

How to import

1. Import lilToon, Modular Avatar, or VRCFury.
2. Import the Unity package.
3. `Asset / _SPK_STRM_ / N2 LICHTSTAHL / _PREFAB` Drag and drop the prefab from Folder A onto the avatar.

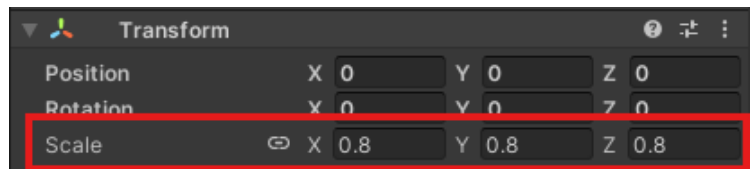
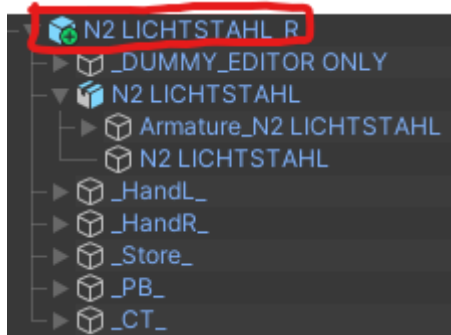
!! Sound does not play when you place a prefab inside another object in the avatar or when you rename the prefab. !!

To adjust all prefabs at once, please import the prefabs from the “A” folder into both MA and VRCF.

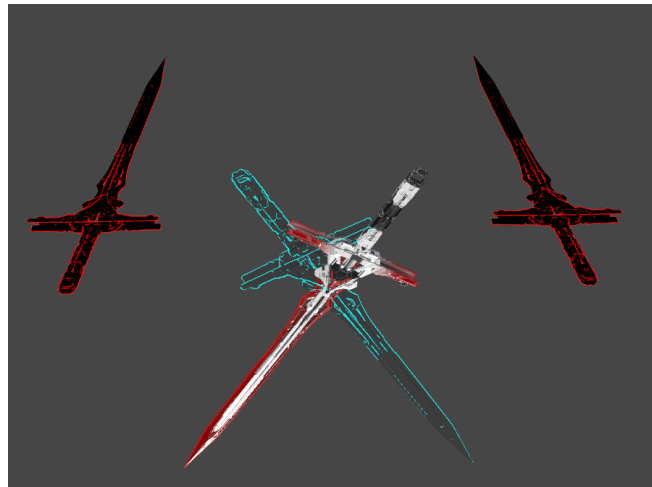
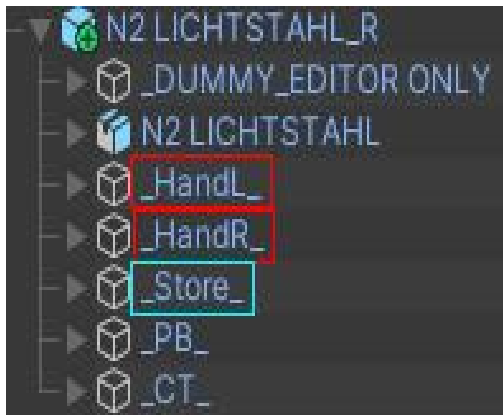
(In this case, after adjusting the position, right-click the Transform tab and select “Apply” to apply the changes to the prefab.)

4. Scaling and Positioning

- As shown in the guide, adjust only the scale of the parent object to fit the avatar.



5. Adjusting Object Position



- For the three objects below, adjust only their positions; do not change their scale.

1. **_Store_**
Position when stored
2. **_HandL_** Left-Handed Reference Position
3. **_HandR_** Right-Handed Reference Position

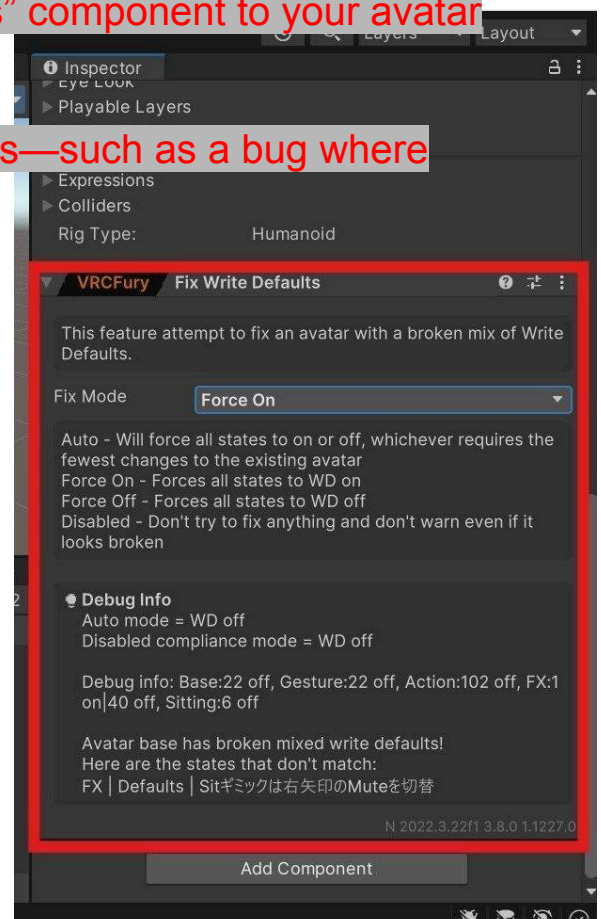
!! If your avatar has “Write Defaults” set to “Off,” please use VRCFury,

and add VRCFury's “Fix Write Defaults” component to your avatar with “Forced On” enabled.

If you do not do this, unexpected issues—such as a bug where sound continues to

play when you fire—

may occur.



Basic Features

Weapon Equipping:

Place your hand on the hilt and strike the  pose to draw the sword.
(You can also do this by toggling the “In Hand” option in the menu.)

Weapon Storage:

Place your hand on the storage compartment and spread your fingers to close it.

Variations:

While holding the sword, perform the gesture in the order   to transform it.
Perform the gesture again to return it to its original form.
(You can configure gestures in the Gesture > Extend menu.)

Holding It Upside Down:

You can flip it to hold it in the  pose. Try it again to hold it in the forward position.
(You can configure or disable this gesture in the Gesture > Flip menu.)

Holding with Both Hands:

If you grip the sword with one hand and hold the hilt with the other, you are holding it with both hands.

If you release your grip in this state, the hand opposite the one that released the grip will take hold of the sword.

(You can disable this gesture under “Gesture > Two Hand Grabbable.”)

Swing:

An effect appears when you swing the sword while holding it.

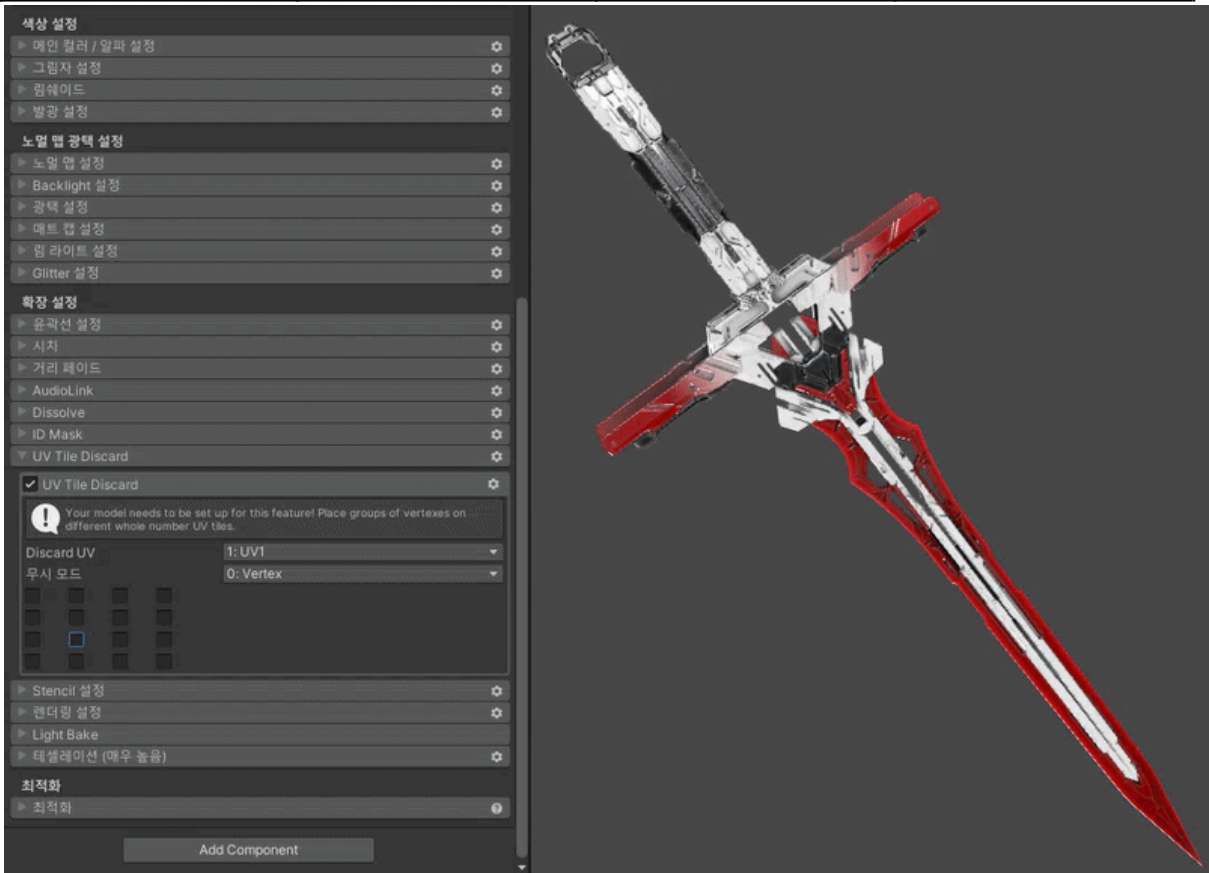
(Enabled by default. Can be disabled via Gesture > Slash Effect)

Other Features

UV Tile Discard

The “UV Tile Discard” option is enabled in the Material Settings, and since the parts are assigned according to the layout below, you can turn them off individually.

Center of the blade	Blade Edge		
Handle	Center 1	Center 2	Side Wings



Handle Thickness Variation

The handle thickness modifier for the main object is set to 100 by default, so if you want a thicker handle, please reduce this value.

