How to attach

- 1. Install VRCFury
- 2. The prefab is located in Assets/Blizz/LooseCrop/Base Name
- 3. Drag the prefab onto the **root** of your avatar. The hierarchy should appear like the included image.



- 4. You're done! If you want to hide the asset or disable it while working in unity make sure to disable the "LooseCrop" gameobject Not the "loosecrop" parent object with the VRCFury script
- 5. VRCFury will attach the prefab automatically on upload!

How to change the menu location

- 1. Click on the loosecrop parent object and either unpack it. Or hit edit prefab.
- 2. Adjust the menu path in the Toggle component for both the No Grab and Top

toggles to be in the location you want them. These can point to existing menus or be entirely new ones.

