

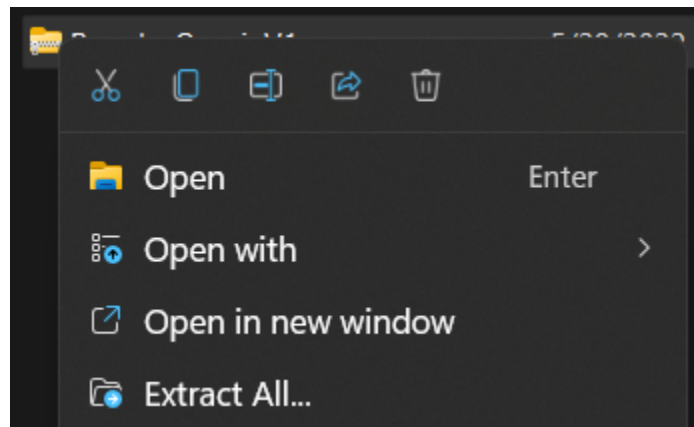
AS OF 8/28/2022

New update to fix a few issues, and make the onesie compatible with the regulus sdk3 version! **Ignore Tail Size** since it does not function(Unless you know how to fix it)!!!! Please contact me if you still run into issues

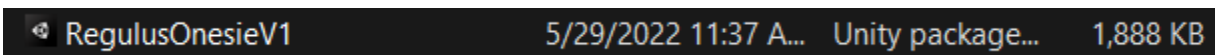
This tutorial includes the **Shark/Dragon/Dino Onesie** and how to put it on your Regulus!(Now with GIF's and stuff!)

Prerequisites to start are in the README.txt that comes with your **RegulusOnesie.zip** file

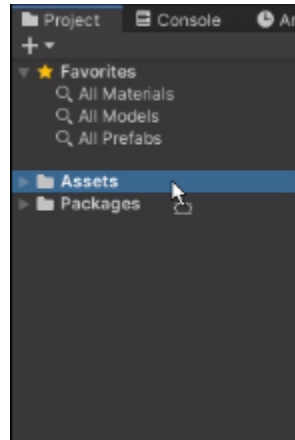
Extract your Regulus Onesie File



Find your UnityPackage



Now Import this (by dragging the file) into your assets folder inside your Unity project!

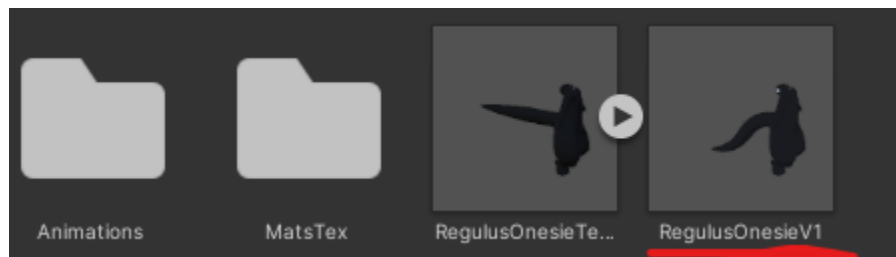


After you should see your Regulus Onesie file

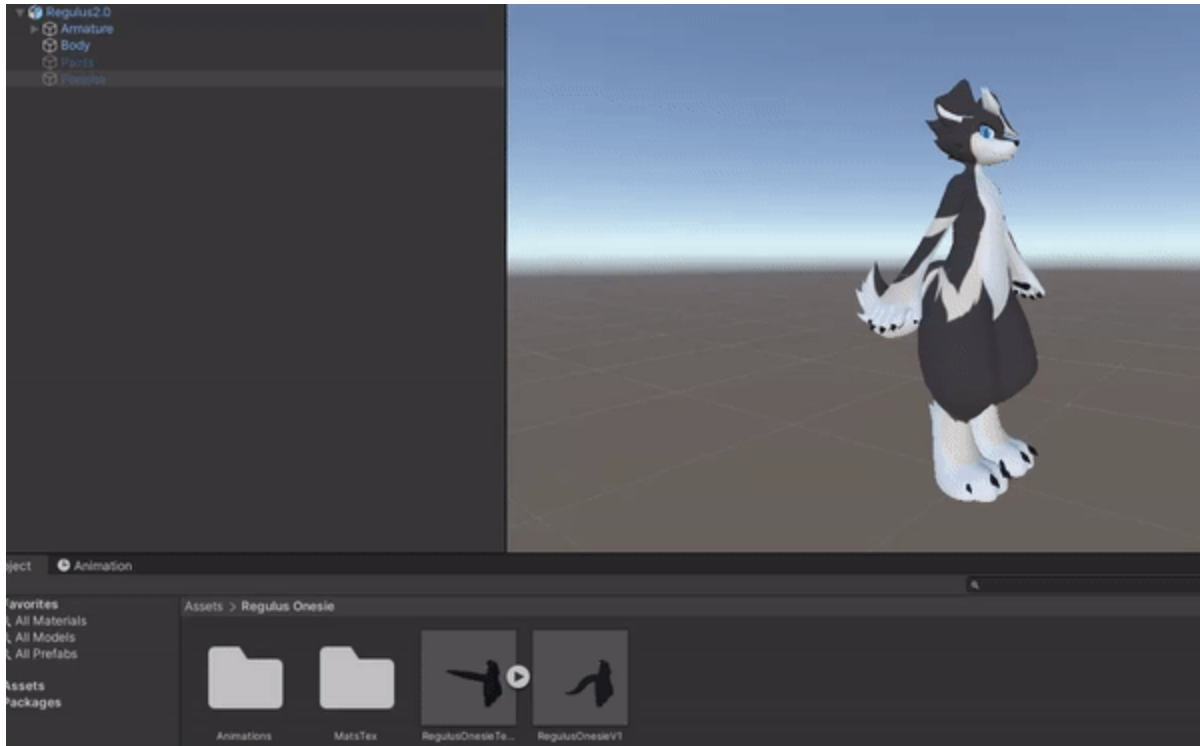


Once you have this folder in your project, you can put the onesie on your regulus!

To do this, Find the prefab in the Regulus Onesie Folder

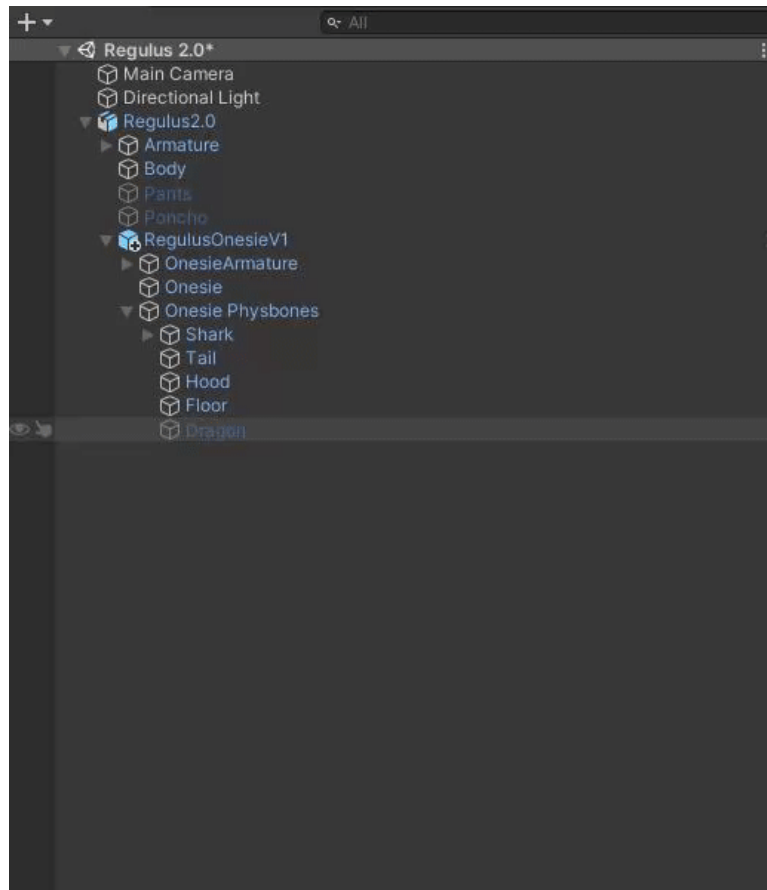


Now Drag and Drop it onto your regulus like this!

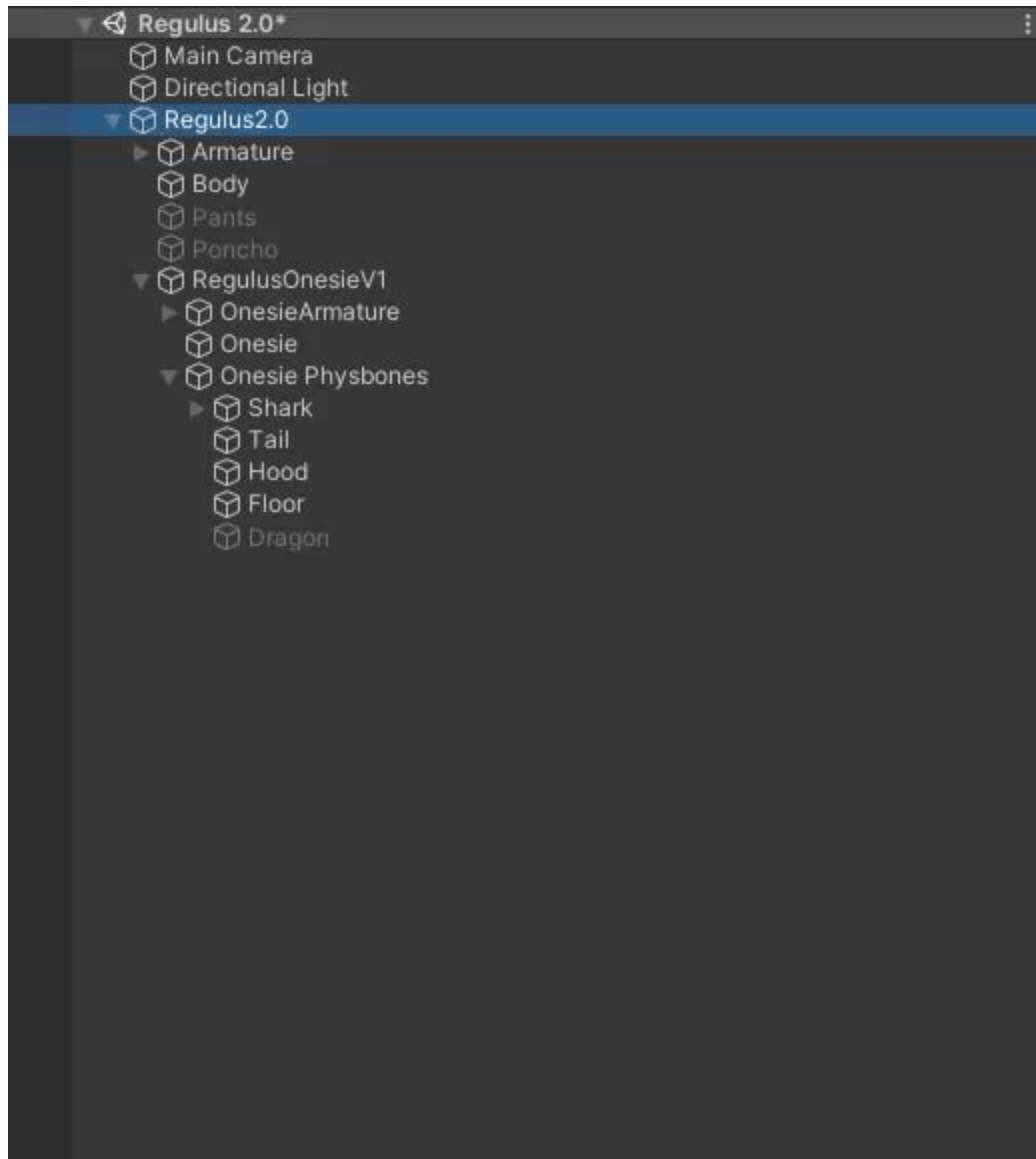


DO NOT WORRY ABOUT THE REGULUS TAIL!! THAT'LL BE LATER!

Now that you have it on your regulus, unpack your regulus and onesie in the hierarchy

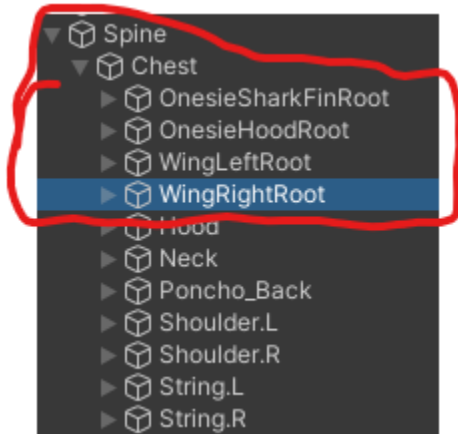
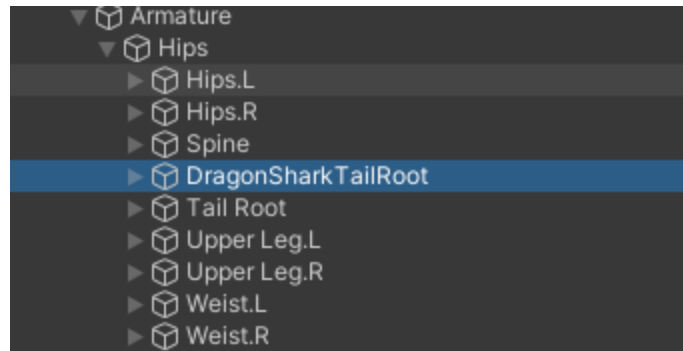


Next, you need to do bone transfers. This is the toughest part of the tutorial. Start by transferring the Onesie armature into the regulus armature

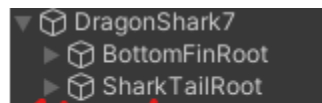


Now, you have to transfer bones from the onesie, to the regulus armature.

**MAKE SURE THE TAIL, Back Fin, Dragon Wings, and Tail Fins
ARE IN THEIR OWN SPOT!!!!**

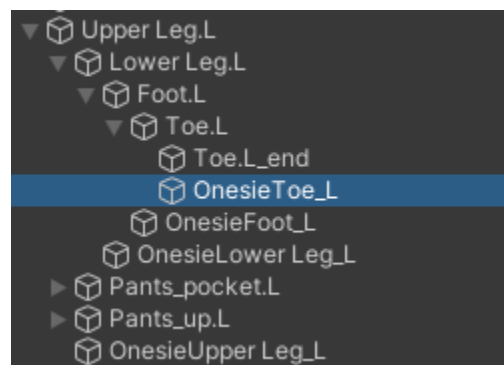


Keep like This!



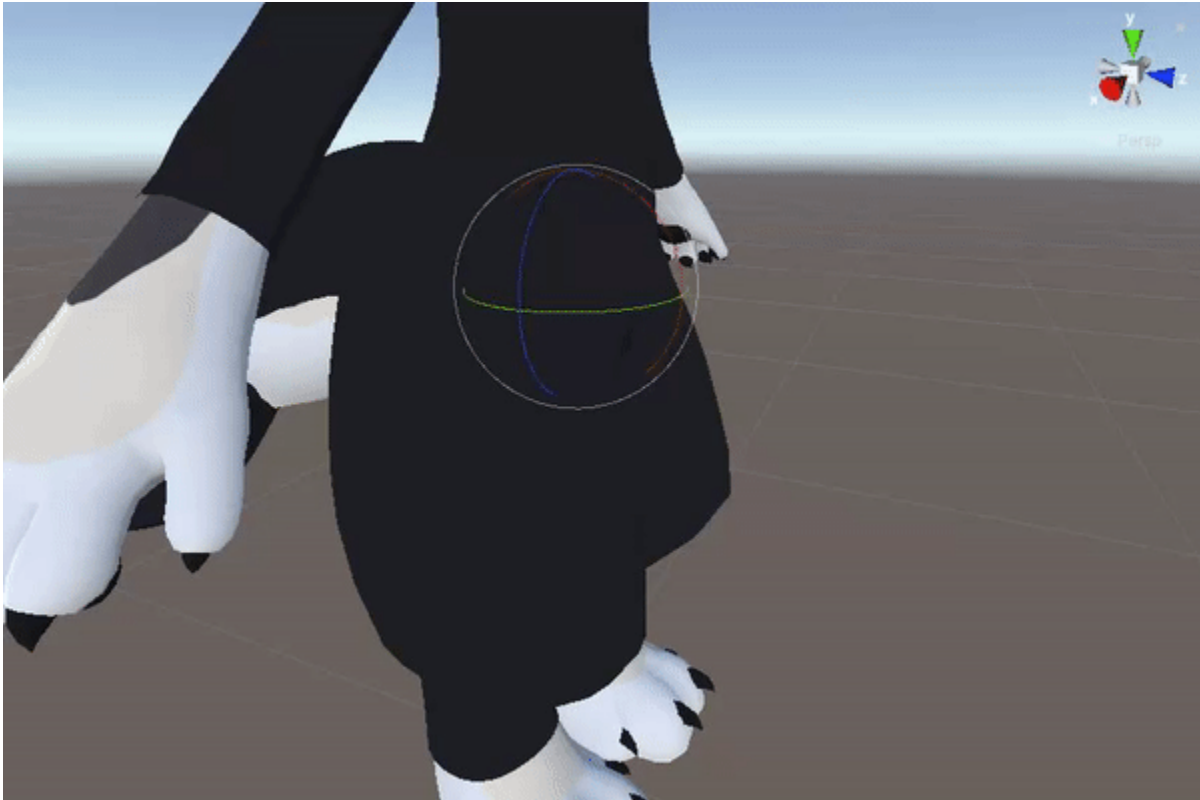
Also keep this

Here's an example of what the bones should look like(This is the left leg)



To explain this, think of groups, If **OnesieUpper Leg_L** is in the **Upper Leg.L** group, It'll move with that Bone! You'll need to do this for all the bones that the Onesie has! If you want to test your work, just move the

parent bone(for example Upper Leg.L) The onesie should move with it!

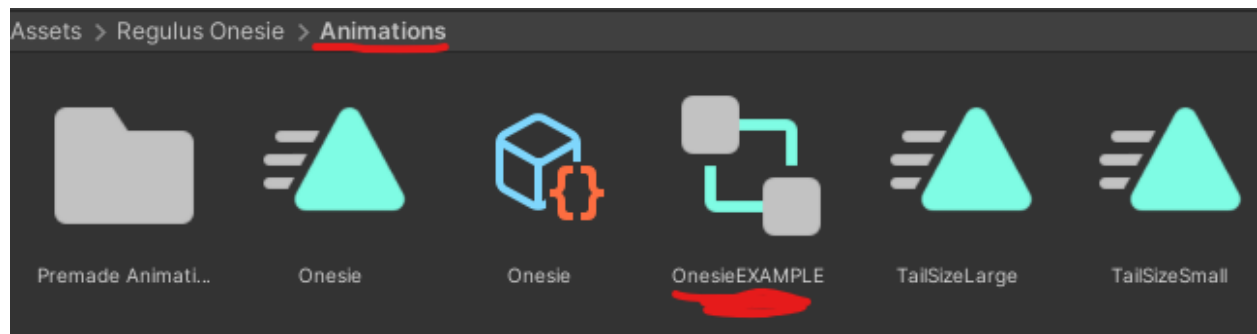


Once this is done, we need to make your avatar be able to **toggle the onesie, change tail size, and switch between versions IN VRCHAT!**

I MADE AN EXAMPLE FX CONTROLLER FOR YOU!!!

You can follow it, or copy from it, let me show you!

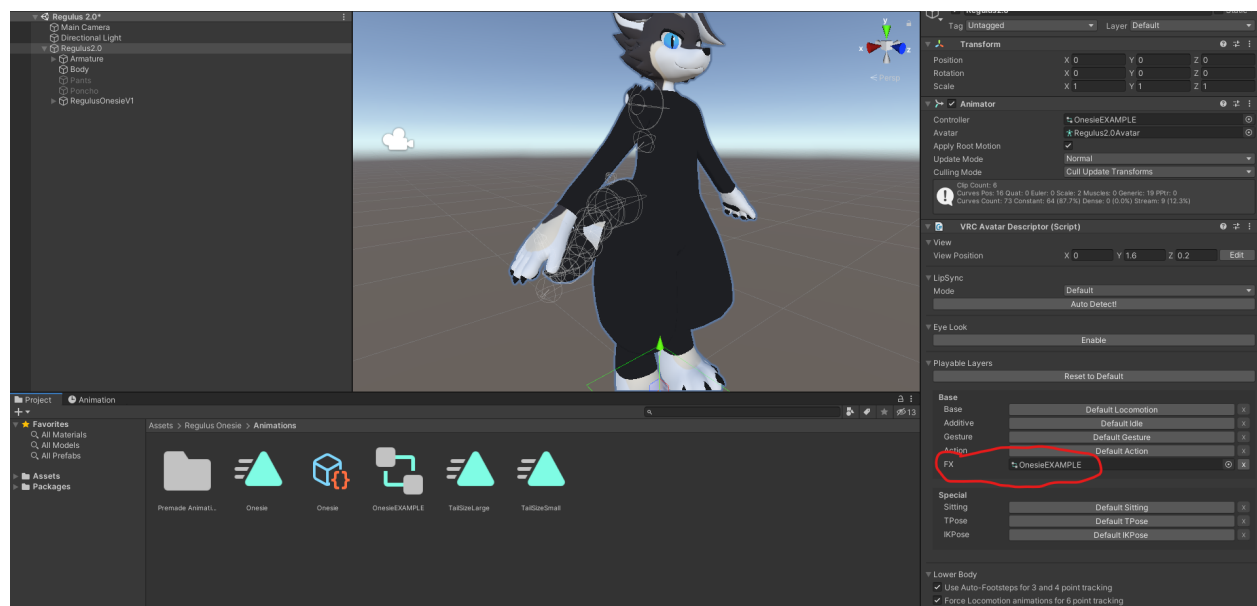
Here's the FX Controller example:



This is used to show you what the layers and parameters need to look like, for these animations to work!

Firstly, you need to go to your own FX controller, and open it in the animator tab!(Im using an example FX it wont look exactly like this!!!)

You can find your FX controller in the VRCAvatarDescriptor, or in your animations folder

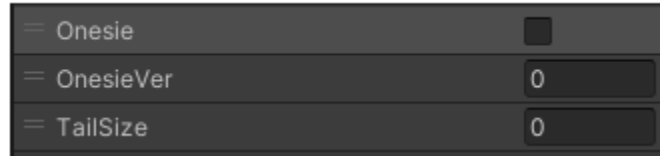


Follow this part **EXACTLY AS SHOWN**

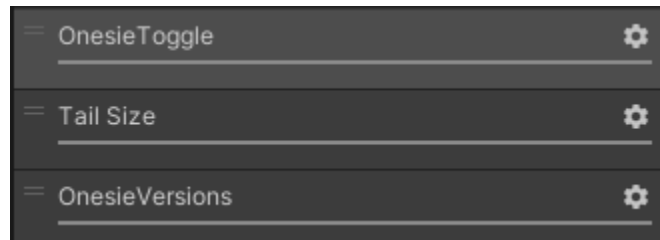
You need to make these parameters in YOUR FX controller!

“Onesie” is a BOOL
“OnesieVer” is an INT
“TailSize” is a FLOAT

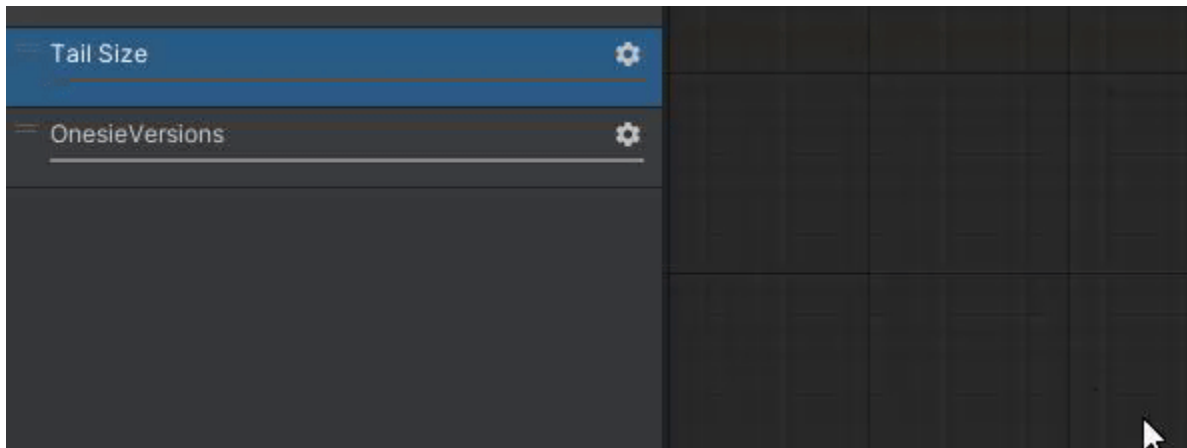
Bool
Int
Float



You also need to make these layers in YOUR FX controller!

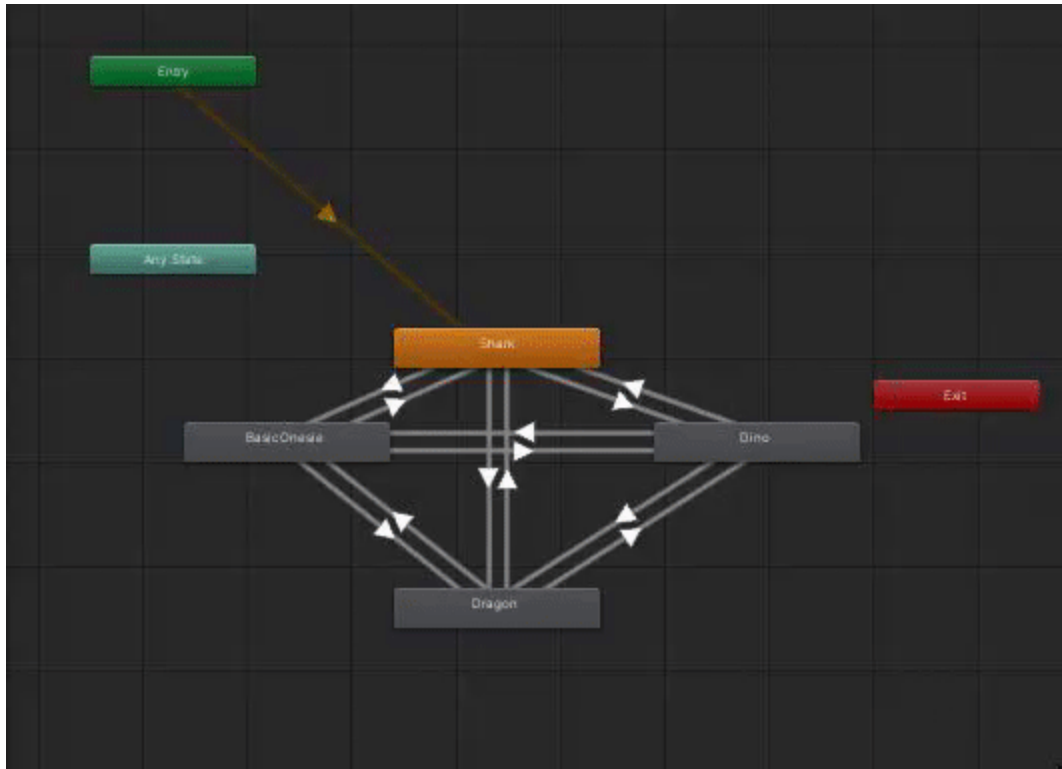


Make sure their “weight” is 1 on each layer!!

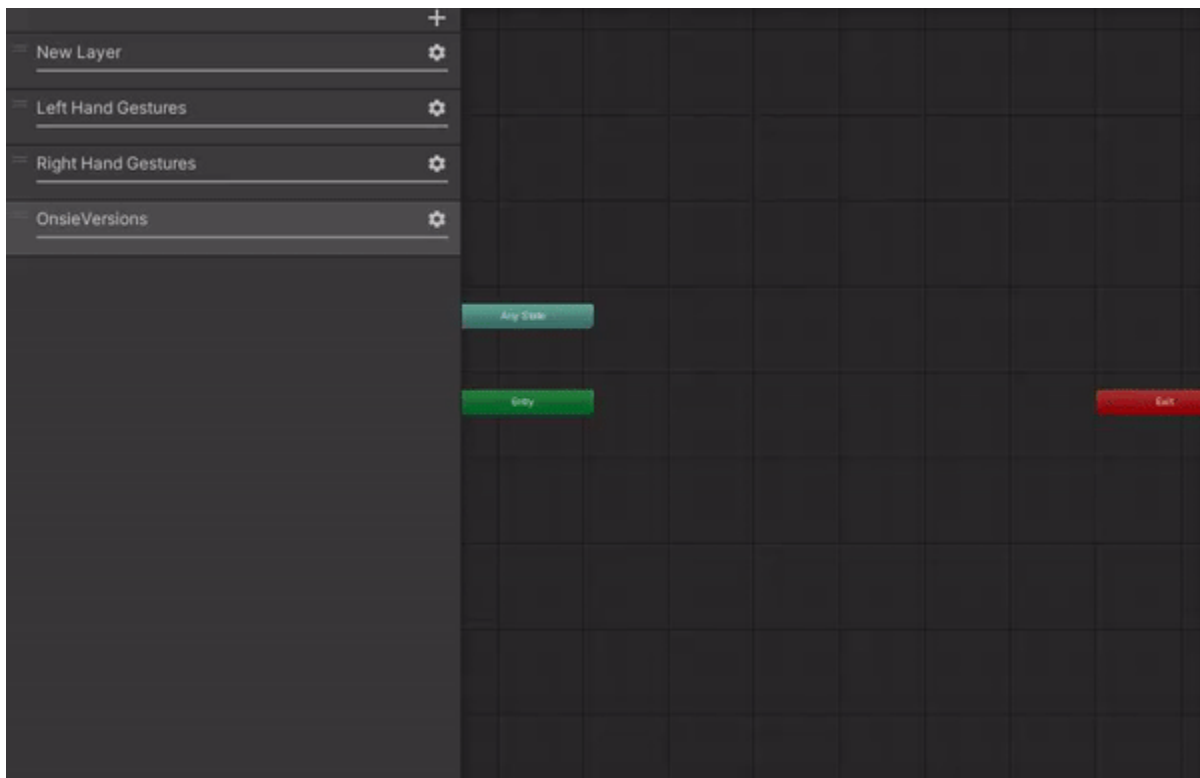


Now that you have these layers and parameters in your FX controller, you need to copy and paste the contents inside the layers

Here’s how to copy from the ONESIE EXAMPLE



Now here's how to paste it in YOUR FX CONTROLLER!

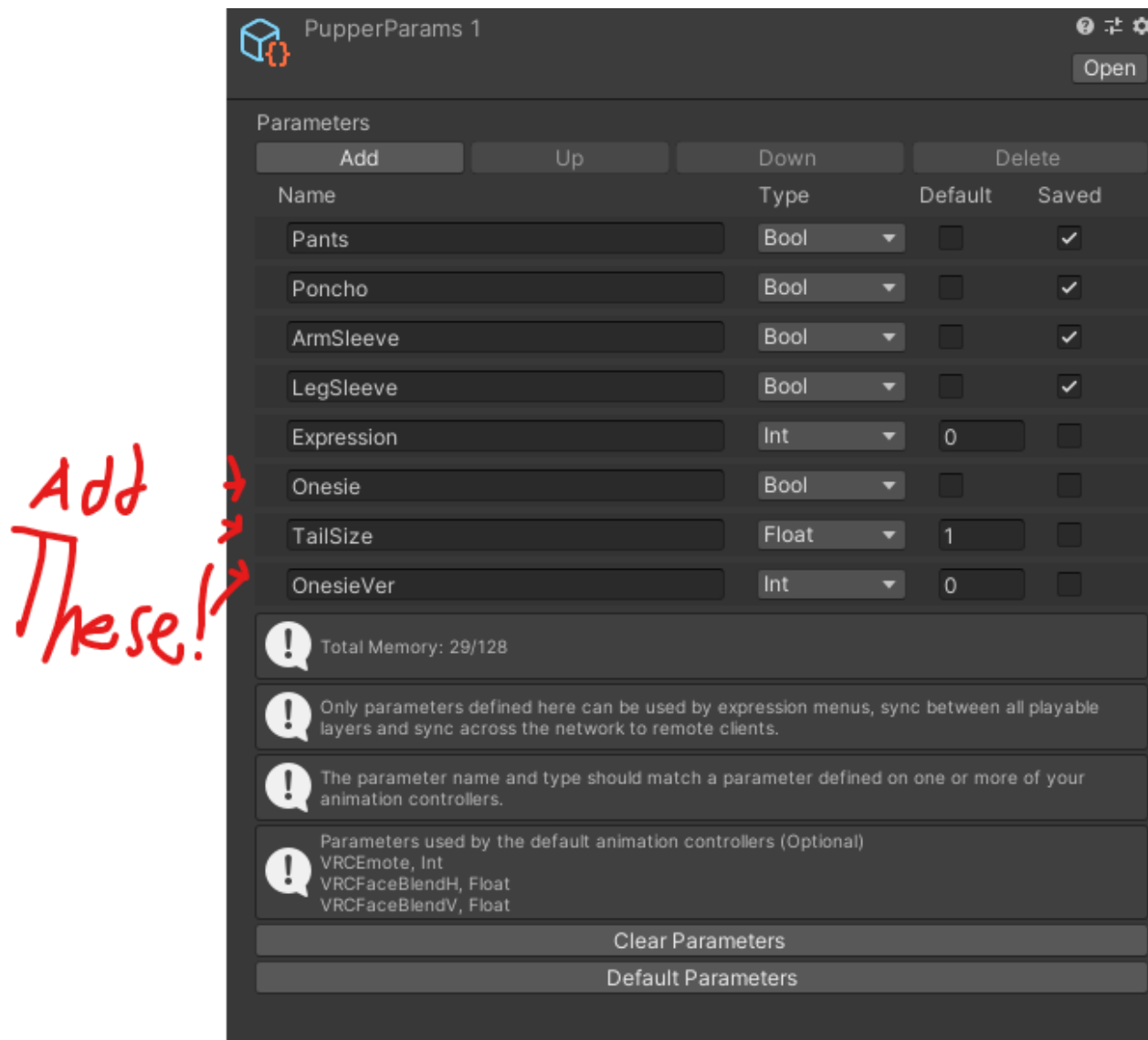


Do this with each of the layers! THEY SHOULD LOOK THE EXACT SAME AS THE EXAMPLE!!!

Now that this is done you'll need to add your VRChat menus and parameters, this is not hard to do so watch closely!!

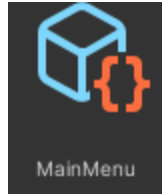
First, find your parameters menu(usually in your animations folder!)

Now just press the add button and make these three parameters!



Now you need to make a menu for your onesie menu!
There's already a premade menu, so let me show you how to make a
SUB MENU

Firstly, find your VRCExpressionMenus, they should have this icon,
and it doesnt matter which menu(You can organize these menus this
will just be an example!)

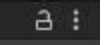


In this menu we will create a new control and then make it a sub menu!

Inspector



MainMenu 1



Open

Active Avatar

Regulus2.0

Controls

▶ Pants & Poncho

▶ Sleeves

Add Control

Now drag and drop the ONESIE menu into sub menu segment!



Now we need to do some editing to your avatar for the tail to disappear!

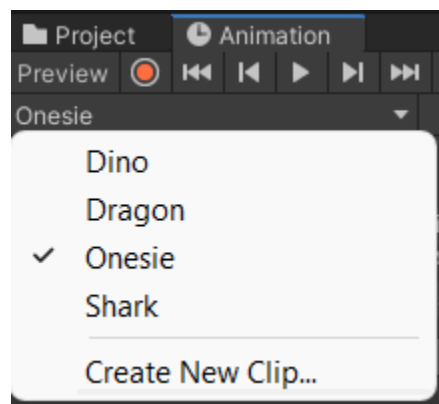
Make sure your FX is bound in the animator component!



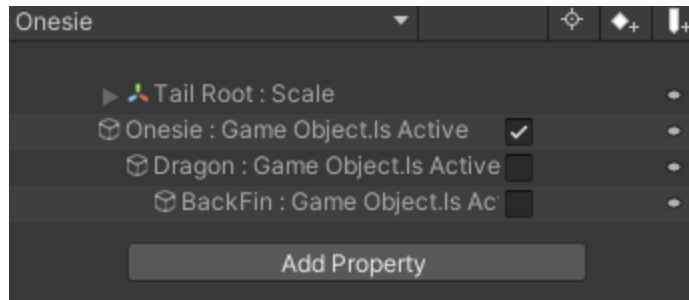
Select your avatar in the Hierarchy, and head over to the animator tab (by default is on the bottom of the unity window)



In that animation menu select “Onesie”



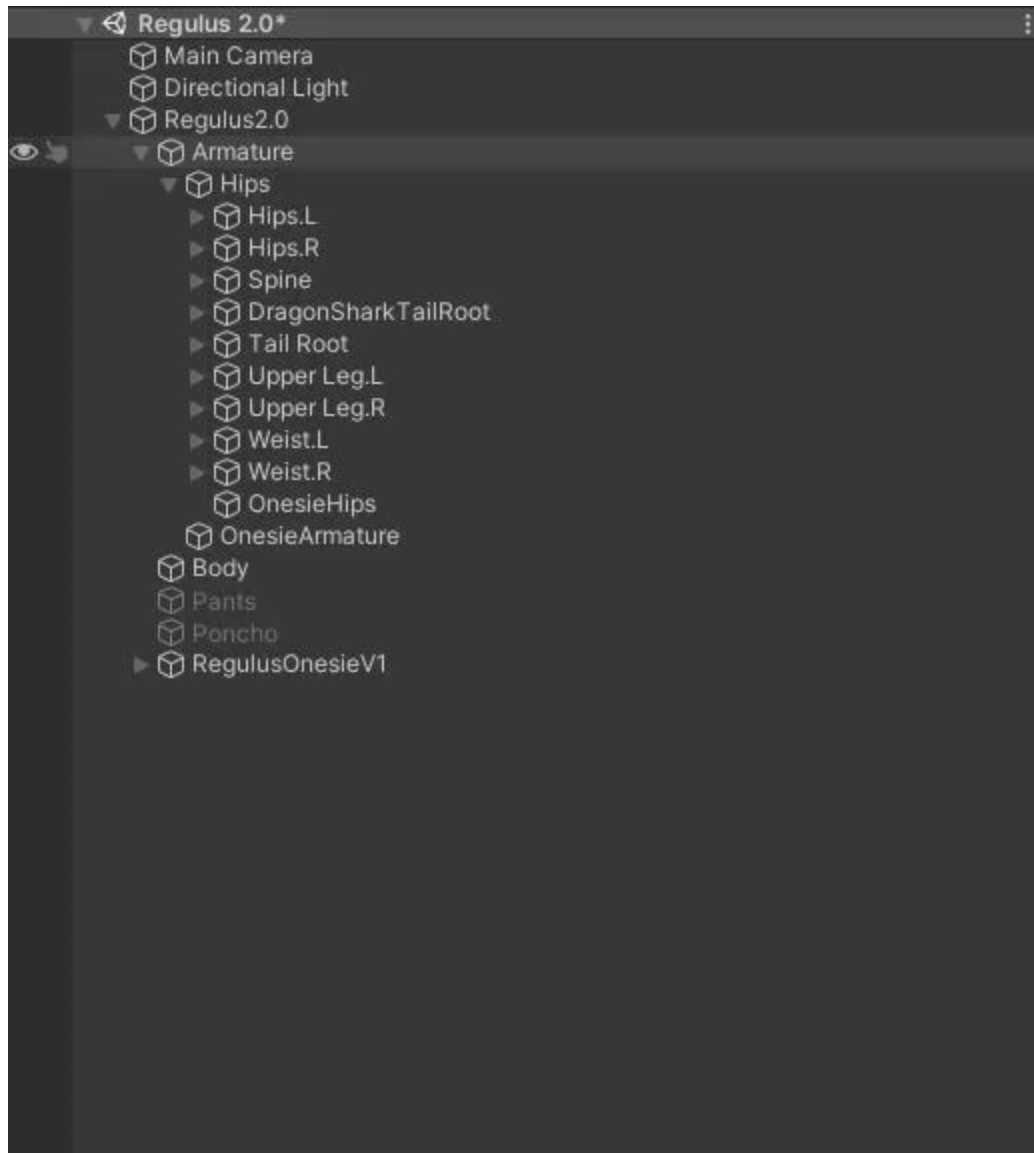
If the Tail Root part of the animation is yellow you need to find the tail root of your avatar!



IF IT ISNT YELLOW YOU ARE DONE

Here's what you need to do if it is yellow!

Find your Tail Root bone in the hierarchy!



You need to copy this name and replace the name in the animation!!

Select the Tail Root in the ANIMATION and press F2 to rename the property

Input the name is says in the HIERARCHY into the property to replace the bone name

After you press enter if its no longer yellow, you should have this fixed now!

Thank you for reading have a nice day :)

