



## Clothing Pack Instructions

There's a few ways to install this clothing pack, click on the blue links to jump to that section in this PDF.

### Table of Content:

[Install With 3rd Party Unity Scripts](#)

[Manual Installation](#)

[Setting Up Toggles After Manual Installation](#)

## Install With 3rd Party Unity Scripts

Installing with scripts is very convenient and easy.

**You can use VRC Fury to install the clothing pack.**

**VRC Fury:** <https://github.com/VRCFury/VRCFury>

I've included a prefab in the folder "VRCFury Prefab", follow the instructions in the link to install it, it should be as easy as **dragging and dropping the prefab onto your avatar!** Using this method automatically sets up toggle for you too.

If you have any questions with this installation method, please ask the creator of VRC Fury.

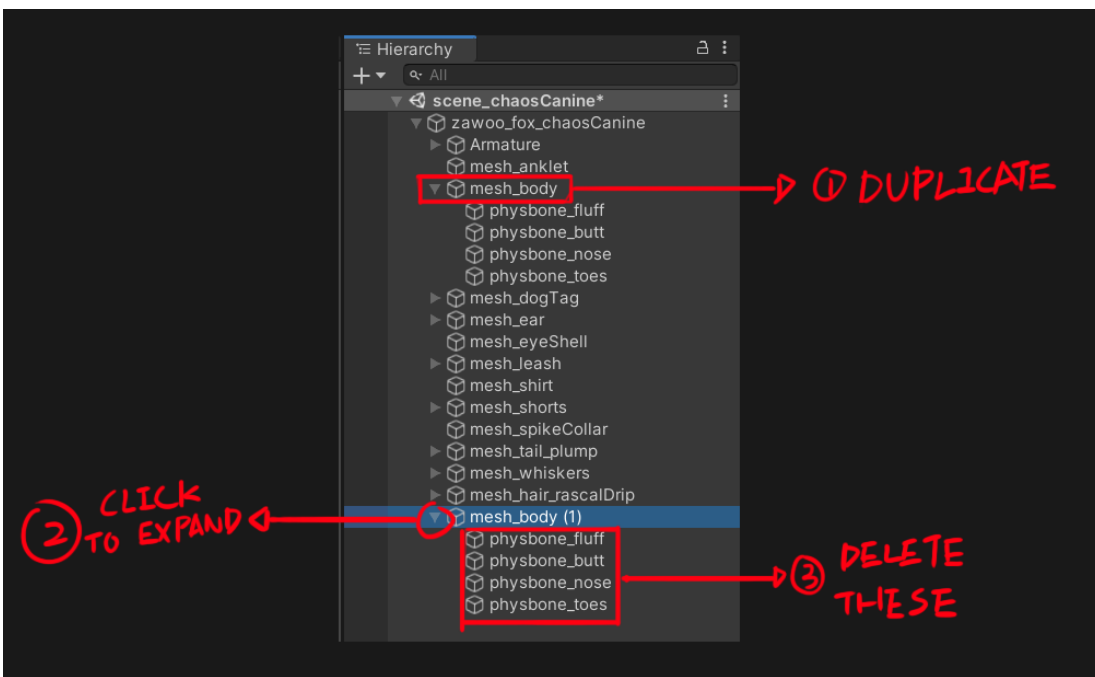
*Since I am not involved in the development and distribution of 3rd party Unity scripts, I can not provide technical support or instructions for them. I also can not guarantee that the scripts will work well, nor can I guarantee the integrity of your Unity project or the safety of your computer and personal information if you decide to use these scripts.*

# Manual Installation

The manual installation method is recommended for people who want to have full control over the structure of their avatar.

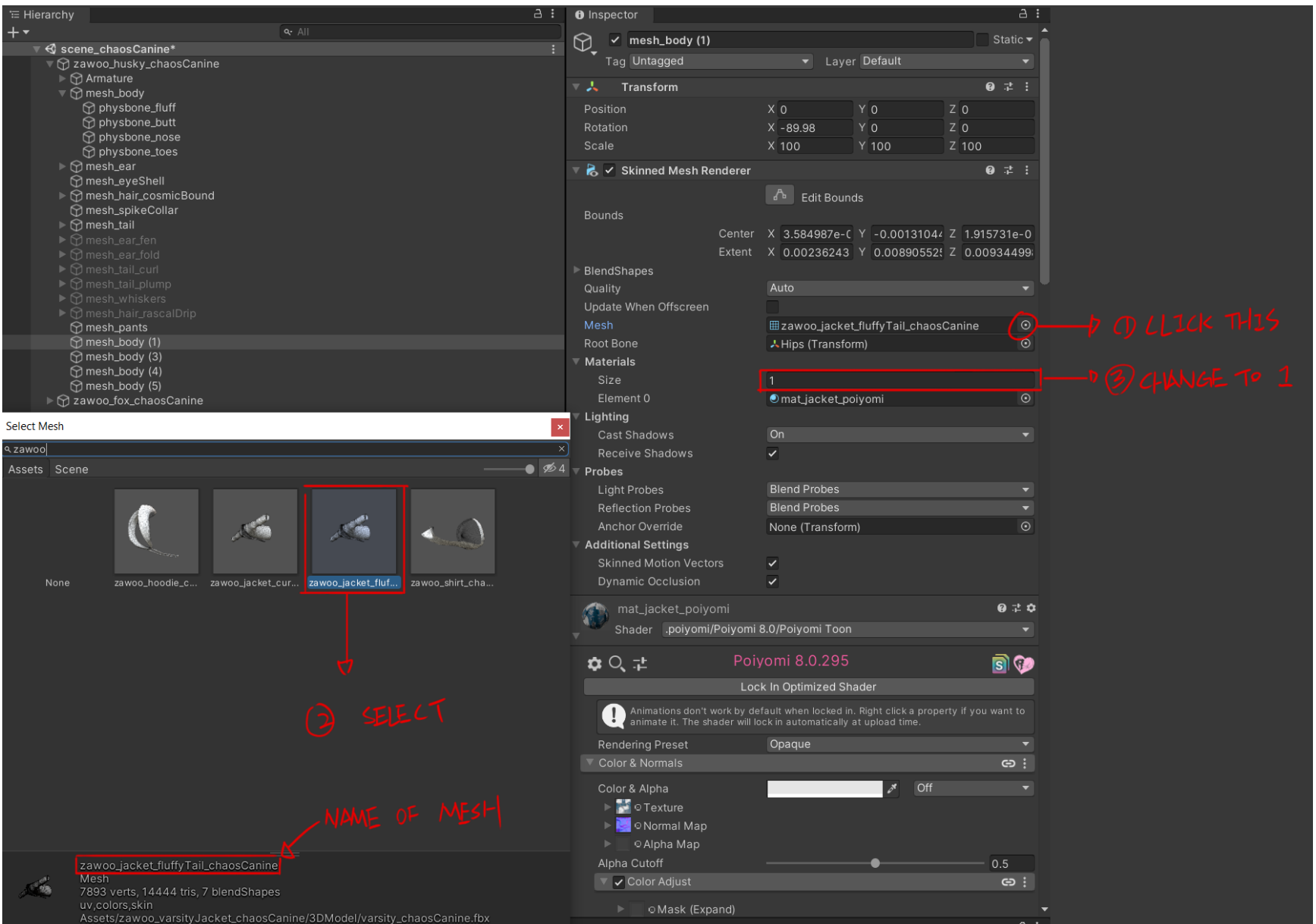
1. Import the clothing Unity Package.
2. Open the scene that contains your avatar, and duplicate (ctrl+D) the mesh of your avatar.  
On **Chaos Canine**, the mesh is called mesh\_body  
On **Daring Deer**, the mesh is called mesh\_deer\_body  
On **Rascal Rabbit**, the mesh is called zawoo\_rascalRabbit
3. A new gameobject will appear, with (1) suffix indicating it's a new object created from duplication.
4. Click on the little arrow on the left of mesh\_body(1) to expand its content, and delete all the child objects with "physbone\_" prefix. **If the little arrow doesn't exist, you can skip this step.**

**!!! Make sure you don't delete the physbone objects in the original "mesh\_body". Leave it alone after duplicating. !!!**

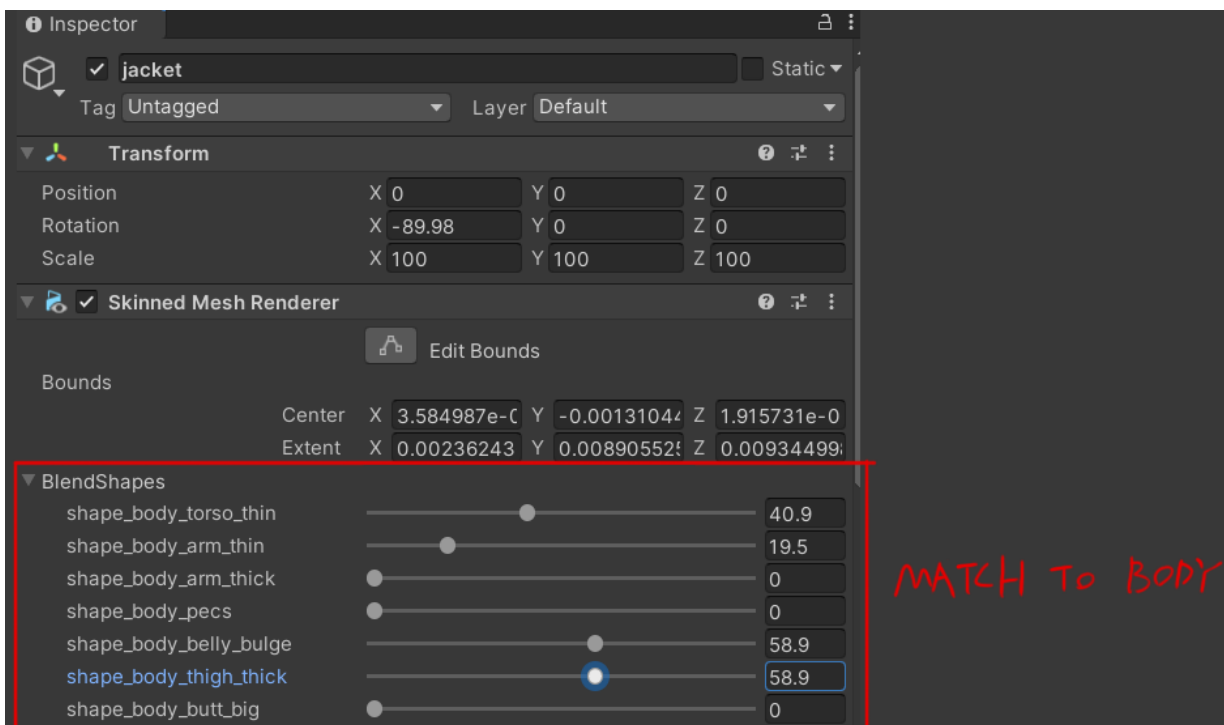


5. Under the Skinned Mesh Renderer component of mesh\_body(1), change the mesh to the clothing mesh you would like to wear. They have the "zawoo" prefix. You can use the search box in the Select Mesh window to make this process easier.
6. In the Skinned Mesh Renderer component, in the material drop down, change the size to 1.

**When installing the varsity jacket on the chaos canine, pay attention to the name of mesh. There are 2 jacket models depending on which tail you have, if you install the wrong one, your tail will clip through a lot as it sways in game.**



7. The clothing model should show up on your avatar now, but with wrong material, and might not fit at all. Select the clothing and match the blendshapes' value to your body. (For instance: If your "shape\_body\_waist\_thin" is 55 on your body, make your clothes' "shape\_body\_waist\_thin" also 55)



8. Find the correct material you'd like to use (they are organized by name). Drag and drop it onto the mesh.



9. Repeat step 2 to 8 until you've completed the outfit.

10. And that's it!

# Setting Up Toggles After Manual Installation

There are a few ways to set up toggles.

## Method 1: Setting it up yourself

One tried and true way is to make the appropriate animations and drive them with animator controllers. I won't touch on how to do that in this manual since there are many tutorials available online (look up "VRChat Toggle how to". You can also refer to the official VRC SDK documentation.

## Method 2: Using 3rd party Unity scripts

There are several Unity scripts that can create toggles, or more!

VRCFury is a versatile tool that can install prefabs and create toggles for them.

[VRCFury: https://gitlab.com/VRCFury/VRCFury](https://gitlab.com/VRCFury/VRCFury)

VRChat Toggle Assistant is a tool that automates the process of creating toggles.

[VRChat Toggle Assistant: https://shatteredfur.gumroad.com/l/vrctoggle](https://shatteredfur.gumroad.com/l/vrctoggle)

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