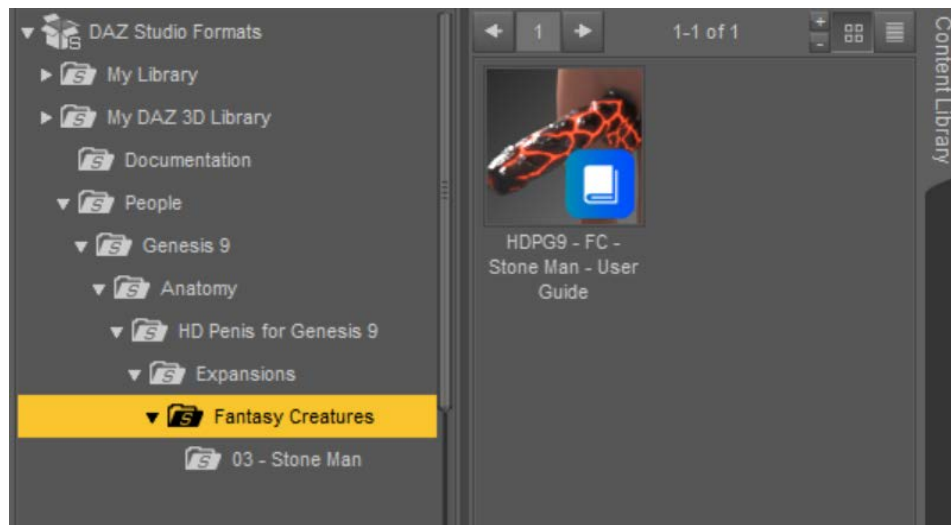


1. After installing Stone Man for HDPG9 to the Daz library folder where HDPG9 is located, go back to DAZ Studio and go to the Content Library pane. You can see all of its contents under 'People > Genesis 9 > Anatomy > HD Penis for Genesis 9 > Expansions > Fantasy Creatures'.

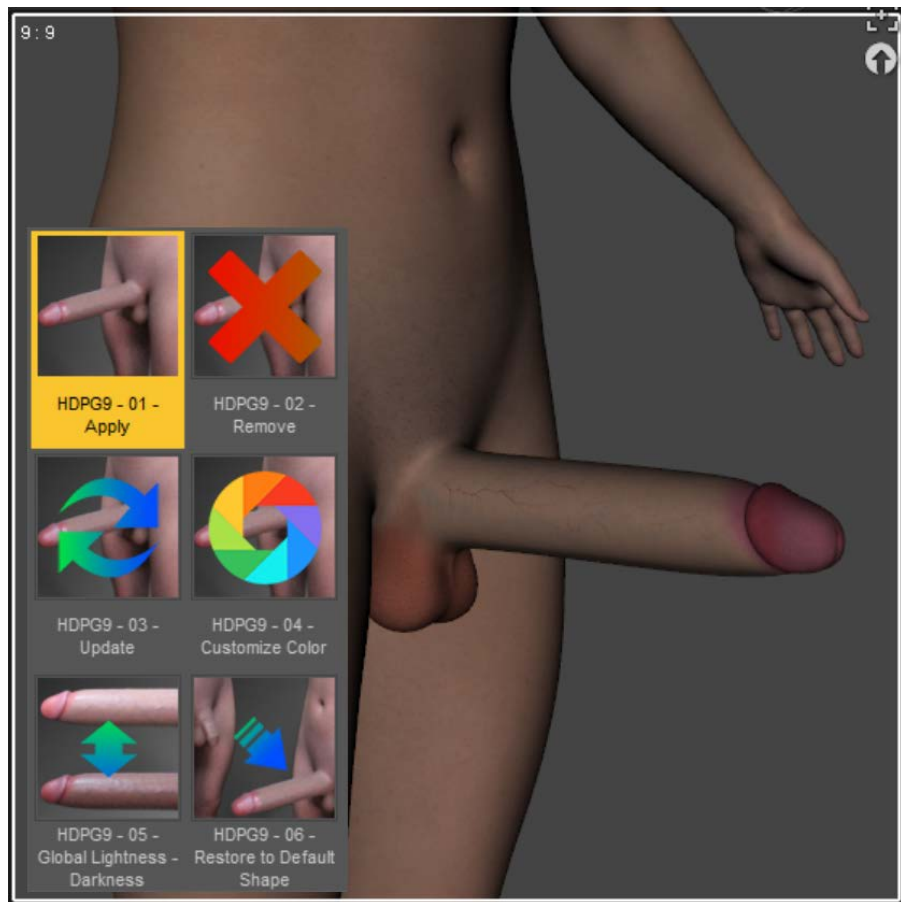


2. In the 'Fantasy Creatures' folder there is a script called 'HDPG9 - FC - Stone Man - User Guide'. Double-click on this script to open this user guide in DAZ Studio.

3. Go to the '03 - Stone Man' subfolder under 'Fantasy Creatures' to see all the presets for Stone Man for HDPG9. These presets are a combination of one of 8 different types of stone and one of three different colors of lava.



To use a preset, first apply HDPG9 to your character.



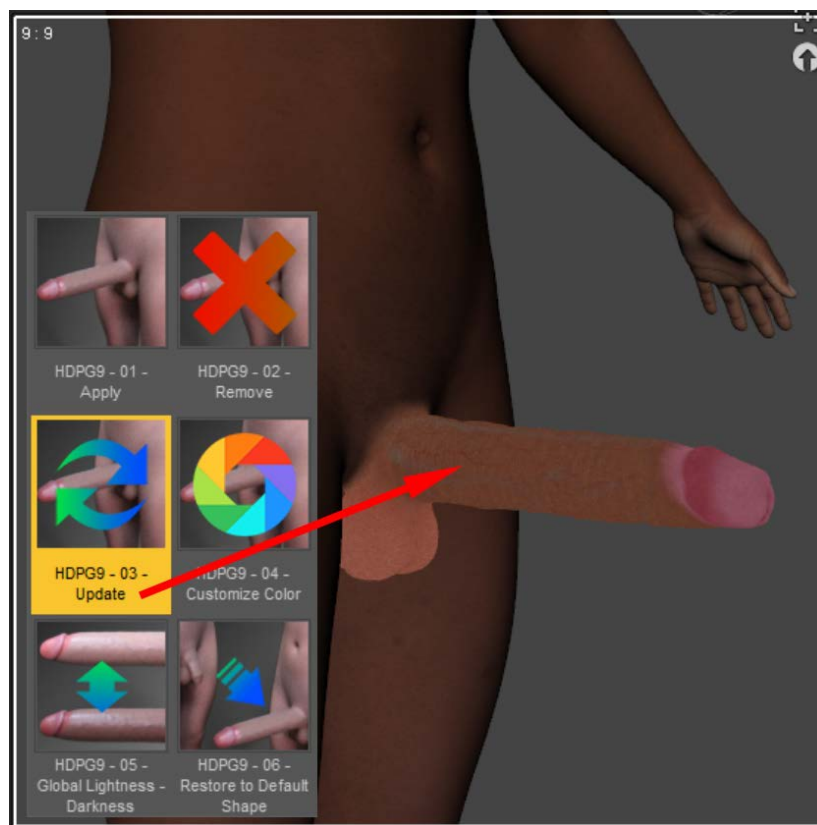
Select HDPG9 in the Scene pane, then double-click any preset icon, and we can see that the character's penis has turned into a stone penis.

Keep HDPG9 selected and double-click other preset icons to switch the type of stone or the color of lava.

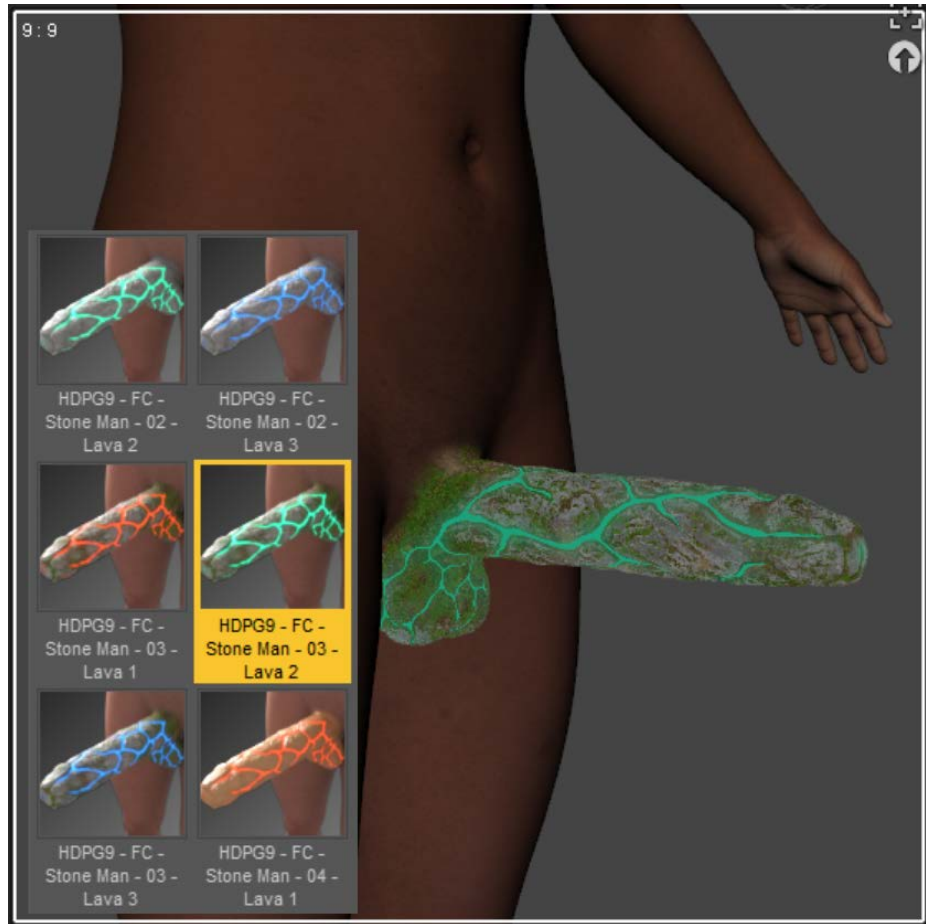
4. After using Stone Man for HDPG9, whether you change the character's textures or adjust the skin color through Geometry Shells, HDPG9 will be inconsistent with the surrounding skin color or become gray.



It is very simple to fix this problem. HDPG9 provides a script called 'HDPG9 - 03 - Update'. Just select HDPG9 and run this script to make it blend in with the surrounding skin.



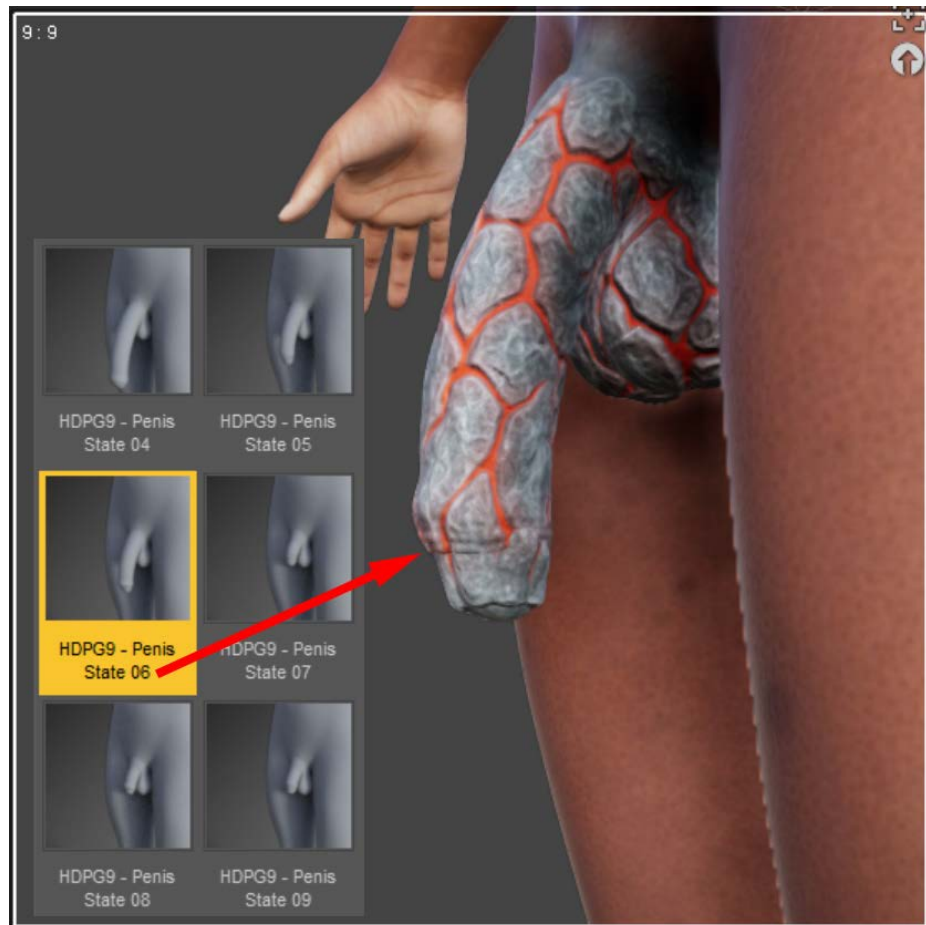
Then double-click on one of the Stone Man for HDPG9 presets to make the penis a stone penis again.



5. Please note that some of the original shape presets and morphs of HDPG9, especially those that change the foreskin shape and glans shape, may break the shape of Stone Man for HDPG9. This problem is caused by the special shape of Stone Man for HDPG9 and is not a product bug.

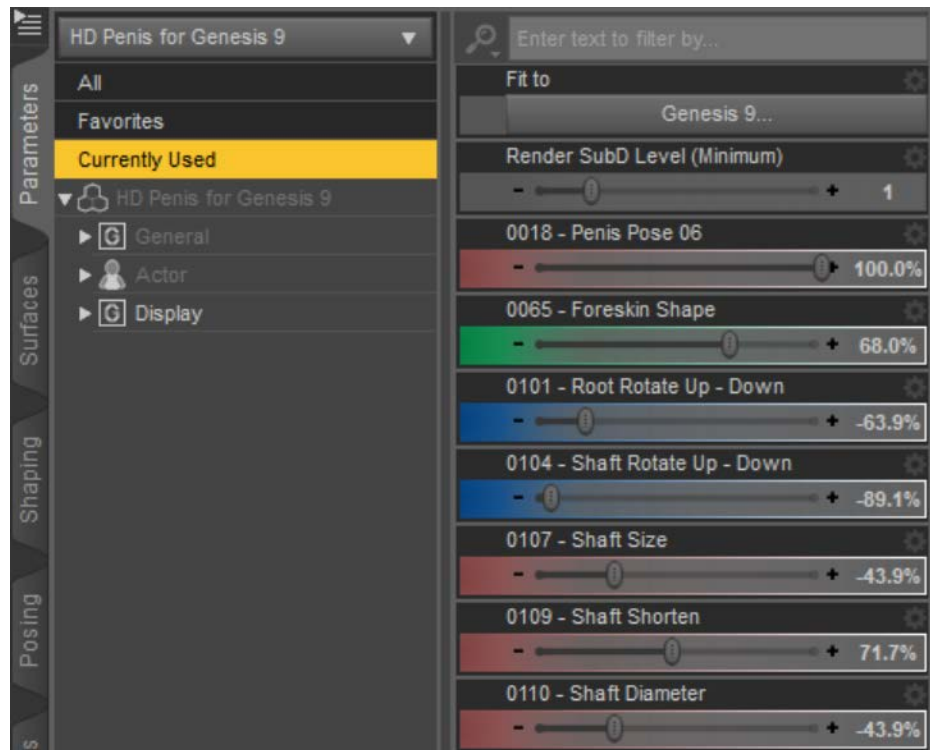
But we will inevitably use these presets and morphs. Please look at the image, after applying an HDPG9 state preset, an incomplete foreskin appears on the glans.

At this point, it's up to you to decide what to do. You can choose to remove the foreskin completely, or you can choose to keep the foreskin and make it complete.

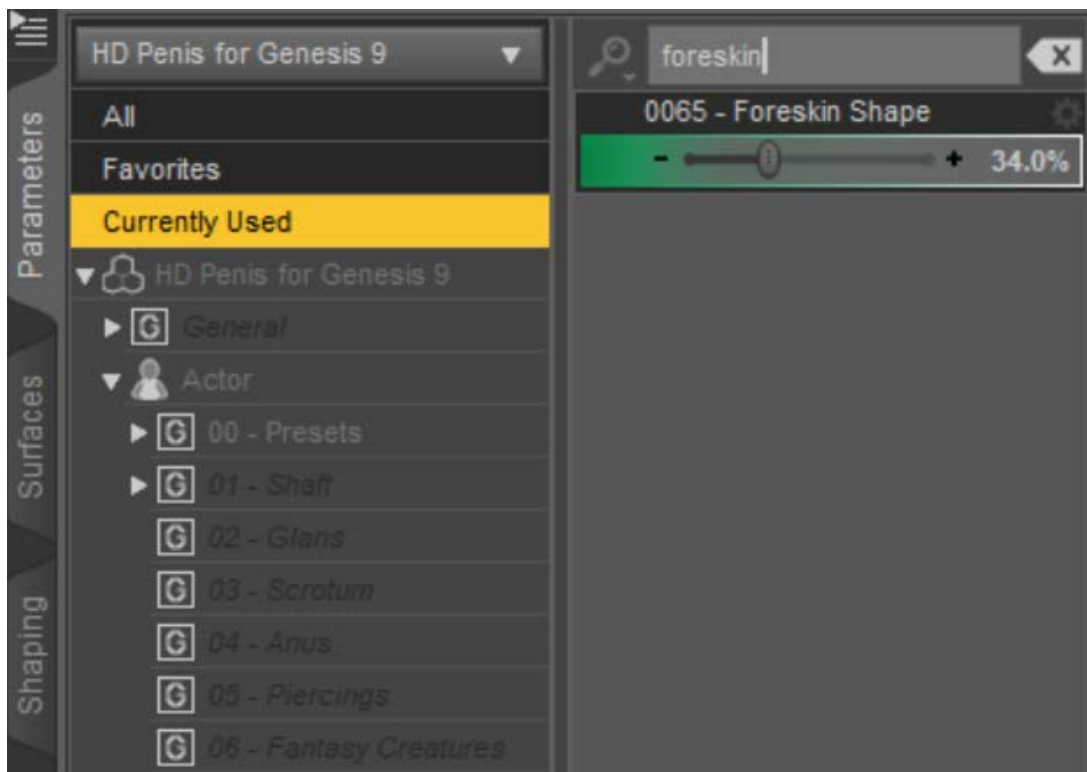


If you want to remove the foreskin, first select HDPG9 in the Scene pane, then go to the Parameters pane.

Click 'Currently Used' in the Parameters pane so that only those morphs that are in effect remain in the morph list on the right.



Type 'foreskin' in the search bar above the morph list and find '0065 - Foreskin Shape'.

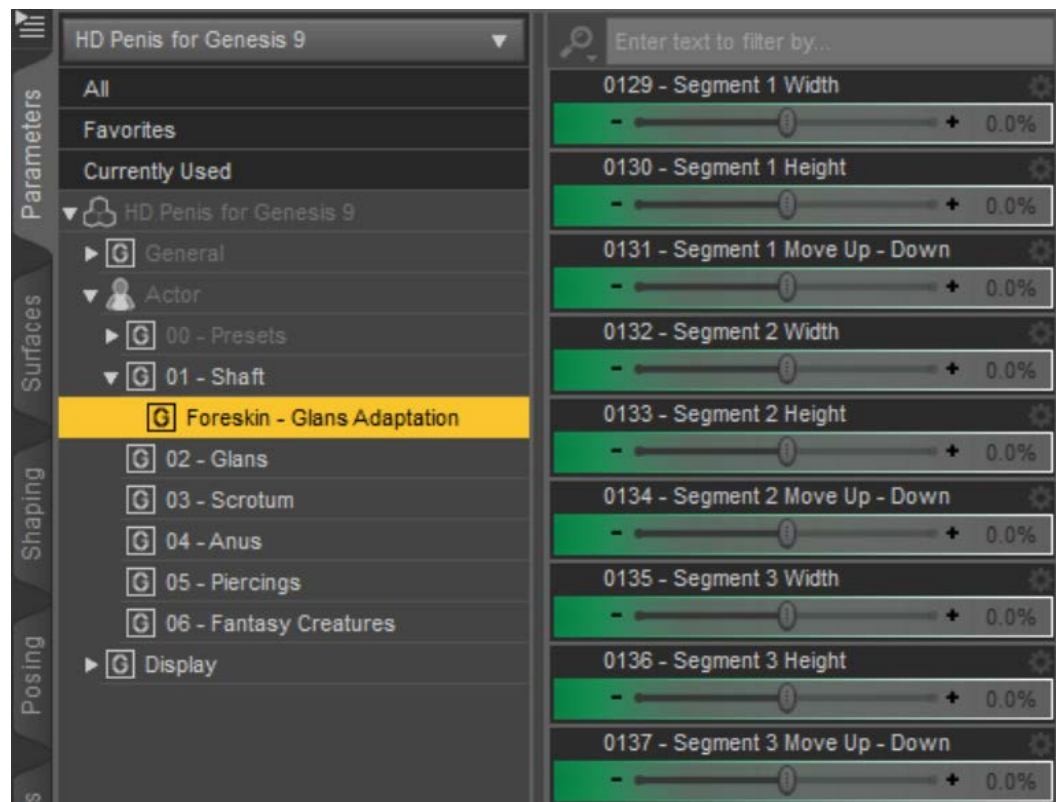


Now, we just need to set its value to 0, and you can see that the foreskin has completely disappeared.

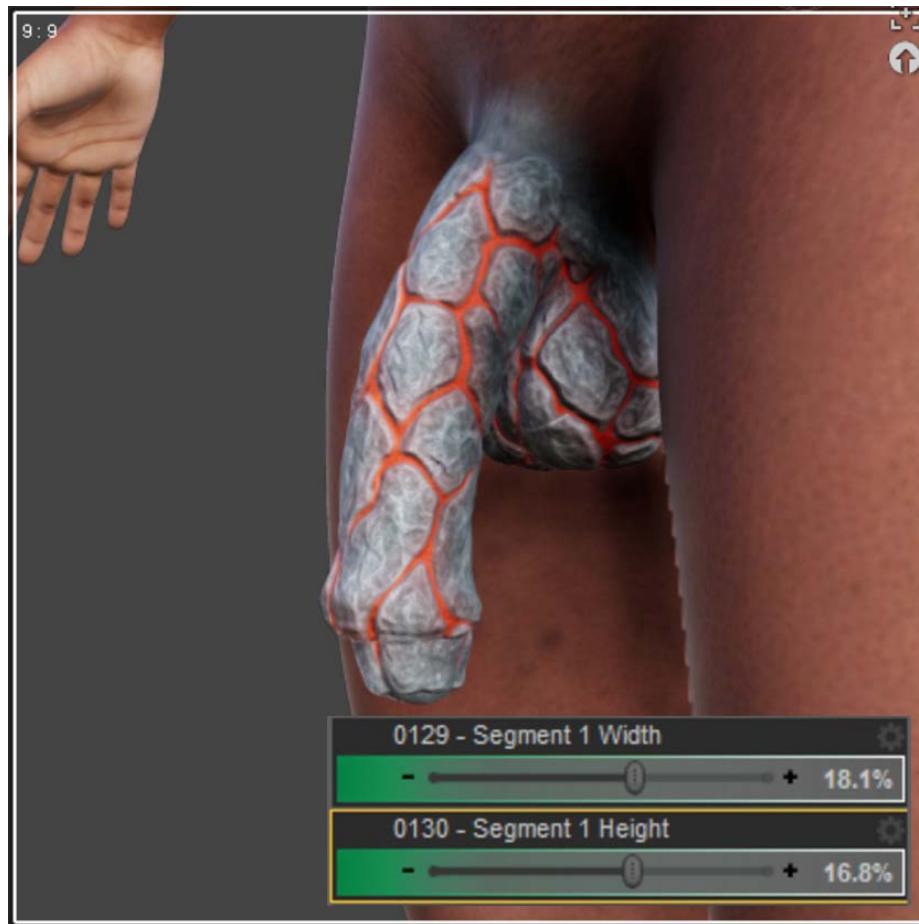


If you want to make the foreskin complete, select HDPG9 in the Scene pane, then go to the Parameters pane.

In the Parameters pane, click 'Actor > 01 - Shaft > Foreskin - Glans Adaptation'. In the morph list on the right, you can see a series of correction morphs.



For the current situation, we only need to adjust '0129 - Segment 1 Width' and '0130 - Segment 1 Height' to correct the shape of the foreskin.



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 different, after changing your character's penis to a stone penis, if you try to change it to a zombie penis directly with the preset of Zombie for HDPG9, you will not get the correct result. If you must do this, you can only delete the current HDPG9 first, then re-apply HDPG9 to your character, and then use the preset of Zombie for HDPG9 to zombie it.