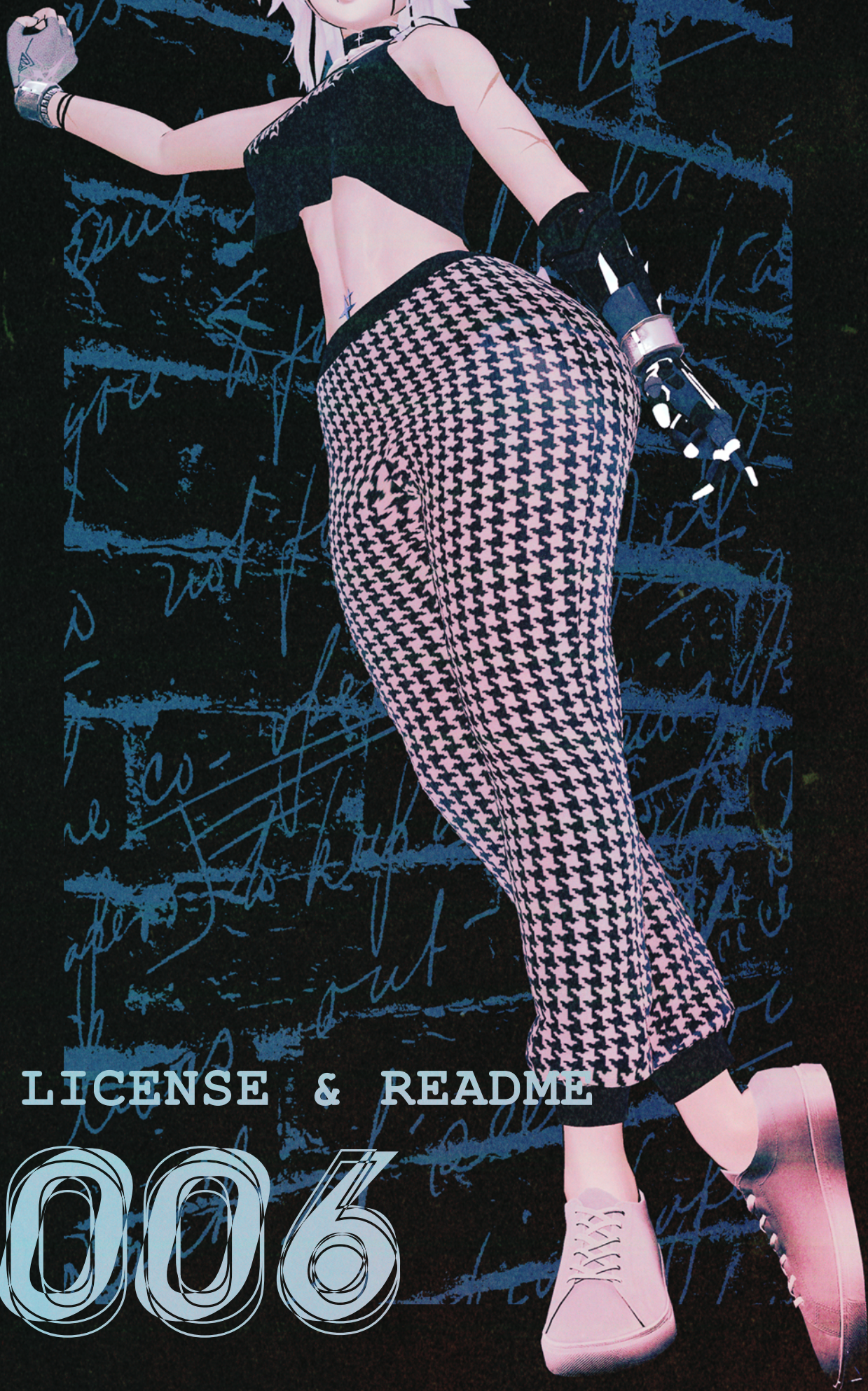


# AMONGUSWARE



LICENSE & README

006

# THANK YOU!

Thanks for purchasing my outfit! Your purchase helps me pay bills, and keep working on new avatars and outfits. If you have any questions, or need support, join our Discord!

Clothing in this package was made from scratch by me. The shoes have been retopo'd and baked for game use. I pour hundreds of hours of work into my assets and workflow. If you'd like to see more, consider sharing my website with friends!

-kayla <3

## DETAILS

- Clothing created from scratch in CLO3D.
- All meshes Retopologised and Finalised in Blender.
- All meshes textured and baked in Substance Painter.
- Scripted, Animated, and Assembled in Unity 2019

## CREDITS

- Senky for VRCFury ([vrcfury.com](http://vrcfury.com))
- Godfall for their avatars ([godfall.club](http://godfall.club))

## LICENSE

This package is for personal use only!  
It should not be redistributed in any form, including but not limited to; p2p sharing, rehosting, etc. It is intended only for use in VRChat, and should not be used for any commercial or monetary gain. For details see the Uni-Virtual License on the last page.

# UVL

# Uni-Virtual License



AU



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SEU



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Remarks

# INSTALL

## Step 1.

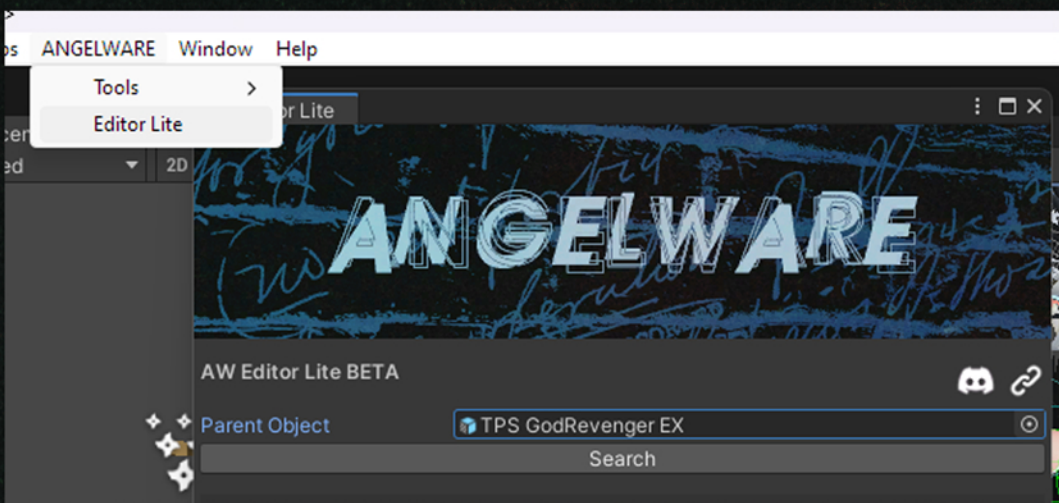
Install GodRunner / GodRevenger based on the original instructions.

Import the VRCFury package by either using the included uni-package, or using the VRCC (recommended).

Import the 006\_Casual package for your model.

## Step 2.

Open the Angelware Platform menu, located on the top of your screen under "ANGELWARE/Editor Lite".



## Step 3.

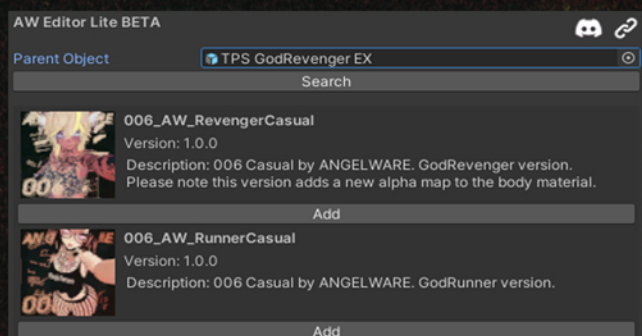
The editor should find GodRevenger or GodRunner with the default prefab names. If it cannot find the avatar, drag the root of your avatar into the "Parent Object" box.

Press "Search" to find available packages for your avatar.

## Step 4.

Add the package for your avatar. Make sure to choose the right version!

*(Note: When adding the GodRevenger version, the editor will attempt to find the original body material, and add an alpha mask. It will also attempt to lock all shaders to prevent crashes. If you are using a different body material, you may need to manually add the Alpha Mask and animate the Alpha Cutoff.)*



# CHANGING TEXTURES

This package comes with multiple texture sets! To change textures, visit each material in the "Materials" folder and change the base colour texture to your desired texture. Textures are stored in the "Textures" folder under relevant directories.

# COMMON ISSUES

If your project crashes at any point, the most likely culprit is Poiyomi's shader hitting the 64 texture slot limit. I have a detailed guide in the Angelware Discord server on how to fix this.

A quick fix is to delete the "Shader Cache" folder in your project's "Library" folder. When you return to the project, use `ANGELWARE/Tools/Lock Revenger Materials`. This will automatically lock all GodRevenger default materials, which should hopefully prevent future crashes.

If VRCFury mentions an error like the one below, please click "Skip and Stop Asking". Proceeding with this function could potentially break the avatar.



# FINISHED!

## We're done! Enjoy!

If you would like to learn more, check out my Notion where I outline a few more details in depth! ([notes.angelware.net](https://notes.angelware.net)). And of course, thank you again!

# FULL LICENSE DETAILS

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本モデルでは基礎条項に加え、個別条項をもとに以下の行為を許可します。

- ・成人向け表現(性的表現)の許可
- ・成人向け表現(暴力表現)の許可

本データは以下の特記事項があります。

ここに特記事項を記入してください

規約全文は下記URLを参照してください。

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This model is released under UV license.

This model allows the following actions based on Individual terms in addition to the Basic Terms.

- For Adults, Sexual Expressions Use
- For Adults, Violence Expressions Use

This data has the following special notes.

Remarks: This asset may not be used to represent and real-world political and/or religious beliefs.

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