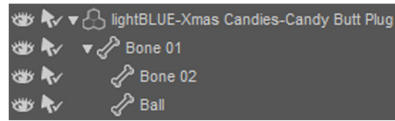
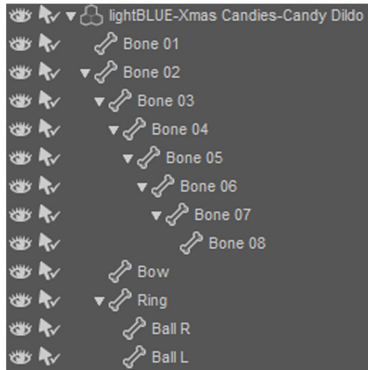


INSTRUCTIONS

Load the props with nothing selected in the scene.
Move/rotate/scale the complete props with their root bones.
To scale just the top of the Candy Butt Plug, use the Bone 02.
To scale just the base of the Candy Dildo, use the Bone 01.
To bend the Candy Dildo, use the bones 03, 04, 05, 06, 07, and 08.



You can switch off the visibility (click the small eye icon on the left of the bone in the scene tab) of all parts that you do not want to use (Bow, Ring, Ball R, Ball L...).

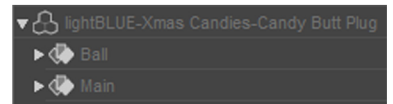
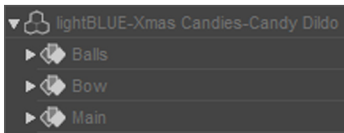
The balls (ornaments) of both props can be moved away from the main candy parts and posed on their own. But keep in mind that the ornaments are children of the candy part, and if you move the main candy part they will follow it. So if you want to use the ornaments separately, the best way is to load a new prop and switch off the visibility of all other parts, leaving only the ornaments visible.

MATERIALS:

Each part of these props has two material variants (red and green).

Select the prop and load the material of each part separately (Main MATs for the candy parts, Balls MATs for the Candy Dildo, Ball MATs for the Candy Butt Plug, Bow MATs for the Candy Dildo bow).

Make sure to apply the correct material for the selected prop, materials for the Candy Dildo will not work properly on the Candy Butt Plug, and vice versa.



BONUS Poses:

Load the Genesis 9 figure, apply the Base Feminine morph, and with the G9 selected, apply the pose for G9. Load the candy prop, and with the prop selected, apply the pose for that prop. Do not parent the prop to G9 before you load the pose.

The Pose 01 for G9F works together with the Candy Dildo pose, and the Pose 02 for G9F works together with the Candy Butt Plug pose.

