

Lantern Installation Guide for dummies

By Liindy

(I tried to make it as easy to understand as possible for people with no unity experience)

Alternatively watch the video guide, but the video guide does not actually explain the steps like this one does.

Things you need:

You must have **Poiyomi Toon shader version 7.3.050** (newer versions should be fine).

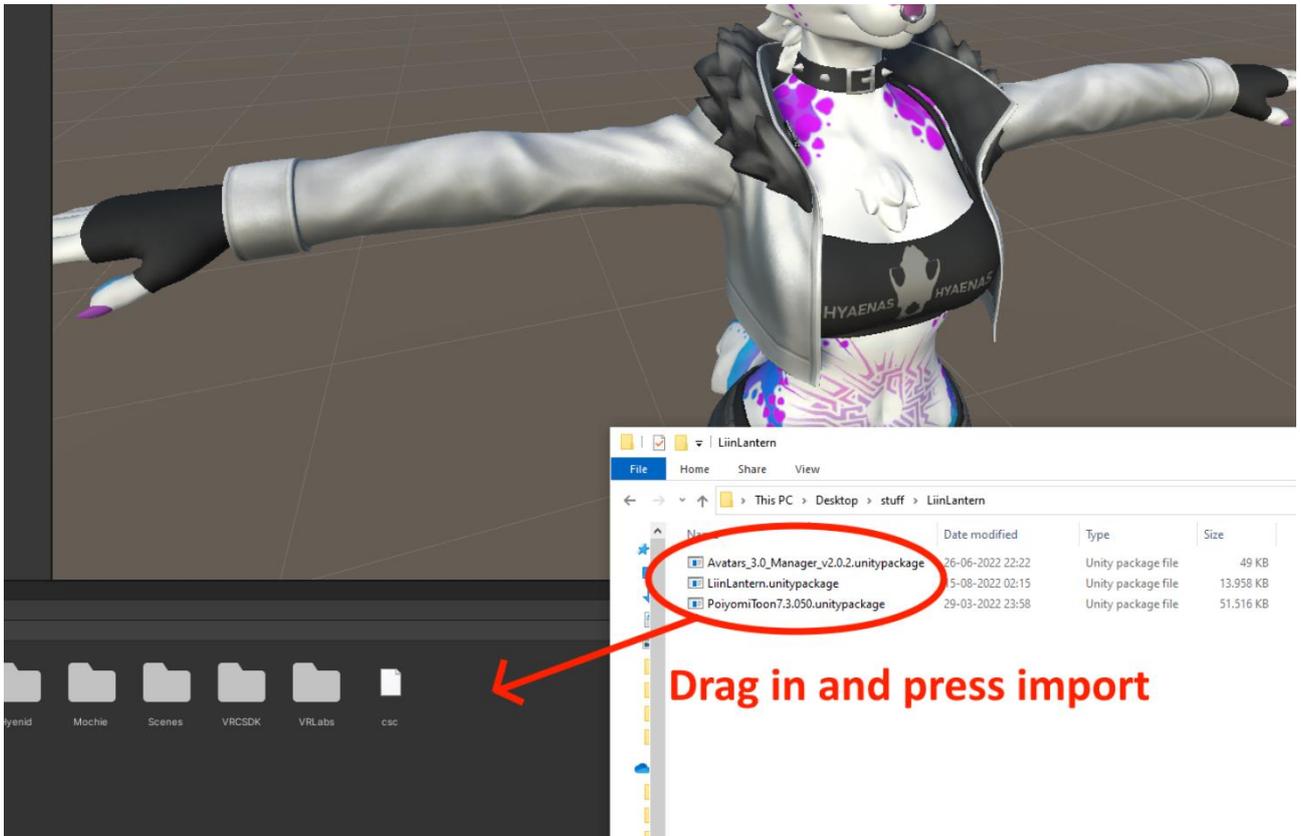
You can download it free here: <https://github.com/poiyomi/PoiyomiToonShader/releases>

You must get **Avatar 3.0 Manager v2.0.2** (newer versions should be fine)

You can download it free here: <https://github.com/VRLabs/Avatars-3.0-Manager>

You must also have an avatar ready to install it on, this guide will not teach you how to upload an avatar, only how to attach the lantern correctly to it.

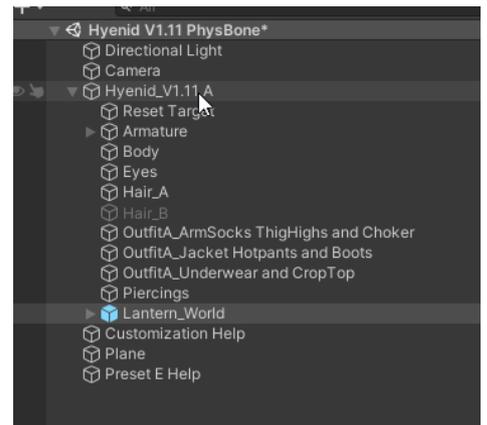
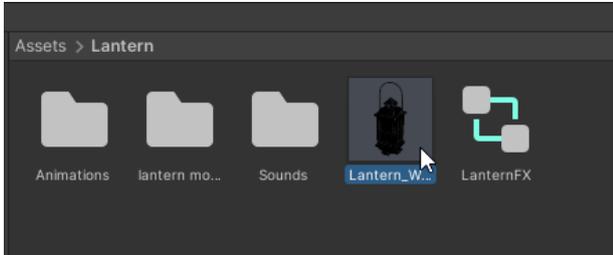
Finally, you must have the “LiinLantern.unitypackage” file ready



Step 1:

Open the folder that has appeared called “Lantern”

Drag and drop the “Lantern_World” asset on to your avatars Hierarchy.

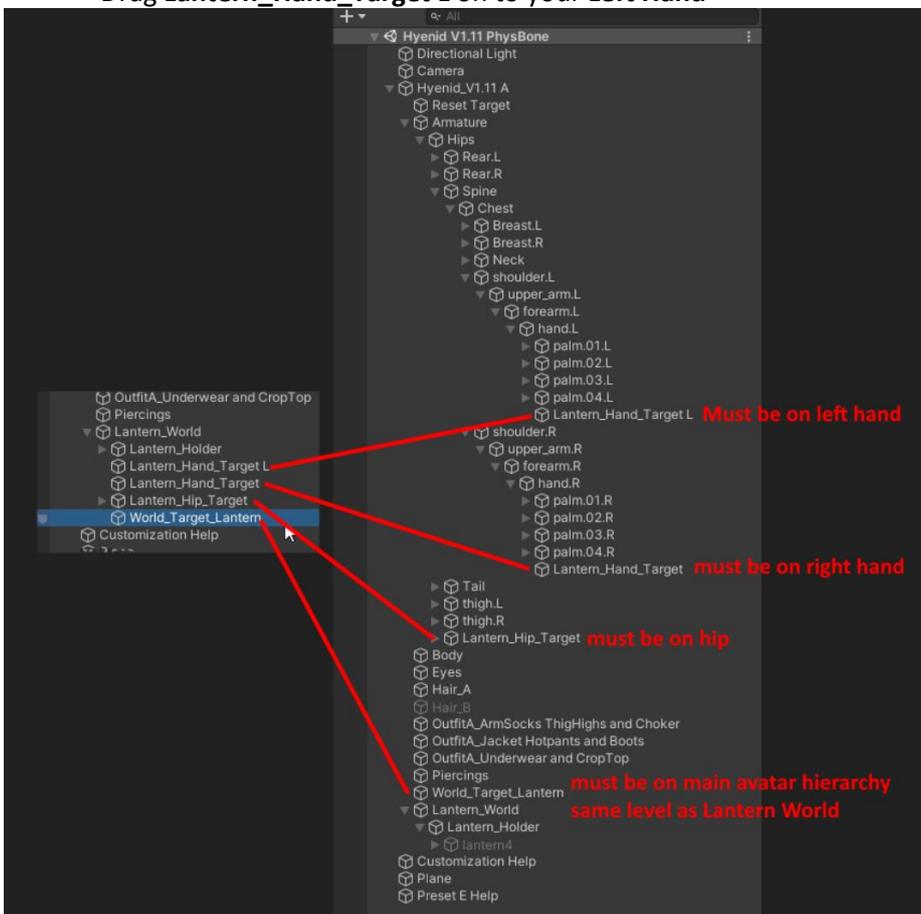


Right click the Lantern_World and **Unpack Prefab Completely** (it should no longer be a blue color)

Step 2 – Is the lantern not a correct size for your avatar? Locate the “Resize lantern guide.mp4” in the folder you downloaded and follow that to resize the lantern correctly. Then go to step 3 afterwards.

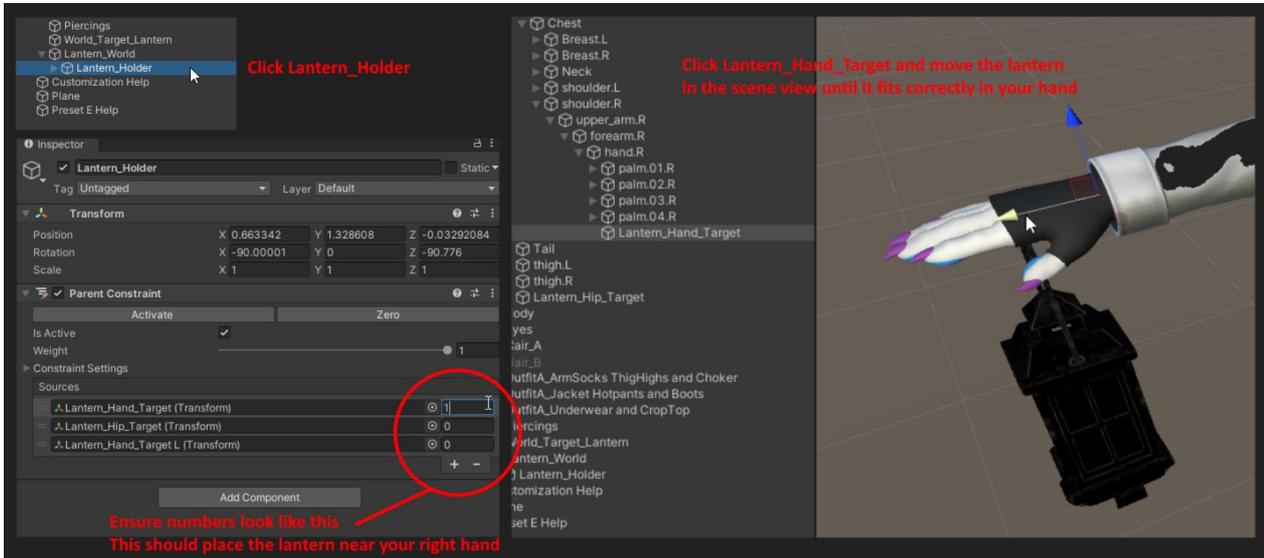
Step 2.1 – Drag and drop (this part is also shown in the resize guide video)

- Expand Lantern_World.
- Drag **World_Target_Lantern** into your main avatar hierarchy, same level as **Lantern_World**
- Drag **Lantern_Hip_Target** on to your Avatars **Hips**
- Drag **Lantern_Hand_Target** on to your **Right hand**
- Drag **Lantern_Hand_Target L** on to your **Left Hand**

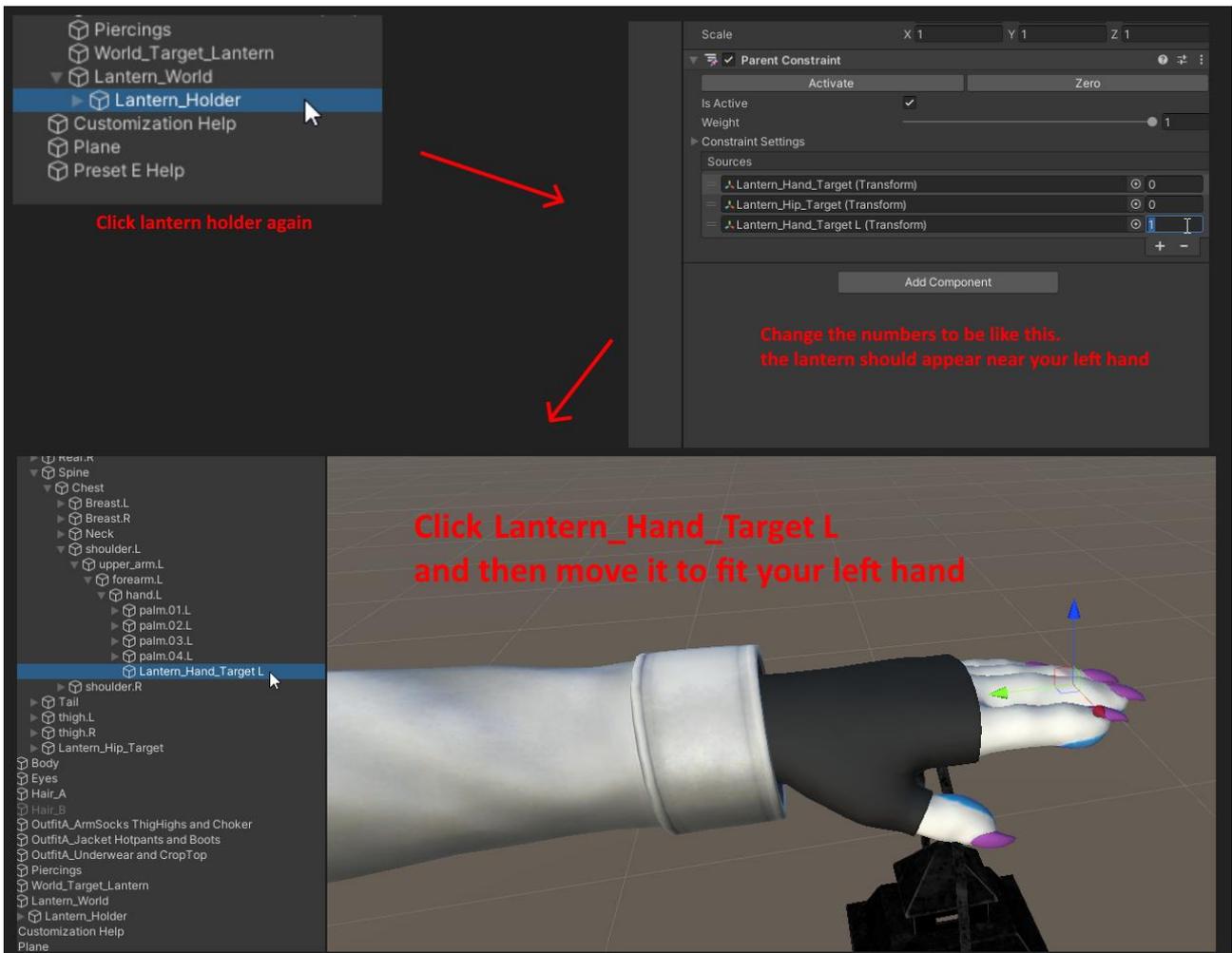


Step 3 – Ensuring the lantern positions are correct

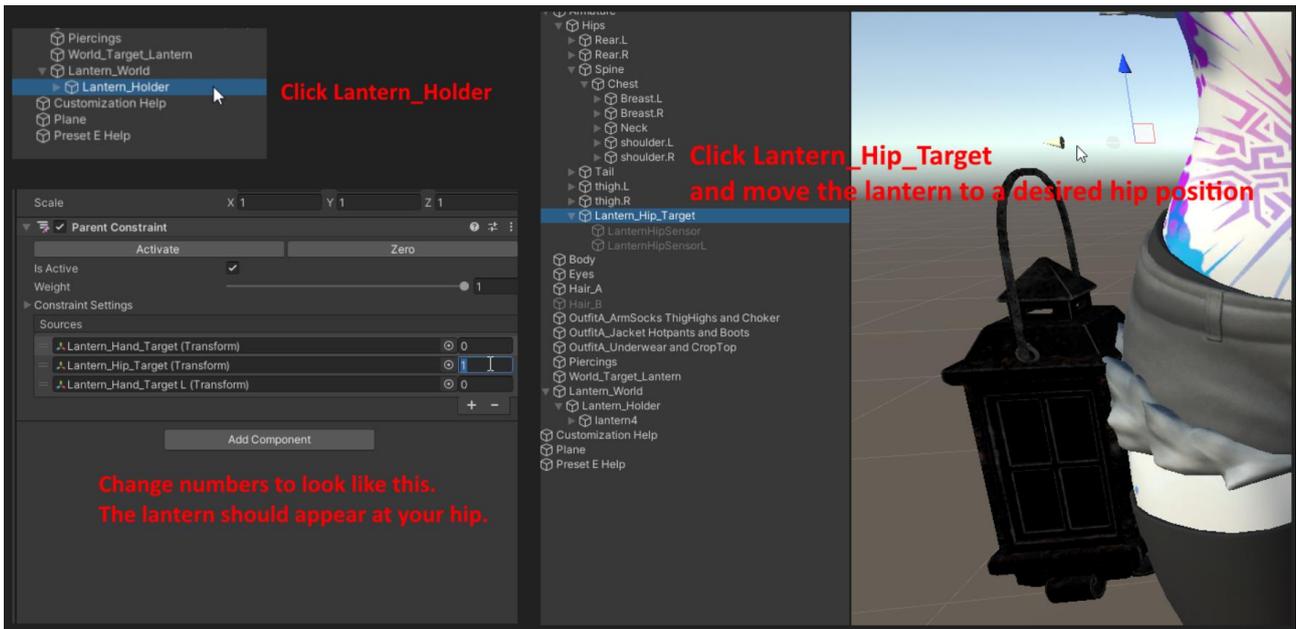
Right hand position



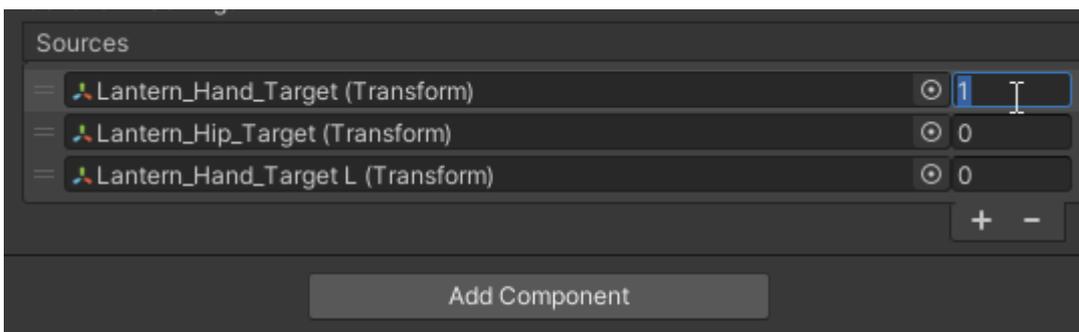
Left hand position



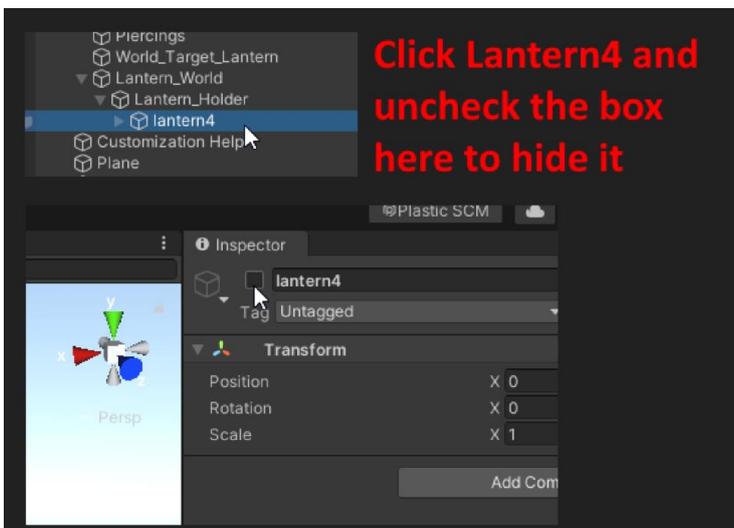
Hip position



Finally, change the lantern back to the right hand position as the default one.



Click Lantern4 and hide it. (This prevents it from showing up for people who have your animations turned off)



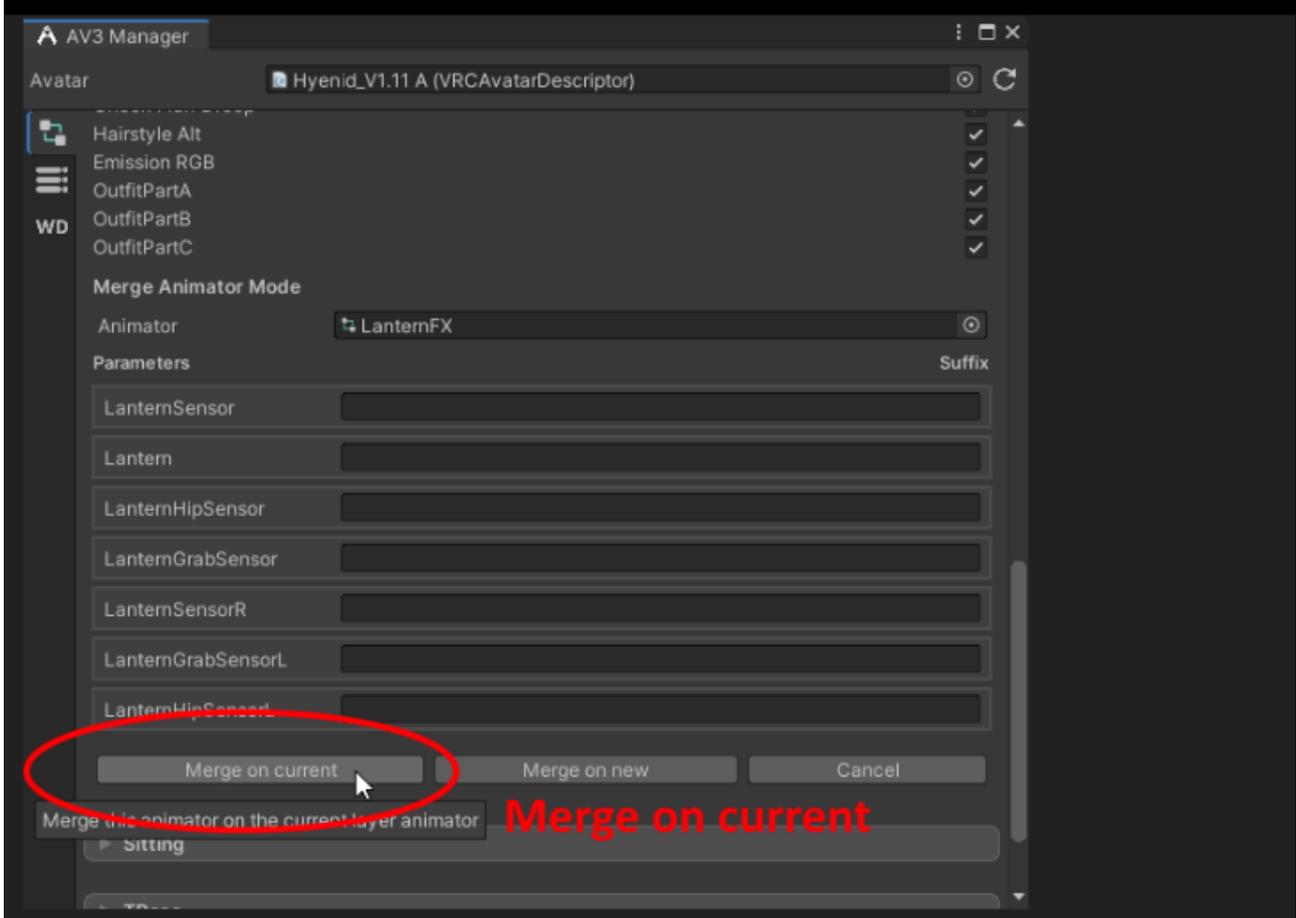
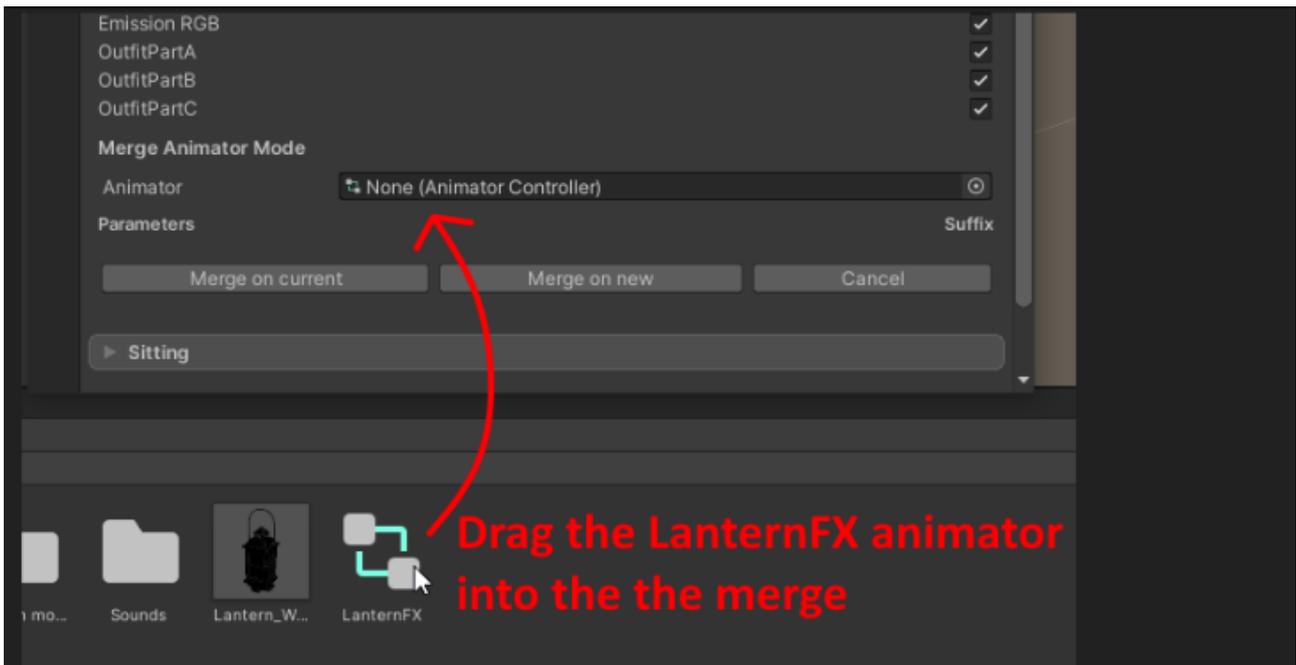
Step 4 – Merging animations

At the top, Click VRLabs -> Avatars 3.0 Manager (if this button is not there, then you probably forgot to import Avatars 3.0 Manager, see the start of the installation guide for a link to it)

Drag your avatar into here

Click the FX button and scroll down

Click "Add animator to merge"



Step 5 – Adding parameters

The image shows a Unity interface with two main panels. The top panel is the Hierarchy, showing a tree view of the scene. The bottom panel is the Expressions panel, showing a list of expressions and parameters. Red annotations highlight specific elements and provide instructions.

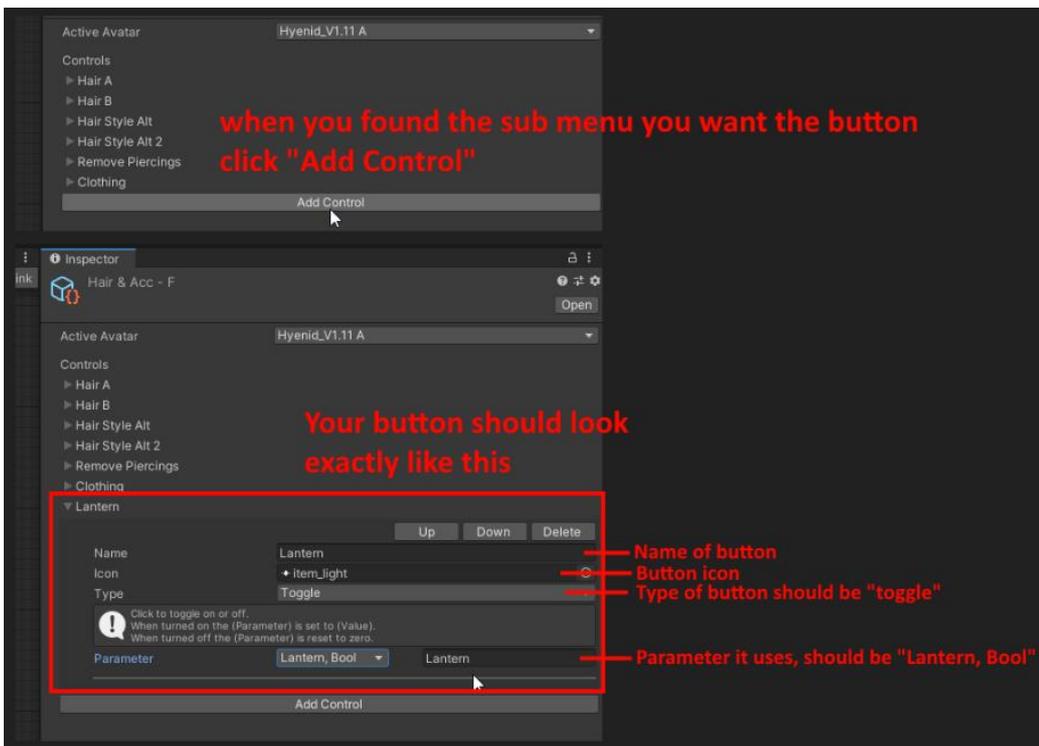
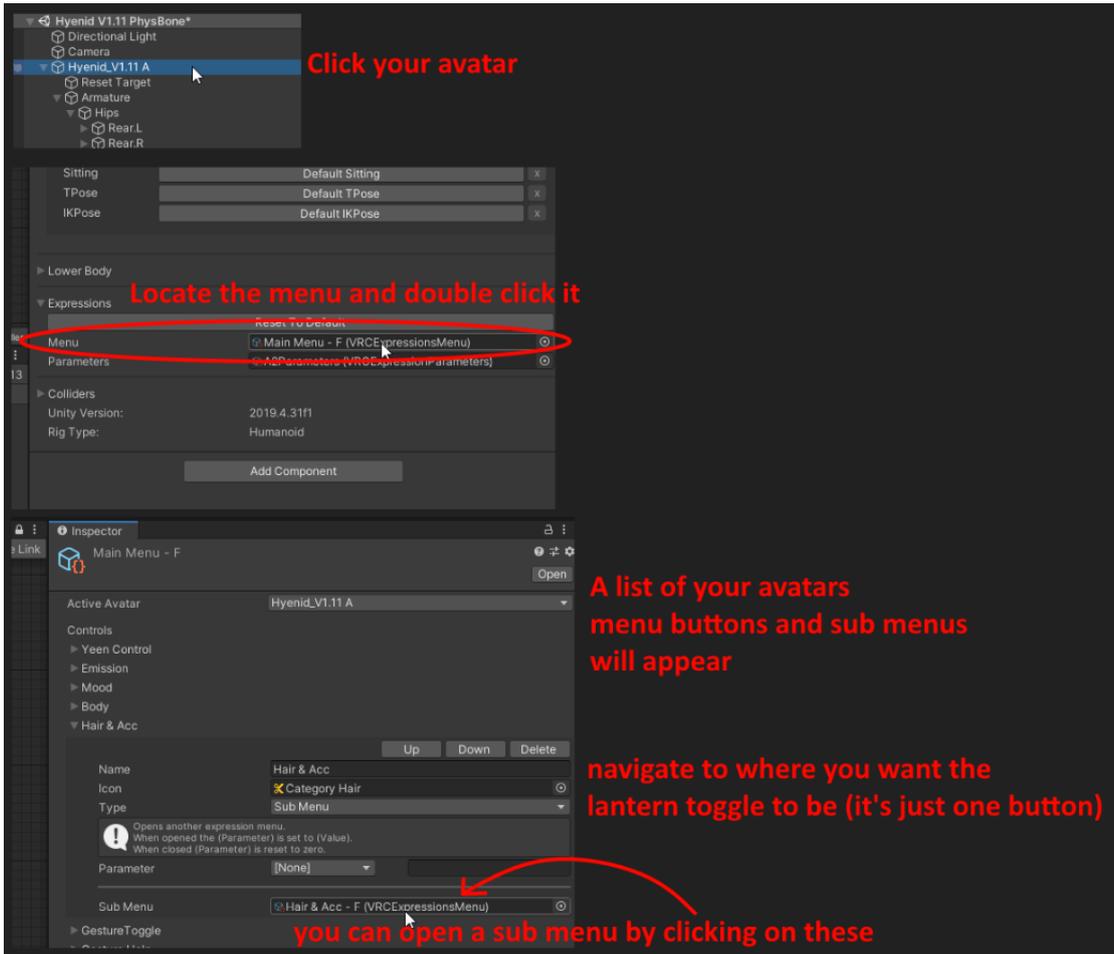
Click your avatar

Locate the "Parameters" and double click it

Add this bool (case sensitive)

Category	Item	Value	Dropdown	Toggle
Base	Base	Default Locomotion	x	
Additive	Additive	Default Idle	x	
Gesture	Gesture	Gesture	x	
Action	Action	Action	x	
FX	FX	FX	x	
Special	Sitting	Default Sitting	x	
TPose	TPose	Default TPose	x	
IKPose	IKPose	Default IKPose	x	
Expressions	Menu	Main Menu - F (VRExpressionsMenu)		
Parameters	A2Parameters (VRExpressionParameters)			
Flashlight	Flashlight	Bool		
Lantern	Lantern	Bool		
Zipper Lighter	Zipper Lighter	Bool		

Step 6 (final) – Adding menu button



That is it, you can now upload your avatar!

Here is how the gesture controls work:

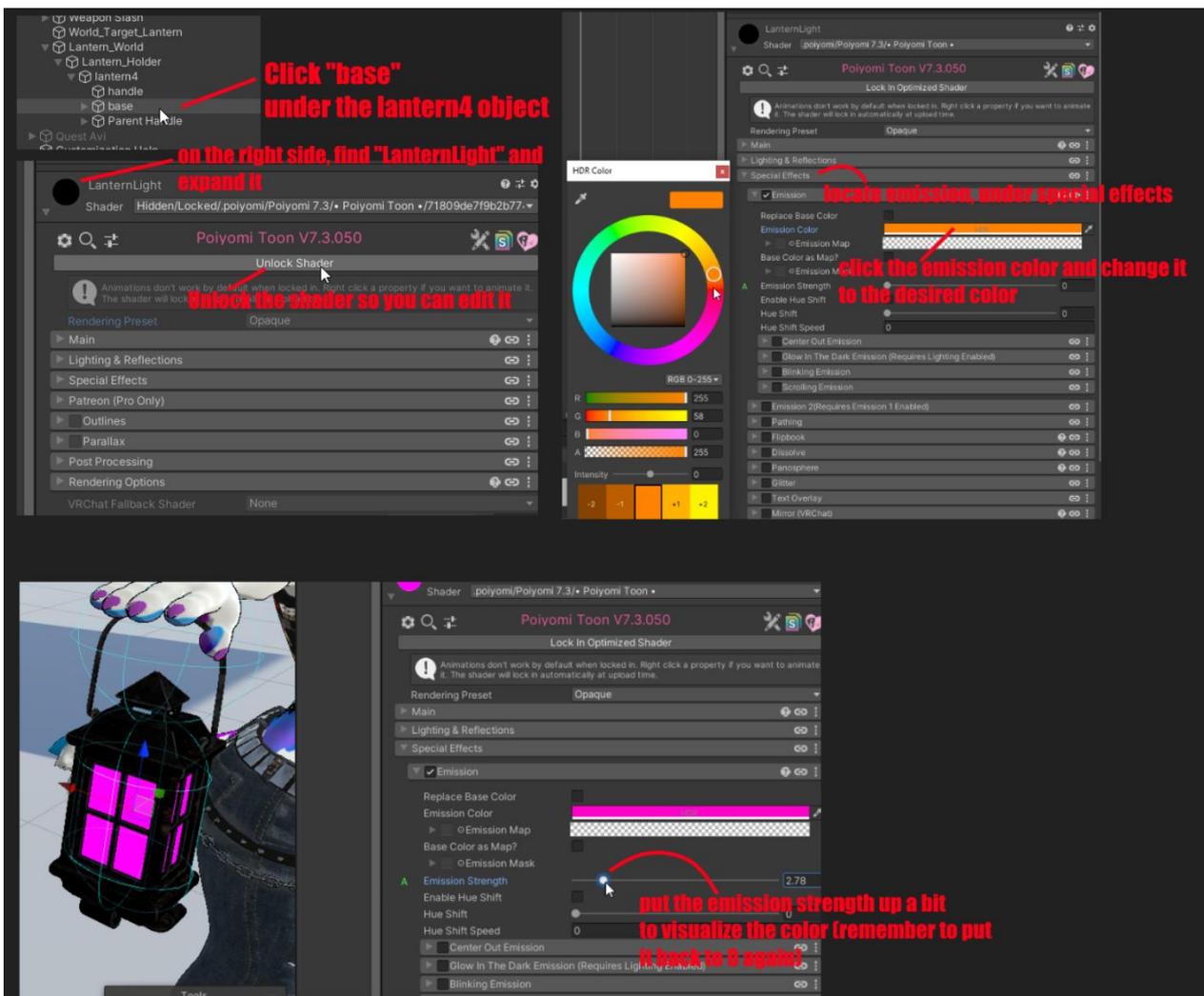
- Toggle it on with button and it will spawn in your hand
- Open hand to drop it in place
- Close hand at handle to grab it
- Pointy finger inside the lantern to turn it on (may need to hold it inside for a second)
- Peace sign inside the lantern to turn it off (may need to hold it inside for a second)
- Open hand with lantern at hip to equip on hip

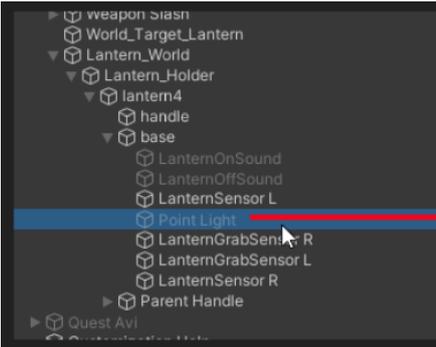
Still got trouble with the lantern? Check the video installation guide.

If all else fails, send me a dm on discord: Liindy#7120, I cannot guarantee I can help though.

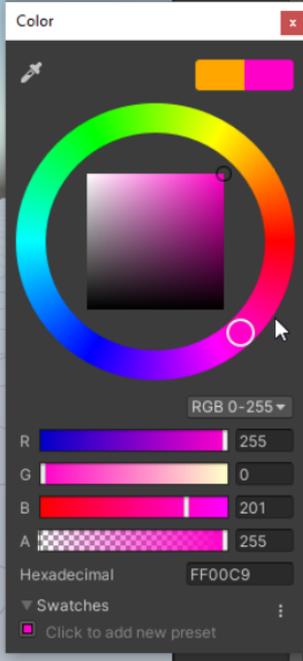
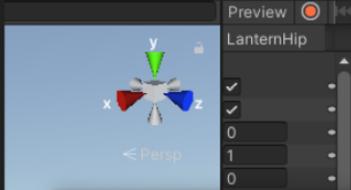
BONUS STEP FOR COLOR CHANGE

Don't like the orange color of the light? Here is how you can change it to any other color:

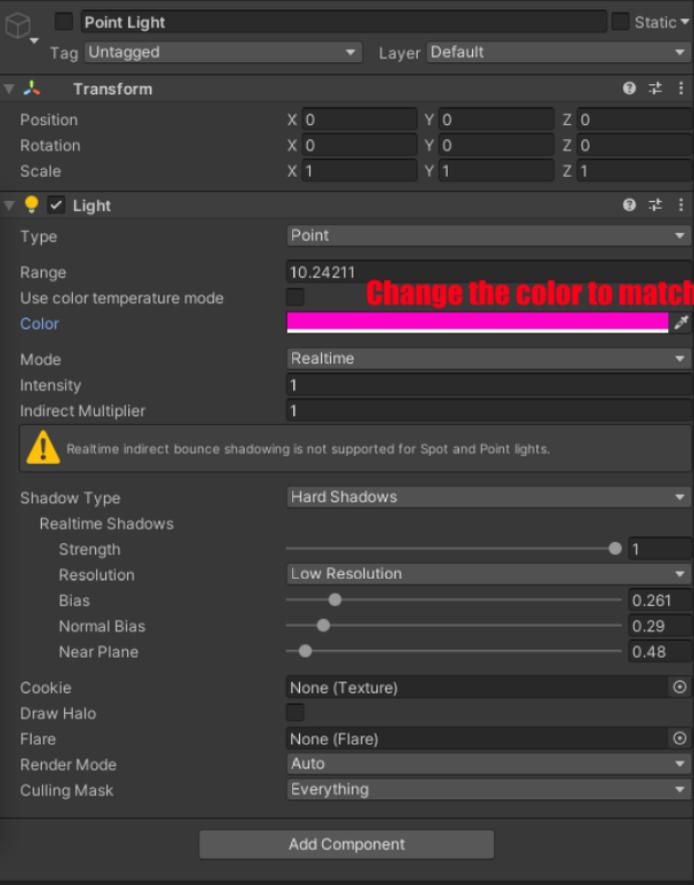




find and click the Point Light



Change the color to match the emission



That's it :)