

# The ExPoser Previewer Definition Documentation

Welcome to ExPoser Previewer. This document explains how to use ExPoser Previewer's Definition Syntax for new characters that don't yet have an ExPoser Previewer Definition file. If you are adding on to an existing character, you may wish to see the setup process and get to the actual code process of the definition file.

## Setup

To setup an ExPoser Previewer Definition file, first create a new RPY file (you may also add it on to the *exposer\_previewer\_definition.rpy* file but it's best to keep them separate IMO). Next, open this file and paste the follow starter code. Change x to any variable name that is unused (my suggestion is *[char\_name]\_def* i.e. *libitina\_def*) and y to the name of your character (in lowercase letter) that is used in MPT/ExPoser.

```
x = ExposerPreviewerDefinition(  
    char="y",  
    supports_exposer=False,  
    poses=[],  
    exposer_poses=['base'],  
    outfits=[],  
    moods=[],  
    blushes=[],  
    left_poses=[],  
    right_poses=[],  
    head=[],  
    head_noses=[],  
    head_mouths=[],  
    head_eyes=[],  
    head_eyebrows=[],  
    noses=[""],  
    mouths=[""],  
    eyes=[""],  
    eyebrows=[""],  
    specials=[],  
    second_poses=[],  
    second_moods=[],  
    second_blushes=[],
```

```

        second_noses=[""],
        second_mouths=[""],
        second_eyes=[""],
        second_eyebrows=[""],
        ddlc = False,
        ddlc_poses = [],
        ddlc_expressions = [],
        ddlc_special_pose = [],
        ddlc_special_expressions = []
    )

```

## Code

Now for the complex instruction of making this definition syntax. Follow each argument below for each category of arguments you need to fill out. This is a tedious process I know, but it's the best way ATM to list every character's available content from MPT/ExPoser onto the previewer while avoiding seeing a placeholder character for a while using **everyone's** syntax. For references, please look at the main casts' own definition file for ExPoser Previewer. Do not copy/paste the example code here as Word might have broken something; instead type it on your own script file.

### char

Type: String (str)

Description: Gives the name of the character.

Example: char="libitina"

### supports\_exposer

Type: Boolean (bool)

Description: Determines if this character supports the ExPoser Syntax i.e. (*forward/turned to base*). To check if it supports ExPoser, open the characters' layered definitions file and see *layeredimage X Y*. If Y is "base" then it supports ExPoser and must be set to True, else False.

Example: supports\_exposer = False

### poses

Type: String List (list)

Description: Lists every available pose for this character. You may get all poses for a character by visiting its' layered definitions file under *layeredimage X Y*: where Y is the pose. Do not include a special pose here, that goes in *second\_poses*.

Example: poses=["turned"]

## exposer\_poses

Type: String List (list)

Description: Lists every available pose for this character in ExPoser Syntax mode. Leave this alone unless you changed base to something else.

Example: `exposer_poses=["base"]`

## outfits

Type: String List (list)

Description: Lists every available outfit for this character. You may get all outfits for a character by visiting its' layered definitions file under *group outfits*.

Example: `outfits=['uniform', 'casual']`

## moods

Type: String List (list)

Description: Lists every available mood for this character. You may get all moods for a character by visiting its' layered definitions file under *group mood*. Do not add special pose moods here, that goes in *second\_moods*.

Example: `moods=['neut', 'happ']`

## blushes

Type: String List (list)

Description: Lists every available outfit for this character. You may get all blushes for a character by visiting its' layered definitions file under *group blush*.

Example: `blush=['nobl', 'awkw']`

## left\_poses

Type: String List (list)

Description: Lists every available left-hand pose for this character. You may get all left poses for a character by visiting its' layered definitions file under *group left*.

Example: `left_poses=['lpoint', 'lup']`

## right\_poses

Type: String List (list)

Description: Lists every available right-hand pose for this character. You may get all right poses for a character by visiting its' layered definitions file under *group left*.

Example: `right_poses=['rpoint', 'rup']`

## head

Type: String List (list)

Description: Lists every available head for this character. You may get all heads for a character by visiting its' layered definitions file under *group head*. Not all characters have a head group. If your character does not have a *group head* then leave it blank.

Example: head=["', 'fs', 'fta']

## head\_noses

Type: String List (list)

Description: Lists every available head nose for this character. You may get all noses for a character by visiting its' layered definitions file under *group nose* and seeing if it matches the head criteria. Not all characters have a special head. If your character does not have a *group head* then leave it blank.

Example: head\_noses=["', 'n1', 'n2']

## head\_mouths

Type: String List (list)

Description: Lists every available head mouth for this character. You may get all mouths for a character by visiting its' layered definitions file under *group mouth* and seeing if it matches the head criteria. Not all characters have a special head. If your character does not have a *group head* then leave this blank.

Example: head\_mouths=["', 'm1', 'm2']

## head\_eyes

Type: String List (list)

Description: Lists every available head eye for this character. You may get all eyes for a character by visiting its' layered definitions file under *group eyes* and seeing if it matches the head criteria. Not all characters have a special head. If your character does not have a *group head* then leave this blank.

Example: head\_eyes=["', 'e1', 'e2']

## head\_eyebrows

Type: String List (list)

Description: Lists every available head eyebrow for this character. You may get all eyebrows for a character by visiting its' layered definitions file under *group eyebrows* and seeing if it matches the head criteria. Not all characters have a special head. If your character does not have a *group head* then leave this blank.

Example: head\_mouths=["', 'b1', 'b2']

## noses

Type: String List (list)

Description: Lists every available nose for this character. You may get all noses for a character by visiting its' layered definitions file under *group nose*.

Example: noses=["', 'n1', 'n2']

## mouths

Type: String List (list)

Description: Lists every available mouth for this character. You may get all mouths for a character by visiting its' layered definitions file under *group mouth*. Ignore *om*, *cm*, *closed\_mouths* and *open\_mouths*.

Example: mouths=["', 'ma', 'mb']

## eyes

Type: String List (list)

Description: Lists every available eye for this character. You may get all eyes for a character by visiting its' layered definitions file under *group eye*. Ignore *oe*, *ce*, *closed\_eyes* and *open\_eyes*.

Example: eyes=["', 'e1a', 'e1b']

## eyebrows

Type: String List (list)

Description: Lists every available eyebrow for this character. You may get all eyebrows for a character by visiting its' layered definitions file under *group eyebrows*.

Example: eyebrows=["', 'b1a', 'b1b']

## specials

Type: String List (list)

Description: Lists the special scream for this character. You may get the special scream for a character by visiting its' layered definitions file under *group special*.

Example: specials=['s\_scream']

## second\_poses

Type: String List (list)

Description: Lists the special pose for this character. You may get the special pose for a character by visiting its' layered definitions file under *layeredimage X Y* where Y is the special pose name. Do not add main poses here, that goes in *moods*.

Example: second\_poses=['lean']

## second\_moods

Type: String List (list)

Description: Lists every available special mood for this character. You may get the special moods for a character by visiting its' layered definitions file under *group mood* under its special pose block.

Example: second\_moods=['lean']

## second\_blushes

Type: String List (list)

Description: Lists every available special blush for this character. You may get the special blushes for a character by visiting its' layered definitions file under *group blush* under its special pose block.

Example: second\_blushes=['nobl', 'awkw']

## second\_noses

Type: String List (list)

Description: Lists every available special nose for this character. You may get the special noses for a character by visiting its' layered definitions file under *group nose* under its special pose block.

Example: second\_noses=["", 'n1', 'n2']

## second\_mouths

Type: String List (list)

Description: Lists every available special mouth for this character. You may get the special mouths for a character by visiting its' layered definitions file under *group mouth* under its special pose block.

Example: second\_mouths=["", 'ma', 'mb']

## second\_eyes

Type: String List (list)

Description: Lists every available special eye for this character. You may get the special eyes for a character by visiting its' layered definitions file under *group eyes* under its special pose block.

Example: second\_eyes=["", 'e1a', 'e1b']

## second\_eyebrows

Type: String List (list)

Description: Lists every available special eyebrow for this character. You may get the special eyebrows for a character by visiting its' layered definitions file under *group eyebrows* under its special pose block.

Example: second\_eyebrows=["', 'b1a', 'b1b']

## ddlc

Type: Boolean (bool)

Description: Determines if this character contains DDLC syntax i.e. *sayori 1b*.

Example: ddlc=False

## Code (if *ddlc* argument is set to True)

### ddlc\_poses

Type: String List (list)

Description: Lists every available pose number for this character in DDLC Syntax. You may get the pose numbers for a character by visiting *definitions.rpy* and grabbing the numbers for each pose expression and typing it here.

Example: ddlc\_poses=[1,2,3,4]

### ddlc\_expressions

Type: String List (list)

Description: Lists every available pose expression for this character in DDLC Syntax. You may get the pose expressions for a character by visiting *definitions.rpy* and grabbing the letters for each pose expression and typing it here.

Example: ddlc\_expressions=['a', 'b', 'c']

### ddlc\_special\_pose

Type: String List (list)

Description: Lists the special pose for this character in DDLC syntax. You may get the special pose for a character by visiting *definitions.rpy* and grabbing the number for the special pose and typing it here.

Example: ddlc\_special\_pose=[5]

ddlc\_special\_expressions

Type: String List (list)

Description: Lists the special pose expression for this character in DDLC syntax. You may get the special expressions for a character by visiting *definitions.rpy* and grabbing the letter for the special pose and typing it here.

Example: `ddlc_special_pose=['a', 'b', 'c']`