Kotonoha – MPT guide Basic example command: show kotonoha turned neut at t11 Sprite reset: \$ kotoref() **TURNED** KEYWORD: "turned" "turned" This pose has the following attributes: 1) Outfit/Arms: "Idown" (default) "lup" "Ichest" Outfit tag uniform "rhip" "rdown" (default) Outfit tag "rbehind" uniform "Idown" (default) "lup" Outfit "Ichest" tag casual "rdown" (default) "rhip" Outfit "rbehind" tag casual "lup" Outfit tag "Idown" (default) "Ichest" bikini "rdown" (default) Outfit tag "rhip" "rbehind" bikini 2) Mood: Tag (Mood) Default (cm, oe) om, oe cm, ce om, ce **neut** (neutral) angr (angry) anno (annoyed) **cry** (crying) curi (curious) dist (distant) doub (doubt) flus (flustered) happ (happy) laug (laughing) nerv (nervous) sad (sad) **surp** (surprised) worr (worried) 3) Blush/Nose: "n1" "n2" "n3" (DEFAULT) 4) Mouth: "mb" "ma" "mc" "md" "me" "mf" "mg" 5) Eyes: "e1a" "e1b" "e1c" "e1d" "e2a" "e2b" "e3a" "e3b" "e4a" "e4b" 6) Eyebrows: "b1a" "b1b" "b1c" "b1d" "b1e"