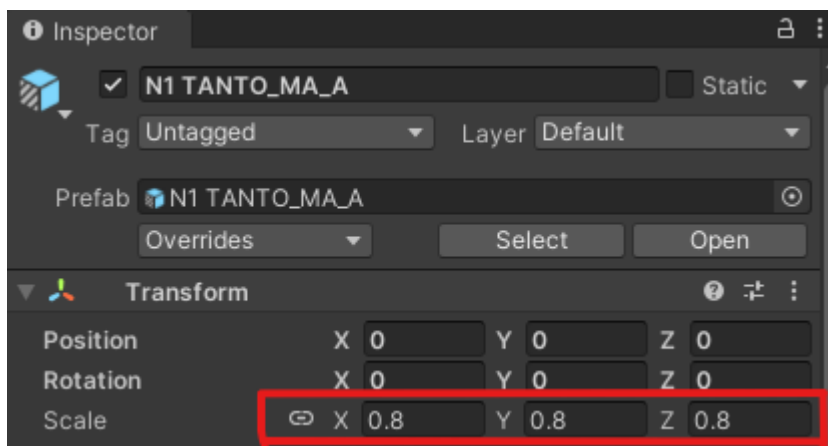
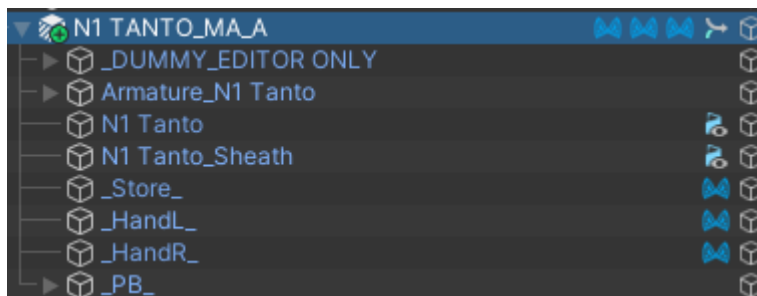


Installation Guide

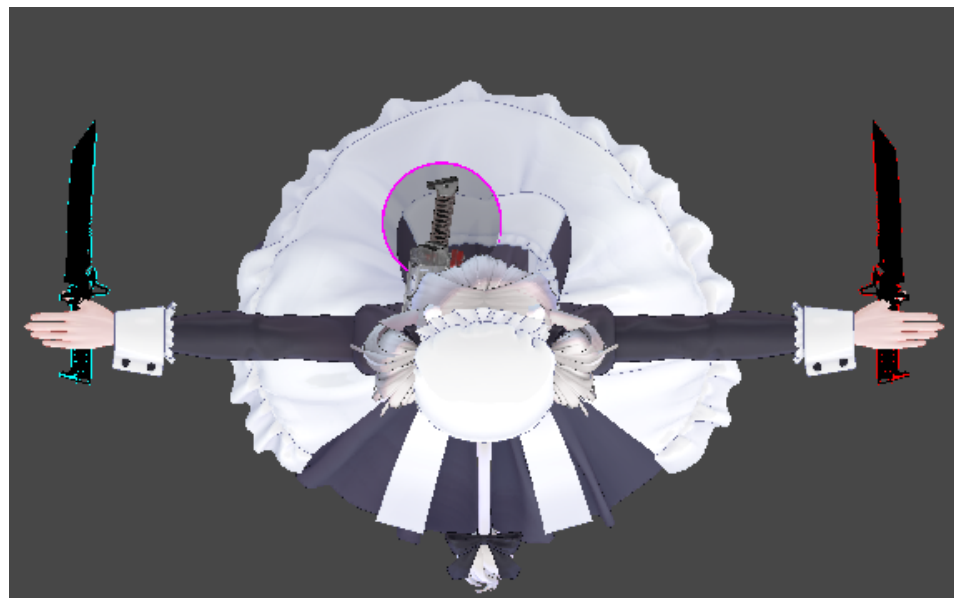
1. Import **Liltoon**, and either **Modular Avatar** or **VRCFury**.
2. Import the **UnityPackage**.
3. Drag and drop your desired color prefab from **Assets / _SPK_STRM_ / N1 TANTO / _PREFAB** into your avatar.



- **Scale Adjustment**

Only adjust the scale of the top-level object as shown in the guide to fit your avatar.

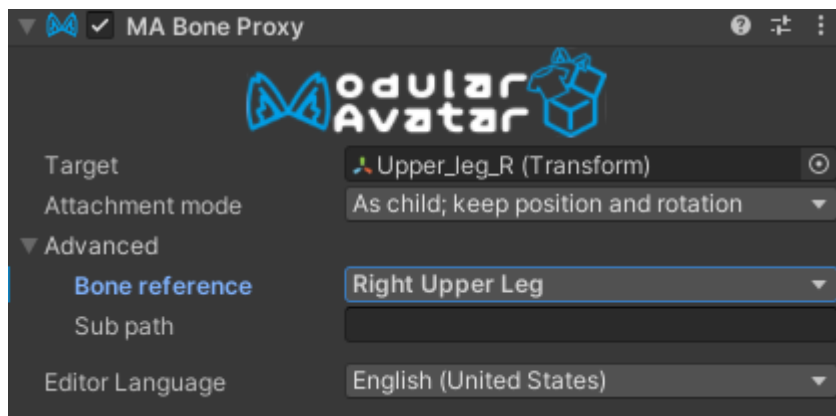
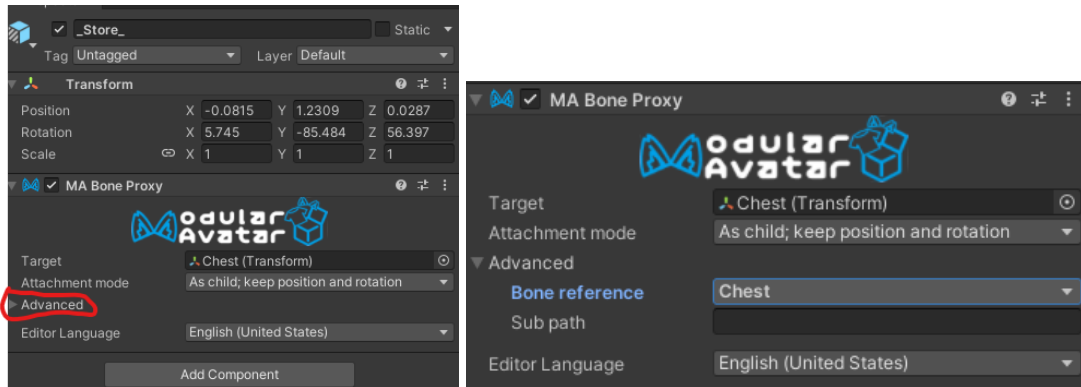
Move Position



- **Do not** change the scale of the following three objects — only move their positions:
1. **_Store_** (Purple): Storage position for the knife.
(Optional) If you want to store it in a different body part, update the object's settings accordingly.

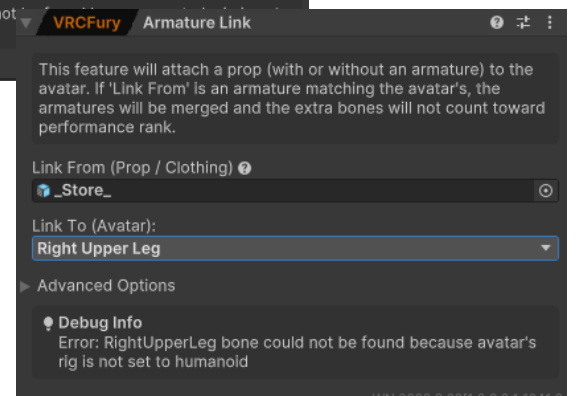
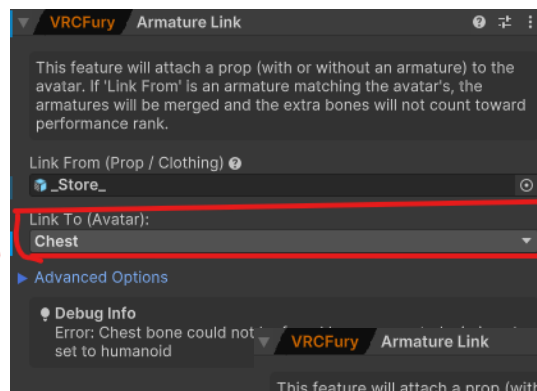
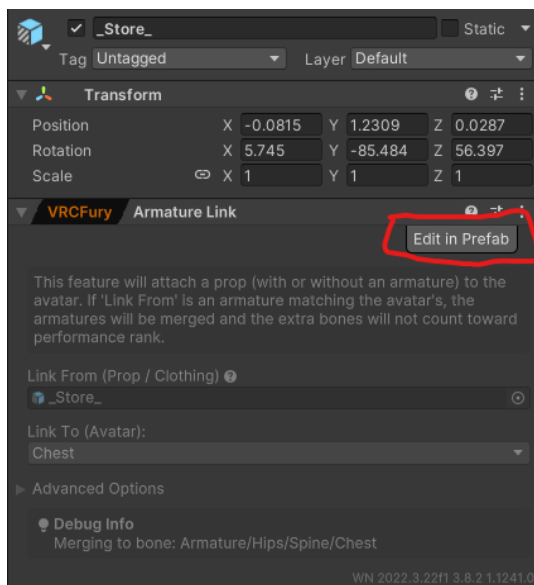
Default: **Chest**

(Example of moving it to right leg for MA / VRCF)



MA

VRCF



2. **_HandL_** (Cyan): Position when held in the **left hand**
3. **_HandR_** (Red): Position when held in the **right hand**

Basic Features

Gesture Sequence (in order): Open Hand → Fist



Weapon Equip

Touch the knife handle in the sheath and make a **fist** gesture to draw the knife.
(Alternatively, use the **"In Hand" toggle** in the menu.)

Weapon Store

Touch the storage position and make an **open hand** gesture to store the knife.
(You can disable this from the **Gesture > Pickup / Store** menu.)

Spin Mode

While holding the knife, make an **open hand** gesture to enter spin mode and twirl the knife.
(Change or disable the gesture in **Gesture > Spin** menu.)

If you switch to another gesture while spinning, the knife grip will flip to **forward or reverse** depending on the current spin direction.

Hand Swap

Touch the knife-holding hand with the opposite hand and make a **fist** gesture to switch hands.

(Can be disabled via **Gesture > Hand Swap**)

Slash Effect

When swinging the knife, a **mild distortion trail effect** appears.

(Can be toggled in **Gesture > Slash Effect**)