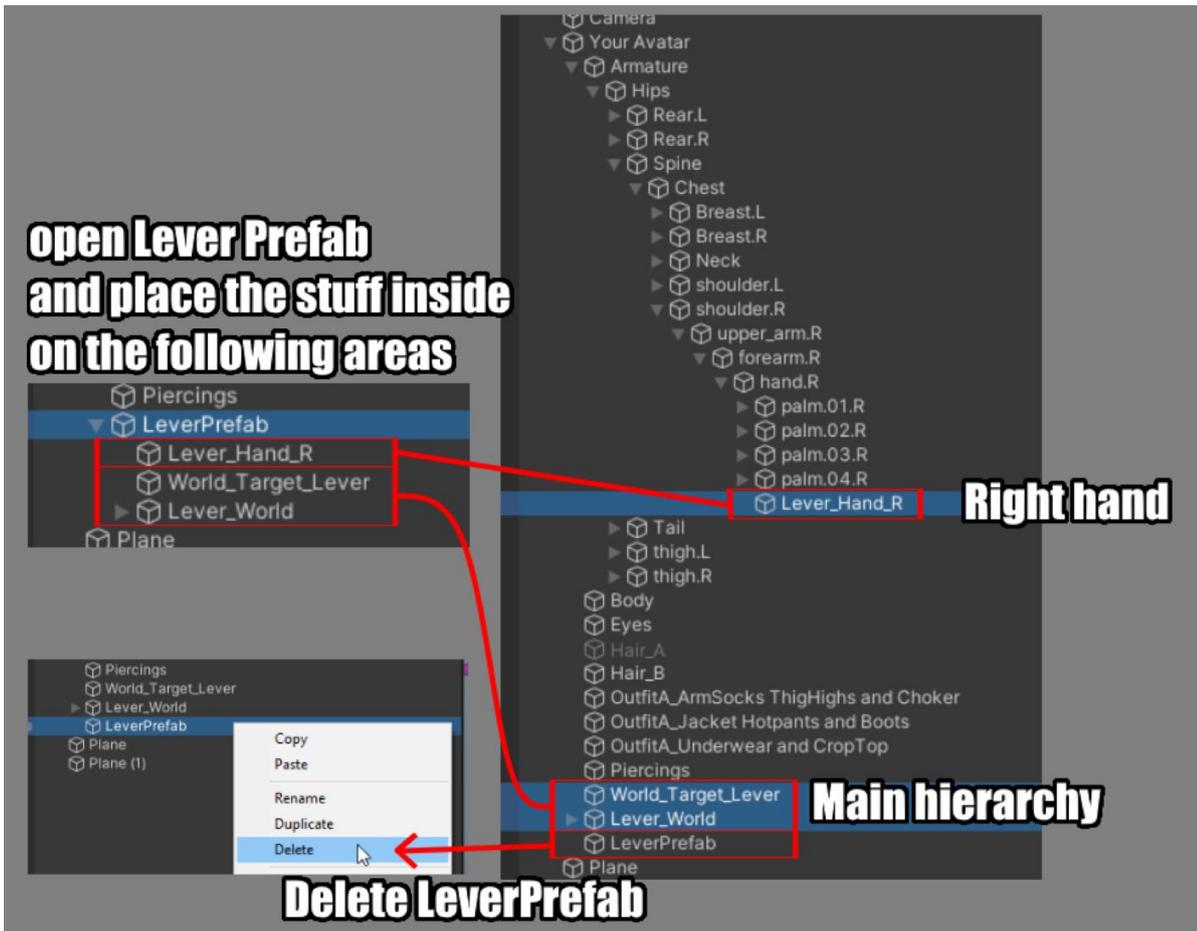
You must also have an avatar ready to install it on, this guide will not teach you how to upload an avatar, only how to attach the Lever correctly to it.

Finally, you must have the “LeverPrefab.unitypackage” file ready

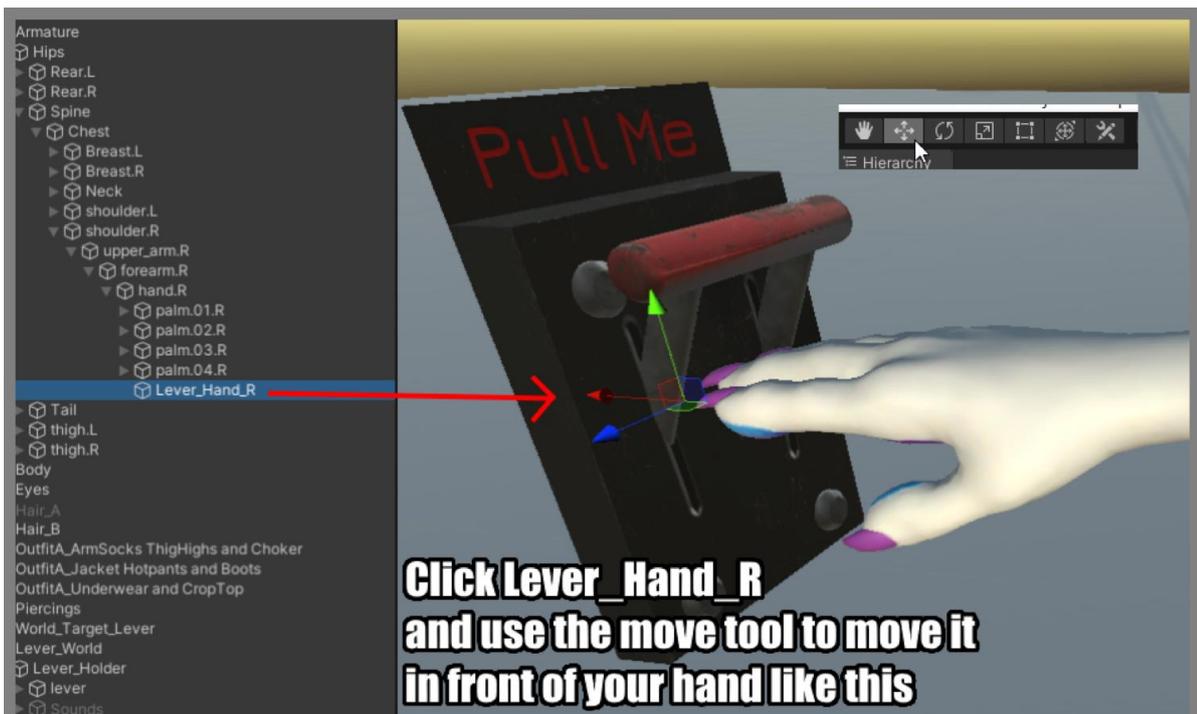
Step 1 - Importing

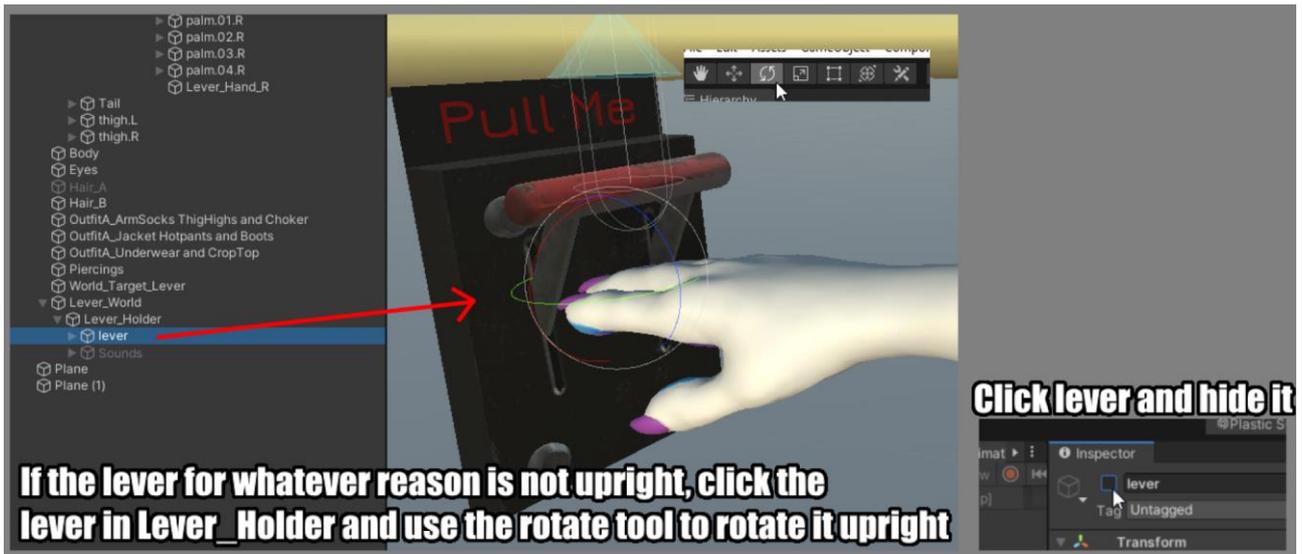


Step 2 – Armature placement

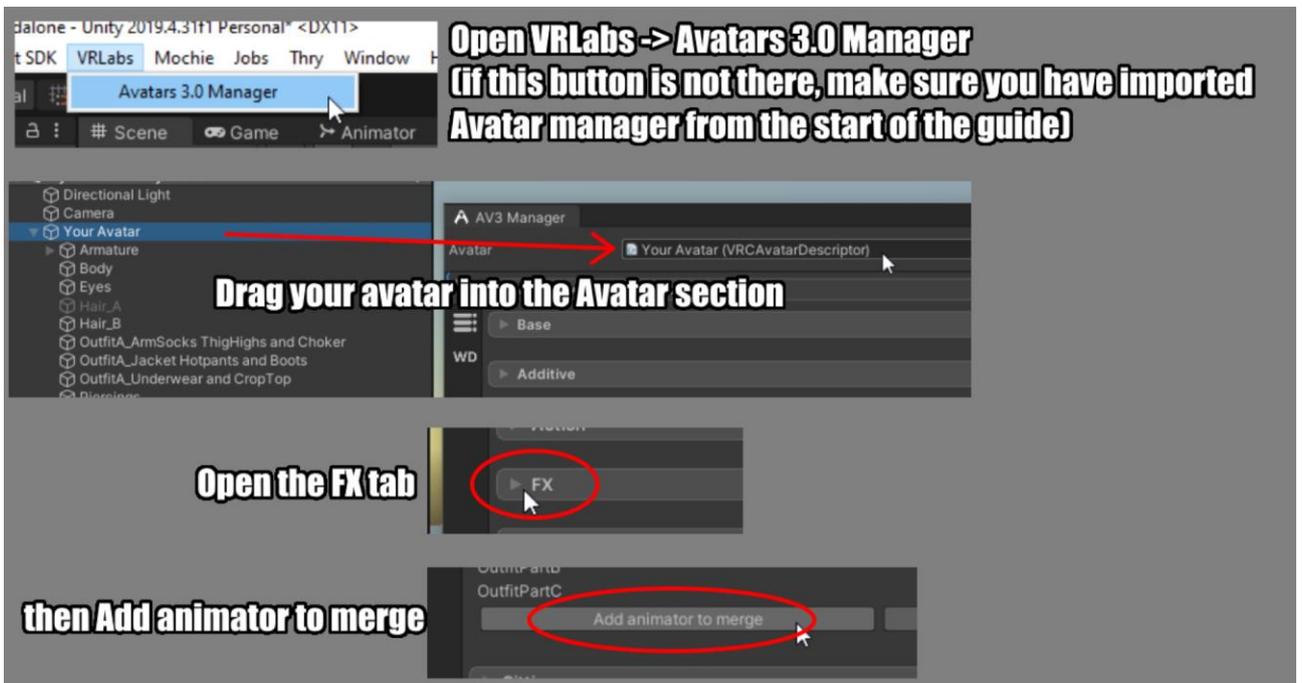


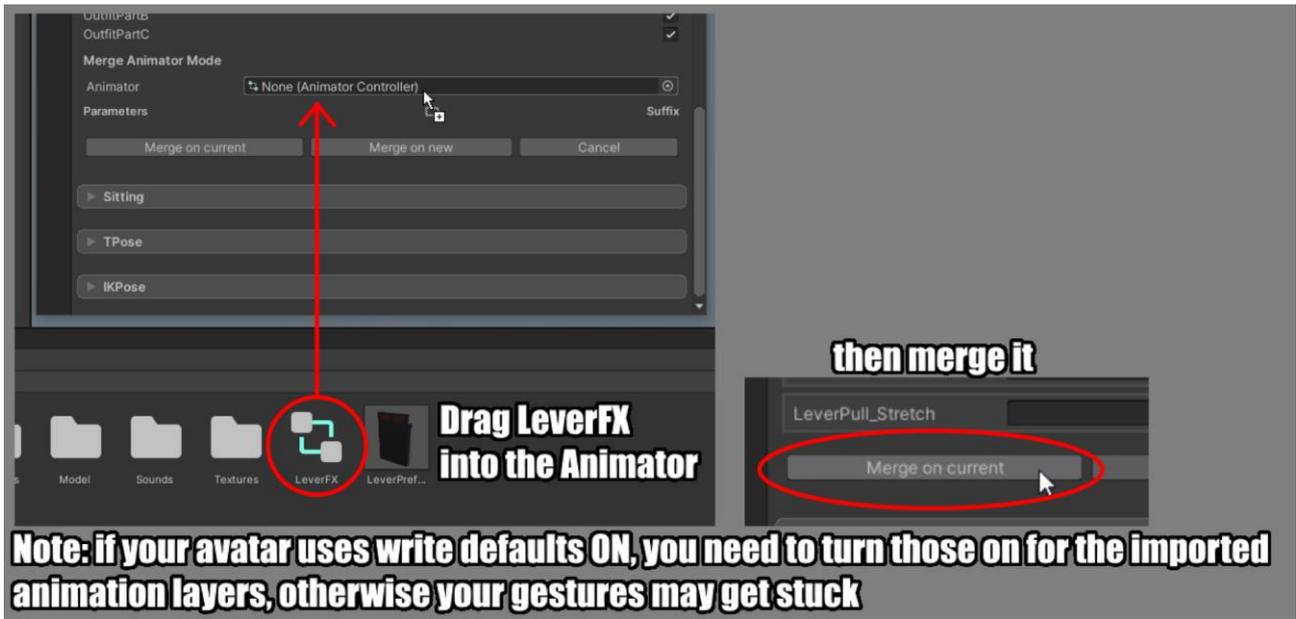
Step 3 – Placement



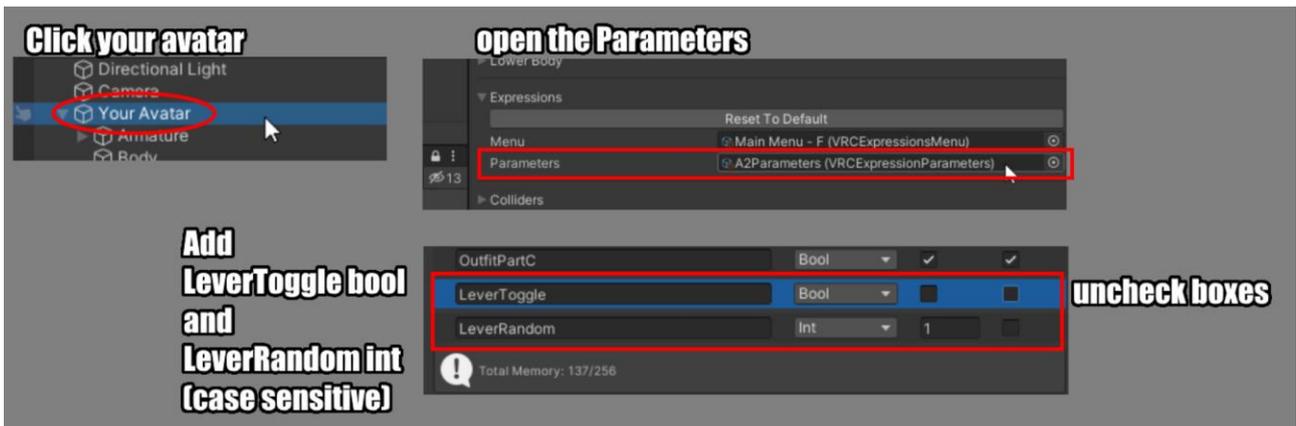


Step 4 – Merging Animations





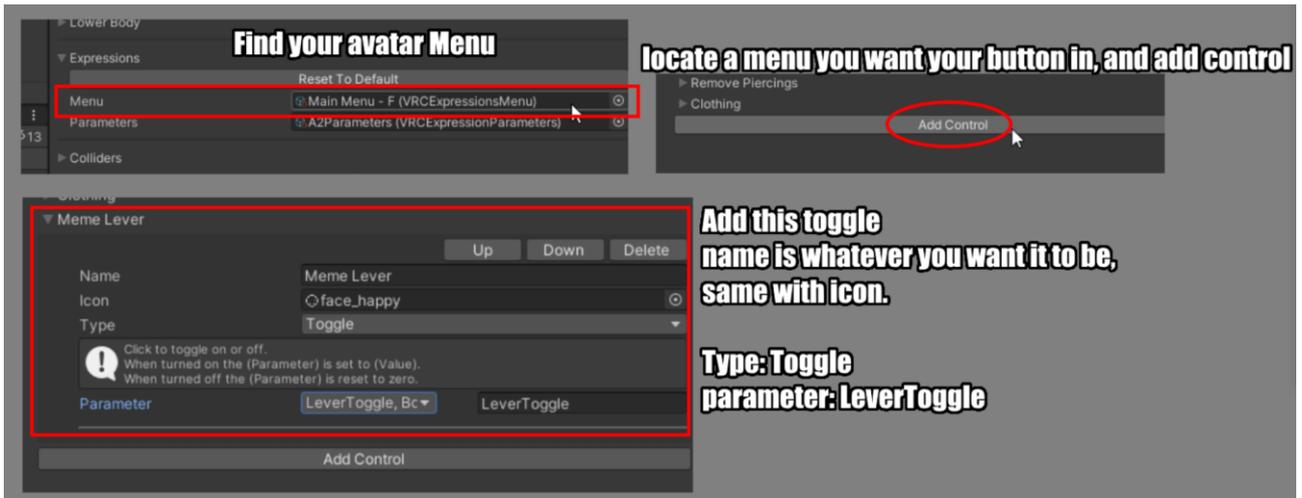
Step 5 Final – Parameters and menu buttons



Parameter names for copy pasting:

- LeverToggle
- LeverRandom

(Ensure no extra spaces are copied)



Changing body sounds



You can now upload your avatar.

Here is a reminder of how the gesture controls work:

- Toggle the lever on with the button to spawn it in your hand
- Open your hand to place it in world
- Grab the lever (it's a physbone) and pull it (anyone with interactions on can grab it)
- Double Rocker gesture to summon it back to your hands, alternatively, re-toggle it.