

# Better Penetration Studio Instructions

First and foremost, make sure that you have all of the necessary plugins installed. A vanilla install of the game requires a long list of plugins to be installed first, too many for me to list. It is best to start with a repack, someone else has done all of that work for you already so you should take advantage of it.

Make sure you are using the latest version of BetterPenetration, this can be found on my Patreon page <https://www.patreon.com/Animal42069>

Common plugins that you may be missing but are definitely required:

BonesFramework: this Plugin requires some additions to the latest version of BonesFramework that is out there. I have a test build available on my patreon page that should have been included with this package. I have contacted the author of BonesFramework and requested that these additions be rolled in to the official released version. Until that happens, this is the only version that will work.

UncensorSelector 3.10 or later:

[https://www.patreon.com/DeathWeasel/posts?filters\[tag\]=UncensorSelector](https://www.patreon.com/DeathWeasel/posts?filters[tag]=UncensorSelector)

## What this Plugin Does

This plugin is intended to be used with BP Penis and Vagina uncensors. The plugin adds in all of the necessary dynamic bones and colliders to the uncensors and automatically adjusts them for better looking penetration. The plugin also dynamically adjusts the location of the penis and will automatically adjust the length and girth of the penis during penetration. Controls are included to adjust collider sizes and to change the penis squish behavior to your tastes. Setup is designed to be as user friendly as possible, and requires adding as little as one or two node constraints.

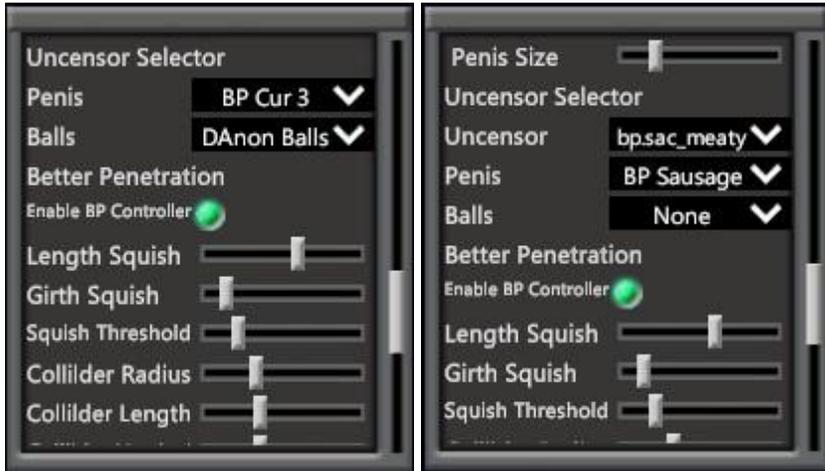
## How it Works

The BP penis uncensors add two control bones, "k\_f\_dan\_entry" and "k\_f\_dan\_end". The penis will first track the entry position, then after it has passed the entry position it will track the end position. The penis will begin to squish after passing the entry point. The end point is a hard limit, so the penis will never pass this point and squish down to avoid doing so.

## Instructions

First make sure that you have are requirement correctly installed (see above).

Next make sure that you have a BP penis uncensor selected for the male (or futa) and a BP vagina uncensor selected for the female.



## Instructions Summary

The only thing you need to do is use NodeConstraints and parent the male “k\_f\_dan\_entry” bone and “k\_f\_dan\_end” bone to appropriate targets. For vaginal penetration target the entry bone to the female “cf\_J\_Vagina\_root” bone. The end bone can be left unparented or can be parented for more control. For instance parenting it to cf\_J\_Spine02 can prevent clipping at extreme angles, or cf\_J\_Head can be used to prevent clipping through the back of the head for oral penetration.

### Studio Controls (requires Studio\_BetterPenetrationControls plugin)

Squish Threshold controls how far the penis passes the entry point before it starts to squish. Far Left means it will immediately begin to squish, far Right means it will never squish.

Length Squish controls how much the penis length decreases when squishing. Far Left means no decrease in length.

Girth Squish controls how much the penis girth increases when squishing. Far Left means no increase in girth.

Collider controls are pretty self-explanatory. They adjust the size and position of the colliders that make up the penis.

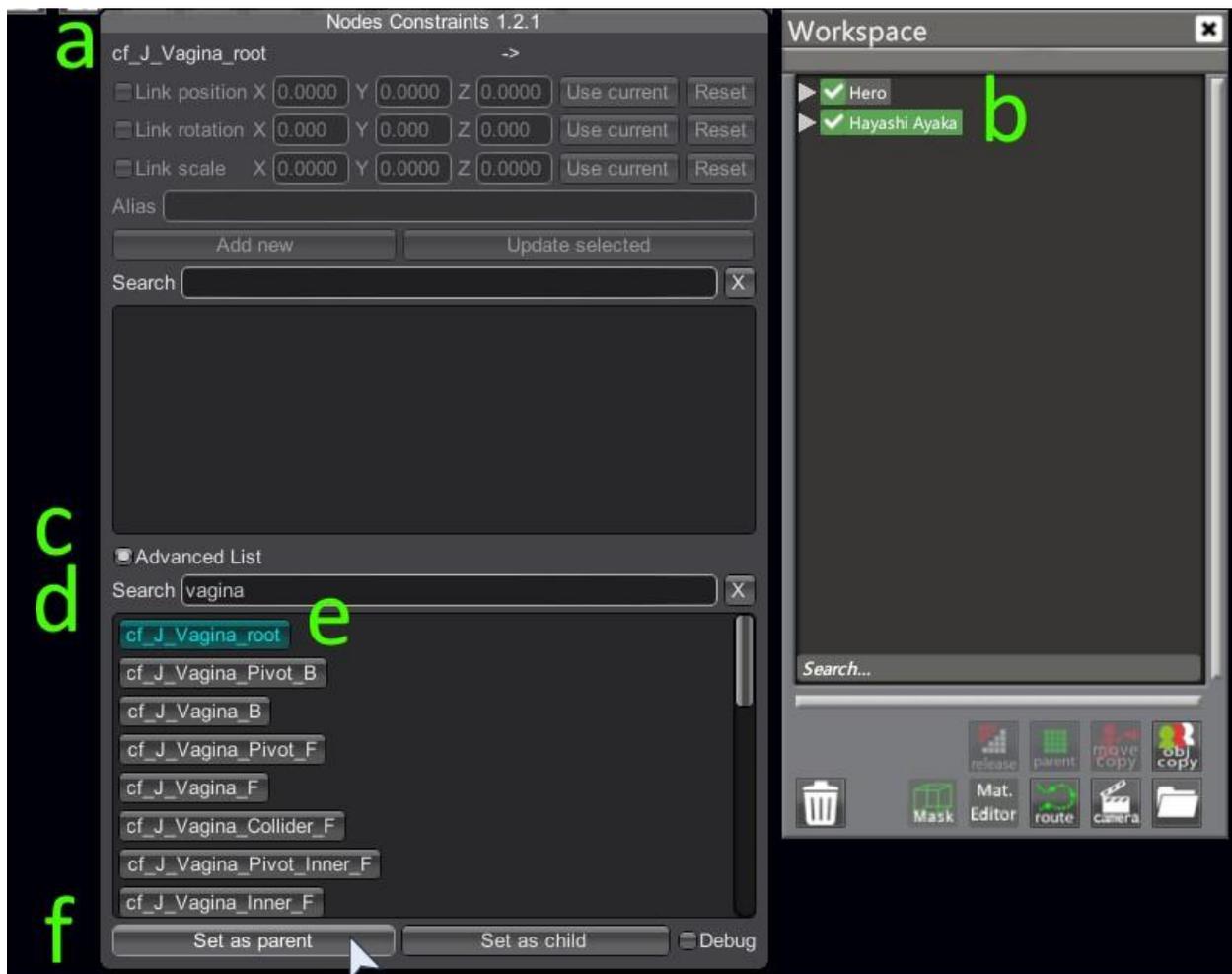
These settings will be saved into the scene and loaded when the scene loads. Without the controls plugin, you can still load in settings saved to a scene but cannot make adjustments.

# Detailed Instructions

## Step 1

Use NodeConstraints and parent the male “k\_f\_dan\_entry” bone to the female “cf\_J\_Vagina\_root” bone.

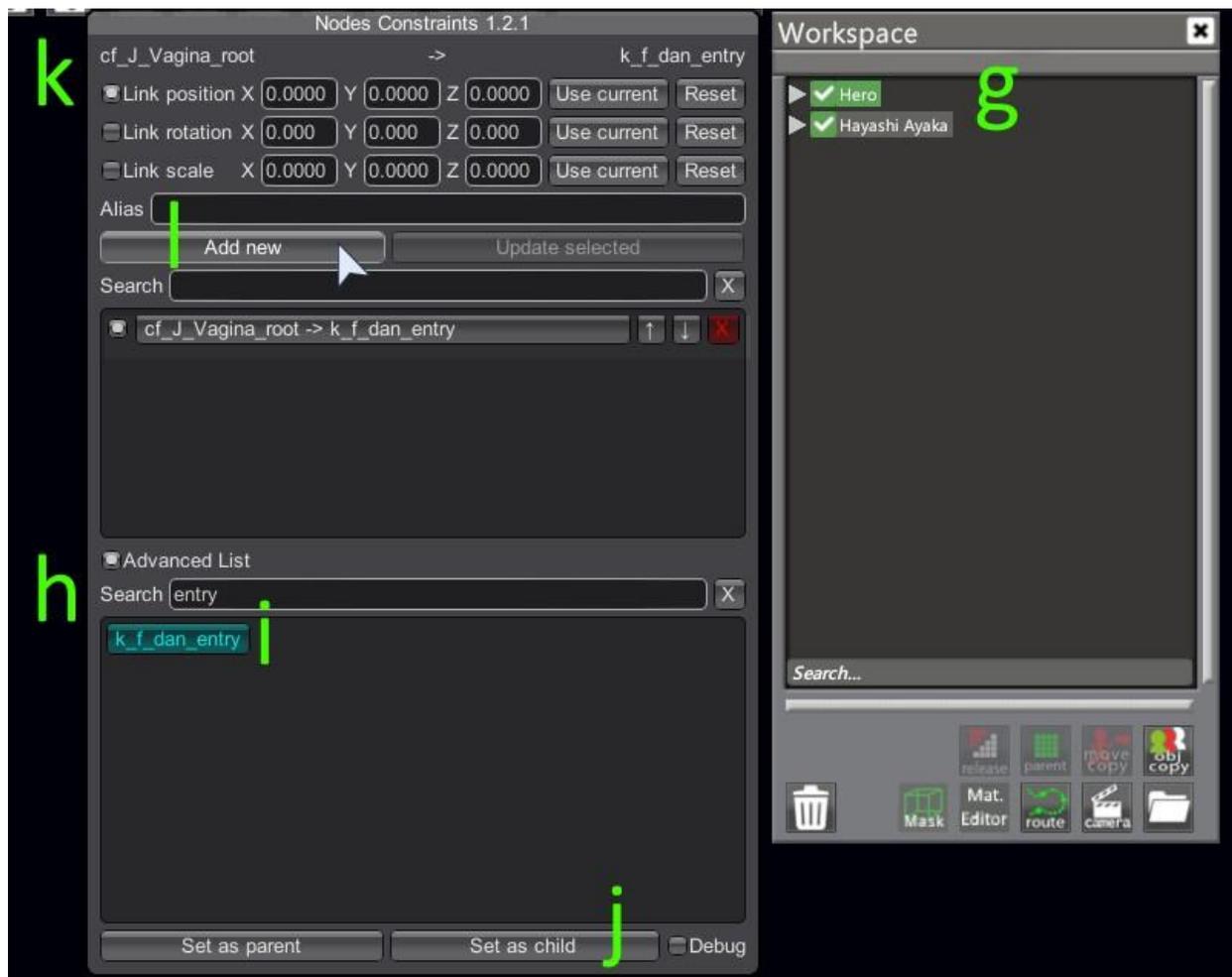
- Open up NodeConstraints (ctrl + N)
- Select female character in workspace
- Check Advanced List
- Search for vagina
- Select “cf\_J\_Vagina\_root”
- Select Set as parent



## Detailed Instructions

### Step 1 (continued)

- g) Select male character in workspace
- h) Search for entry
- i) Select "k\_f\_dan\_entry"
- j) Select Set as child
- k) Select Link position
- l) Select Add new

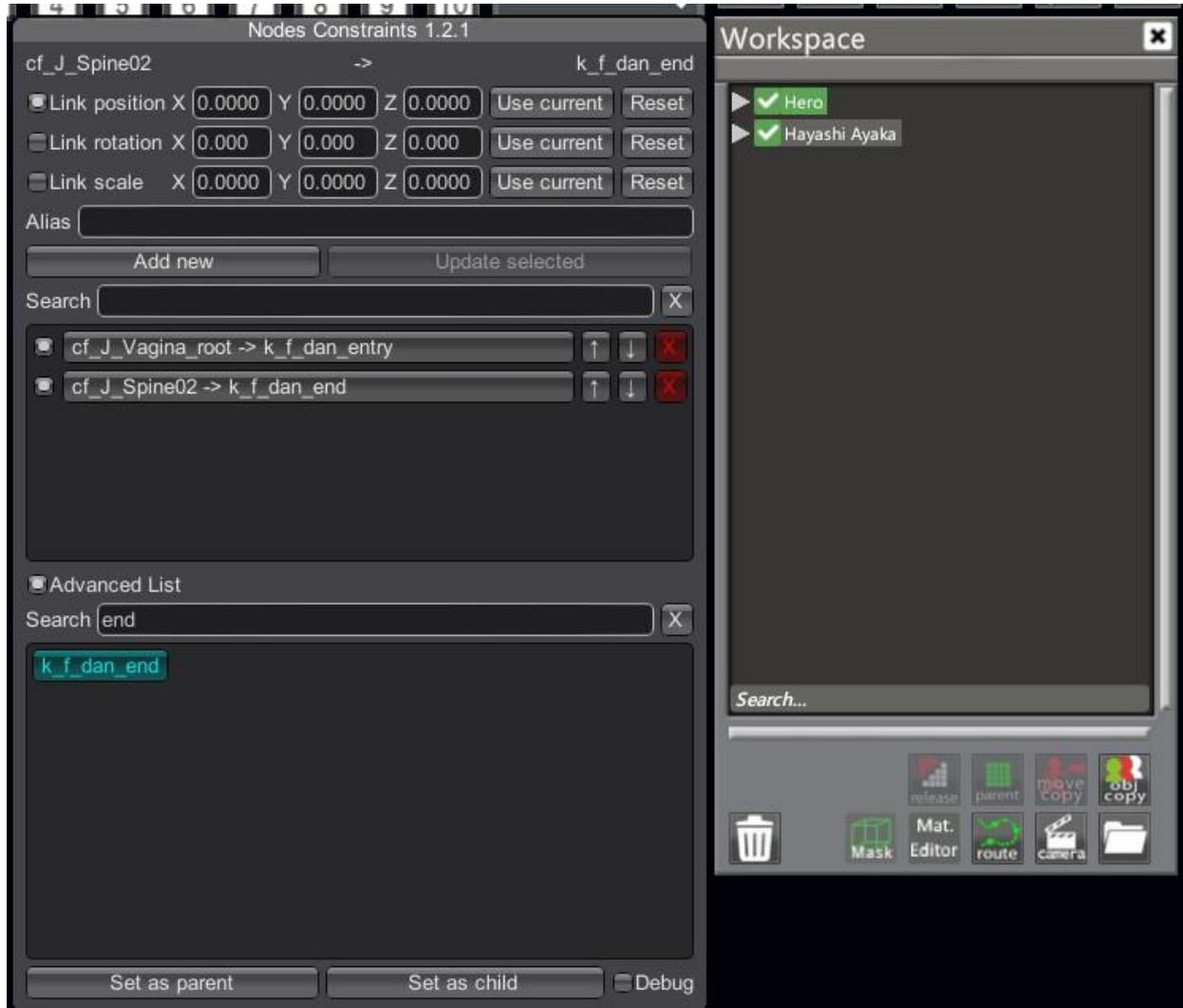


# Detailed Instructions

## Step 2

At this point all colliders and bones should be moving correctly, but the penis can be further adjusted to improve penetration in some cases. This can be accomplished by parenting the “k\_f\_dan\_end” bone to an internal bone such as “cf\_J\_Spine02”.

Follow the same instructions above but substitute “cf\_J\_Spine02” for “cf\_J\_Vagina\_root” and “k\_f\_dan\_end” for “k\_f\_dan\_start”



Without "k\_f\_dan\_end" parented



With "k\_f\_dan\_end" parented



## Additional Information

The “k\_f\_dan\_entry” and “k\_f\_dan\_end” can be used for more than just vaginal penetration. Here’s an example of oral.

