

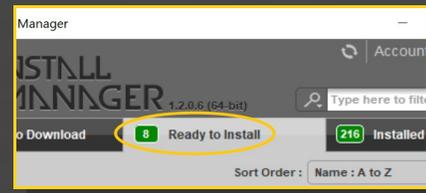
DICKTATOR GENITALIA

0.3

FOR G8M

~~Tutorial~~

- Refresh DIM (couple of round arrows at the top), and enable the 'Ready to Install' tab. Locate the product, and click 'Install'... done!



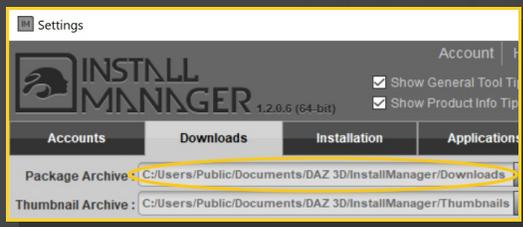
1- What is Dicktator for G8M?

Dicktator is a posable graft genitalia that will blend with Genesis 8 Male default figure. It comes complete with shaping morphs and several texture options. Current tutorial is for version v3.

2 - How to install it? [two possibilities]

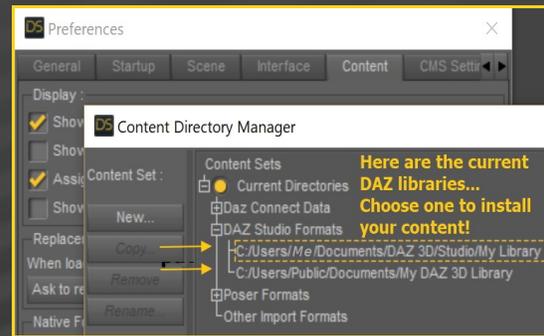
A - Using DAZ Installation Manager

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

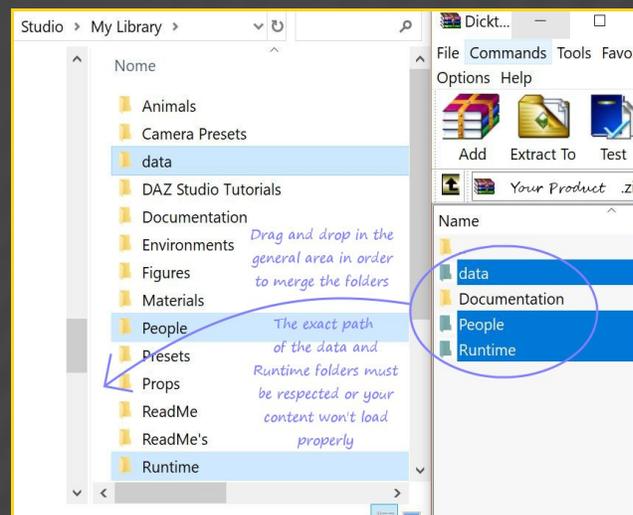


- Copy in it the zip and dsx files;

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 G8M 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 geometry data won't load and grafts will look blocky.

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 8 Male/Anatomy. If you already installed a previous version of Dicktator it'll show up in a separate folder:

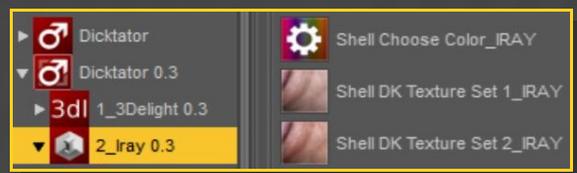


4 - How to set up Dicktator

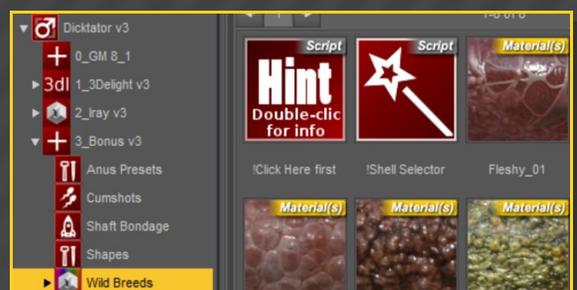
- Load G8M in the scene, and with it selected, load '1_Dicktator 0.3', '2_Dicktator Material Copy 0.3', '3_Dicktator Shell'.



– With the '**Dicktator Shell**' selected in the scene tab (it can't be selected in the viewport), you can load a texture preset or the colorizing script



You can also load one of the "Wild Breed" textures on the shell (2021 update):



- With the '*Dicktator 8 Genitalia*' selected in the scene, you can adjust its parameters in the Parameters tab. Many presets can be dialed, and some are included in the Content Library '*3_Bonus/Shaft Shapes*' Folder.



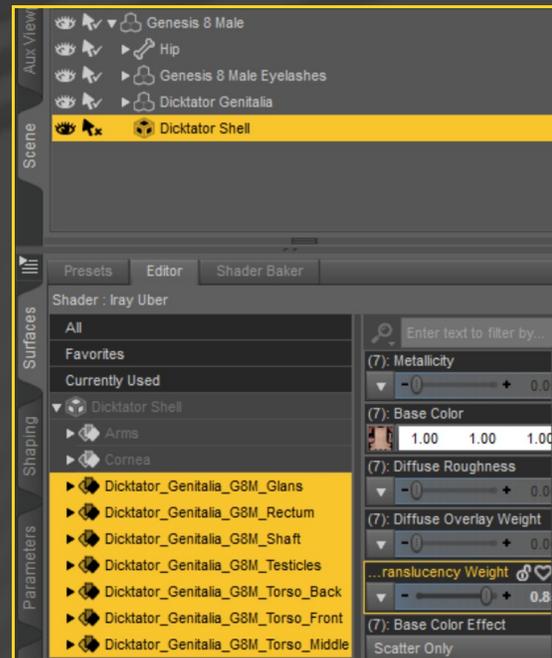
5 - How to set up the cumshots or bondage cage

Select '*Dicktator Genitalia*' and load the matching cumshots or bondage cage from the Content Library '*3_Bonus/Cumshots*' or '*3_Bonus/Shaft Bondage*' folders... They include several adjusting parameters that you can dial from the Parameters Tab.

6 - Hints

G8M's torso texture is copied on the graft to match its overall tone. The final genitalia textures are applied one layer up on a geometry shell that blends on the edges. If your dick tone does not match perfectly G8M's skin tone, try to edit the '*Translucency Weight*' of its surfaces on the Geometry Shell. The higher the value, the darker the skin tone. You may also edit a little the Base and Translucency colors

- With G8M selected, you can adjust the glutes morphs in the parameters tab under Actor/Hip/Dicktator. Some presets are included in the Content Library '*3_Bonus/Anus Presets*' Folder.



IRAY textures presets are set for DS 4.10+ (with Dual Lobe settings). 3DL presets can be used with earlier versions.

7- Using Dicktator with Genesis 8.1 Male (2021 update)

You can use Dicktator with **Genesis 8.1 Male**, just use the 8.1 material Copy script and 8.1 Dicktator Shell:



8- Fixing the "White graft" bug

If you have several grafts or several shells loaded on the figure, you may get white surfaces in front of the grafts. In order to fix that, select the geoshells one by one and load one of the two shell fix scripts.



More info on this videotutorial by Brimstone:

[How to fix Geo Shells in Daz Studio - YouTube](#)

9- Other troubleshooting...

- The '**Material Copy**' Script correctly sets up the materials, but for some reason the specular may not be uploaded to the viewport, so it may have to be refreshed. Save your scene and reload it to force the refreshing. DS devs are aware of the bug and hopefully they will fix it. The bug is visible mainly with dark skin tones.
- Dicktator includes a rigidity map to keep its shape with most FBM. Some FBM may push the mesh away from the bones. In order

to fix that, in the *Tool Settings/Joint Editor* tab, select *Dicktator*, *Right-Click->Edit->Adjust rigging to shape*, then *Accept*. [Optional, do it if you want to permanently save the fix with the graft] In the *Property Hierarchy* tab, select *Dicktator*, chose your new FBM morph, and *ERC-Freeze* (leave only the x,y,z origin and end points checked, deselect 'Restore Figure'). *Save As -> Support Asset -> Morph Asset*, selecting your new FBM morph in the list.

7 - Older poses fix and export

Many Dicktator bones internal names have been changed from older versions in order to support FBX export... Now G8M with Dicktator can easily be imported in Blender for example. BUT... poses saved for earlier versions of Dicktator (0.2-) have to be converted. If you have to do the job on some of your poses, you can use the 'Convert v2 Poses' script.

Two bones have been added (*Rectum 2* and *Legs Crease*), but they shouldn't affect your old poses too much.

In order to **export with FBX**, select the last Dicktator bone (*shaft 7*) and with the **Tool Settings->Joint Editor** tab active, right-click and choose *Create->Create Child Bone*. This "ghost bone" avoids the shaft 7 to get bugged during the export.