

Delta Prime for Star



By Ladyfay & Mia3d copyright March 2015

Delta Prime comes with the following:

Clothing

- Conforming suit
- Conforming sleeves
- Conforming boots
- Conforming helmet
- Conforming harness (with attachments for the gun & jetpak)

Props

- Gun smartprop for Star's right hand
- Gun smartprop for the harness
- Jetpak for the harness

Textures

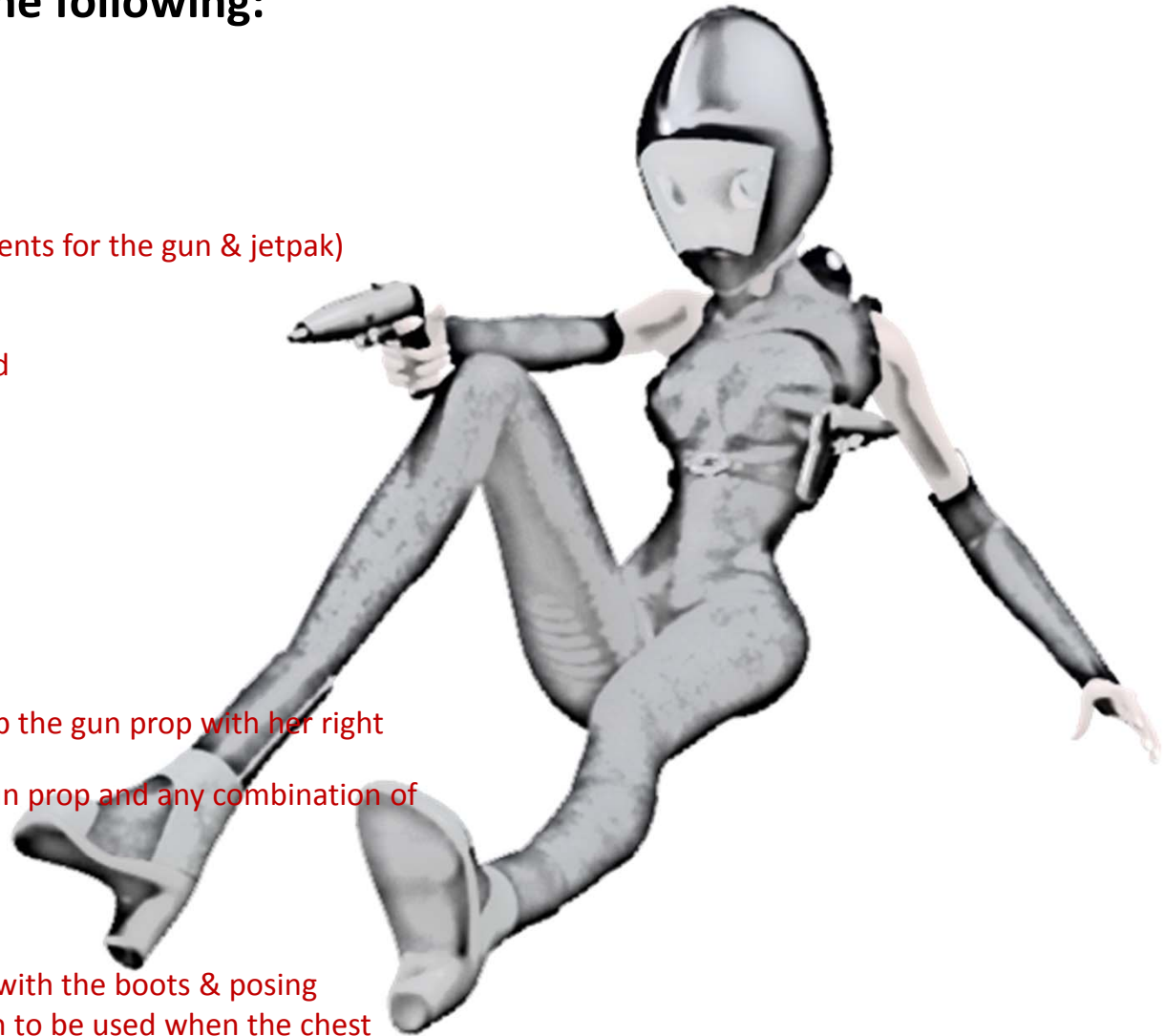
- 3 texture sets for the outfit
- 4 textures for each of the props

Poses

- Special hand pose to make Star grip the gun prop with her right hand (found in the hand folder)
- 5 general poses for use with the gun prop and any combination of the clothing and accessories

Utilities

- Hide/unhide for Star's lower body
- Lock/Unlock for Star's feet for use with the boots & posing
- Special fix pose for the harness gun to be used when the chest scale dial is set to 1 on star.



General Loading & Usage Instructions:

- **To load the basic clothing with Star:**

1. Load Star into the Scene
2. Select Star
3. Use the !Hide Lower Body pose in the pose\delta prime\utilities folder,
4. Select Star
3. Load the Clothing Item into the Scene
4. Conform the clothing to Star

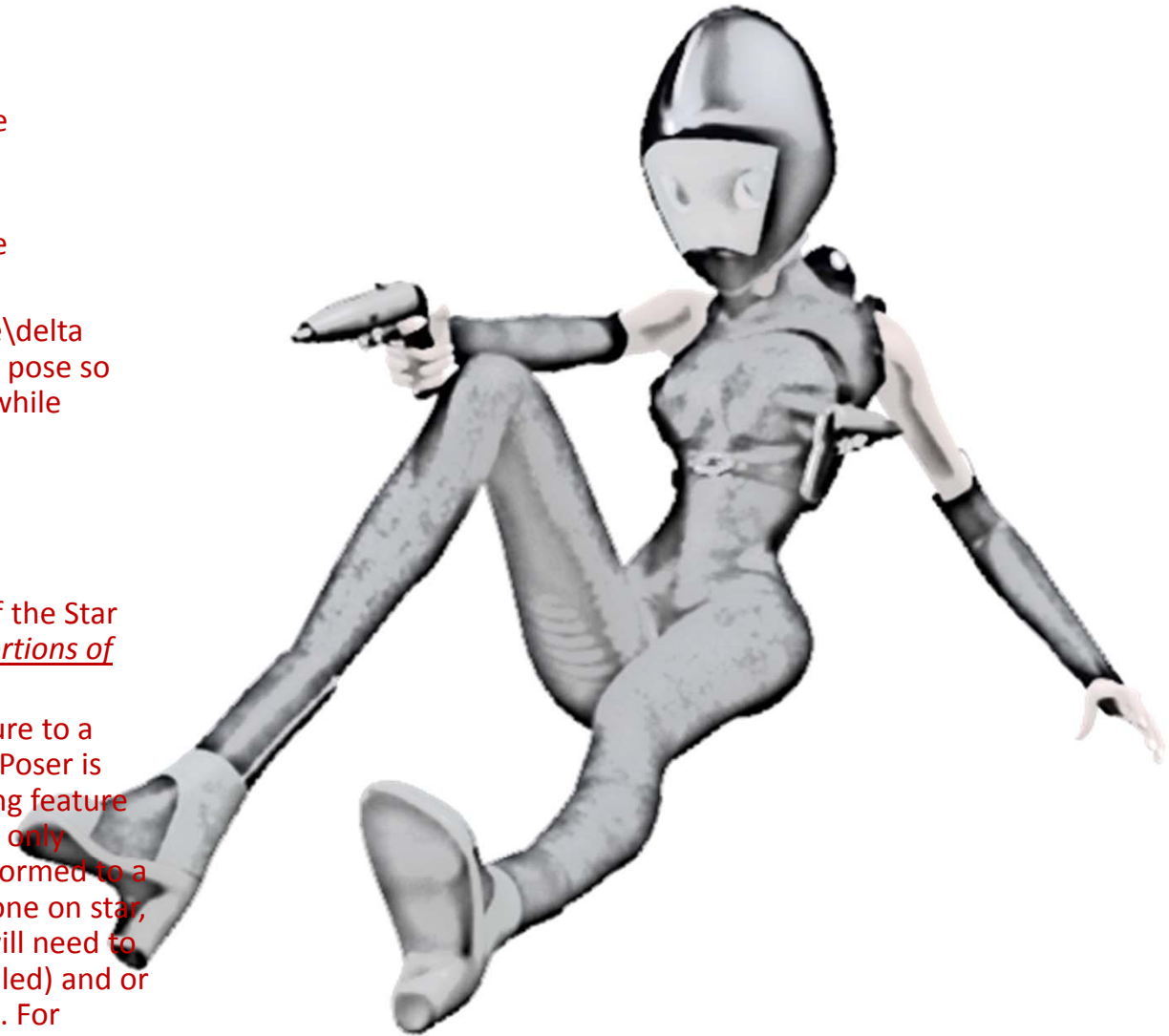
*prior to loading the boots, go to the pose\delta prime\utilities folder and use the lock feet pose so that the boots will fit properly, especially while posing.

-- repeat steps 4 & 5 as needed

- **IMPORTANT SCALING Notes:**

All general scaling features that are part of the Star figure will work with the CONFORMING portions of the outfit ONLY.

Scaling as such will not transfer from a figure to a prop or to an item parented to the figure. Poser is not designed to work in this fashion. Scaling feature (including scaling/lengthening/thickening) only transfers to character figures that are conformed to a base figure. This means that if scaling is done on star, the items that are not conformed to her will need to be manually adjusted in size (manually scaled) and or repositioned and re-parented if so desired. For further information in regards to scaling refer to the poser manual.



- **To load the props with Star:**
- **Note: both the harness gun and jetpak are meant to be used with the harness. For them to load properly the harness must be loaded and conformed to Star.**

1. Make sure Star is selected
2. From the props folder select the desired prop.

*the Delta Prime Gun R_Hand will automatically load smartprop'd to Star's hand for easy posing.

3. Load the hand pose from the Hand folder to enable Star to grip the gun.

*note this hand pose may need to be reloaded after posing Star.

- **Loading Textures**

1. Select the piece of clothing, no need to select the specific prop when texturing
2. Load the desired texture onto the piece of clothing or prop from the associated mat folder.



Posing

You may either use the included poses that are intended for use with the hand gun prop, or you may use any other poses you wish.

1. Make sure that Star is selected
2. Load your desired pose.
3. If needed, reload the special hand pose that is for holding the smartprop'd gun

Note: if the scalars are used with star the props may need to be manually moved using the translate x/y/z dials found in the prop or scaled. A pose fix file can be found in the poses subfolder to help correct the position of the harness gun ONLY when the chest scaler is used on Star. To use the pose file, please make sure that the harness gun prop is selected prior to loading the pose file.

Render and enjoy 😊

