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Hentairim P+ Guide

READ THIS GUIDE BEFORE ASKING FOR HELP



Background

Previously:

<https://www.loverslab.com/files/file/41502-hentairim/>

Now Forked, Restructured, and Enhanced from to use Sexlab P+

This version is meant to take advantage of the Functionality of Sexlab P+, which its not just a porting of the main functionalities, but redesigning and creating new features that could not be done with the Standard Sexlab

It has taken many countless hours to craft to add more immersions and effects for your enjoyment. Please go through this guide before posting for support.

If you wish to support the efforts, you can [Buy Me A Coffee!](#)

Requirements & Load Order

- 1) Sexlab P+ 2.15.6 - <https://www.loverslab.com/files/file/25318-sexlab-p/>
- 2) PO3 papyrus Extender - <https://www.nexusmods.com/skyrimspedition/mods/22854>
- 3) B612 - <https://www.nexusmods.com/skyrimspedition/mods/127701>
- 4) UIExtensions - <https://www.nexusmods.com/skyrimspedition/mods/17561>
- 5) MFG FIX NG - <https://www.nexusmods.com/skyrimspedition/mods/133568>
- 6) Hentairim P+
 - i) Hentairim Director.esp
 - ii) HentairimExpressions.esp
 - iii) IntelligentVoicedDirtyTalk.esp
 - iv) HentairimSFX.esp
 - v) HentairimResistance.esp
 - vi) HentairimMaleVoice.esp
- 7) IVDT Female Voice Packs (if you use IVDT Module)
<https://www.loverslab.com/files/file/26300-ivdt-140-hentai-edition-v4-voice-packs/>
- 8) Fill Her Up Baka Edition (Optional) - if you want to use some assets from it like tongue or cum leak)
<https://www.loverslab.com/files/file/14920-fill-her-up-baka-edition/>
- 9) Oninus Lactus (Optional) - If you want lactating in scenes
<https://www.loverslab.com/files/file/41560-oninus-lactis-ng/>

10) Anim Speed SE <https://www.patreon.com/posts/animspeedse-103787087> (download **AnimSpeedSE** not **AnimSpeedSexlab**)

Shimizu's Recommendation

I Personally Recommend these mods and adjustments to go with Hentairim for Best Scene Immersion

[The New Gentleman](#)
[Softbody](#)

[OSLAroused](#) - Future Gameplay functions will build initially on OSL's API. SLO Arouse NG API seems very complicated so it is set aside for now

Disable fAdjustnodes in Sexlab.ini , use Director tools to adjust schlong position to a General direction if its not already aligned and let Softbody handle the penis insertion.

Disable Penis collision with Softbody Breast and Feet .During BoobJob/FeetJob, Far too often the penis will worm around as the collision between meshes are far too close and breasts are too big or penis is too big.

Based on Softbody v2

Disable Breast - Penis Collision

go to softbody.xml
go to Line <per-triangle-shape name="body_brs">

remove lines with penis penis1 Penis2 and genitals

Disable Feet - Penis Collision

go to FemaleCollisionHandVaginaAnal.xml

Go to Line <per-triangle-shape name="Feet">

Add These Tags

<no-collide-with-tag>Genitals</no-collide-with-tag>

```
<no-collide-with-tag>Penis</no-collide-with-tag>  
<no-collide-with-tag>Penis1</no-collide-with-tag>  
<no-collide-with-tag>Penis2</no-collide-with-tag>
```

If you don't want to use softbody, keep fAdjustnodes enabled, and make adjustments to the following sexlab.ini settings. The idea is to avoid penis snapping to the wrong body parts if they are close enough. Manually adjust the schlong distance close to the hands/orifice and let adjustnode do its job.

```
fAngleToHeadTolerance = 20.0  
fAngleToHeadSidewaysTolerance = 50.0  
fAngleToHeadFrontalTolerance = 45.0  
fCloseToHeadRatio = 1.5  
fThroatToleranceRadius = 0.25  
fAngleKissing = 50.0  
fAngleGrinding = 10.0  
fAngleGrindingFF = 10.0  
fAnglePenetration = 20.0  
fPenetrationVaginalTolerance = 3.0  
fPenetrationVaginalToleranceRepeat = 3.5  
fPenetrationAnalToleranceRepeat = 6.0  
fAdjustHeadLimit = 10.0  
fAdjustSchlongLimit = 20.0  
fAdjustSchlongVaginalLimit = 20.0
```

Files Installation

Install the mod with mod organizer. The functions come plug and play ready if you install all the required files. You will only spend time on configuration and tuning the options in the various configs in the SKSE folder to suit your gameplay and taste.

- Disable the overlapping functions in sexlab if you want to use the similar functions in Hentairim, such as auto stage advance, expressions, and SFX. IVDT will mute the Sexlab Voice for player when it loads.
- Select Separate Orgasm as climax type
- Hentairim comes with its Auto Advance Scene which is binded to the Spacebar by default in the config, which is similar to Sexlab. Disable the one in Sexlab if you intend to

use StageMaker functions, or disable the keycode in config file if you don't want to use StageMaker

- Look through the modules and functions and decide what to enable or disable to avoid surprises

Critical Errors will be logged and stored in the ErrorsLog.son file in
SKSE\Plugin\StorageUtilData

If you used any form of Hentairim related P+ patches from older Sexlab, You Need to Start a New Game. No Upgrading.

The Plugins content records of their corresponding module. You can disable the plugin if you dont use them.

- i) Hentairim Director.esp - Contains Combat Rape Functions . can be disabled if you are not using it.
- ii) HentairimExpressions.esp - Contains Expression Functions . can be disabled if you are not using it.
- iii) IntelligentVoicedDirtyTalk.esp - Contrary to its name, it actually Contains the Hentairim Director and must always be enabled.
- iv) HentairimSFX.esp - Contains SFX Functions . can be disabled if you are not using it.
- v) HentairimResistance.esp - Contains Resistance Functions . can be disabled if you are not using it.
- vi) HentairimMaleVoice.esp - Contains Supplement Male Voices for IVDT. disable if you dont use it

Hentairim Tags

Unlike the previous Hentairim tags, they are loaded into Sexlab through the use of SLATE tool. But for Hentairim P+ , the hentairim & SFX tags are loaded along with the SLSB file for Sexlab P+ . as far as i know, the converted SLSB files in Sexlab P+ page contains Hentairim tags as it is, or you can search in for SLSB packs in [Discord](#) .

If you wish to generate your own SLSB files, follow the requirements instructions in Sexlab P+ page and generate them with the downloaded the SLATE action logs from Hentairim P+ Page. If you face issues Generating SLSB please go to the Sexlab P+ Discord and seek support

Structure

The Hentairim tags are structured as 3ASC

Stage

E.g. the first number "3" is Stage 3 of the Sex Scene

Position from A to E (0 - 4)

E.g. A = First Actor Position of the Sex Scene.

Action labels

E.g. SCG = Slow Cowgirl by actor in position 1 in Stage 3

List of Labels

Stimulation Labels - Actor getting stimulated in various ways like getting licking, cunnilingus or fingering.

SST - Getting Soft/slow stimulation

FST - Getting Fast/Intense stimulation

BST - Getting Huge stimulation meant for fisting or huge non penile insertion.

Penetration Labels - Actor is getting Penile Penetration in various ways

SVP - Getting Soft/Slow Vaginal Penetration
FVP - Getting Fast/Intense Vaginal Penetration
SAP - Getting Soft/slow Anal Penetration
FAP - Getting Fast/Intense Anal Penetration
SCG - Soft/slow Vaginal Cowgirl
FCG - Fast/Intense Vaginal Cowgirl
SAC - Soft/Slow anal Cowgirl
FAC - Fast/Intense anal Cowgirl
SDP - Getting Soft/Slow Double Penetration
FDP - Getting Fast/Intense Double Penetration

Penis Action Labels - What the actor's penis is doing

SDV - Giving Soft/Slow Vaginal Penetration
FDV - Giving Fast/Intense Vaginal Penetration
SDA - Giving Soft/Slow Anal Penetration
FDA - Giving Fast/Intense Anal Penetration
SHJ - Getting Soft/Slow Handjob
FHJ - Getting Fast/Intense Handjob
STF - Getting Soft/Slow Titfuck
FTF - Getting Fast/Intense Titfuck
SMF - Getting Soft/Slow blowjob
FMF - Getting Fast/Intense blowjob
SFJ - Getting Soft/Slow footjob
FFJ - Getting Fast/Intense footjob

Oral Labels - what the actor's mouth is doing

KIS - Kissing
CUN - Cunnilingus
FBJ - Giving Fast/Intense Blowjob
SBJ - Giving Soft/Slow Blowjob

Modules

You can enable or disable the different main modules functionality within the various config file in the SKSE folders. This section will talk about the functionality

Hentairim Director

The biggest new addition to this version is the Director Module, which is also the core module that overlooks the other modules like IVDT, SFX & Expressions. Just like its name suggests, it provides functionalities which control the various aspects in the scene.

Hentairim Scaling

In Sexlab P+ , scaling is changed to some other method which causes crashes for users using 1.5.97 version. (like me) . Hence this feature when enabled will use actor.setscale and scale the actors to match their height for proper alignment, similar to older sexlab versions. This will also scale the actors to uneven height Scene like Shota from Anub , and big guy from Babo.

Dynamic Stage Advancing

Unlike Sexlab which applies a fixed timer for different stages and advance abruptly, this feature allows the Director to control the flow of the scene, and will advance based on several configurable options and enables certain features. Mainly :

- Enables Stage Maker Functionality
- Enables Linear Scene
- Custom Timers
- If IVDT is enabled , it prevents abrupt stage advancement before the actor can finish saying/moaning.
- allows Scene Extension of counter Rape

Practically speaking, you will break the flow of many options in this mod if you don't let the Director control the flow of Scene, so its recommended to leave this enabled and disable the auto advance in Sexlab for the Intended Hentairim Experience.

Linear Stage Advancing

In previous iterations aka separate orgasms, Actors Orgasms when their enjoyment bar hits 100. This function alters the flow which have the actors orgasm only at the end of the stage which is similar to legacy Sexlab, but with some key differences. It is meant to completely partition the fucking stages and the orgasm ending stage, building up the climax and release it all at the end.

- i) Not visible in the UI, the enjoyment numbers can actually exceed 100 , to 200 or 300. Depending on how high the enjoyment accumulates, actors can actually orgasm more than once at the end of the stage, e.g. A male actor has 200 enjoyment at the final stage, he orgasm twice. The Actors also do not all orgasm at the same time at the final scene, but rather sequentially with some randomness. E.g. in a 2 male 1 female scene, if there are a total of 6 orgasms accumulated by 2 males, the female will start orgasming between the 2nd and 4th orgasm count of the males.
- ii) Configurable option to not allow females to orgasm when she is only giving foreplay like handjob footjob oral.
- iii) additional configurable enjoyment multiplier for certain actors by names. E.g, if a troll has a accumulate enjoyment of 200 at the end stage, a multiplier of x2 can boost his enjoyment to 400, which lets the troll orgasm a whopping FOUR times into the female.

Foreplay

Applies a chance to play the foreplay stage if Player is in position 0 and starts with a penetration scene.. Also has a configurable probability weight to assign to different types of foreplay. The Weight is relative to one another. The higher the weight the more likely is it for it to be played. Of the initial triggering stage is a foreplay, Hentairim Foreplay will be skipped..

Armor Swapping

Many armor mods come with their slutty version, so the intention of this feature is to swap the equipped Armor to its lewd version before the start of the sex scene. The Armor **Must Not** be unequipped by Sexlab itself for this to work, so configure the strip options in Sexlab accordingly.

The Armor to be Swap can be configured in **ArmorSwapping.json**.

The json file comes pre-populated with entries from various popular clothing mods out there. Not everything is covered so you might have to add your own entries depending on your load order.

E.g:

```
"cosplay bikini - ghosted": "0xa32[caenarvon] cosplay pack.esp",
```

The Armor with the name "cosplay bikini - ghosted" will be swapped to the form "0xa32[caenarvon] cosplay pack.esp", when the sex scene starts. If your clothing mod is an ESL plugin, you should take only the last 3 characters of the form, which is 0xa32.

Note that when you are editing the entries in the json, **the contents must be in lowercase**

Director Tools

Provides a variety of tools for the user to control and tweak the Scenes. The default key to open the configuration menu is the “H” key, which is configurable in the options file. Google “Creationkit Key Codes” to find the corresponding key to switch to, where the same applies to actor alignment adjusting. Tools include features such as :

Change Stage

Jump to another stage within the same animation.

Change/Find Animation

Giving options to users to find another animation by tag or name or quickly jump to another animation based on selected positions.

When looking up by tags, The Tags follows the same format as how sexlab P+ define tags string. Add “-” prefix to the tag to exclude. Add “~” prefix to the tag for “either or” relationship with another “~” tag. If no special character specified, the stage must have the tag. They are delimited by comma.

Show Scene Tags

Shows the list of tags from the current Scene for debugging

Actor position and Schlong Alignment

Adjust actor offsets by using the numpad 8,4,5,6 keys. Change the Actor to be adjusted by opening and selecting “Actor Alignment”. Hold down the modifier key “Shift” to invert their offsets direction. The hotkeys can be changed in the config file. You can adjust the schlong position by entering a number between -9 and 9. . These positions adjustments will be saved after you save the game and reapplied when you play that stage again.

Toggle Stage Advance

Toggles to pause/enable the auto advance function.

Save Stage Speed

Adjust the speed of the playing stage to your preference with Sexlab P+ adjust speed keys, and click on the “Save Stage Speed” to Save the speed in a file in the Director's folder

(HentairimDirector\StageSpeed.json). The next time the same stage is loaded, the speed will be automatically applied.

End Scene

Immediately ends the Scene.

Combat Rape

A simple combat rape feature that immediately Gets PC / Followers raped in combat when conditions are met This does not handle any consequences after PC getting combat rape, you just return to combat immediately. This is mainly for me to Test Run changing Actor's Sex on the Fly to get around the restrictions of animations for aggressors.

Stage Maker

The Director's Stage Maker gives users the option to craft their own Scene Progression with various tags. Instead of looking at the same scene positions all the time, why not craft your own scene with position and hentairim tags?

The first thing you will need to understand is the string key in the StageMaker.json file. Such as **2humanconsensual** or **3creatureaggressive**.

2 (Actor count)- refers the total number of actors in the scene

human (Race Type)- refers to the adjacent non PC actors in the scenes. Human refers to races that use human animations like orc, elf and nord . Creature refers to races that use their own animations like draugr, chaurus etc.

Consensual - Refers to whether there is a victim/submissive character in the scene. If PC is a submissive/victim female, director will look up "Aggressive". If PC is a female in position 0 with submissive/victim male, director will look up "femdom". If no one is submissive/victim, director will look up "consensual".

Under the String Keys, we will have multiples of line items, where the director will choose one line item to run the scene. **Note that Auto Advance stage feature must be enabled for this to work.**

Lets look at the composition of one of the line items.

"aggressive,kneeling|4asvp|4afvp|3asvp|4asvp|4asvp|5afvp|5beni",

aggressive,kneeling	4asvp	4afvp	3asvp	4asvp	4asvp	5afvp	5beni
Lookup Criteria	Custom Stage 1	Custom Stage 2	Custom Stage 3	Custom Stage 4	Custom Stage 5	Custom Stage 6	Custom Stage 7

As you probably have noticed, this is a string array with “|” delimited. The very first item in the array is the **Lookup Criteria** , while the subsequent items are the tags that should apply in the subsequent stages. The very first stage of your scene will be transitioned to the New Stage,, and the Director will loop through the list of line items within the String Keys.

When the Director finds that the line item’s Lookup Criteria matches your current playing scene, it will play the subsequent stages based on the specified tags above. From the example above, we have 7 stages/items after the lookup criteria, so the director will play for another 7 stages before ending the scene. If you add 100 custom stages, then director will play the scene for another 100 stages.

Now here comes the **Critical Part. so Pay Attention Closely.**

In the custom stage tags like 4asvp (stage 1) or 5beni (stage 7) , notice that there is only one tag. **If there are only ONE Tag in the custom stages, the lookup criteria tags will automatically apply to subsequent custom stages. It will also use hentairim tag’s stage number to look for the appropriate stage to play. This is to minimize the inconsistencies**

when the director is looking up other random animation stages to play. So in Custom Stage 1, the Scene lookup tags will effectively be "4asvp,aggressive,kneeling".

IF there are TWO OR MORE Tags in the custom stage, the stage will ignore the Lookup Criteria tags and uses its own. Its not a blanket logic, so each stage can have one or multiple tags. Custom Stages with one tag will add the lookup criteria tags to itself, while Custom Stages with 2 or more will only use its tags. Here's a Scenario: we want a 5 stage aggressive scene that extrapolates from the initially started standing/kneeling aggressive scene. It starts out with non intense penetration received by position A actor on a standing position for the first 2 stage, then kneeling intense penetration for the subsequent 2 stages. Then finally ends with penis inside the receiver.

```
"aggressive,~standing,~kneeling|3asvp,aggressive,standing|3asvp,aggressive,standing|3afvp,aggressive,kneeling|4afvp,aggressive,kneeling|5beni,aggressive,kneeling",
```

If you haven't already noticed, I applied only standing tags to the first 2 custom stages, then only kneeling tags in stage 3 and 4 and 5 to achieve what I want to see. Without specifying the tags in individual custom stages, it will take the lookup criteria tags `~standing,~kneeling` and randomize between standing/kneeling from stage 1 - 5, which is not what i want.

These are the rules/logic that you must adhere to properly add a line item in Stage Randomizer.

- Tags within the delimiter must be letter to letter the same as the tags installed with SLSP / Sexlab.
- Contents in the json must be in lowercase.
- Hentairim Tag must be the first item in the list of tags in the custom stage. Example :
2asvp , standing , -aggressive
- If no hentairim tag is specified, you will face a wild variation of positions which is probably not what you are looking for.
- The tags entry follow the same format as how Sexlab P+ define tags string. Add "-" prefix to the tag to exclude. Add "~" prefix to the tag for "either or" relationship with another "~" tag. If no special character specified, the stage must have the tag. Tags within the custom stage are delimited by ",", and "|" is used to separate custom stages.

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- After every round of modification, use online json validation tools to validate your json file for good measure.
- Stagemaker can specify the Stage Name to be replaced with the “@” prefix .if “@” is added to the lookup criteria, e.g. “@Billyy Standing 2” , it will use the custom stage to replace the scene “Billyy Standing 2”, and only for that scene with that name.
- If you add “@” within the custom stage tags, you must also specify the stage number within the Custom Stage. Such as “@Billyy Standing 2,3” , which will then play Stage 3 of the specified Scene Name. Example of “@” usage:

```
"@Billy Standing 123|@Billy Standing 1,2|@Billy Standing 2,2|@Billy Standing 1,3|@Billy Standing 2,4|@Billy Standing 3,4|@Billy Standing 1,5"
```

Scenes that do not match any of the lookup criteria will play like Normal, and you can create your version of the json file and drop it in the HentairimDirector/StageMakerJSON with your own filename.

You need to be aware and remember when composing scenes, is that animations are locked behind genders by Sexlab P+, which means females cannot be in male penetrating positions, unless if its Futa x Female. Futa x Futa can only play futa animations, and Female x Female will can only play lesbian animations. If you try to add penis penetration animation in Stage Maker with Female X Female, it Won't Play as Sexlab P+ don't recognize it as valid animation. Hence the Sex Triggering Mod has Change the Actor's Sexlab Gender to play the intended animations, like changing Female to Male if you want female to play in male positions.

For Papyrus scripting, you can set the line item into the StorageUtil String itself. For example `StorageUtil.setStringValue(None, "DirectorCustomScene",`

```
"YOUR MOD TRIGGER NAME|@Billy Standing 1,2|@Billy Standing 2,2|@Billy Standing 1,3|@Billy Standing 2,4|@Billy Standing 3,4|@Billy Standing 1,5")
```

and it will run this custom scene the next time sexlab scene is triggered. So the intention is for 3rd Party mods to update the storageutil string then immediately trigger a sexlab [scene.to](#) get the intended effect

The existing entries that come with the Hentairim P+ package are what I use to test the Stage Maker, and don't cover every scene. To effectively make your own scene, you would have to be aware of the tags being used in different scenes from different authors, and understand how hentairim tags work. Create your own version of Custom Scenes, share your JSON file to others. Your Imagination is your limit.

Hentairim IVDT (Intelligent Voice Dirty Talk)

Similar to the previous iterations of IVDT, it hasn't changed much in P+ version other than some fixes and compatibility with P+, IVDT is meant to play various installed voice packs for PC in a Sexlab Scene. Different speeches or moans will play depending on the intensity of stage and positions being played. It too features a few small sex effects like Oninus Lactis lactating and some cum leaking to spice up the scene,

Choose an IVDT voice pack and gag voice pack (if you use DD) and install it for it to work. You can configure the chances of saying something other than moans in the config files

Along with the package comes male voice assets generated with xVAsynth that will play for the male partner depending on the stage. If you have voice assets that you wish to contribute , drop me a msg and we will see how we can add it to the library.

Sub features from IVDT includes:

Oninus Lactis NG integration

Requires : Oninus Lactis NG

Integrates with Oninus Lactis which enables your PC to gain lactate effects based on various parameters. Configure the emitter's position in the Oninus Lactis MCM.

Fill Her Up Baka Integration

Requires : Fill Her up Baka

Uses FHU cum leak assets to for various effects and conditions

Hentairim SFX

Unlike the previous iteration of SFX which was just a quick and dirty implementation of sound using SLSO's voice function. But in the Hentairim P+ version , it has been revamped completely.

Velocity Based SFX uses velocity data provided by Sexlab P+ , which will play SFX and dynamically adapt to the speed and position of the penis's penetration. This only works for human based Sexlab p+ scenes, while creature scenes will revert to looping SFX sound as there is no creature velocity data by Sexlab p+ . For this to work effectively , the alignment must be correctly in the orifice. Penis floating outside the the vagina or anus will not produce any sound.

More variety of SFX sounds has been created for Velocity Based SFX.

Hentairim Aggression and Resistance

This module introduces the resistance effect and reduces by the amount of enjoyment received. As soon as it depletes, actors will fall into Broken Status.. This Feature is mean to simulate the effect that actors has been continuously fucked too often in a short time span, which puts him/her into a broken state, that further leads to other effects in IVDT, such as

- > Exhaustive moan
- > Voices in the scene changed to acceptance instead of defiance.
- > Some voice packs come with dedicated broken voices, explore the descriptions of each voice pack in the voice pack page.

Or broken expressions in Hentairim Expressions.

There is no gameplay effect for now and is purely aesthetics. You can apply your own gameplay effect by looking at the **Hentairim Broken Faction Rank** > 0 .

Hentairim Expressions

Periodically Phases the expressions based on configured Json files in the mod folder. The intensity and frequency of expression updates will increase as the intensity of the scene increase.

There are 3 different Expressions files meant for different NPCS.

PCExpressions.json - Expressions config file for Female PC

FemaleExpressions.json - Expressions config file for Female NPC

MaleExpressions.json - Expressions config file for Male NPC

If you intend to edit the current expressions preset for your own setup., use the following spreadsheet as guide. Make a copy of the spreadsheet for your own usage, then update the values and copy the array formula into your own Json file.

[Hentairim Expressions Doc](#)

Sub features :

FHU Baka Tongue

a chance for PC to stick out tongue when broken or scene gets intense. Requires Fill her up Baka mod installed. Build the tongue bodyslide for correct positioning for your PC.

Masks

Specify the masks keywords in Json file which prevents sticking out tongue, avoiding the tongue clipping through masks, and removing the masks when blowjob is involved.

Configuration Files

Remember that when you are editing the entries in the various json files, **the contents must be in lowercase**

Don't ask for MCM. It's too much work at this point..

HentairimDirector

Config.json

Main Configurations of the director are done here. It mainly controls how the scene and actors behave on a high level.

Directory : SKSE\Plugins\StorageUtilData\HentairimDirector\config.json

Config	Accepted Values	Description
directortoolskey	Creation Kit Key Codes: https://ck.uesp.net/wiki/Input_Script	The Hotkey that opens the Director Tools. Hold it down not just a quick press.
uselinearscene	1 / 0	Enables the Usage of Llinear Scene
givingforeplayinlinearscenedontorgasm	1 / 0	If an actor is not stimulated while giving foreplay, like female giving handjob, enabling this will prevent the female to orgasm
linearsceneenjoymentendstagegetopup	1 / 0	At the end of the scene while calculating the times to cum, if the actor's final tallied enjoyment is less than 100, enjoyment will be treated as 100 so the actor can orgasm once.
modifierkey	Creation Kit Key Codes: https://ck.uesp.net/wiki/Input_Script	Hold down this hotkey if you want to adjust the offset of the actor selected in the opposite direction
adjustforwardkey	Creation Kit Key Codes: https://ck.uesp.net/wiki/Input_Script	Adjust Actor offset Forward. Toggle the actor to be aligned in Director tools.Hold it down not just a quick press. Changes will only be saved after you save the game.

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adjustsidewayskey	Creation Kit Key Codes: https://ck.uesp.net/wiki/Input_Script	Adjust Actor offset sideways. Toggle the actor to be aligned in Director tools.Hold it down not just a quick press. Changes will only be saved after you save the game.
adjustupdownkey	Creation Kit Key Codes: https://ck.uesp.net/wiki/Input_Script	Adjust Actor offset vertically. Toggle the actor to be aligned in Director tools.Hold it down not just a quick press. Changes will only be saved after you save the game.
adjustrotationkey	Creation Kit Key Codes: https://ck.uesp.net/wiki/Input_Script	Adjust Actor rotation. Toggle the actor to be aligned in Director tools.Hold it down not just a quick press. Changes will only be saved after you save the game.
advancekey	Creation Kit Key Codes: https://ck.uesp.net/wiki/Input_Script	Advances the Stage with similar effects as sexlab advance hotkey. Not also handles advancing in StageMaker Custom Stages. Hold it down not just a quick press.
enablearmorswap	1 / 0	Enables the ArmorSwap feature
enableautoadvancestage	1 / 0	Enables the director to control the stage advance. Disable the auto advance in sexlab
enablehentairimscaling	1 / 0	Enables hentairim scaling feature
resetsmp	1 / 0	Runs reset smp reset everytime the stage progress. Requires : ConsoleUtil NG
resetsexassignment	1 / 0	Resets Sexlab Assignment to default at the end of the scene
soshugeppsize	1 - 100	What SoS Size considered as hugePP for the all the other Hentairim mods. If The New Gentleman is used , it will be based on XL.
chancetostartforeplay	1 - 100	If the Initiated Scene is not a foreplay Scene, this is the chance that the director will fit in with a foreplay scene before coming back to the initiated sex scene.
foreplayhandjobweight	int	Weight of a Handjob Foreplay Scene being chosen
foreplaytitfuckweight	int	Weight of a Titfuck Foreplay Scene being chosen
foreplayfootjobweight	int	Weight of a Footjob Foreplay Scene being chosen

foreplayblowjobweight	int	Weight of a Blowjob Foreplay Scene being Chosen
printdebug	1 / 0	Print debug messages in console
linearscenefinalstageorgasm factor	String Array	The Orgasm factor of an actor. This is a string array with “,” as a delimiter. For every comma separated item, it consists of 2 part , separated by “}” . the first part is the keyword which is compared to the name of the actor. While 2nd part is the float orgasm factor which is used to multiple the actor’s enjoyment in the linear stage. If the keyword applied is troll 2 which means the enjoyment of troll is multiplied by 2 at the end of the scene, ending up with more orgasm counts. Same affects to actors named “Swamp troll” , “armored troll”, anything with troll in its name.
linearsceneextendstagechance	String Array	Chance that the actor might extend a scene after reaching the Final Stage in Linear Scene with player. The Actor must be controlling the scene. Similar to above , For every comma separated item, it consists of 2 part , separated by “}” , which is the keyword to be compared to the name of the actor and the int probability that this happens.
linearscenecounterrapechance	String Array	Chance that an actor that player is dominating might counter rape player after the final stage. Similar to above , For every comma separated item, it consists of 2 part , separated by “}” , which is the keyword to be compared to the name of the actor and the int probability that this happens.

Timers.json

This json file stores the number of seconds of how long the sex stage should play. For example, If the stage falls under the Hentairim "scg":28 (Slow Cowgirl) tags, the stage will run for at least 28 seconds before even considering advancing to the next stage. If the actor is giving blowjob and vaginally penetrated at the same time, it will use vaginally penetrated as the prioritized timer.

Directory: SKSE\Plugins\StorageUtilData\HentairimDirector\Timers.json

ArmorSwapping.json

The 1st section armorslots ,is basically an array of bodyslots the mod will look for to swap the armor into its slutty version.

The 2nd section consists of a list of armors and their slutty version of forms to be swapped to.

Directory : SKSE\Plugins\StorageUtilData\HentairimDirector\ArmorSwapping.json

CombatRape.json

Directory : SKSE\Plugins\StorageUtilData\HentairimDirector\Combat.json

Config	Accepted Values	Description
enablehentairimcombatrape	1 / 0	Enables the Combat Rape Feature
enablefemalefollowercombatrape	1 / 0	Enable female followers to get raped
enablemalefollowercombatrape	1 / 0	Enable male followers to get raped
combatrapecooldownhours	integer	How many ingame hours before the actor can get raped in combat again.
onhitcooldownchecksseconds	integer	How many seconds to wait after getting hit to check for conditions again
minhealthpercentagetotrigger	0.0 - 1.0	Minimum health percentage to trigger combat rape
maxhealthpercentagetotrigger	0.0 - 1.0	Max health percentage to trigger combat rape
chancetotriggeronpowerattack	0.0 - 1.0	Chance to trigger combat rape if hit by power attack
chancetotriggeronnormalattack	0.0 - 1.0	Chance to trigger combat rape if hit by Normal attack
futaxfutausemalepositions	1 / 0	When enabled, futa aggressor against futa will use male animations
futaxmaleusefemalefemdompositions	1 / 0	When enabled, futa aggressor against male will use female femdom animations
malexmaleusefemalepositions	0.0 - 1.0	When enabled, male victim of a male aggressor will use female animations
malexfutausefemalepositions	0.0 - 1.0	When enabled, futa victim of a male aggressor will use female animations

StageSpeed.json

This contains the Scene Names and Animation Float Values that were created by Director's "Save Stage Speed" function. Every start of a new stage the directory will apply the animation speed stored in this file against the animation name.

Directory : SKSE\Plugins\StorageUtilData\HentairimDirector\StageSpeed.json

SchlongAdjustments.json

This contains the Schlong Adjustments Values that were created when adjusting schlong position using the director tool. This will be loaded after the stage starts.

Directory : SKSE\Plugins\StorageUtilData\HentairimDirector\SchlongAdjustments.json

StageMaker.json

Contains the options to control Director's StageMaker Behavior. It comes with the StageMaker Json Folder where you can drop your Custom Json Files in it.

Directory : SKSE\Plugins\StorageUtilData\HentairimDirector\StageMaker.json

Config	Accepted Values	Description
enablestagemaker	1 / 0	Enables the Stage Maker Feature
chancetousecustomstage	1 - 100	Chances to use defined custom stage over default stage

Hentairim Expressions

Config.json

This the main options to control the Hentairim Expressions behavior

Directory : SKSE\Plugins\StorageUtilData\HentairimExpressions\Config.json

Config	Accepted Values	Description
pcnonintenseexpressionupdateinseconds	float	How often in seconds should PC update expressions when non intense Scene
pcintenseexpressionupdateinseconds	float	How often in seconds should PC update expressions when in intense Scene
npcnonintenseexpressionupdateinseconds	float	How often in seconds should NPC update expressions when non intense Scene
npcintenseexpressionupdateinseconds	float	How often in seconds should NPC update expressions when intense Scene
enableexpressions	1 / 0	Enables or Disables Hentairim Expressions.
enablepc	1 / 0	Enable Hentairim Expressions for PC
enablefemalennpc	1 / 0	Enables Hentairim Expressions for Female NPC
enablemalennpc	1 / 0	Enables Hentairim Expressions for male NPC
enabletongue	1 / 0	Enable PC to use FHU tongue

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		Requires: Fill Her Up Baka
fhutonguetype	1 - 10	What tongue type should PC use from FHU Baka Requires: Fill Her Up Baka
removetongueonblowjob	1 / 0	Whether PC should remove tongue when moving into blowjob with tongue out
cunusetongue	1 / 0	Whether PC should stick out tongue when the stage is tagged with CUN Requires: Fill Her Up Baka
enableahegao	1 / 0	Enable ahegao expressions when actor fall into Broken Status initialized by Hentairim Resistance & Aggression.
chancetostickouttongueduringintense	1 - 100	Chance for actor to stick out tongue during intense per stage Requires: Fill Her Up Baka
chancetostickouttongueduringgattacking	1 - 100	Chance for actor to stick out tongue during femdom per stage Requires: Fill Her Up Baka
printdebug	1 / 0	Prints debug messages in console

Masks.json

This lets users configure the masks to be handled by Hentairim Expressions.

Maskslots - the slots that Hentairim Expression to look for masks. Separate slots with comma delimiter.

Masks - the wildcard strings that you want to identify the Armor Name as masks.

Directory : SKSE\Plugins\StorageUtilData\HentairimExpressions\Masks.json

NPCTongue.json

This lets users specify the NPC name and what FHU tongue type to they use.

Expression Preset Files

ErinMFEEConfig.json - Expression Preset for when PC is erin

FemaleExpressions.json - Expression Preset for Female NPC

MaleExpressions.json - Expression Preset for Male NPC

PCExpressions.json - Expression Preset for PC

Hentairim Resistance & Aggression

Config.json

These are the main options to control the Hentairim Expressions & Aggressions behavior.

Resistance damage = Sexlab P+ Enjoyment Gain * Multipliers

Directory : SKSE\Plugins\StorageUtilData\HentairimResistance\Config.json

Config	Accepted Values	Description
enableaggressionresistance	1 / 0	Enables or disables the system.
enablepcresistancedamage	1 / 0	Enables Resistance Damage for PC
enablemalenpcresistancedamage	1 / 0	Enables Resistance Damage for male npc
enablefemalenpcresistancedamage	1 / 0	Enables Resistance Damage for female npc
enablecreaturenpcresistancedamage	1 / 0	Enables Resistance Damage for Creatures
pcnonvictimresistancedamagemultiplier	int	Multiplier in percentage to affect PC's resistance damage when non victim/submissive
npcnonvictimresistancedamagemultiplier	int	Multiplier in percentage to affect NPC's resistance damage when non victim/submissive
pcvictimresistancedamagemultiplier	int	Multiplier in percentage to affect PC's resistance damage when is victim/submissive
pcmaxresistance	int	Total Resistance PC should have
pcrecoverresistancepercenta	0 - 100	The amount of Resistance Percentage is Recovered by {C per

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geperhour		in game hour without sex
npcrecoverresistancepercent ageperhour	0 - 100	The amount of Resistance Percentage is Recovered by NPC per in per game hour without sex
pcbrokenpointsfromresistance break	0 - 1000	How many broken points PC gain at the starting point of broken. Reduces by 1 per in game hour without sex.
npcbrokenpointsfromresistance break	0 - 100	How many broken points NPC gain at the starting point of broken. Reduces by 1 per in game hour without sex.
hugeppresistancedamagemultiplier	int	Multiplier in percentage to affect PC's resistance damage when getting fucked by huge pp
enableprintdebug	0 / 1	Prints debug messages in console

RaceBaseResistance.json

This File contains the predefined total resistance each race have.

RaceFuckingPCResistanceModifier.json

This File Contains the multipliers to the resistance damage that PC will suffer if they are fucking PC.

Hentairim SFX

Config.json

This are main options to control the Hentairim SFX Behavior.

Config	Accepted Values	Description
enablesfx	1 / 0	Enables or disables SFX
usevelocity	1 / 0	Enables Velocity SFX usage for Human animations
volume	1 - 100	Set the volume of SFX
printdebug	1 / 0	Print debug messages in console

Hentairim IVDT

Config.json

Contains the options to control IVDT Behavior

Config	Accepted Values	Description
enableivdt	1 / 0	Enable or disable the module
chancetoorgasmsquirt	1 - 100	Chance for PC to squirt during orgasm. uses assets from fill her up baka edition. Requirements : Fill Her up Baka Edition
enablebrokenstatus	1 / 0	Enable PC in IVDT to recognize being broken from Hentairim Resistance & Aggression, and use Broken/promiscuous speeches
enablethickcumleak	1 / 0	If Enabled, cum will either leak from pussy after being cummed into. Uses Assets from Fill Her Up Baka Requirements : Fill Her up Baka Edition
chancetoleakthickcum	1 - 100	Chances of Leaking Cum after being cummed into.
enablehugeppscenario	1 / 0	enables PC to use over the top voices if penetrating actor is of huge PP race like Troll, Chaurus, Giant etc,
enablevictimsscenario	1 / 0	Enables PC to have significantly less dirty talk, defying voices, and comments on Penetrating Actor being too aggressive etc. Requirements : you need some mod that triggers PC Victim status , like defeat mod, prison mod, aroused creatures , pheromones, etc
chancetocommentunamused	1 - 100	Chance for PC to say something defiant at every tick in non intense stages
chancetocommentonlistage	1 - 100	Chance for PC to say something at every tick in LI stages
chancetocommentonnonintensestage	1 - 100	Chance for PC to say something at every tick in non Intense penetration stages
chancetocommentonnonintensestage	1 - 100	Chance for PC to say something at every tick in Intense penetration stages
chancetocommentonnonattackingstage	1 - 100	Chance for PC to say something at every tick in Attacking stages
chancetocommentonblowjobstage	1 - 100	Chance for PC to say something at every tick in Blowjob stages

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chancetocommentwhenclose toorgasm	1 - 100	Chance for PC to say something when close to orgasm
chancetocommentwhenmale closetoorgasm	1 - 100	Chance for PC to say something when Schlonged Actor close to orgasm
femaleorgasmhypeenjoyment	1 - 100	The Enjoyment Needed for PC to comment about being close to orgasm
maleorgasmhypeenjoyment	1 - 100	the Male Actor enjoyment Needed for PC to comment he is close to orgasm
enablemalevoice	1 / 0	Enable Male Voices to play in Scenes
chanceformaletocomment	1 - 100	Chance for male to comment something every cycle
enablereassigningmalevoice	1 / 0	Assigns some voices like nord commander to use voices of similar nature in IVDT male voice.
moanonly	1 / 0	If Enabled, PC will only use moans and not speeches.
hypebeforeorgasm	1 / 0	If Enabled, PC will hype when being close to orgasm before orgasm is allowed. Requires Hentairim Enjoyment Expression Traits
useblowjobsoundforkissing	1 / 0	Enable pc to make Blowjob sound during kissing scene, which otherwise plays no moan or voice
pcvolume	1 / 0	The volume to play PC's voice
partnervolume	1 / 0	The volume to play Partner's Voice
donotadvanceifpartnerclose toorgasm	1 / 0	Do not allow Hentairim Director to Advance Scene if Partner is close to Orgasm. Applies when PC is controlling.
donotadvanceifpc closetoorgasm	1 / 0	Do not Allow Hentairim Director to Advance Scene if PC is close to orgasm. Applies when PC is controlling
donotadvanceifnpc closetoorgasm	1 / 0	Do not Allow Hentairim Director to Advance Scene if Partner is close to orgasm. Applies when Partner is controlling Scene.
printdebug	1 / 0	If Enabled, prints debug in console

Known Issues

- 1) When using smp penis liek softbody be aware of the penis alignment while penetrating. If the penis bends like a worm inside, it might affect how Velocity SFX Plays.
- 2) Changing Animation from Hentairim doesn't work when using furniture. I dont know why but its still something to look at. If you know why, let me know.
- 3) Along with this mod, it replaces Sexlab P+ sslExpressionUtil file by adding conditions to not fight for expressions when expression magic effect is applied. Without this mfg reset will constantly be applied by Sexlab in scenes for some reason even when expressions is disabled.
- 4) If you press "N" to disable the UI menu, the animation might get stopped prematurely at the final stage. Leave the UI menu on. If the top menu is bothering you, use a patch that removes the top menu bar.
- 5) If the SFX is playing far too often in between cycles, align and pull a bit of distance between the penetrating actor and receiver.