

Double Danglers Genitalia for G9

~~Tutorial~~

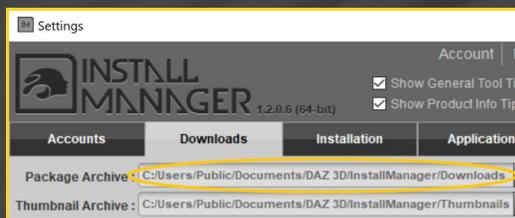
1- What is Double Danglers for G9?

Double Danglers is a posable double penis graft complete with anus that blends with Genesis 9. It comes rigged, with many shaping morphs and textures. It only needs G9 to be used and has no dependencies.

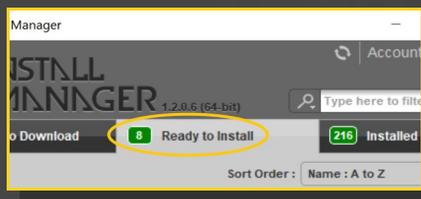
2 - How to install it?

A - Using DAZ Installation Manager

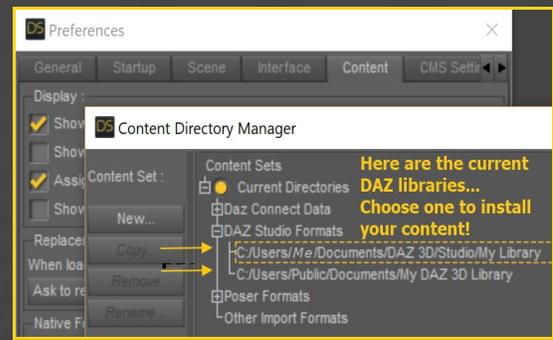
– Locate your DIM zip directory: Open DIM, click on the upper right gear, click on the 'Downloads' tab, and locate the Package Archive directory:



- Copy the zip and dsx files in it ;
- Refresh DIM (couple of round arrows at the top), and enable the 'Ready to Install' tab. Locate the product, and click 'Install'... done!

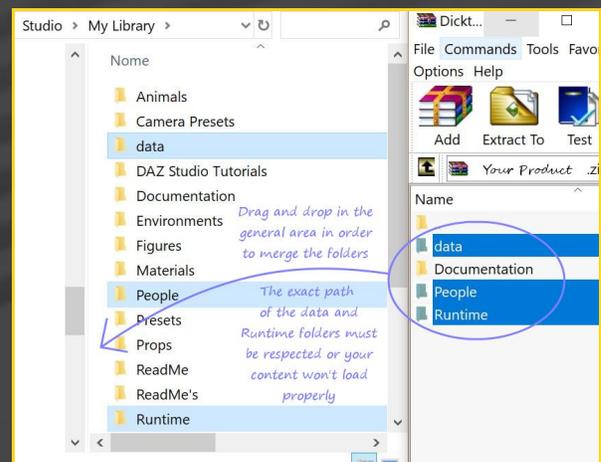


B – Manual procedure



Locate your main DAZ folder. It may be something like C:\Users\Public\Documents

\My DAZ 3D Library.



Merge the contents of the .zip file with your main DAZ folder, where your G9 content is installed.

---> It is important that the **data** and **Runtime** folders are properly installed in your content library folder with the exact path provided in the zip (installing in a sub-folder is a common mistake), otherwise textures and geometry files won't be found.

For MAC users: (instructions courtesy of Guttersnipe):

1. Locate your "My Library" folder and COPY the unarchived contents of your product by dragging and dropping while holding down the "alt" button.

2. A dialogue will appear.

DO NOT PRESS RETURN OR CLICK ON "REPLACE"

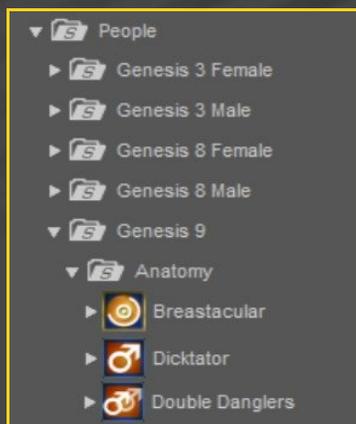
This is very, very important – if you do it will delete everything you have in any matching folders.

Instead click on "Apply to All" and then (carefully) click on "MERGE":

You may need to refresh your content library (alt-click on "My Library" and select "refresh" from the context menu) or restart Daz to see your new items.

3 - Where is my content?

You can access to the graft and presets in your Content Library tab under '**People/Genesis 9/Anatomy/Double Danglers**'



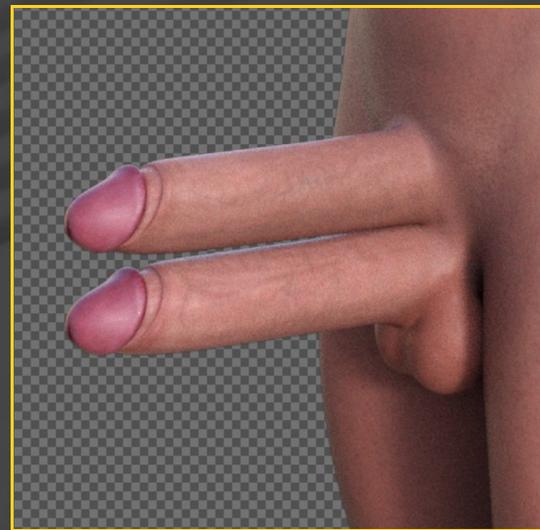
4 – Quick Double Danglers setup

– Load G9 in the scene, select it and load from the '**People/Genesis 9/Anatomy/Double Danglers**' folder the '**1-Double Danglers_Smart**' wearable

preset for a full setup:



– Load the '**Material Copy**' script.



The smart setup loads everything you need in one click: Double Danglers, and two textured geoshells.

5 – Foreskin shell: showing or hiding it

Two geoshells are loaded:

- The Double Danglers G9_Shell;

- The Double Dangers G9_Foreskin Shell.

The Foreskin shell is hidden by default, as you only need it if you stretch the foreskin forward.



You can turn the shell on/off in the Scene tab, or using the included tool:



For fine tuning, you can also manually dial the many morphs in the Parameters tab:

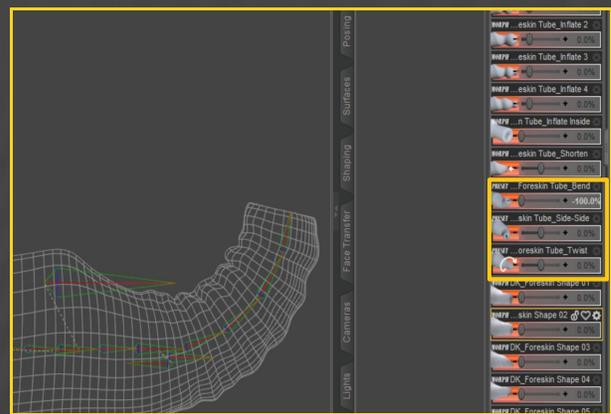
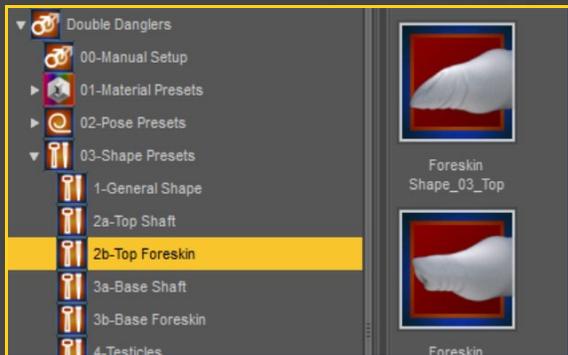


The Foreskin is fully rigged, so you can pose it at will.

You can quickly curve it with the dedicated properties (Foreskin Tube_Bend/Side-Side/Twist) in the Parameters tab:

6 – Pushing the foreskin forward

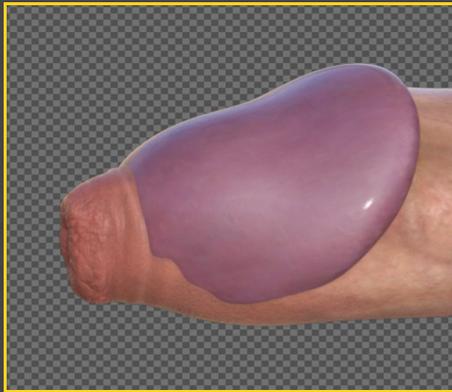
In order to push the foreskin forward, the easy way is to inject one of the presets from the '03-Shapes Presets/2b-Top Foreskin (or 3b-Base Foreskin)' folder:



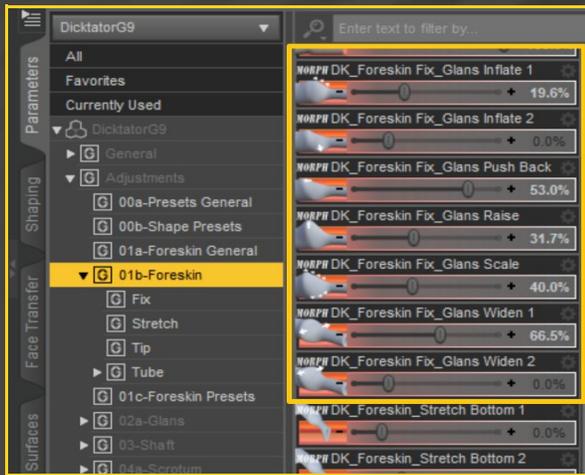
7 – Fixing glans poke-through

The old 'Cover-Up' for G8M Dicktator was a

separated graft, stretched forward by default, so it followed the glans shape as a glove. The G9 Double Dancers foreskin is included in the main mesh and retracted by default. The G9 way has advantages (better control of the full sliding for example) but you will need to adjust the foreskin shape if the glans is heavily morphed:



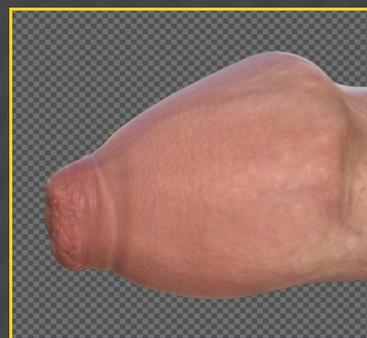
In order to do that, you can use the 'Foreskin Fix' morphs in the Parameters tab:



...you can also decide to scale down the glans:

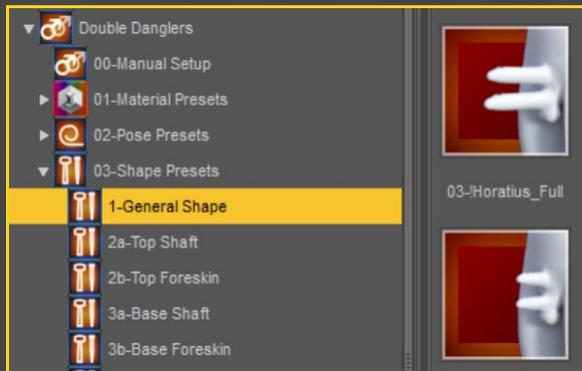


...or pose/translate/ the glans bone:



8 – Quickly set the general shape

In order to quickly shape the whole genitalia, a wide set of presets is included. You can access them from the '**03-Shape Presets/1-General Shape**' folder:



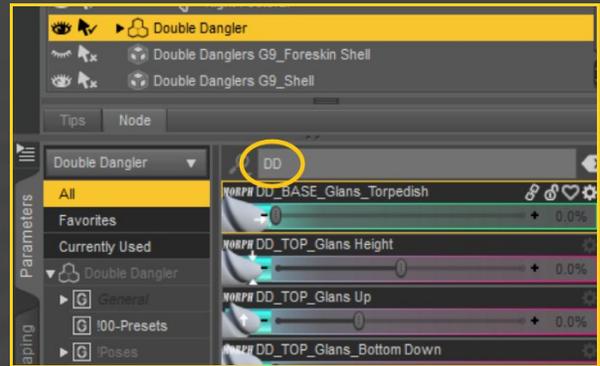
The shapes can separately be injected on the upper and lower shafts. Better zero the shape before injecting a shape preset or the mixer script:



9 – Detail Morphing

If you need to build your own shape, the Parameters tab includes tons of morphs for fine-tuning. The morphs are located on 'Double Dangers', but you can access them with G9 selected in the scene as well, and filtering the

results with 'DD':

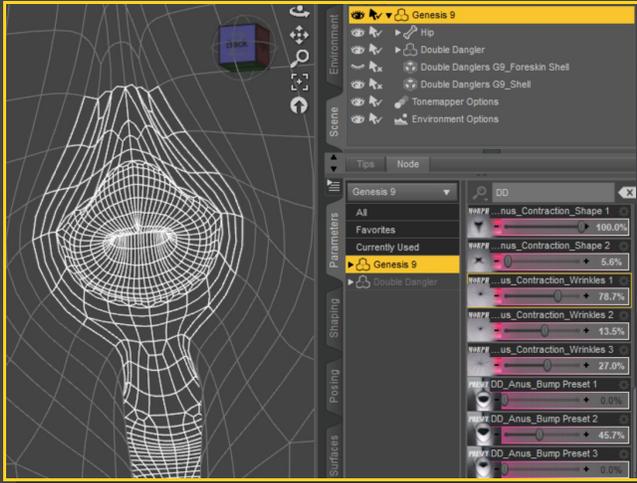


10 – Anus shaping

You can quickly set the anus with the presets included in the '**03-Shape Presets/6-Anus Shape**' folder (select G9 before injecting):



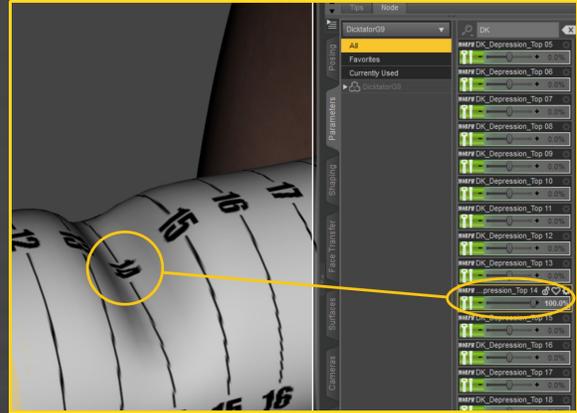
If you want to manually set the anus morphs, they are to be found on G9 (they are NOT on Double Dangers, as they involve some of the G9 mesh outside the graft):



11 – Identing the shaft

If you need to ident the shaft for collisions you can either scale any of its bones or use the many indentation morphs.

In order to help you locate the right morph number on the shaft, just load the indentation shell on G9 from the '*03-Shapes presets/5-Indentation Reference*' folder:

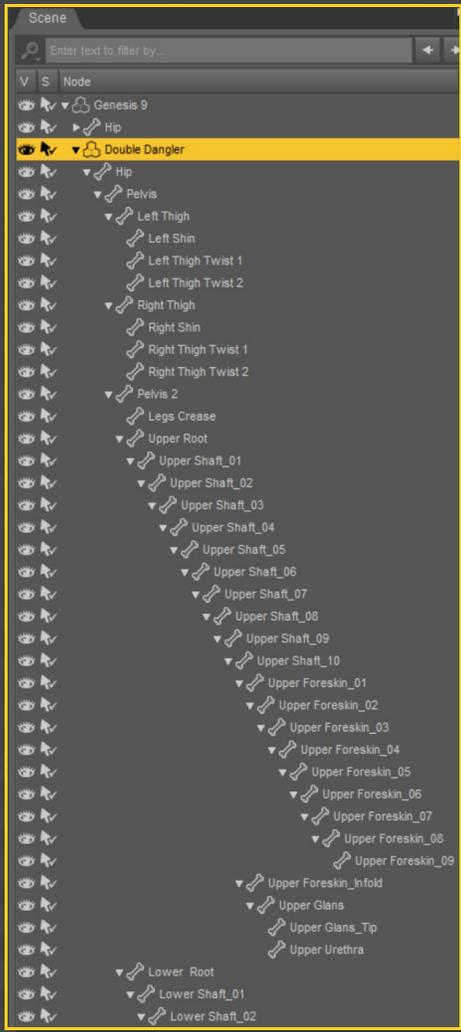


When done, just hide the Identification Reference shell in the Scene Tab.

12 – Posing it all

Double Danglers includes many bones, and allows you accurate posing control:





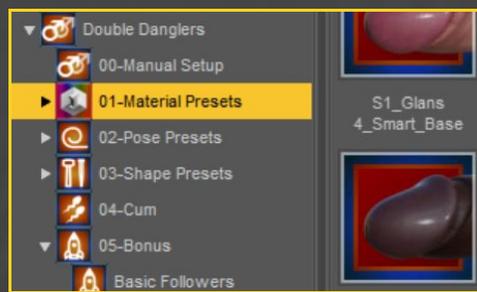
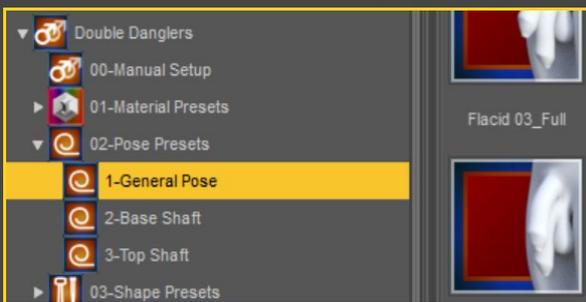
For the flacid poses, if you need to fix the scrotum poking into the legs, just dial the 'Scotum_Legs Squeeze' morph:



13 – Materials

The geoshell comes with a texture set loaded by default. You can load more texture presets from the '01/Material Presets' folder:

For quick erection or flaccidity setups, you may load one of the pose presets (they include morphs as well):

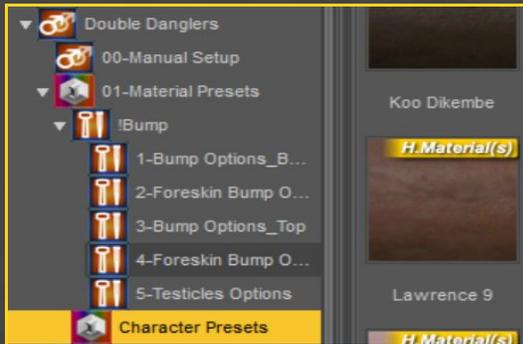


Texture sets from the Texture Wizard/Pumping Pole Palette sets are not included in this package.

The bump folder includes veins and wrinkles presets.

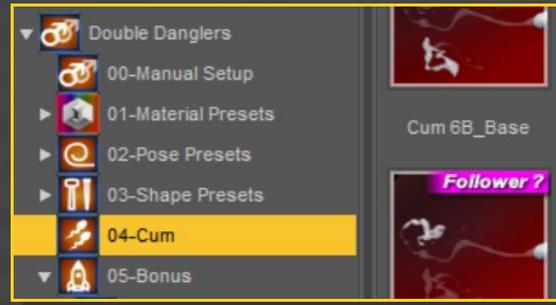
14 – Setting a shader for custom characters

Some presets are included to match the tone of a few characters:



15 – Cumshots

A set of cumshots is included, they can be found in the '04-Cum' folder:

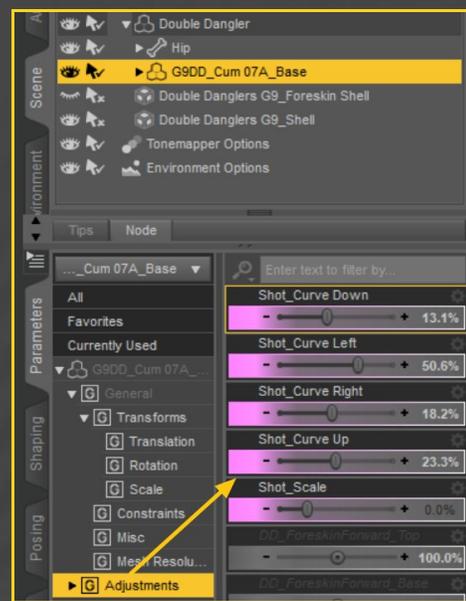


Just select Double Dangers, and load one of the cumshots.

The cumshots include several morphs in the Parameter Tab to help you adjusting the shape:

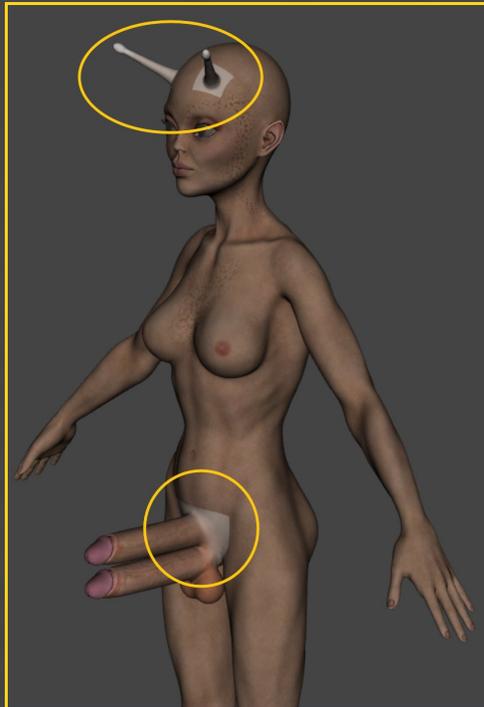
You can manually adjust the texture tone for other characters editing the 'Base Color' and 'Translucency Weight' on the Dicktator geoshell.

The higher the translucency, the darker the look.



16 - Fixing Geoshells

If you have multiple grafts loaded on G9 or unsupported multiple shells, white surfaces may show in front of the grafts:



In order to fix the issue, select the bugged shell and load from the main Double Dangles folder one of the two "Shell Fix" scripts (the one courtesy of Omni is better, as it is undoable. A big thank you).

