

Cocky Clackers for G8F & GF8.1 Futalicious Genitalia v.3.2

~~Mini-tutorial~~

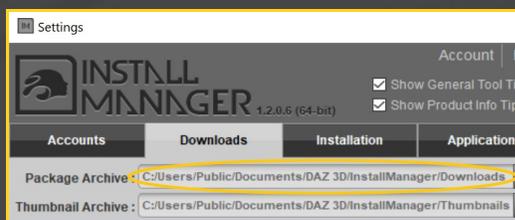
1- What is Cocky Clackers for G8F and GF 8.1 Futalicious v3.2?

Cocky Clackers is a posable scrotum graft that blends with Genesis 8 Female / Genesis 8.1 Female Futalicious (version 3.2). It comes rigged, complete with shaping morphs, collision options and is ready for dForce. Futalicious is not included and must be purchased separately.

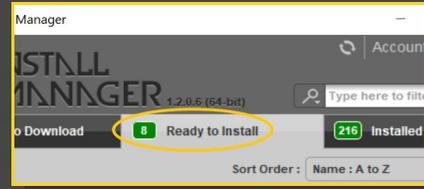
2 - How to install it?

A - Using DAZ Installation Manager

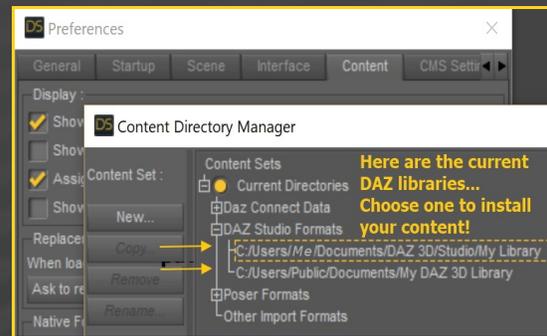
– Locate your DIM zip directory: Open DIM, click on the upper right gear, click on the 'Downloads' tab, and locate the Package Archive directory:



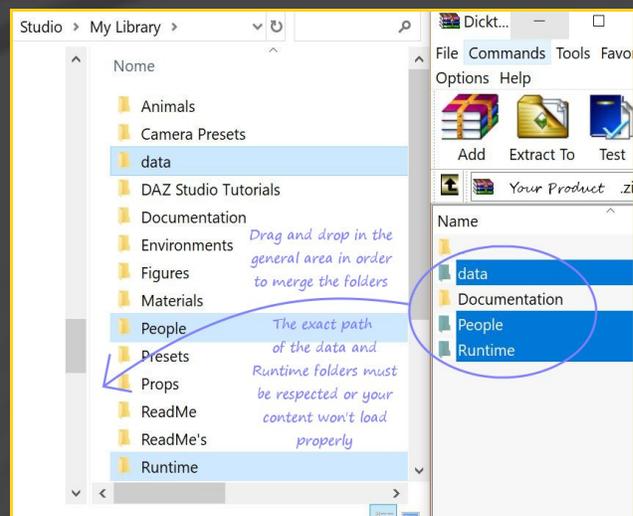
- Copy in it the zip and dsx files;
- Refresh DIM (couple of round arrows at the top), and enable the 'Ready to Install' tab. Locate the product, and click 'Install'... done!



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 G8F 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 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 8 Female/Anatomy/Futalicious v3.2/9b-Cocky Clackers'**



4 – Quick Cocky Clackers setup

- Load G8F or GF8.1 in the scene, select it and load from the '**People/Genesis 8 Female/Anatomy/Futalicious v3.2/9b-Cocky Clackers** folder '**2a-Cocky Clackers_Smart'** for a full setup with Futalicious...



...OR '**2b-Cocky Clackers and Cover Up_Smart'** if you also want to load the '**Cover-Up'** foreskin graft (to be purchased separately, if you don't have it installed, an error message will pop out).

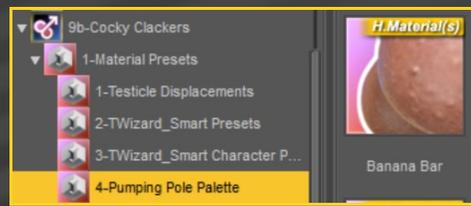


[The smart setups load everything you need in one click: Futalicious, the geoshells, the collider followers and dForce Weight node]

- Load the '**Cocky Clackers Material Copy**' script (use the red one for G8F and the green one for GF 8.1)



If you have Texture Wizard or Pumping Pole Palette (not included, to be purchased separately), you can load their default presets...



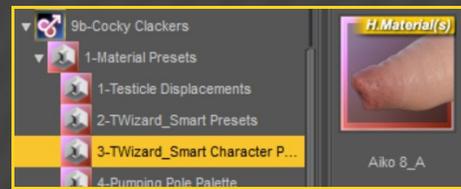
Next step, let's edit the textures...

5 – Loading the textures

Cocky Clackers testicles are compatible with Futalicious's Textures. For a quick setup, in the '**9b-Cocky Clackers/1-Materials Presets**' folder you can find several options. All of them are hierarchical material presets, so you can load them with any of your figure's nodes selected in the scene. Most of them are compatible with the Cover-Up Graft.

The main texture set is to be found in the '**1-Materials Presets**' folder. These are the textures included by default with the Futalicious v3.2 package:

...or specific presets set to match some popular characters:



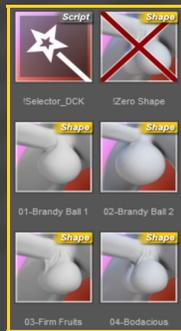
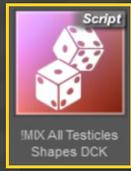
The Futalicious & Texture Wizard vein & testicles displacement presets must be loaded from the '**9b-Cocky Clackers/1-Materials Presets**' folder in order to apply on the Cocky Clackers

graft as well.

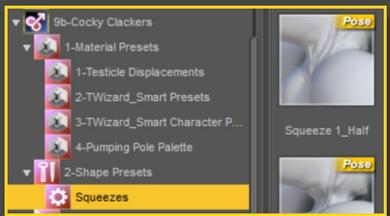


6 – Shaping the testicles

In order to shape the testicles, just select Futalicious and from the '9b-Cocky Clackers/2-Shape Presets' folder, inject any of the presets or use the mixer script:

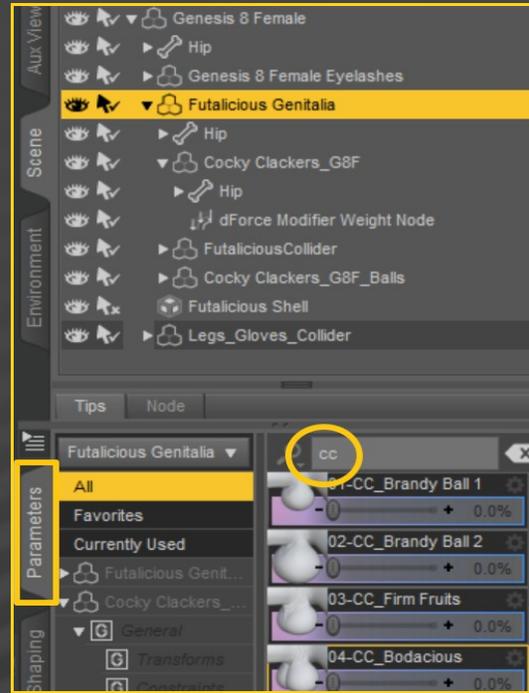


Included are also presets allowing to shape the perineum, or to squeeze the balls:

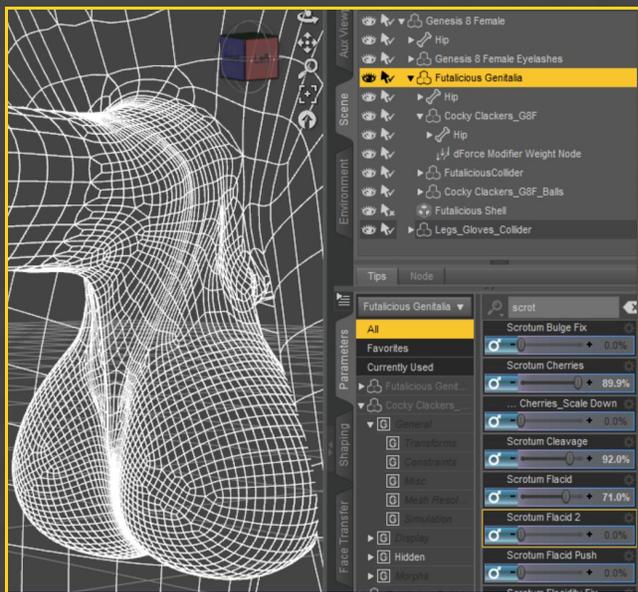


You can manually dial and mix the many

morphs and presets in the Parameters tab with **Futalicious** selected. You can type 'CC_' to quickly filter the results:

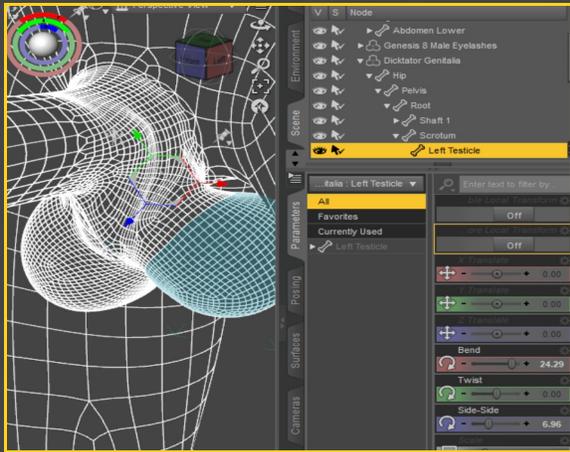


Note that most of the legacy Futalicious scrotum morphs are supported by Cocky Clackers:

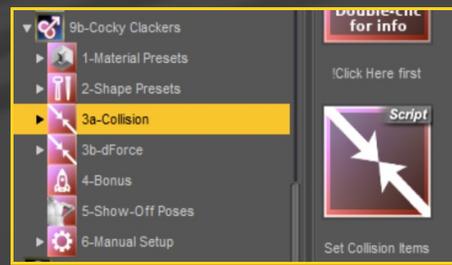


6 – Posing the balls

posing the balls is very easy, as their bones will follow Futalicious's ones. Just select the scrotum or testicles and pose them:



All the tools you need to set up the collision are to be found in the '*9b-Cocky Clackers/3b-Collision*' folder:



7 – Set up dForce

Check the Hint and videotutorial in the "*9b-Cocky Clackers/3b-dForce*" Folder.

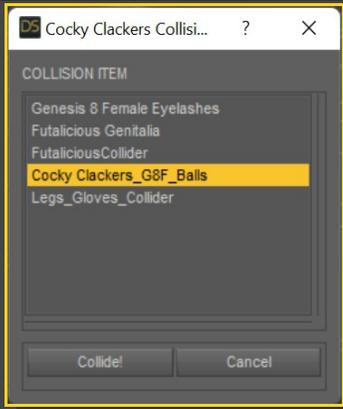
8 – Set up collisions with the smoothing modifier

The Cocky Clackers graft can handle several collisions: with hands and legs OR with Futalicious's shaft OR with internal testicles:

Collision with Hands/Legs/Shaft:

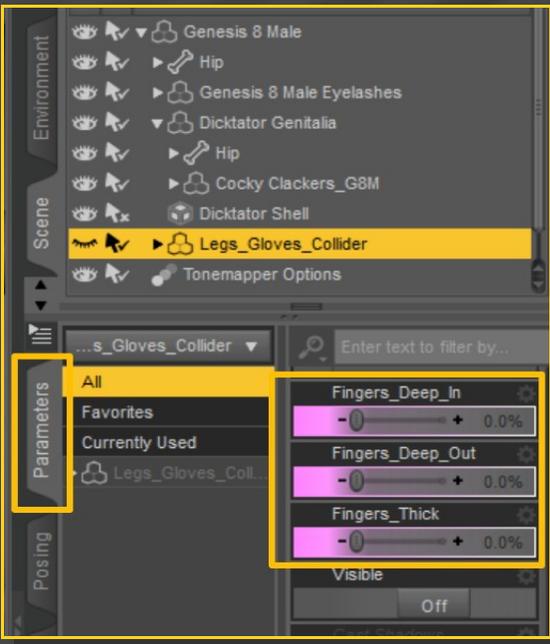
Collision will be calculated with the help of invisible followers that are loaded by default on the figure with the smart presets. (they will be used as colliding objects).

Call the '*Set Collision Items*' script:



When loaded, the script asks for the object that will collide with the scrotum. Select the one you need and choose '**Collide!**'

The hidden gloves include some parameters that help to avoid the poking of the fingers through the Cocky Clackers mesh:

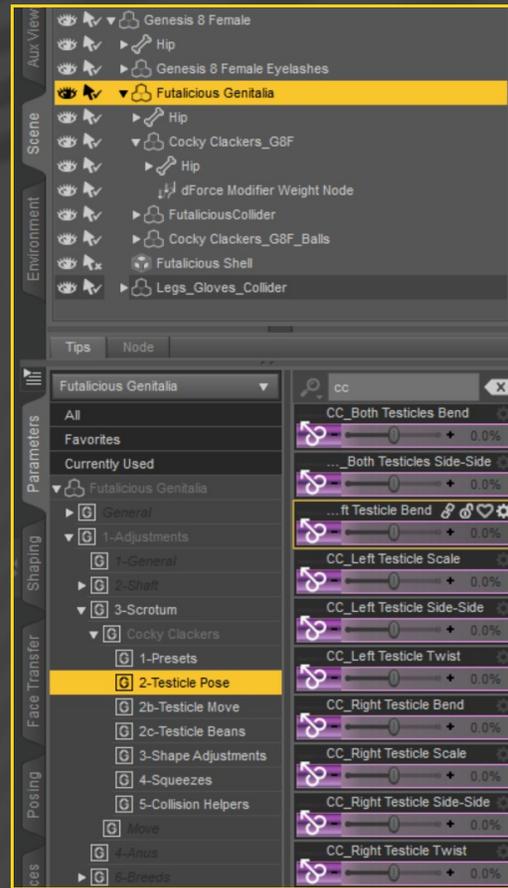


You can adjust the final look editing the smoothing modifier parameters. It can be easily done with the presets included in the '**/9b-Cocky Clackers/Collision/Collision Options'** folder:

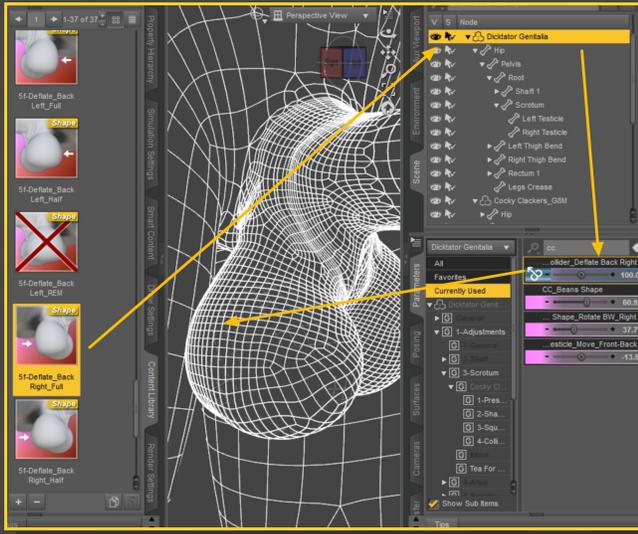


Collision with the internal invisible testicles:

- With **Futalicious** selected in the scene, type "CC_" in the Parameters tab, and below the shaping morphs you'll find the dials to pose and shape the inner testicles:



- Then use the deflating morphs to wrap the scrotum around the balls.



9 – Collisions Limitations (courtesy hints by Thunder3D)

Collision detection and smoothing are very powerful tools, but they have limits. Below are some things you will want to be aware of when using collidable objects.

- 1.) A smoothed object (such as Cocky Clackers) can only have ONE object set as its collision object and cannot be set to collide with its own geograft. This is why are included invisible gloves and shaft.
- 2.) For Cocky Clackers collision with any other surface like an object or another penis, simply set that object as the collision object in the

provided script.

- 3.) Cocky Clackers to Cocky Clackers collision works but only one instance of Cocky Clackers at a time will deform. You cannot have 2 collidable objects smoothing into each other!

This also includes the parent figure attached to the collision object!

- 4.) Collision will only morph an object as deeply as the object being pushed against it.

This basically means, if you push a finger into Cocky Clackers, then Cocky Clackers will deform until the finger has fully entered the original shape of the scrotum, then the finger will pass through the mesh.

Multi-graft collision example scenario:

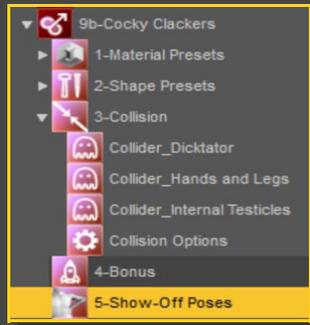
A single figure (G8F) with 2 collision enabled grafts (Cocky Clackers & Cover_Up) have no trouble colliding with G8F / Futalicious/ Golden Palace/ any prop. You can have multiple collidables on the same figure work as long as the collision objects don't have collision enabled on G8F Parent Object.

You will need to experiment to find the best combinations for what you are rendering, but all the necessary tools have been provided. :)

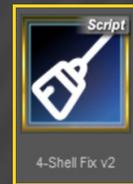
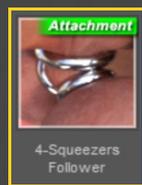
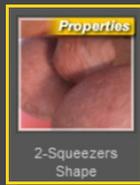
10 – Addons: Show-off poses and bondage rings

Some goodies are included to juice up your renders: twelve poses and a ring.

In order to use the poses, use the "Set Limits Off" script first, and then load the pose on G8F. The poses will set Futalicious as well.



If you want to load the bondage ring, first use the squeezing shape preset on Futalicious:



Then load the prop with **Cocky Clackers** selected in the scene.

11 – Manual setup

If you want to manually set up Cocky Clackers instead of using the smart presets, you can load the graft from the '**9b-Cocky Clackers/6-Manual Setup**' folder.

First, set up Futalicious as usual, then load the '**Futalicious Fit Fix**' (fit mode needs to be set to Auto-Follow), '**Cocky Clackers**' on Futalicious, and a material preset on its geoshell.

In order to handle dForce, load the weight node on Cocky Clackers and the needed colliders:

- Futalicious collider on Futalicious;
- Legs and hands collider on G8F;
- Testicles collider on Cocky Clackers.

12-Troubleshooting

If you have multiple grafts loaded on G8F 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 Futalicious V3.2 folder the "**Shell Fix**" script: