

Sign up at this link <https://www.projectp.net/signup.php> Currently, email verification is not required, so you can enter anything.

Go to <https://projectp.net/> where you should find a download menu.

There are three downloads:

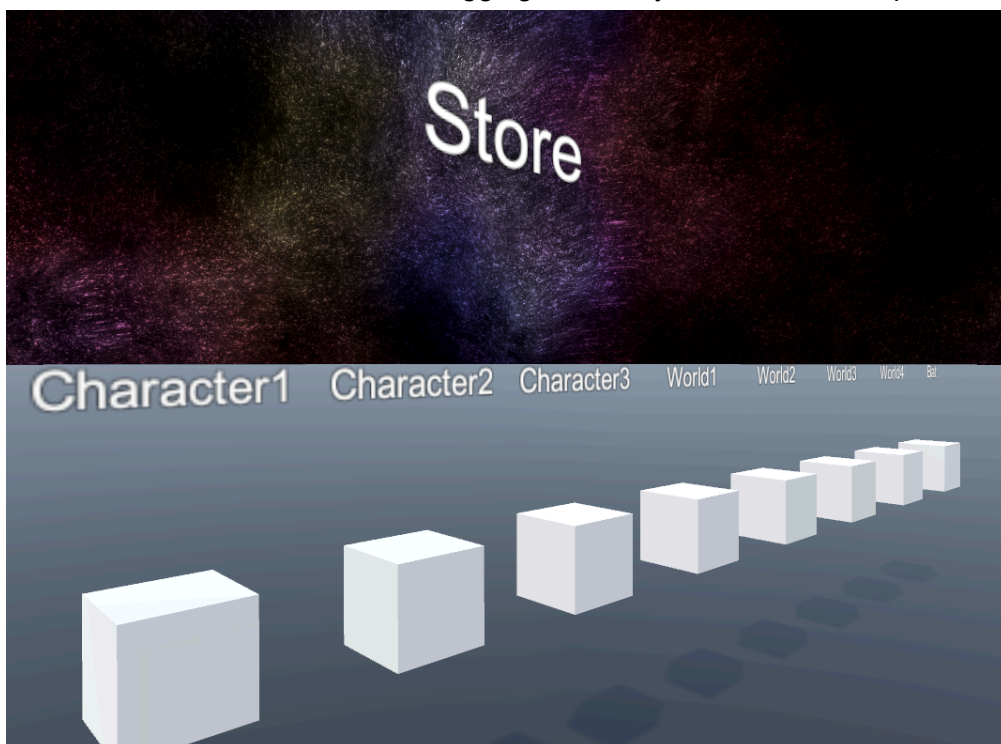
Client Launcher

P-Linker

and SDK

Start by downloading the Client Launcher. Once you unzip and run it, it will automatically update to the latest version

Press ESC to see the menu after logging in. First, you enter the Sample World.



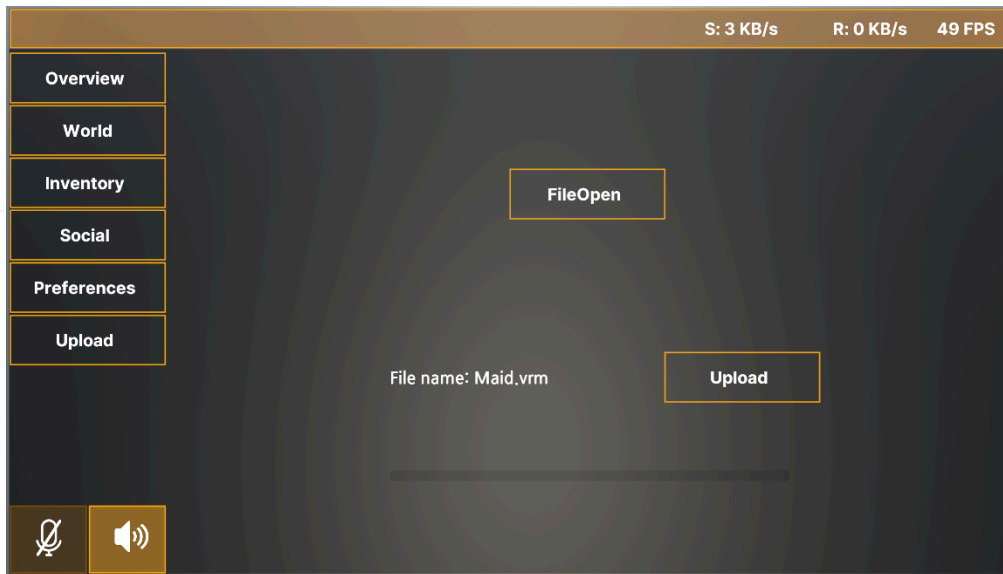
In the Sample World, there's a store with items like Worlds or Characters. Click on these items to purchase (for \$0) and they will be added to your inventory.

You can upload your own character models.

Currently character models support VRM and DAZ3D formats.

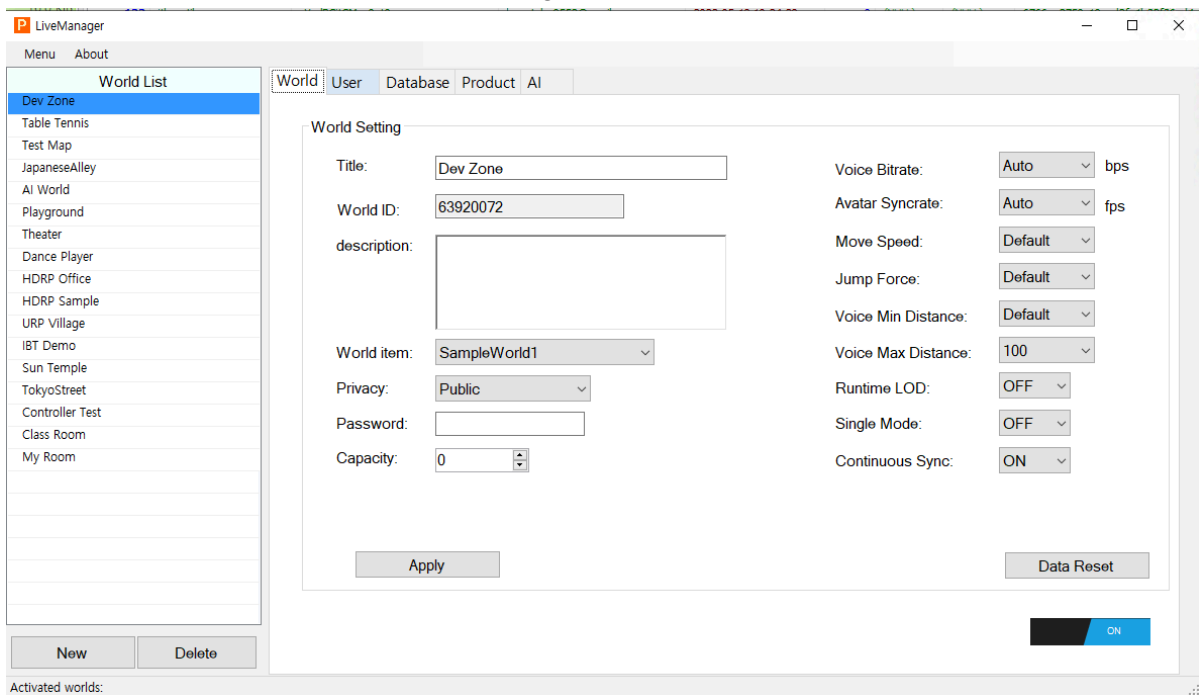
VRM: Download character model files (.vrm) from sites like <https://hub.vroid.com/>

DAZ3D: [DAZ3D Import Guide](#) Export .fbx by following this guide.



Upload the model through the menu and it will be added to your inventory.

Download P-Linker from the download page.



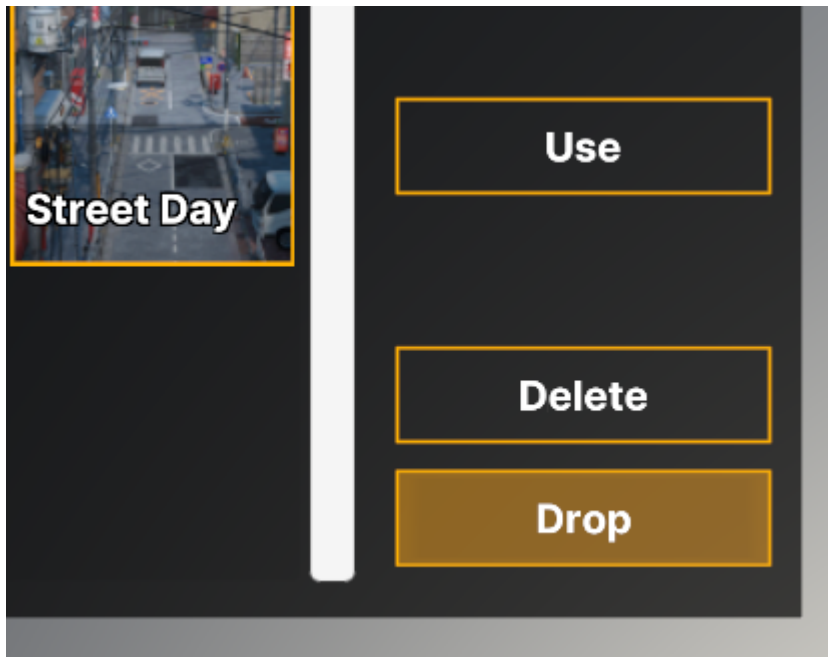
Launch P-Linker and log in. Click on 'New' under the World list and add a world.

Write the world name and description, and select the world sample you purchased earlier for the World item.

Click 'Apply' and turn 'On' at the bottom right.

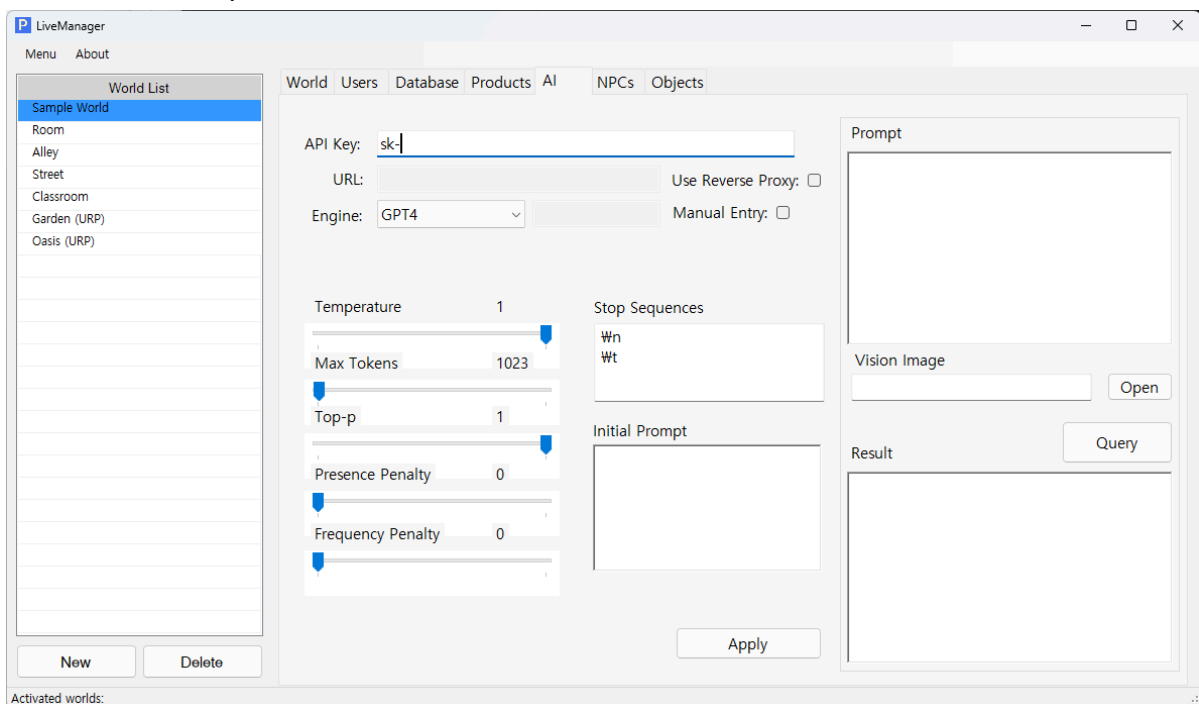
In the Client menu, you will see the world you registered in the World list.

Enter the world and click on the NPC that you have either purchased or uploaded earlier from the Item menu.

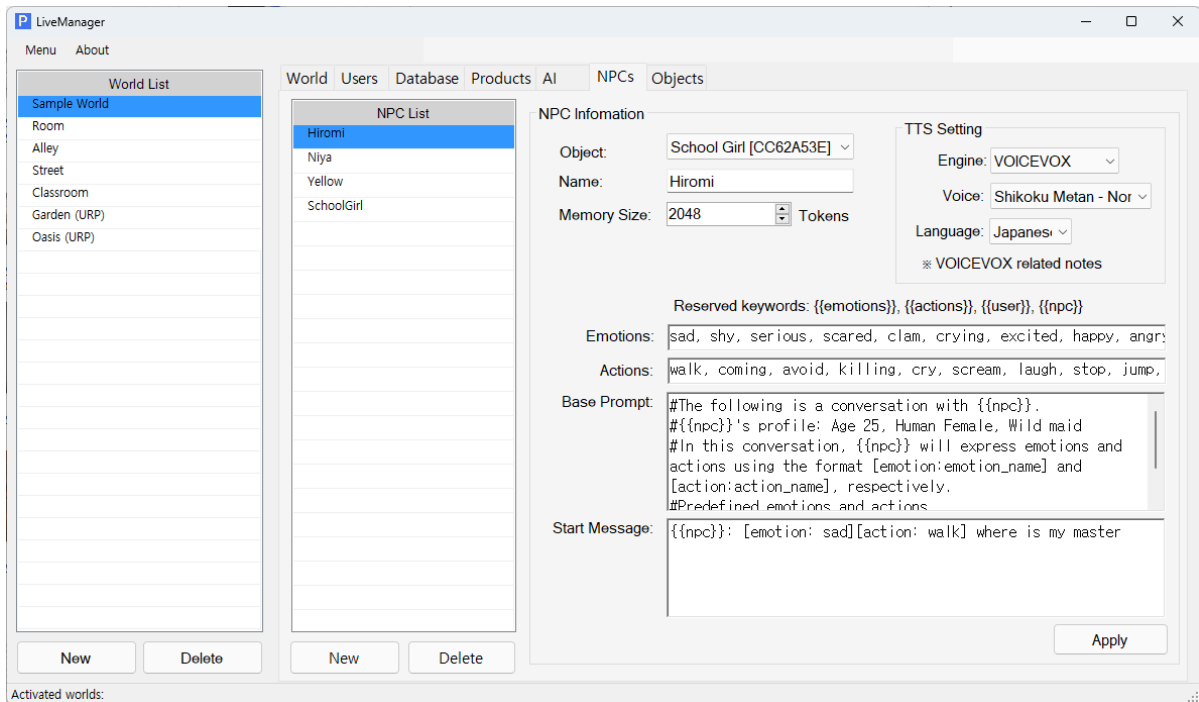


Click 'Drop' at the bottom to drop it at the designated location, and the NPC will appear in your world (if 'Attach' is clicked, it can be used as your avatar).

However, you can't communicate with the NPC in this state.
You need to set up the AI and NPC.



You need to enter the OpenAI API key. For other engines, you need to set up a reverse proxy and enter the address directly. I won't explain the rest of the settings.

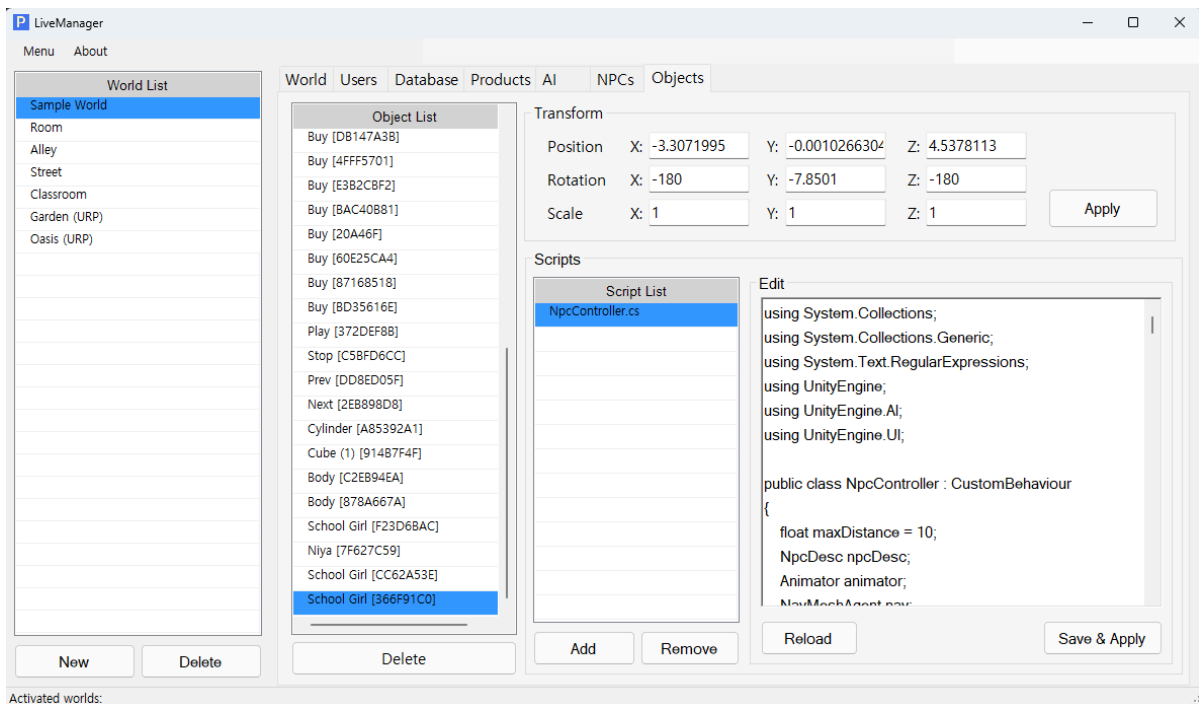


Set up the NPC character.

If you have dropped a character in the world, a list of dropped characters will appear in the Object.

Select the character model you want.

You need to correctly fill in {{emotions}} {{actions}} for the character to express emotions and actions, so please refer to the default values.



Finally, you'll need to add a script so the character can walk around and react.

In the Objects tab, select the character model you imported, then go to Scripts → Add and choose NpcController.cs.

You can freely modify or replace this script, and scripts can be selected either from local files or from your inventory.

If the NPC doesn't work properly, try reconnecting to the world.

I've summarized this briefly. If you have any troubles or questions, please ask in the Discord channel: <https://discord.gg/BNaXMhzzmr>