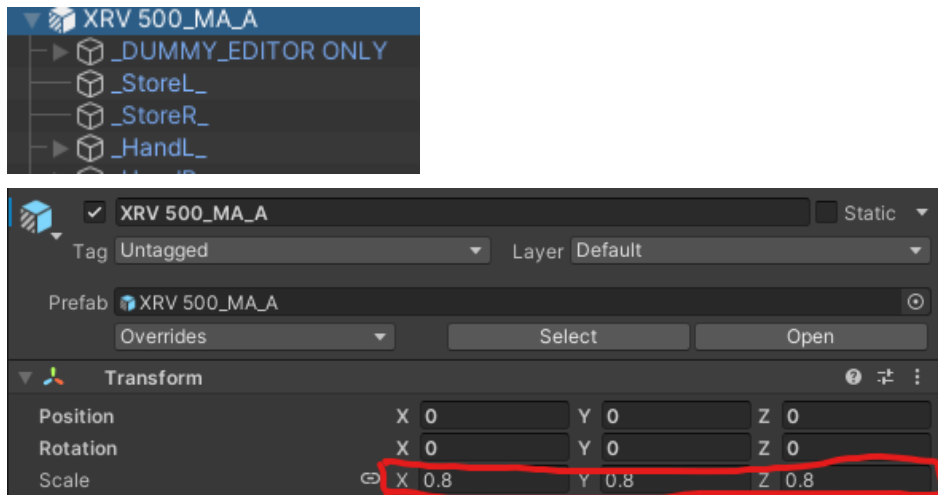


## Installation Guide

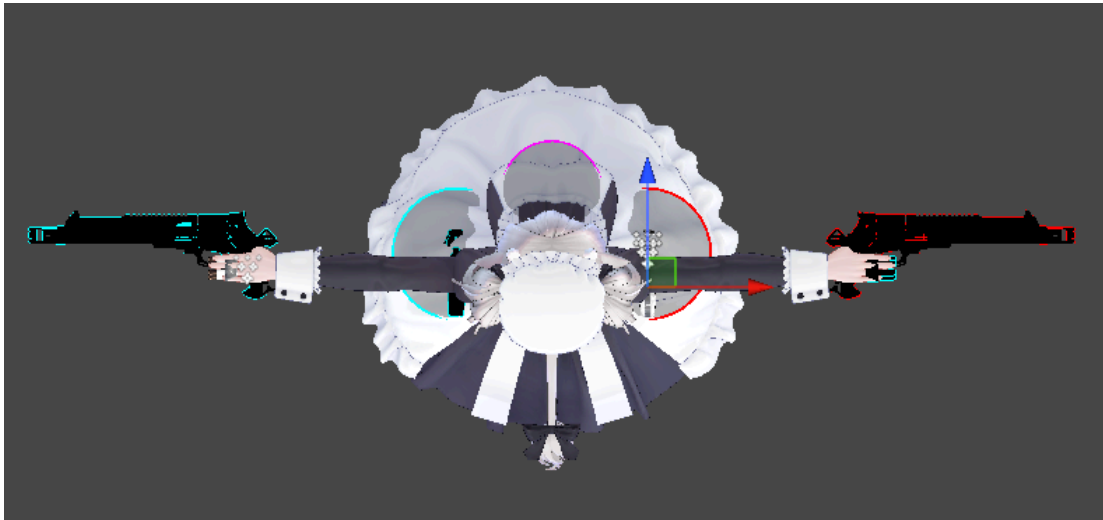
1. Import **Liltoon** and either **Modular Avatar** or **VRCFury**.
2. Import the **UnityPackage**.
3. In the `Asset\_SPK\_STRM\_XRV 500\_PREFAB` folder, drag and drop the prefab into your avatar.
4. **Scaling:**  
Adjust the scale of the parent object to match your avatar, as shown in the guide.

To adjust all prefabs at once, please use the prefab inside the `_CORE` folder.  
(In this case, after adjusting the position, right-click on the Transform tab and select "Apply" to apply the changes to the Core prefab.)



### Object Positioning:

⚠ Do not scale the following five objects — adjust only their position.



- **\_StoreL\_ (Cyan):**  
The holster position when holding the gun with the **left hand**.  
This is also the activation range for holstering when the hand enters this zone.
- **\_StoreR\_ (Red):**  
The holster position when holding the gun with the **right hand**.  
This is also the activation range for holstering when the hand enters this zone.
- **\_HandL\_:** Left hand target position.  
Optional:
  - **\_HandL\_XRV 500\_ (Cyan):** Grip position for left hand
  - **\_HandL\_SpeedLoader\_:** Speed loader grab point when using the gun in the right hand
- **\_HandR\_:** Right hand target position.  
Optional:
  - **\_HandR\_XRV 500\_ (Red):** Grip position for right hand
  - **\_HandR\_SpeedLoader\_ (Cyan):** Speed loader grab point when using the gun in the left hand

- **\_SpeedLoader\_** (Pink):  
The position where new speed loaders and bullets can be spawned or taken from

## Basic Features

In order from the photos, the poses are referred to as: **Finger Point**, **Rock 'n' Roll**, **Gun**, **Thumb**, and **Fist**.



Touch the grip of the gun with your **right hand while in Finger Point pose** to draw the weapon.

(Alternatively, you can toggle it manually via **Menu > In Hand**)

To holster the gun, **touch the holster position and open your hand**.

(This feature can be disabled in **Menu > Gesture > Pickup / Store**)

While holding the gun, perform **Finger Point → Fist** to fire.

(You can change this gesture in **Menu > Gesture > Fire With Fist**)

If you touch the gun's hammer with your **opposite hand** while firing, you can perform a **fanning shot**.

(**All 6 rounds** must be loaded for this to work.)

Even if **Menu > Infinity Ammo** is enabled, the gun will only fire if **there are bullets in the cylinder**.

If you perform the **Rock 'n' Roll pose** while holding the gun, you'll enter **spin mode**.

In this mode, the gun will spin around in your hand.

(This can be disabled or customized in **Menu > Gesture**)

When **both hands are open and touching**, you can **transfer the gun to the opposite hand**.


(This too can be customized or disabled in **Menu > Gesture**)

## Reloading


To open the cylinder, perform the gestures  →  while holding the gun.

(This sequence can be changed via **Menu > Gesture**)

Once opened, **touch the rod at the tip of the cylinder** to eject rounds.  
(You can also eject while in spin mode)

In the area of the **\_SpeedLoader\_** object, use your **non-dominant hand** and perform  to draw a speed loader.

Touch the speed loader to the cylinder to **load all 6 rounds at once**.

If you perform  , you will instead draw **one bullet**, allowing you to manually load individual rounds into any cylinder slot.

If **Menu > Gesture > Cylinder > Quick Reload** is enabled, you can **bring the cylinder to the bullet pickup point** to instantly load all 6 rounds.

It only works when the cylinder is open.

(This is especially helpful when dual-wielding, allowing you to reload entirely with one hand.)

After loading, **flick the gun in the opposite direction of the cylinder** to close it.

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## Cylinder Spinning

While your **opposite hand is open**, quickly **hit the cylinder** to make it spin.

The position of the cylinder is randomized.

(This can be used for... say, Russian roulette?)

If you hit the cylinder with **other gestures**, it will rotate **one click counterclockwise**.

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## Reflex Sight

You can toggle the reflex sight via:

**Menu > Attachment > Reflex Sight > Toggle**

Adjust the brightness of the reticle with:

**Menu > Attachment > Reflex Sight > Reticle Strength**

If the reticle is not aligned properly, use the:

**Menu > Attachment > Reflex Sight > Zeroing**

...to adjust the zero point accordingly.

## Additional Note

When the Position menu is open, the storage position will be disabled to prevent errors.