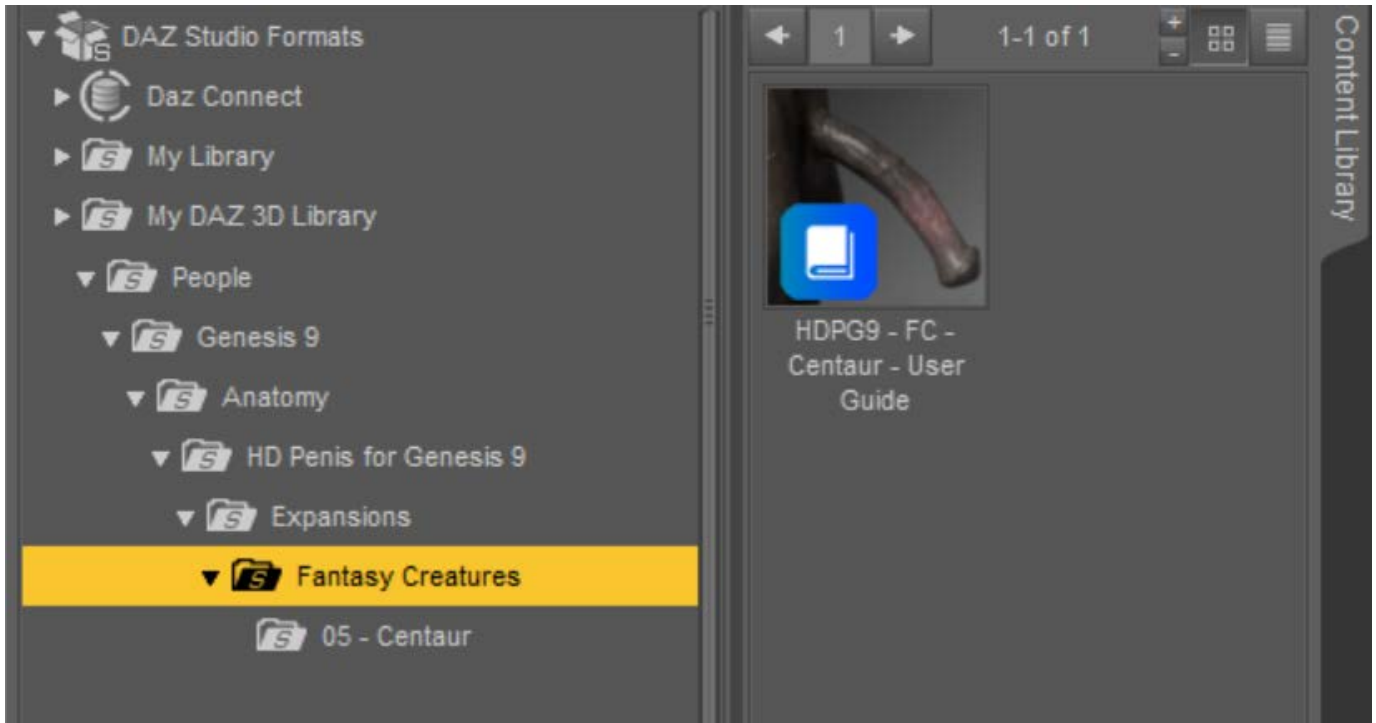


1. After installing Centaur for HDPG9 to the daz library folder where HDPG9 is located, go back to DAZ Studio and go to the Content Library pane. You can see all of its contents under 'People > Genesis 9 > Anatomy > HD Penis for Genesis 9 > Expansions > Fantasy Creatures'.



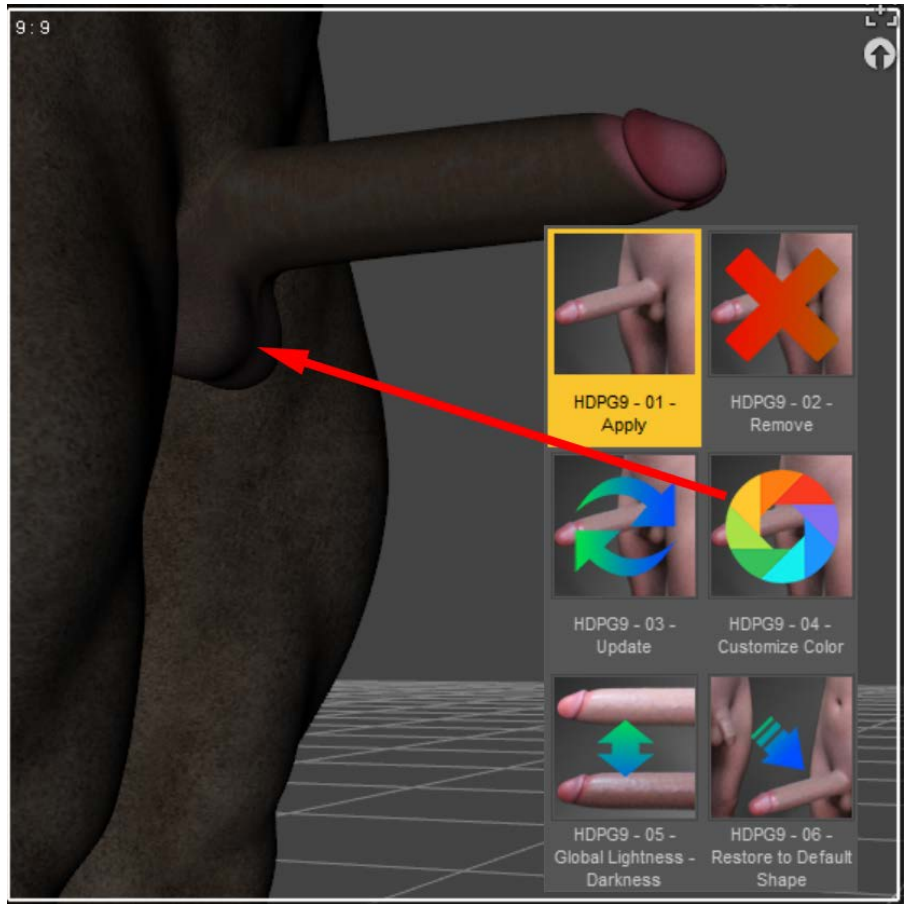
2. In the 'Fantasy Creatures' folder there is a script called 'HDPG9 - FC - Centaur - User Guide'. Double-click on its icon to open this user guide in DAZ Studio.

3. Go to the '05 - Centaur' subfolder under 'Fantasy Creatures' to see all the color presets of Centaur for HDPG9.



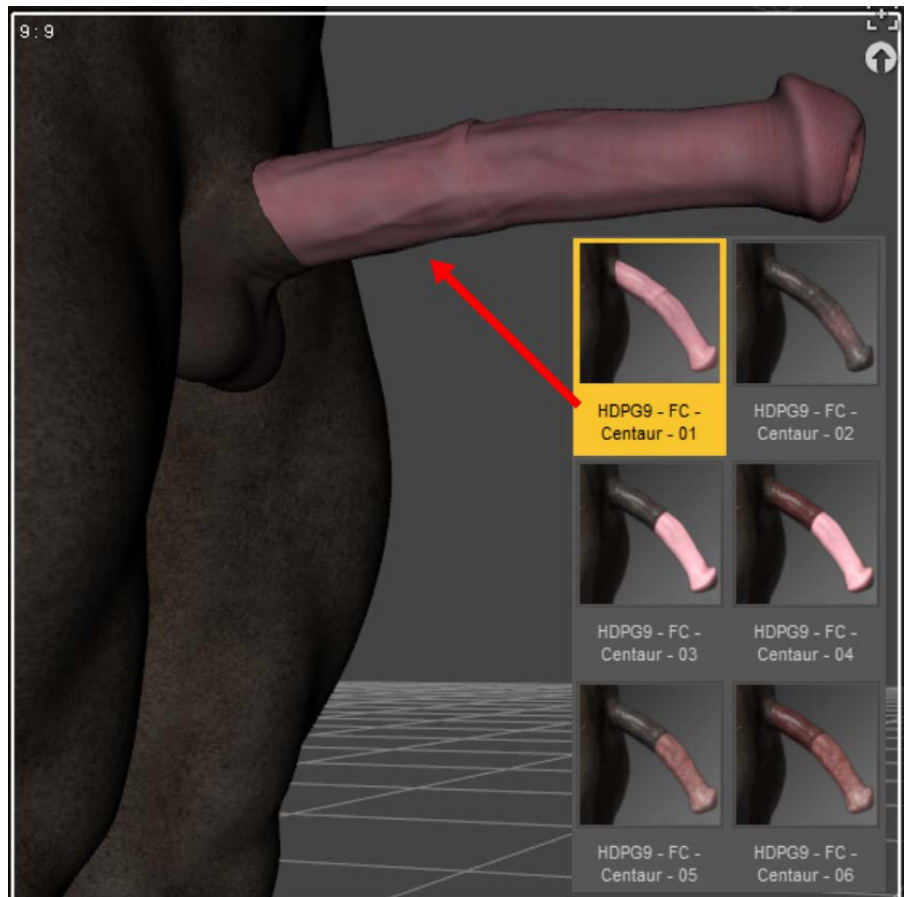
To start using Centaur for HDPG9, you need to apply HDPG9 to your character first.

Because the color presets of Centaur for HDPG9 will not change the color of the scrotum. So after applying HDPG9, if you feel that the scrotum does not match your character's skin, you need to use the custom color script of HDPG9 to assign it a suitable color. Here, I assigned a dark gray to the centaur's scrotum.



Select HDPG9 in the Scene pane, then double-click any color preset icon to see the changes to your character's penis.

With HDPG9 selected, double-click the other color preset icons to give the penis a different color.

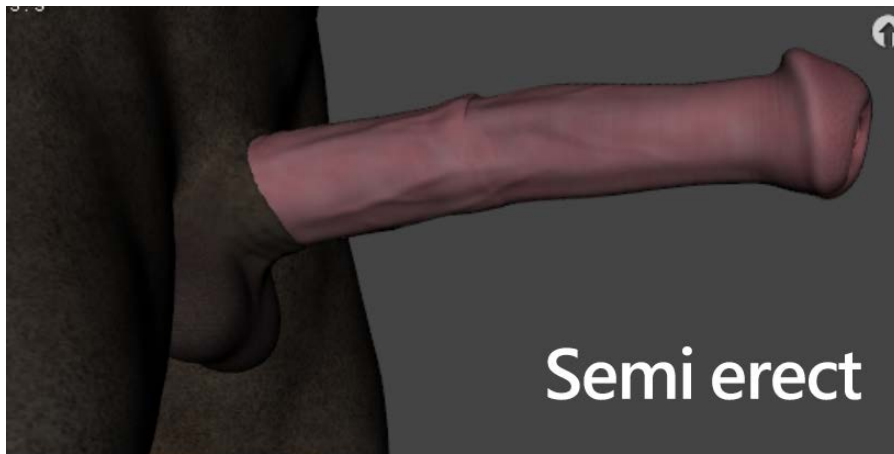


4. In addition to the color presets, Centaur for HDPG9 also provides some tool scripts to help you use this product better.



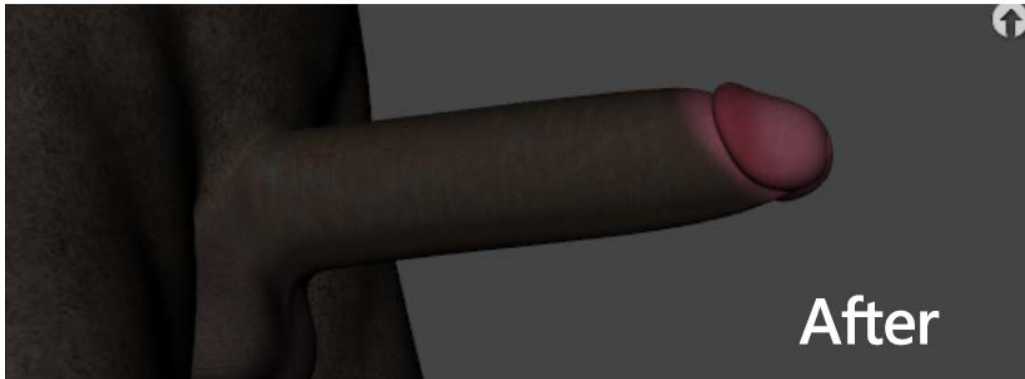
### **HDPG9 - FC - Centaur - ! Fully Erect and HDPG9 - FC - Centaur - ! Half Erect:**

These two scripts are used to switch the Centaur's penis between different erection states. When we use the color preset of Centaur for HDPG9, the Centaur's penis is in a semi-erect state by default. Select HDPG9 in the Scene pane, then double-click 'HDPG9 - FC - Centaur - !Fully Erect' and the Centaur's penis will be fully erect. At this point, double-click 'HDPG9 - FC - Centaur - !Half Erect' and it will become semi-erect again.



### **HDPG9 - FC - Centaur - ! Remove:**

This script is used to restore HDPG9 to the state before applying Centaur for HDPG9. Select HDPG9 in the Scene pane, then double-click the script icon, and you can see that HDPG9 returns to its original shape and color.



#### HDPG9 - FC - Centaur - !Tone Adjustment:

This script can be used to fine-tune the color tone of the Centaur's penis. But please note that this adjustment is limited, It cannot change the hue of the penis from reddish to greenish or bluish.



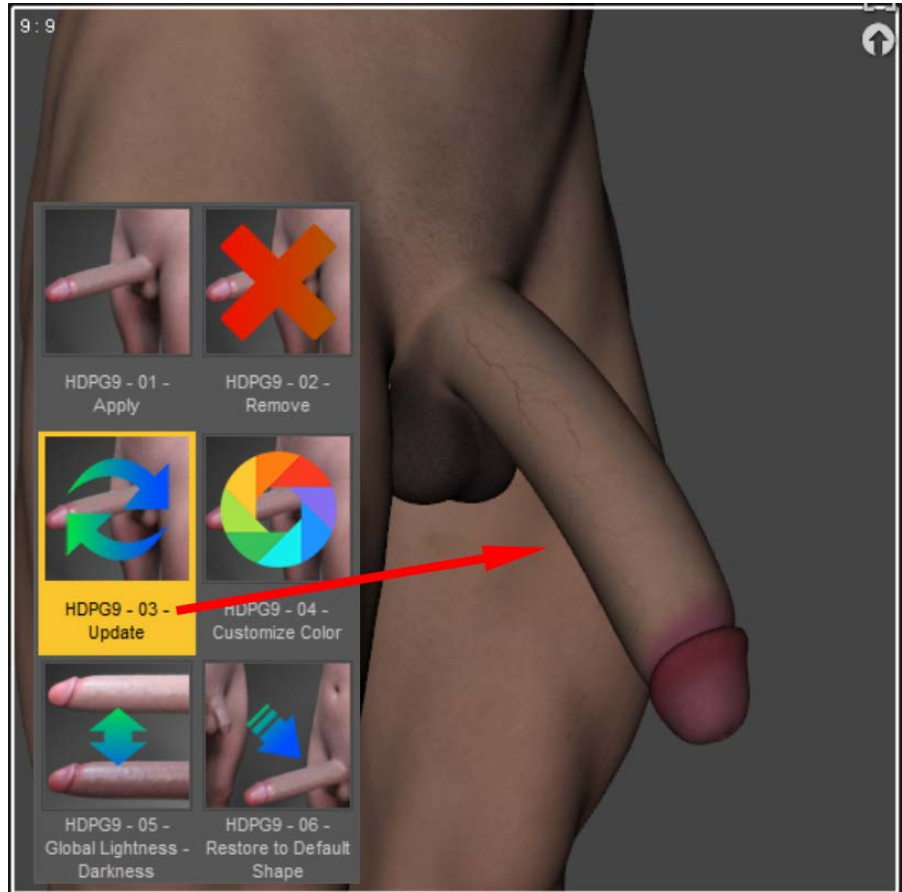
5. After using Centaur for HDPG9, whether you change the character's textures or adjust it's skin color through Geometry Shells, HDPG9 will be inconsistent with the surrounding skin color or become gray.



To fix this problem, first remove Centaur for HDPG9 using 'HDPG9 - FC - Centaur - !Remove'.



Run HDPG9's 'HDPG9 - 03 - Update' script to make HDPG9 blend in with the surrounding skin.



At last, we just need to double-click any Centaur for HDPG9 color preset icon to turn the penis into a Centaur's penis again.



6. You may have purchased other fantasy creature expansion packs such as Zombie for HDPG9. Since the material settings of the two products are completely inconsistent, after changing the character's penis to a centaur penis, if you try to directly change it to a zombie penis using the Zombie for HDPG9 preset, you will not get the correct result.



At this point, we can also remove Centaur for HDPG9 through 'HDPG9 - FC - Centaur - !Remove', and then use the Zombie for HDPG9 preset to zombie it.

7. Please note that the Centaur's penises are very different from the default shape of HDPG9. We can continue to use HDPG9's shaft morphs to rotate or bend the penis, change its length, etc, but we should avoid using those HDPG9 presets or morphs that will drastically change the penis size or the shape of the glans and foreskin.