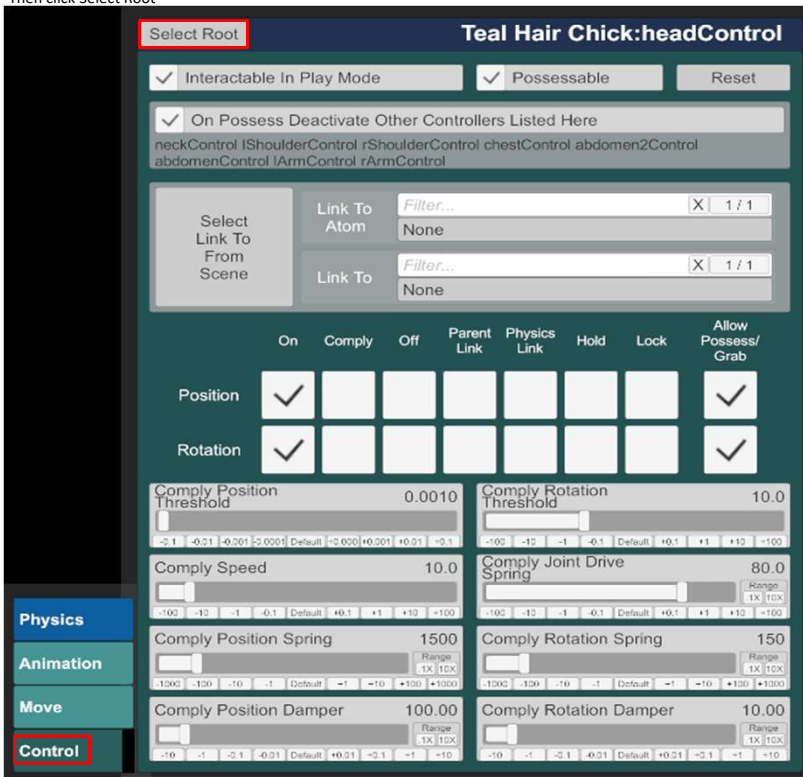


VAM POV Embody

First you need the Plugin Embody by Acid Bubbles
<https://hub.virtamate.com/resources/embody.6513/>

Copy the downloaded Var File in your AddongPackages Folder in your Virt-A-Mate\Prog Folder

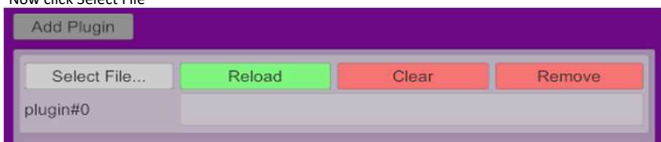
Select the Person, which you want prepare for Embody
After selecting make shure, you are on the Control Tab
Then click Select Root



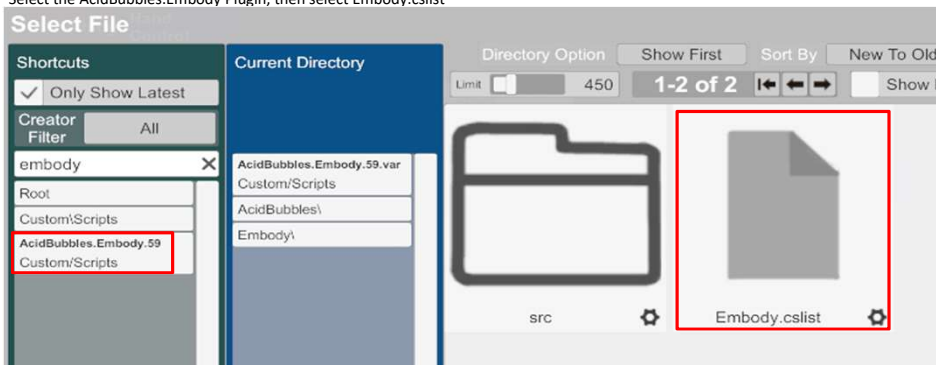
Go then to the Tab Plugins and click on Add Plugin



Now click Select File



Select the AcidBubbles.Embodiy Plugin, then select Embodiy.cslist



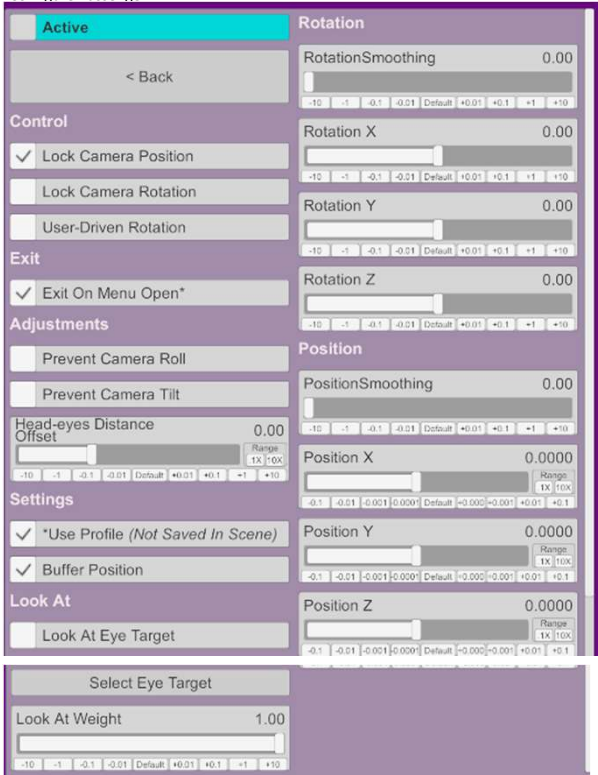
Now Click Open Custom UI...




Chose now the following settings, then close



Configure Passenger...

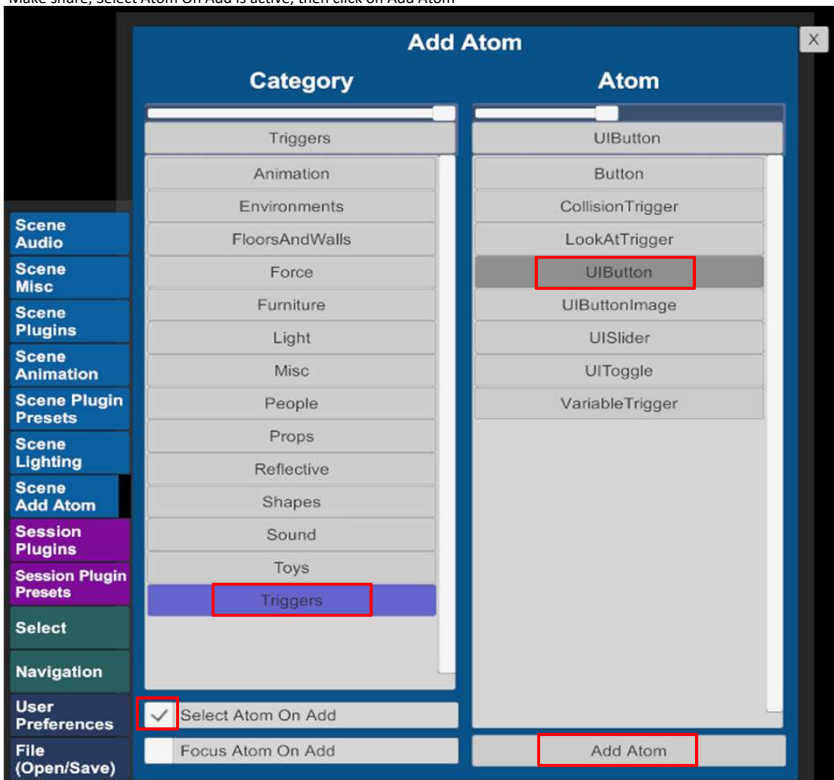


Now we need a Trigger to activate the Embodiment Mode

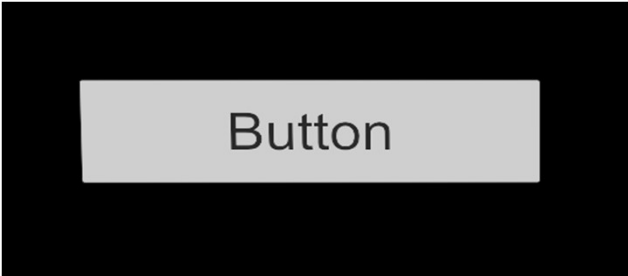
Go on Open Add Atom Menu 

Chose Triggers, Click on UIButton

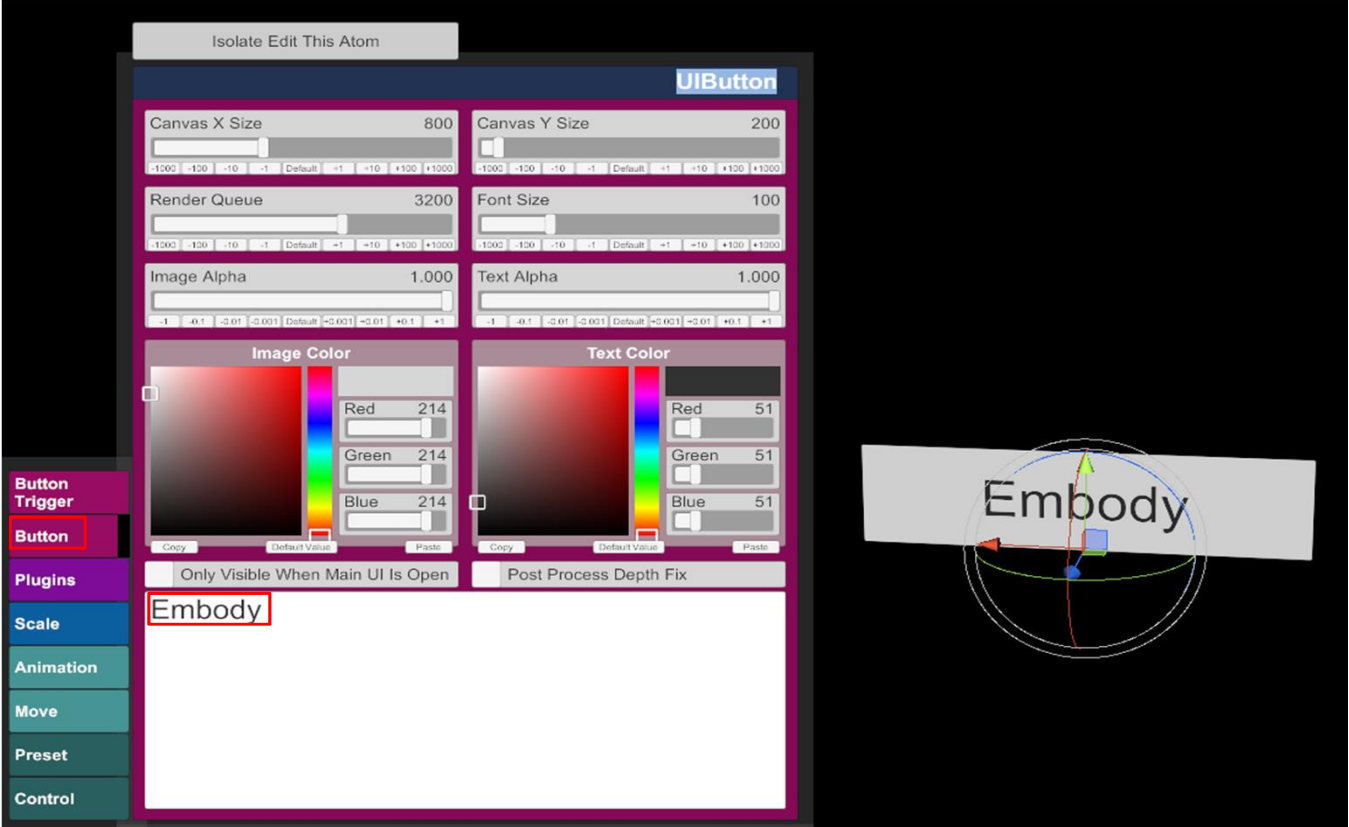
Make shure, Select Atom On Add is active, then click on Add Atom



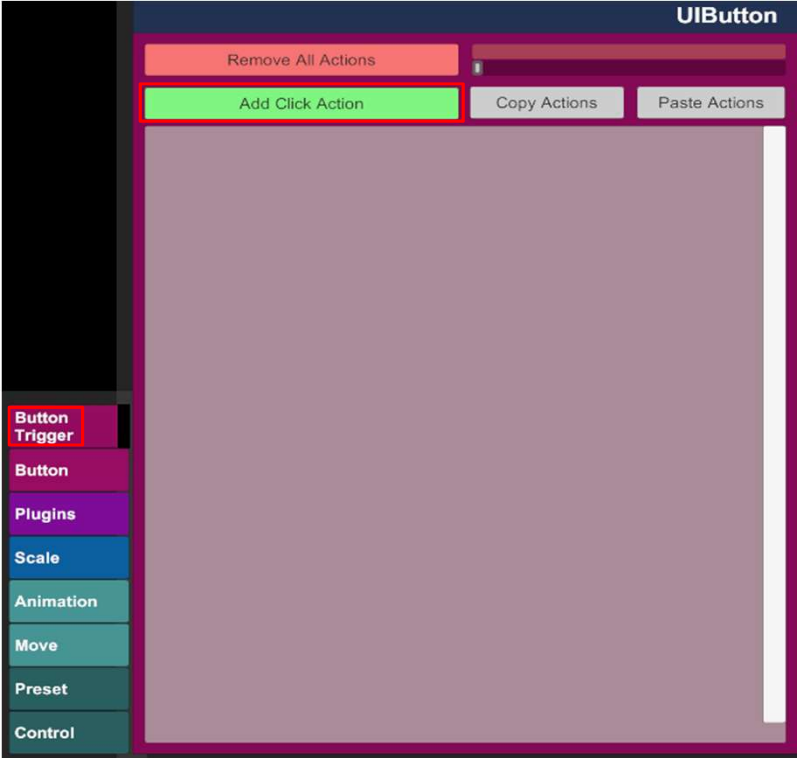
Now a Button appears in the Scene



Under the Tab Button, we type in a name for the Button, in this case, Embody
The Button in the Scene shows no this text



Now go to Button Trigger and click on Add Click Action



If you want, you can type a Name in the Field, in this case Embody
Then click on Settings



Under Receiver Atom, chose your Person which you want to Embody

Under Receiver, chose the Embody Plugin

Under Receiver Target, chose ToggleActive

Then click ok at the bottom



If you now click on the Embody Button in the Scene, it will avtivate the Embody mode