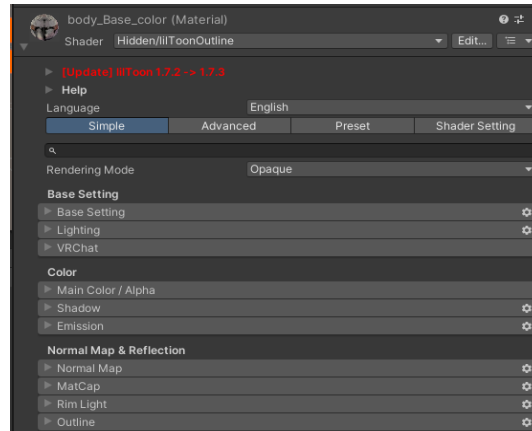# Novabeast Fishnets Install Guide

*Prerequisites: Novabeast (obviously), Liltoon shaders 1.7.2 or above and importing the textures in the fishnets folder*

Step 1: Open your Novabeast project, select the "Body" gameobject of the Novabeast itself, and open the body shader (pic below)



Step 2: Open the Main Color / Alpha Dropdown, then just add your desired textures from the imported folder.

(NOTE: The liltoon shaders currently support only 2 decals on top of the base body texture, so you will have to work around this limit by combining textures together if you want to use all 3, or by making multiple shaders with different decals to toggle between)
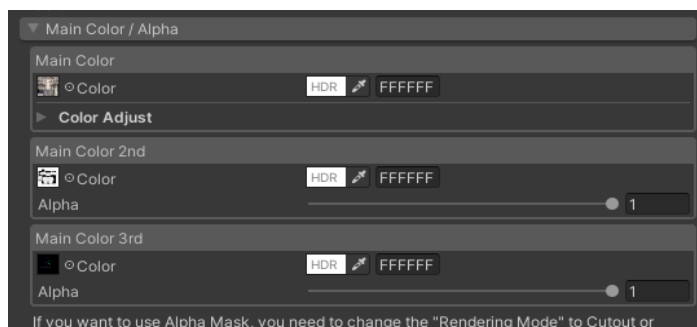


## This is pretty much it for the simple install, if you'd like to add toggles to the decals, keep reading!

To set up toggles, you will need to edit the avatar's Parameters, FX controller and menu, additionally you will need to create animations to toggle the decals.

First, open the Novabeast Parameters and ensure you set them up this way. Add them below all the default ones by just clicking the + button twice. Make sure that you copy the names exactly, as they need to be exactly the same everywhere else (case sensitive).



Next up, set up the Menu. Open any Menu of the avatar you would like to add the controls to (in this case, the customization menu), then add two new controls to toggle the decals on and off seperately. Ensure they are set up as in the picture above, and make sure you use the correct parameters from the dropdown.
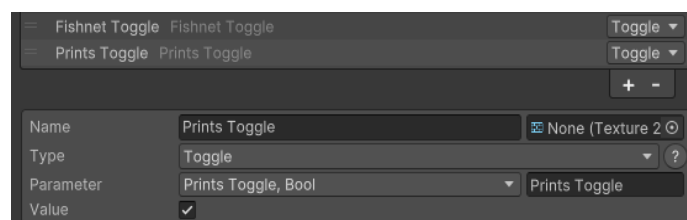
Now you should make the animations to toggle the decals. I suggest looking up a tutorial on the absolute basics of making animations for toggles in vrchat, as there are plenty of videos online that explain it better than I can ^^;

When you make animations, please do so on a duplicate of your avatar, because animating can sometimes break it. Doing so on a duplicate ensures you don't do any damage to your main avatar. You can just transfer over the animations once you make them.

In particular though, you should be making a toggle to change the Alpha value of the decals you've already put on the avatar body.
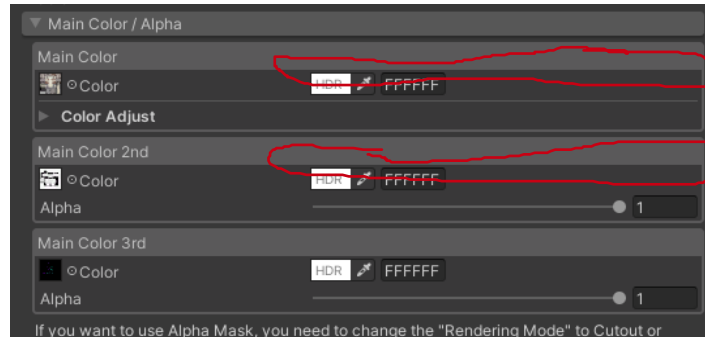


Of course, you will need to make 2 animations for *each* decal, one to toggle it off and one to toggle it on. The Toggle Off animation should set the alpha to 0, and the Toggle On should set it to 1.

Now, Open the Novabeast FX Controller, and set up the Controller Parameters first. They should look like the image below.
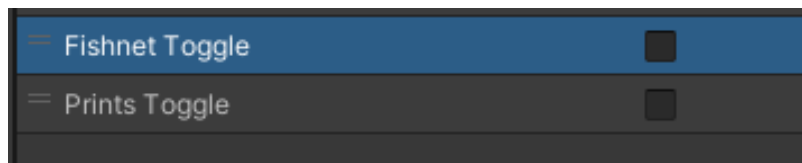


Next, you should set up the Controller Layers. This is where you will add your animations and make them work.

You need to make a seperate layer for every decal, so in this case two of them. Make a new layer, name it appropriately, and make sure you set the Layer Weight to 100%!!

Now, you should drag the appropriate animations into the layer and make transitions between them (by right clicking on one animation and clicking on the other) to make it look as such:
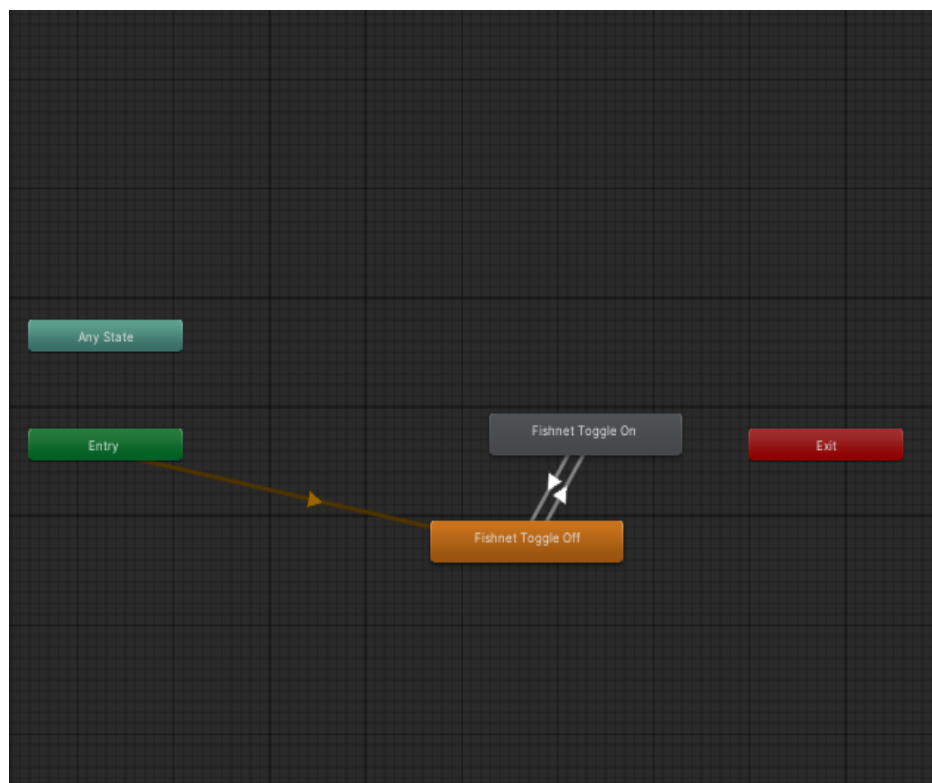
Now, set up both transitions as such:
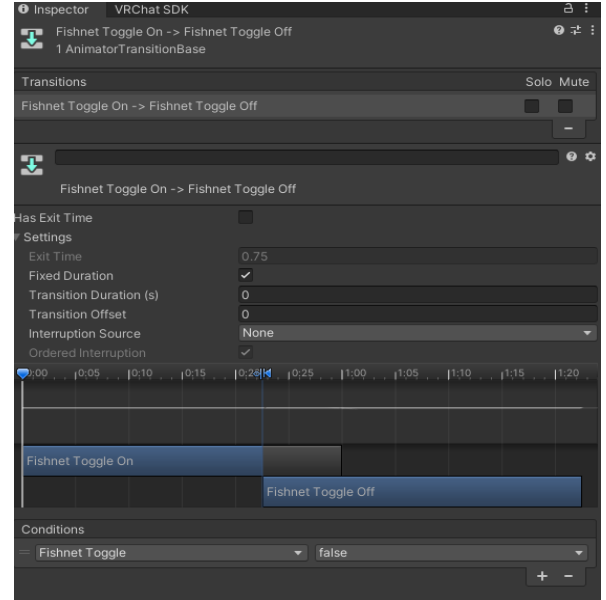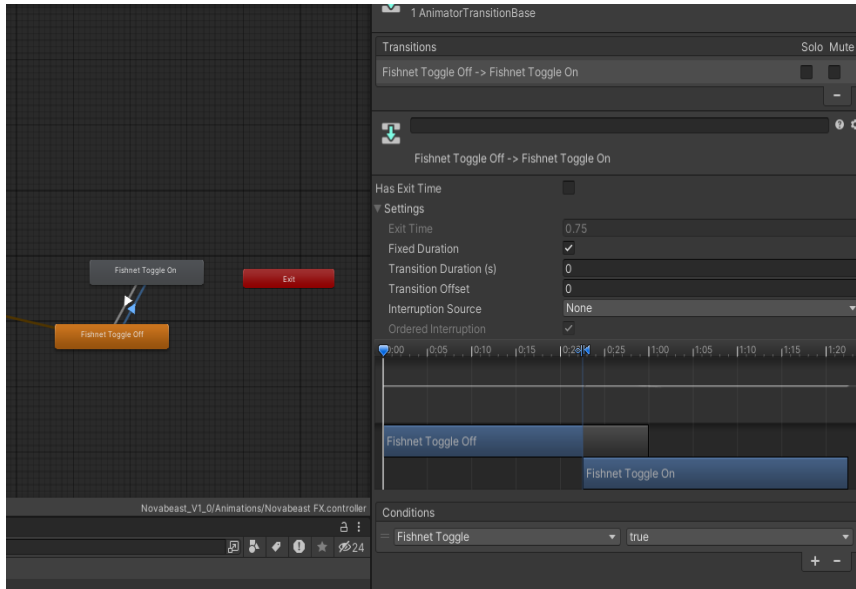


If everything is set up correctly (and unity doesn't throw a wrench in your plans) you should be done!
You can now upload your avatar and try it out.

If you have any issues during installation, or need help figuring something out,
please contact me over on Discord: "Cheekii."