

# 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).

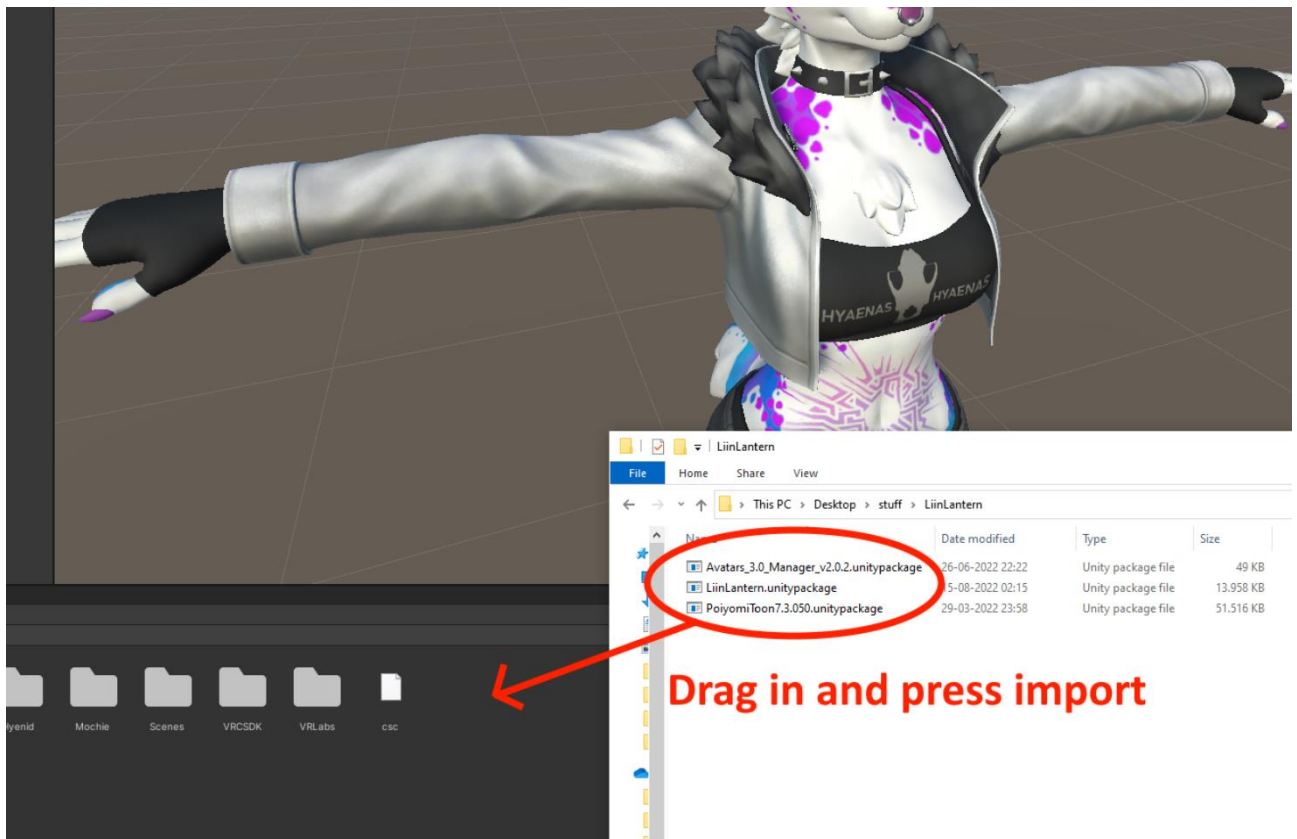
You can download it free here: <https://github.com/poiyomi/PoiyomiToonShader/releases>

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.

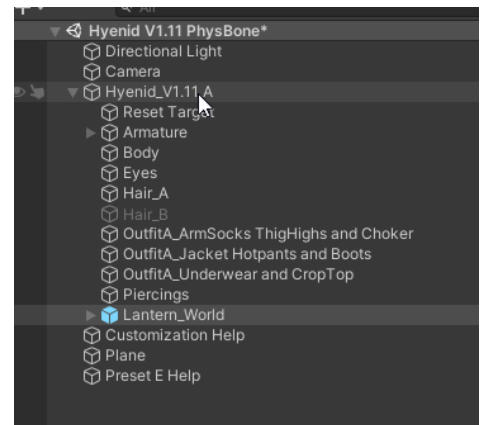
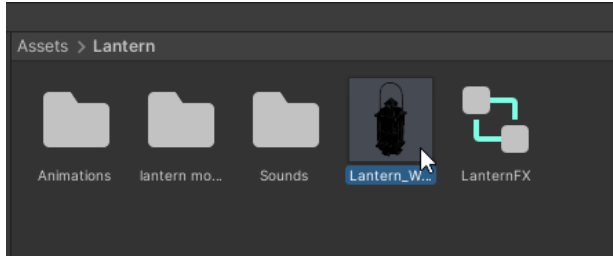
Finally, you must have the “LiinLantern.unitypackage” file ready



### Step 1:

Open the folder that has appeared called “Lantern”

Drag and drop the “Lantern\_World” asset on to your avatars Hierarchy.

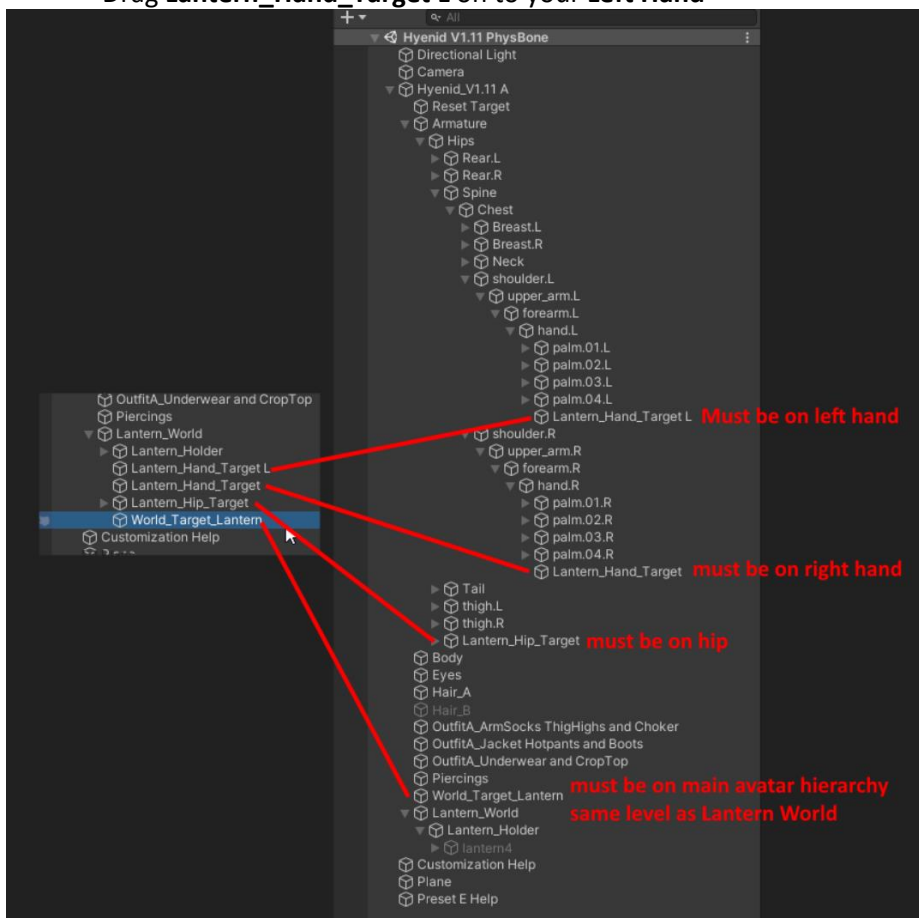


Right click the Lantern\_World and **Unpack Prefab Completely** (it should no longer be a blue color)

**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.**

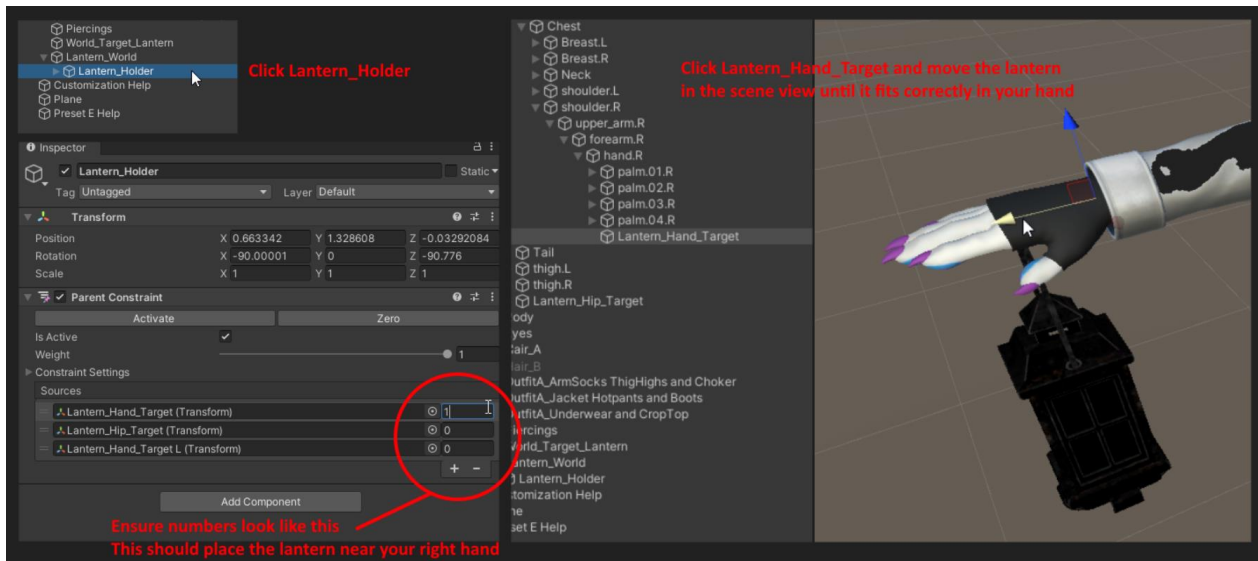
**Step 2.1 – Drag and drop (this part is also shown in the resize guide video)**

- 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**

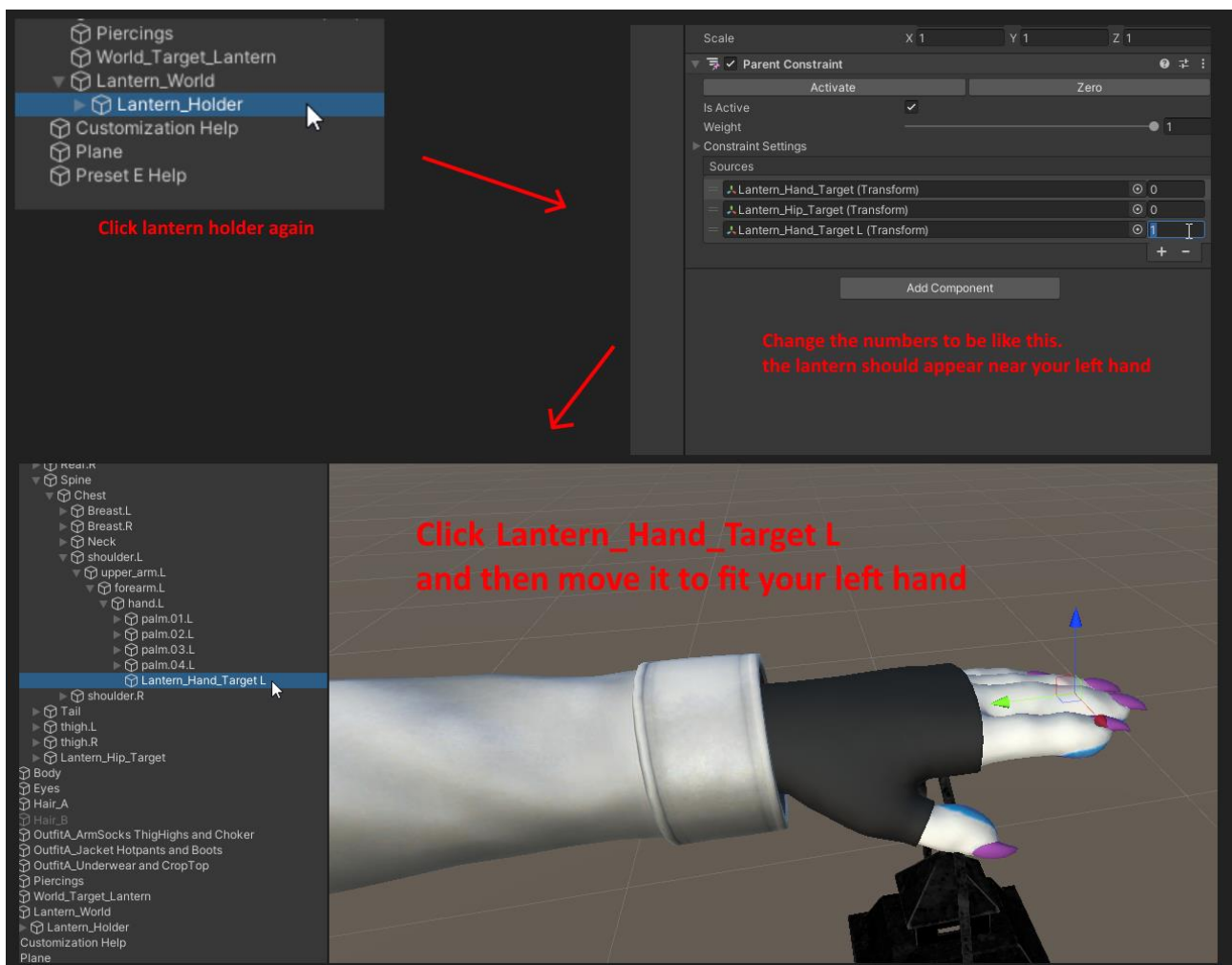


### Step 3 – Ensuring the lantern positions are correct

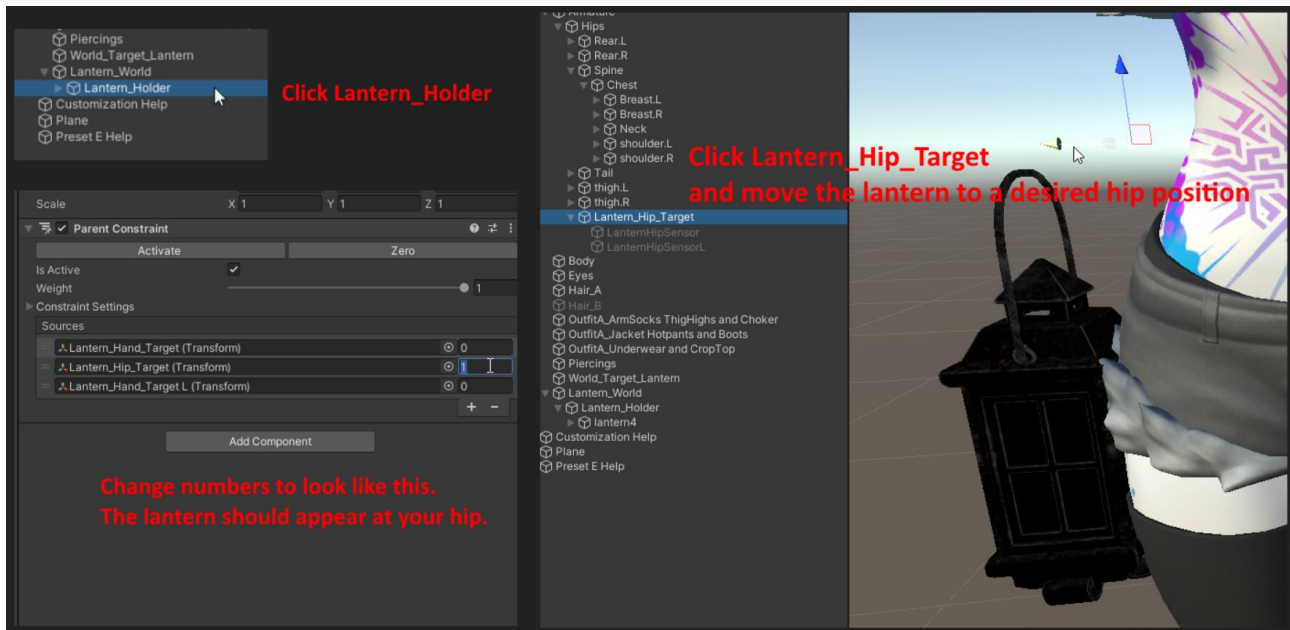
#### Right hand position



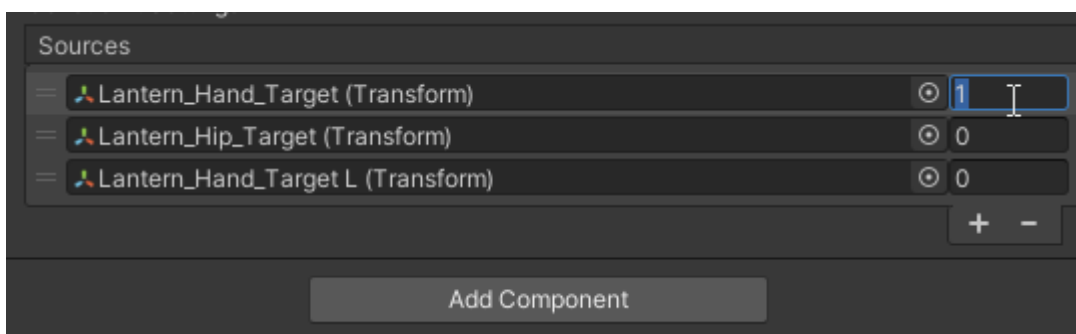
#### Left hand position



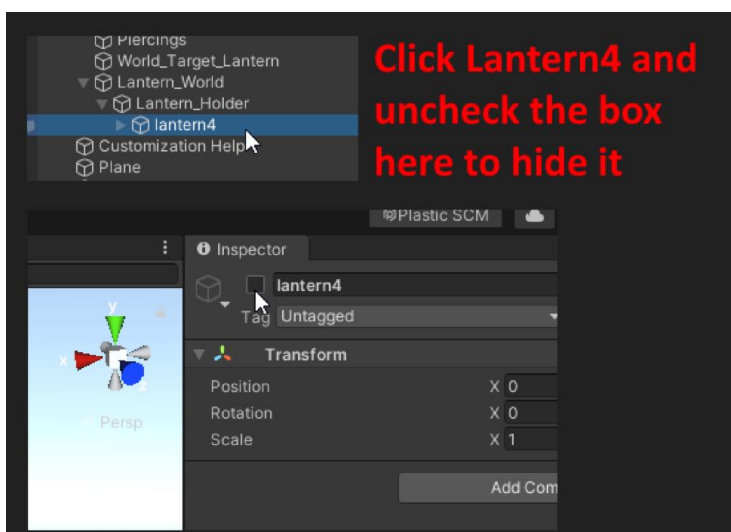
## Hip position



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)



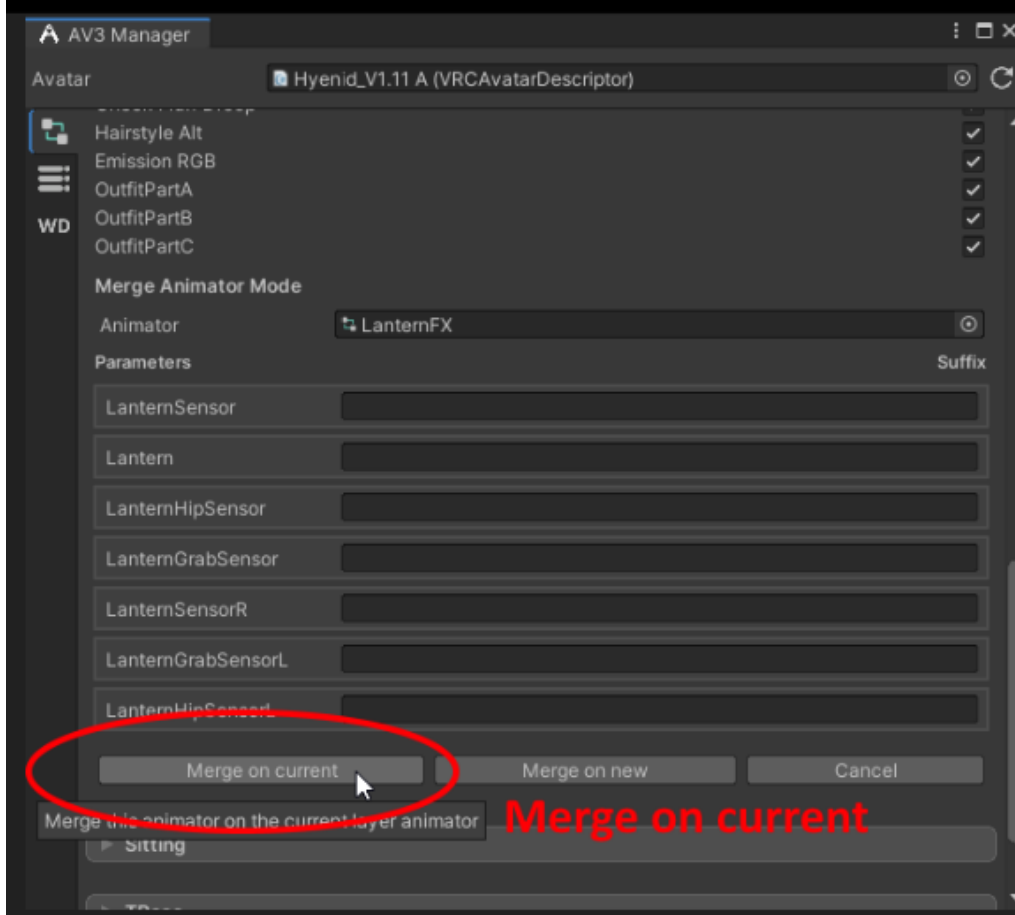
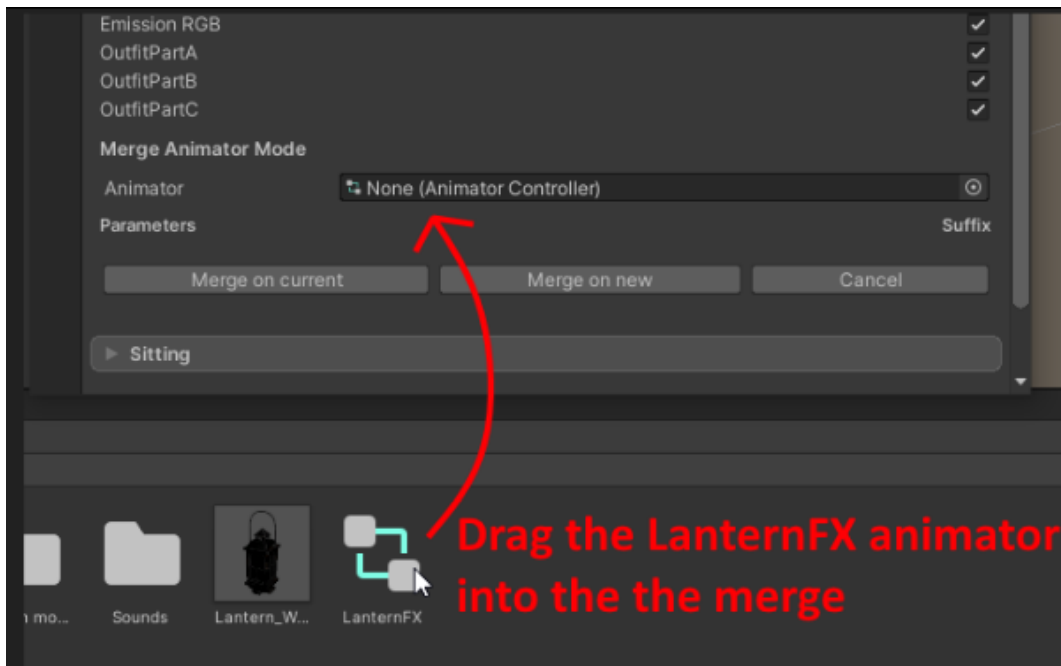
#### Step 4 – Merging animations

At the top, Click VR Labs -> 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 screenshot shows the Unity interface with the Hierarchy panel on the left and the Hierarchy Layers panel in the center. The Hierarchy panel shows the 'Hyenid\_V1.11 A' object selected. The Hierarchy Layers panel shows the 'Parameters' section with 'A2Parameters (VRCEXpressionParameters)' selected. A red circle highlights the 'Parameters' section. A red box highlights the 'Lantern' parameter in the bottom panel. Red text annotations provide instructions: 'Click your avatar', 'Locate the "Parameters" and double click it', and 'Add this bool (case sensitive)'.

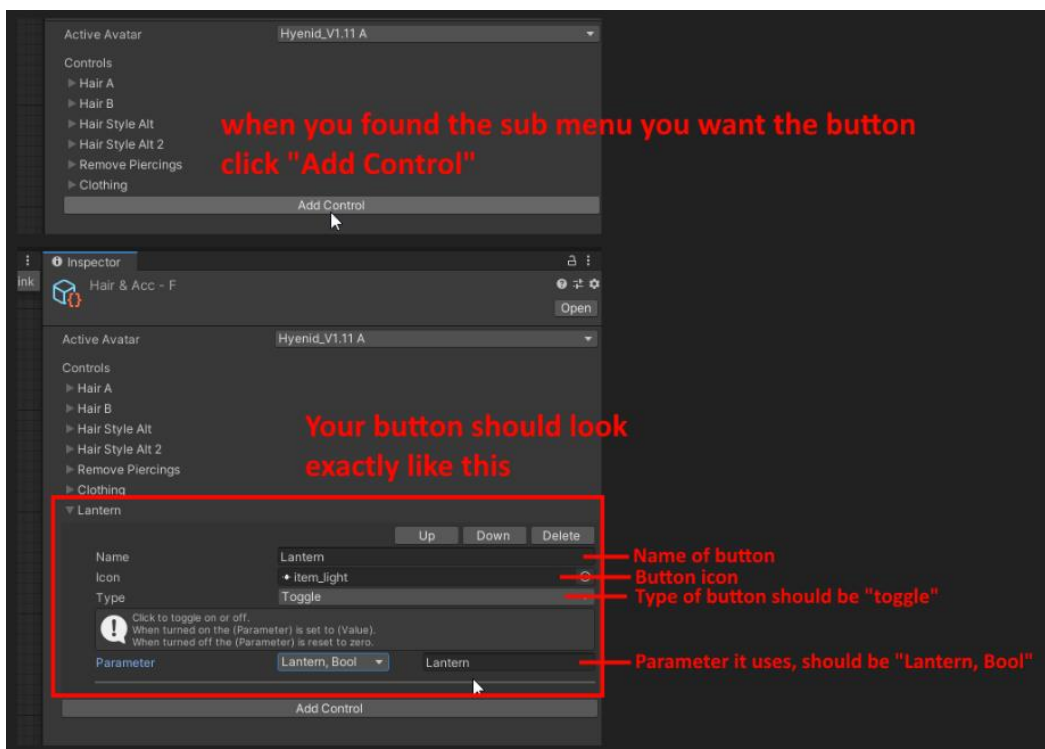
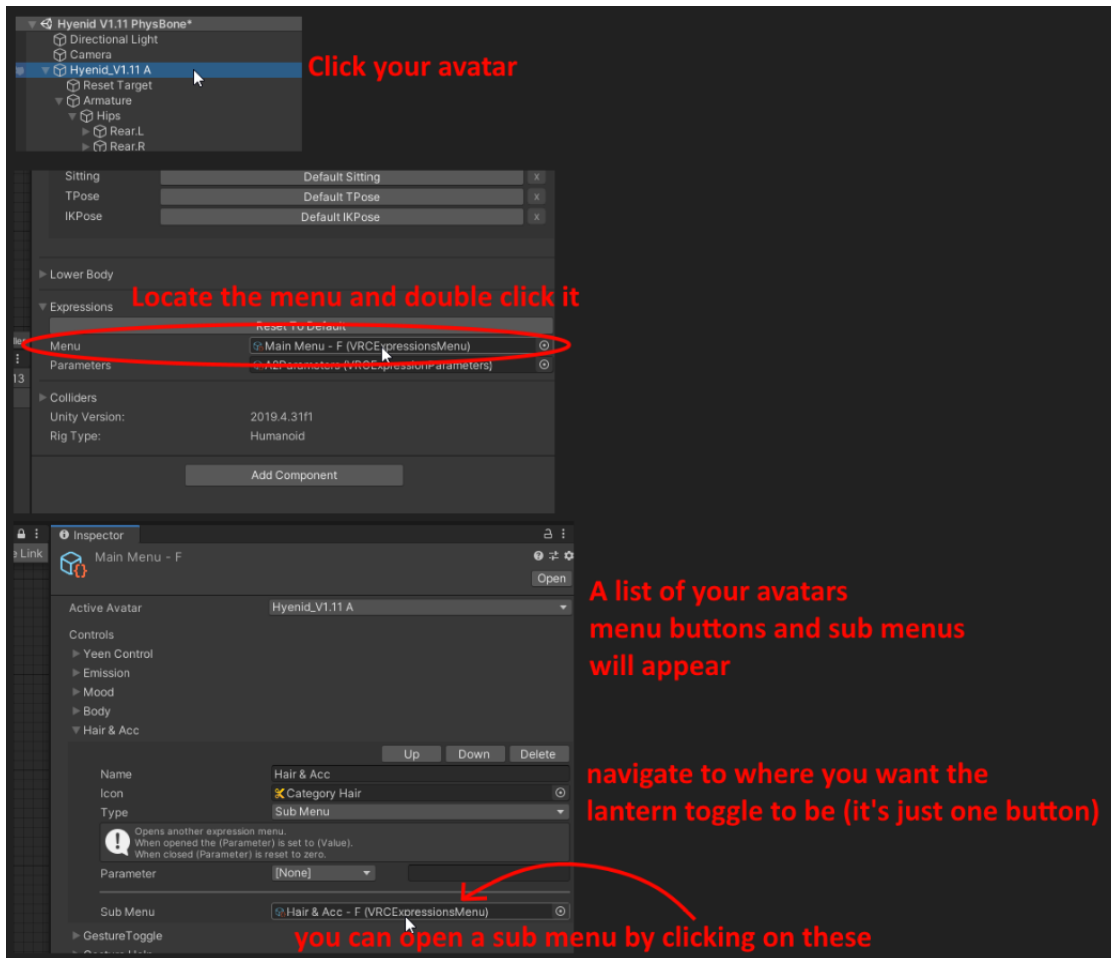
**Click your avatar**

**Locate the "Parameters" and double click it**

**Add this bool (case sensitive)**



## 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:

