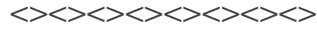


# Greek Phalanx Action

by Don Albert

## How to Attach Props



The following PARAMETER DIAL values are settings for the Greek Phalanx Action smart props. The outfits and weapons used are from the Malis/Lourdes Hoplite Pack for M3, Hoplite Expansion Pack, and the Persian Army sets at DAZ. Other props and clothing will work with these Genesis figure poses. See the promo image for examples. This process only takes a minute or so and is quicker than doing it yourself.

1. Load and clothe the Genesis Greek Hoplite or PersianArmy figure. Apply the Loader Pose to the figure for a specific prop.
2. Set the right or left hand as the Parent of the prop. Right hands for weapons, left hands for shields.
3. Dial in the 3 Translation values and the 3 Rotation values. The props will snap into place and follow the actions of all poses for that prop.
4. Some props will re-scale when attached to a Parent. Be sure all props are set or re-set at 100% scaling.
5. Hand poses are included for each weapon and shield prop. It is thus easy to change weapons between specific weapon poses. For example, delete or hide the spear in a spear thrusting pose. Apply the sword-hand pose, then load the sword and dial it into place. You can also use similar props from other sources. Hand pose adjustments may be necessary for other props.



GREEK HOPLON SHIELD - Left Hand			HOPLITE SPEAR 2 - Right Hand				
Trans:		Rotation:	Trans:		Rotation:		
X	-1.70	X	-7.85	X	4.40	X	152.00
Y	-3.50	Y	-11.00	Y	-2.00	Y	1.70
Z	-6.40	Z	-2.00	Z	-26.00	Z	-75.00

HOPLITE SWORD - Right Hand			HOPLITE SWORD - Left Hand				
Trans:		Rotation:	Trans:		Rotation:		
X	-71.00	X	-96.00	X	71.00	X	-68.00
Y	78.00	Y	26.00	Y	78.00	Y	-114.00
Z	-20.00	Z	0.00	Z	-20.00	Z	-107.00

Also included are settings for the LM Spartan for M4 sword and shield.

LM SPARTAN SWORD - Right Hand			LM SPARTAN HOPLON - Left Hand				
Trans:		Rotation:	Trans:		Rotation:		
X	7.50	X	14.00	X	-6.00	X	0.00
Y	-10.70	Y	0.00	Y	-3.15	Y	-9.00
Z	3.30	Z	-28.00	Z	-0.90	Z	-91.00

Print this page for a quick reference when loading and attaching props.