

“Metaphysical Bow” Install Manual

2024.7.18 ver 1.0

author: 弦鷹のヒヨ

twitter ID : @Hiyo_4tweetECO

VRChat Name : ヒヨ



Introduction (attention)	3
What the user should consider when handling weapons/magic	3
1.Import Unitypackage	4
Import liltoon shader	4
Import HK_MPBow_v1.1.0	5
2. Prepare Attach tools	6
3. Use the Attach tool	7
3.1 Set Position	7
3.2 Setup tool	9
Example	9
Press “Install Bow” button	10
Delete tool in hierarchy, Check.	11
Operation in VRChat	12
Special Thanks	13

Introduction (attention)

This item is VCC (VRChat Creator Companion) compatible for Avatars 3.0.

Works only with the PC VR version of VRChat.

This item requires a Humanoid avatar that has been set up in the VCC environment beforehand.

It cannot be used for avatars set up with SDK2.

Please note that this item is not compatible with pre-VCC environments and has not been tested.

The current supported version of Unity is 2022.3.22f1.

VRCSdk support version is 3.7.0 or later.

Important Mindset of weapon/magic users

While weapons and magic can be cool and fun to use, there is also aggression, even in virtual space (even if there is no physical force, people intuitively sense aggression for a variety of reasons, such as hostility, the intent to attack, or instinctive fear of weapons being pointed at them, etc.). (Even if there is no physical force, there are people who intuitively sense aggression for a variety of reasons, such as hostility, the intent to attack, or instinctively being afraid of a weapon.)

Therefore, the most important thing to remember when dealing with this item is to not aim the weapon/magic at people without a

Do killings. Role play. When there was an agreement such as "I want to be cut. When there is an agreement such as "I want to be shot," please handle it according to the situation.

1.Import Unitypackage

Import liltoon shader

Get liltoon from [This hyperlink](#), Install to VCC and import your avatar project.

Example of a state with liltoon in VCC (there are differences in each person's environment)

Tools

Manage Packages

Search Packages...

Selected Repos

Multiple Repositories

Name	Installed Version		Latest Version	
VRChat Package Resolver Tool	0.1.29	▼	0.1.29	Official
VRChat SDK - Base	3.7.0	▼	3.7.0	Official
VRChat SDK - Avatars	3.7.0	▼	3.7.0	Official
lilAvatarUtils	1.1.0	▼	1.1.0	Community
lilToon	1.7.3	▼	1.7.3	Local
Av3Emulator	Not Installed	▼	3.4.5	Curated
Gesture Manager	Not Installed	▼	3.9.1	Curated
Avatars 3.0 Manager	Not Installed	▼	2.0.32	Curated
EasyQuestSwitch	Not Installed	▼	1.4.0	Curated
VRWorld Toolkit	Not Installed	▼	3.1.0	Curated
AudioLink	Not Installed	▼	1.4.0	Curated
lilycallInventory	Not Installed	▼	1.0.1	Community
lilEditorToolbox	Not Installed	▼	0.1.0	Community

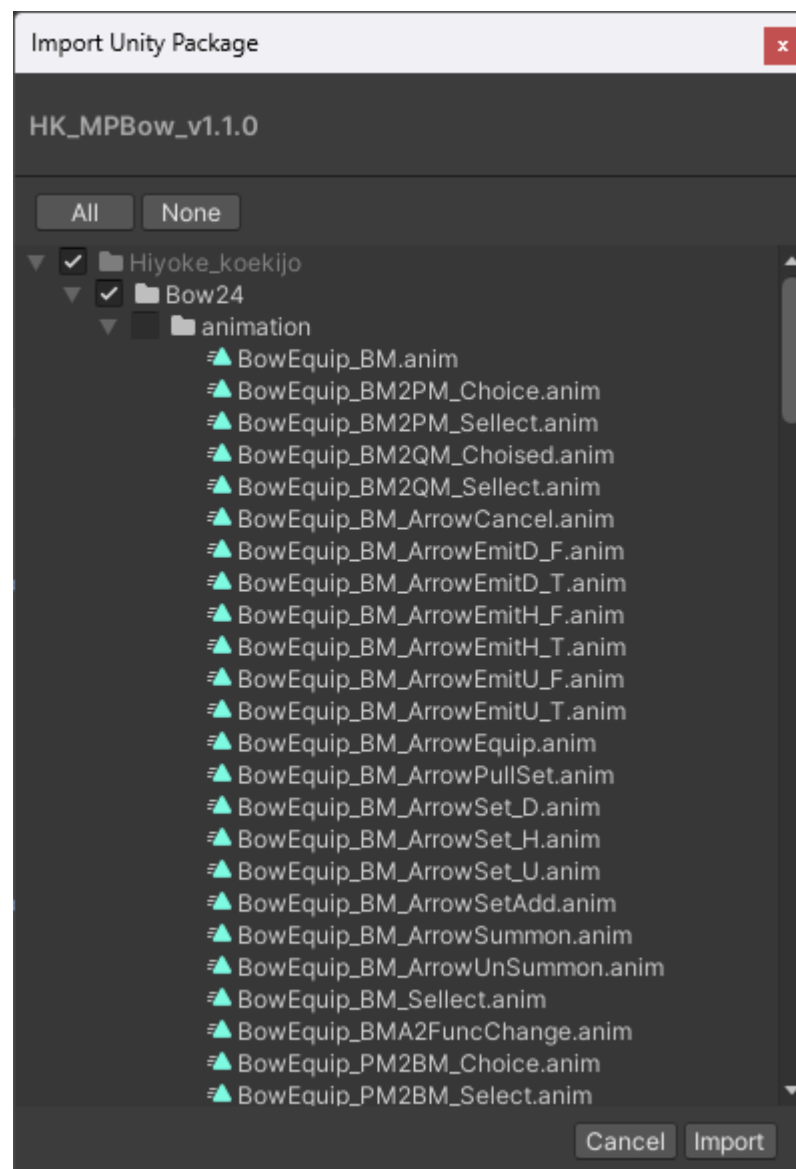
Logs

Settings

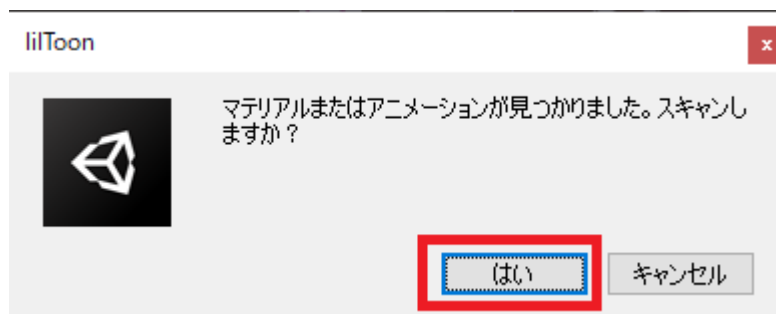
Import HK_MPBow_v1.1.0

Import HK_MPBow_v1.1.0.unitypackage in the MetaphysicalBow folder.

名前	更新日時	種類	サイズ
license	2024/07/27 13:17	ファイル フォルダー	
ModelData	2024/07/27 13:11	ファイル フォルダー	
HK_MPBow_v1.1.0.unitypackage	2024/08/18 12:17	Unity package file	10,129 KB

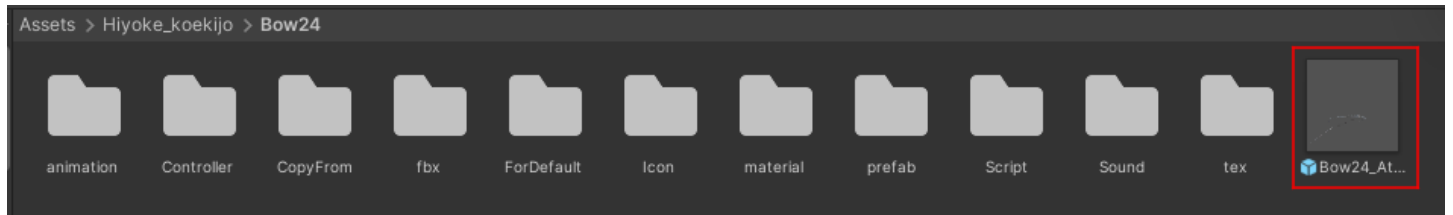


If you get a confirmation screen like this Press “Yes.”

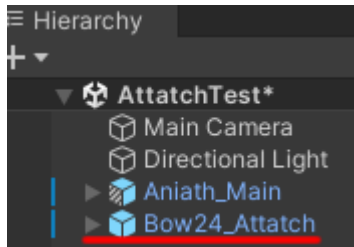


2. Prepare Attach tools

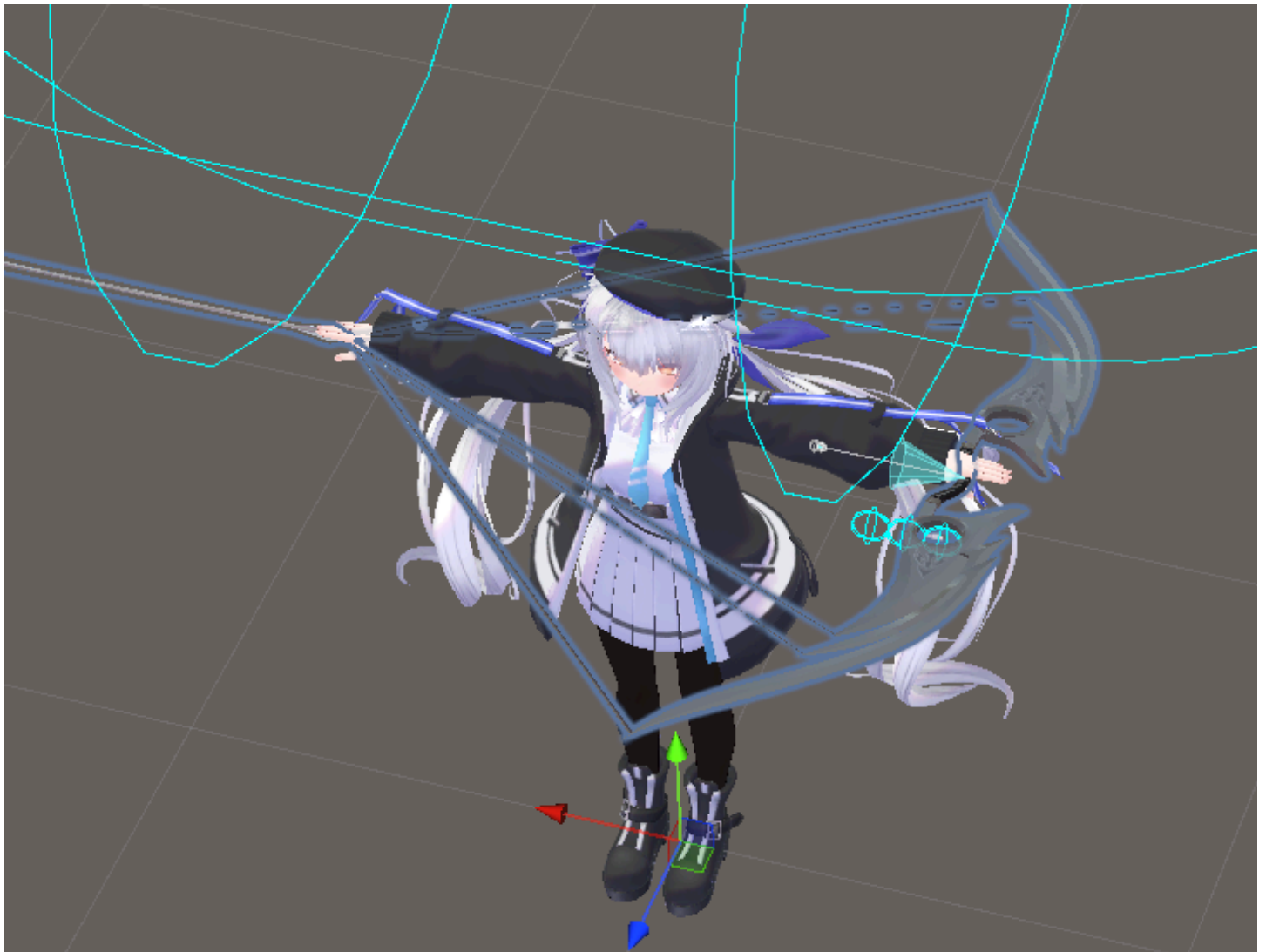
In the Assets > Hiyoke_koekijo > Bow24 folder, you will find Bow24_Attach, drag and drop it into the Hierarchy.



Set like this.



You will see multiple objects, each of which is for positioning.



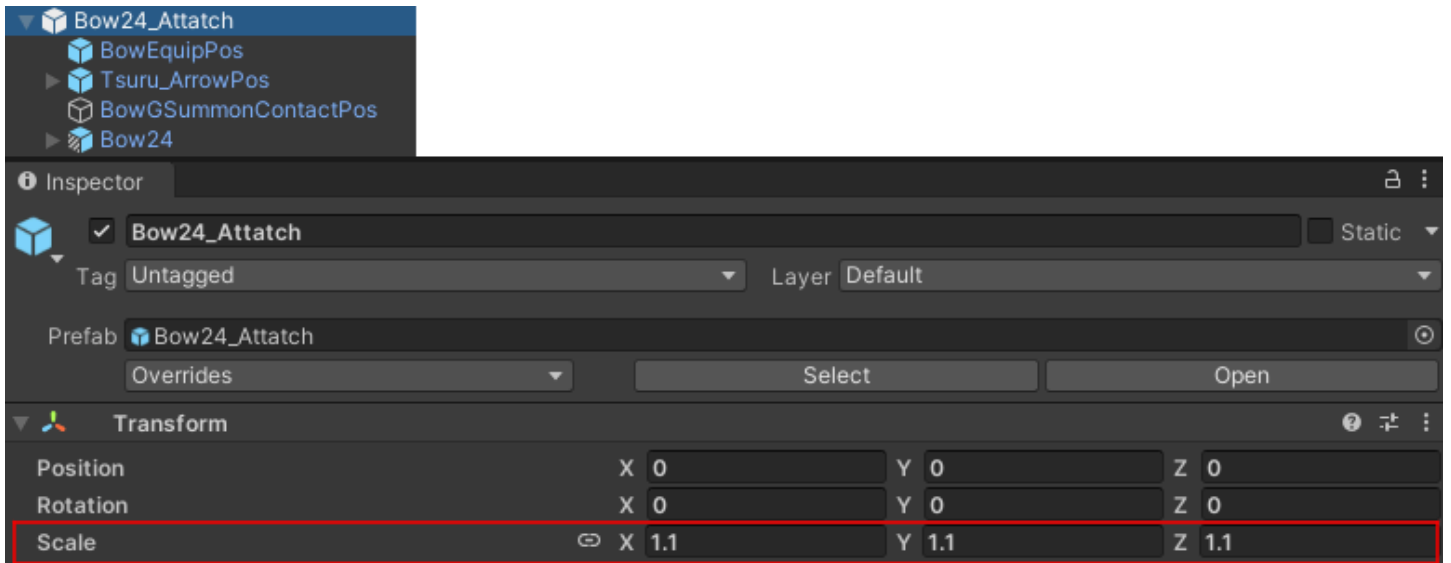
3. Use the Attach tool

3.1 Set Position

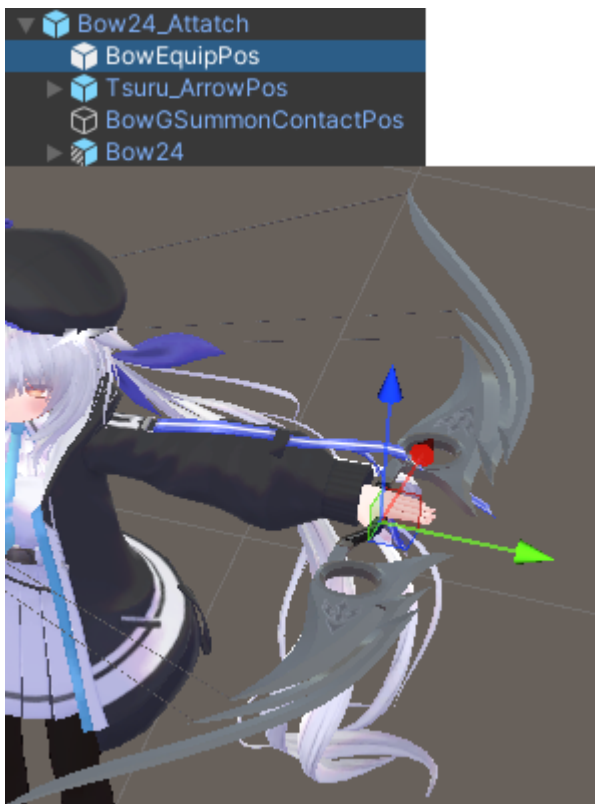
Expand Bow24_Attatch on the Hierarchy.



Select Bow24_Attatch and adjust Inspector's Scale to your liking. (This is the only place where you can adjust the Scale at the time of installation)



Select BowEquipPos and adjust the position of the bow in your hand when you take it out.



Select Tsuru_ArrowPos and align the strings and arrows in your hand.



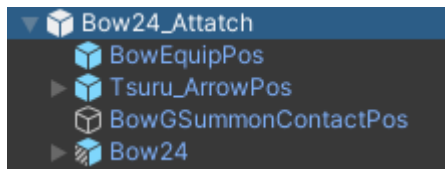
Select the BowGSummonContactPos and determine the position of the Contact to be placed above the head. It should be high enough so that when the avatar's arms are extended upward, his or her hands are firmly in place.



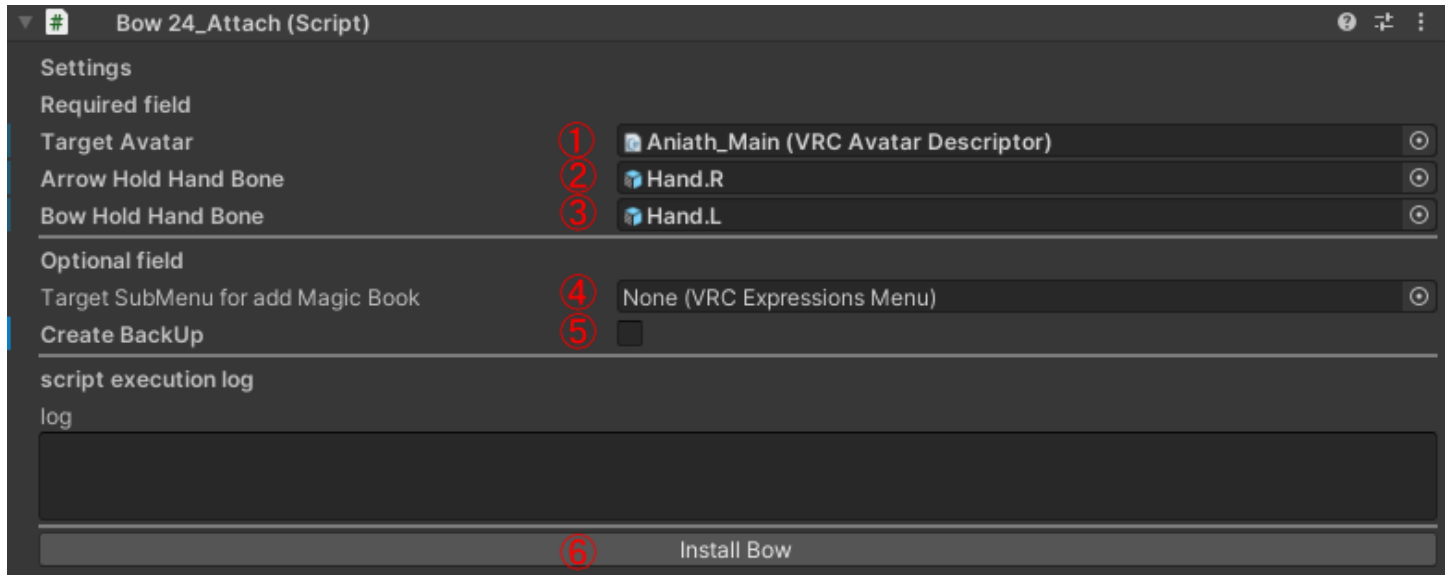
Positioning is completed.

3.2 Setup tool

Select Bow24_Attach on the Hierarchy.

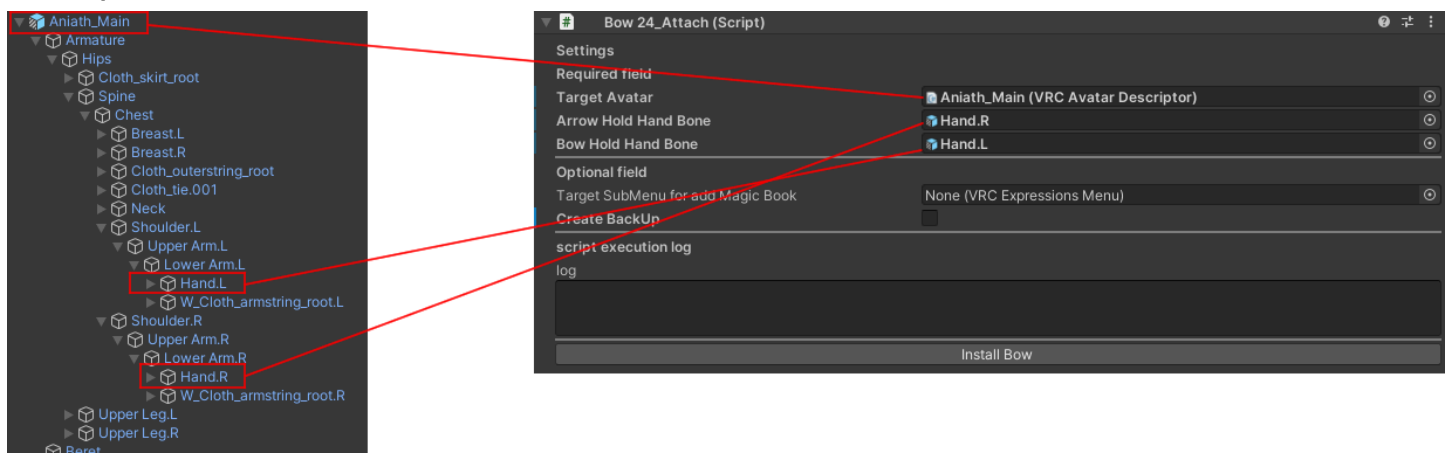


Set up the installation on Inspector.



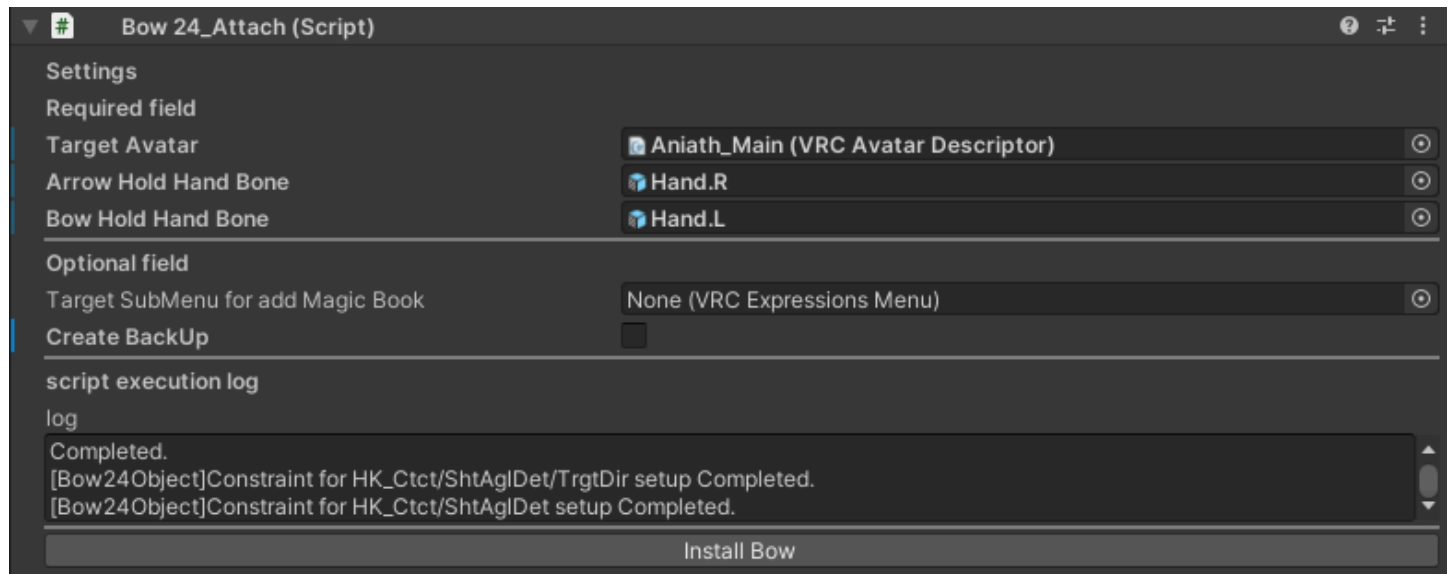
- (1) Set the avatar to be attached
- (2) Right hand bone set with arrow
- (3) Left hand bone set to hold the bow
- (4) Set the sub-menu to which the ExMenu to control the bow and arrow (mainly to unlock the use of items) is added, if you want to specify the sub-menu
- (5) Execute button for installation

Example



Press “Install Bow” button

If the log in the script message states “Completed”, Install was done.

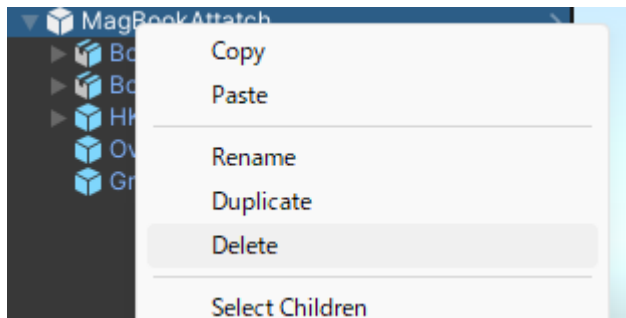


If there is an [Error], there is a forgotten setting, so please correct the entry and try again.

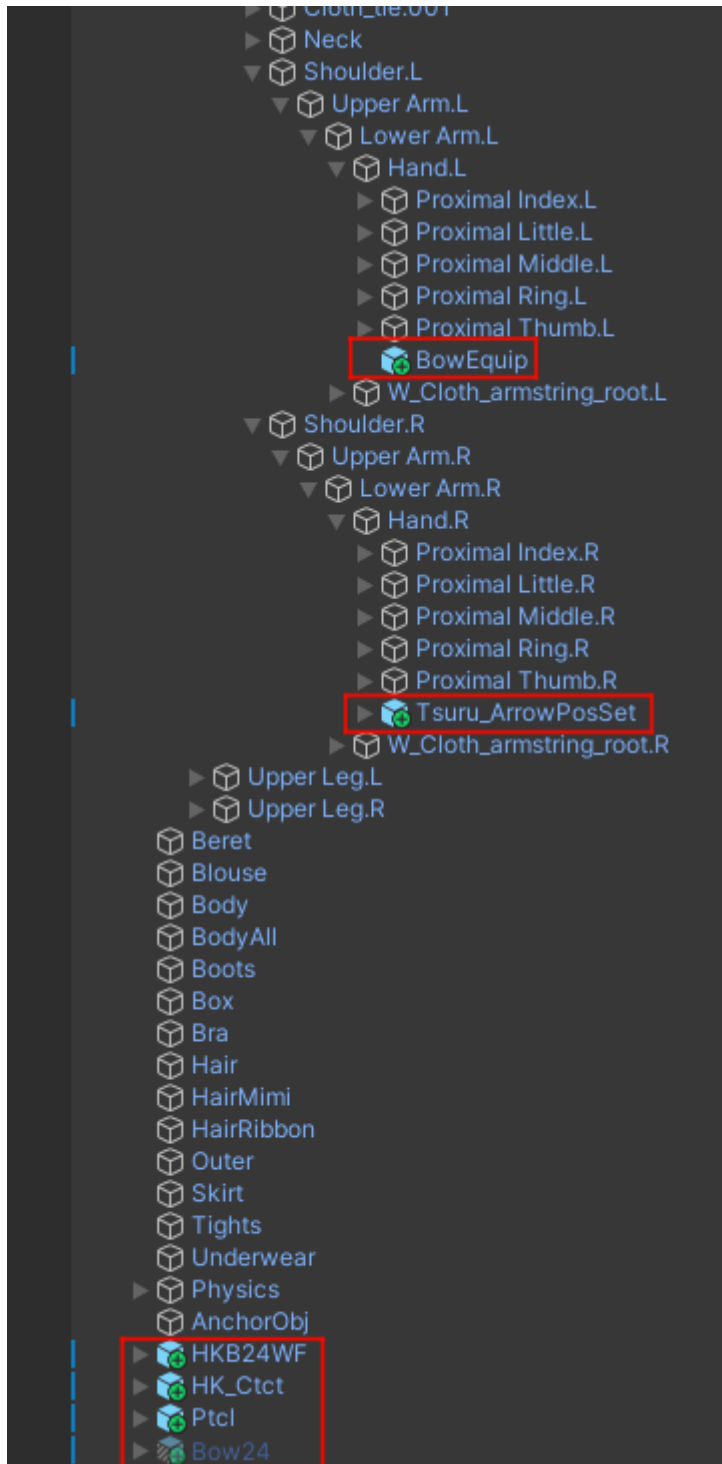
If there is an error for ExParameter or ExMenu, delete unnecessary variables for ExParameter, and for ExMenu, specify where to add the submenu, etc., and change to add it to the place where there is a frame.

Delete tool in hierarchy, Check.

After installation, remove the tool from the Hierarchy.

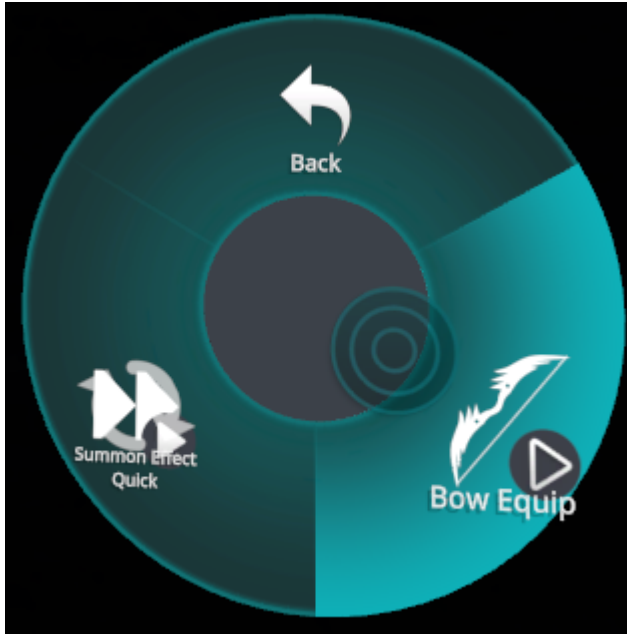


Check the Hierarchy and if Bow24, HKB~, etc. are installed, it is OK.



Operation in VRChat

This item has a one-step safety, so it can be equipped by turning on Expressions -> Bow Menu -> Bow Equip.
(Note that turning it on only makes the bow summonable, not immediately equipable.)



For details on subsequent operations, please see the separate operation manual video.
Below is an overview

Summoning the bow

- Raise the left hand up to Fist (Do not raise it while in Fist state)

Put away the bow.

- Raise the left hand above the head and turn it to HandOpen.

Take out the arrow (may be omitted).

- Raise the right hand to Fist.

Release the arrow

- Raise the right hand above the head and put it in HandOpen position.

Pull the bow.

- Grab the middle of the string with the right hand (when grabbed, the string and arrow follow the right hand)

- If the arrow is not summoned at this time, it will appear automatically.

Shoot the arrow.

- Release the string with the right hand that is grabbing the string (e.g. HandOpen)

- At this time, if the string and arrow are sufficiently pulled, the skill is activated.

- If the arrow is released without being pulled, the skill will fail to be activated.

Switching modes

Touch the front side of the circle with the Q, B, S, etc. icons floating on it with the right hand as Fist, and move it to the front or back.

Skill Usage

- Each mode has different skills for horizontal, downward, and upward firing.

- 9 skills can be used in each of the 3 modes (Quick, Burst, Strength) x 3.

Special Thanks

Avatars that appeared in the description

アニアス(販売元: [ROZIURA](#) 雑貨店)

<https://logical0010.booth.pm/items/5389703>