

# Coin Asset Installation Guide for Dummies

By Liindy

(I tried to make it as easy to understand as possible for people with no unity experience)

Alternatively watch the video guide, but the video guide does not actually explain the steps like this one does.

## Things you need:

You must have **Poiyomi Toon shader version 7.3.050** (newer versions should be fine).

You can download it free here: <https://github.com/poiyomi/PoiyomiToonShader/releases>

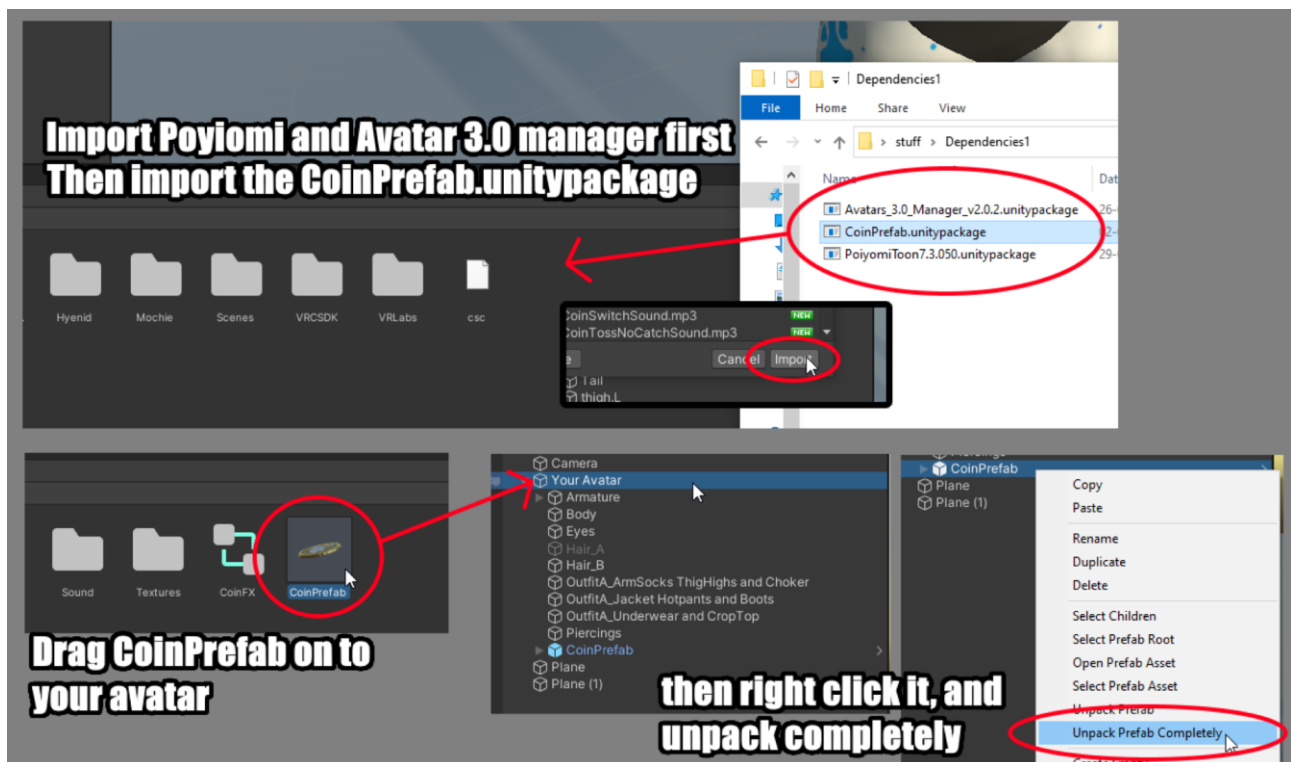
You must get **Avatar 3.0 Manager v2.0.2** (newer versions should be fine)

You can download it free here: <https://github.com/VRLabs/Avatars-3.0-Manager>

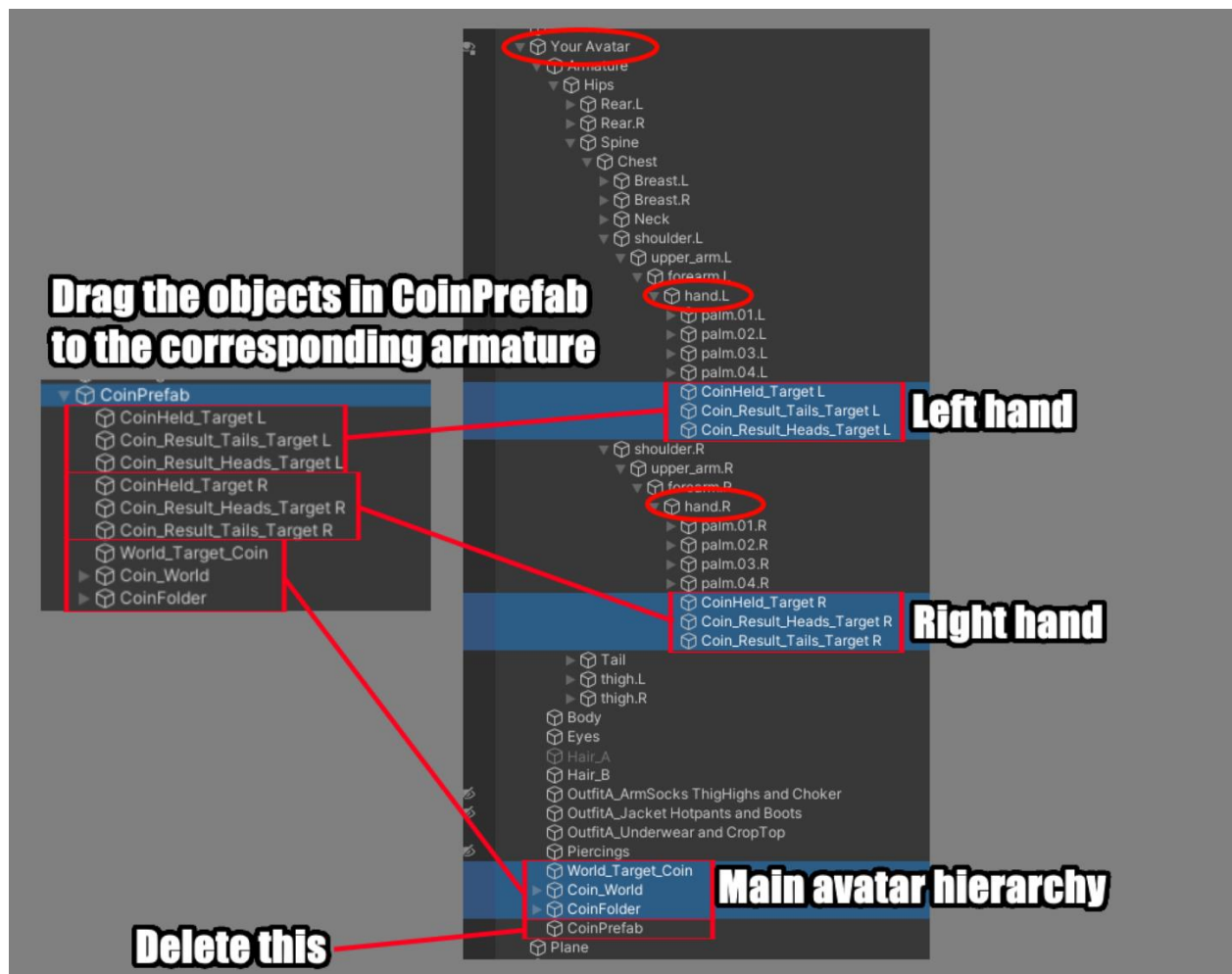
You must also have an avatar ready to install it on, this guide will not teach you how to upload an avatar, only how to attach the Coin correctly to it.

Finally, you must have the “CoinPrefab.unitypackage” file ready

### Step 1 - Importing

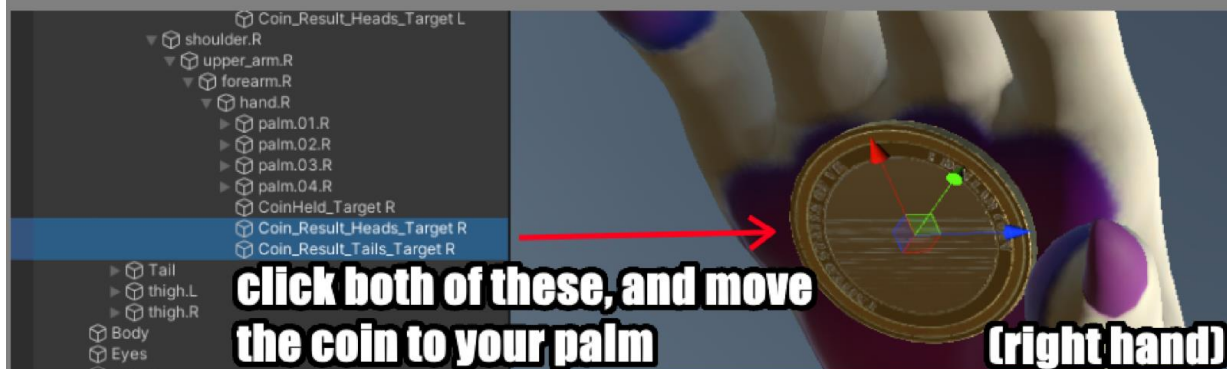


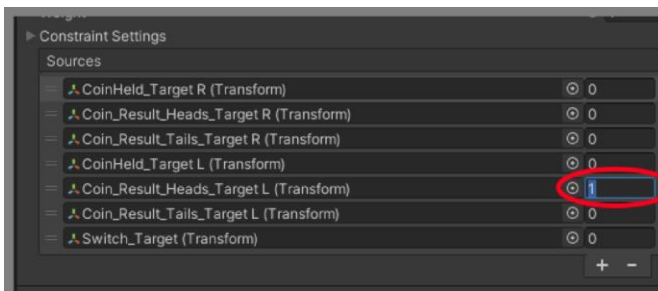
## Step 2 – Armature placement



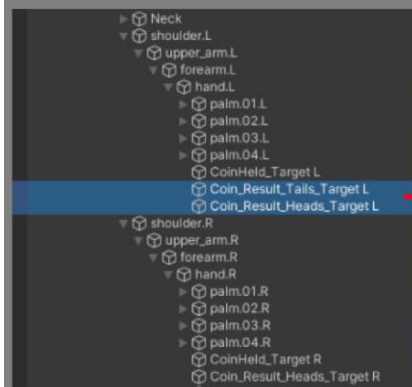
## Step 3 – Placement and resizing for your avatar



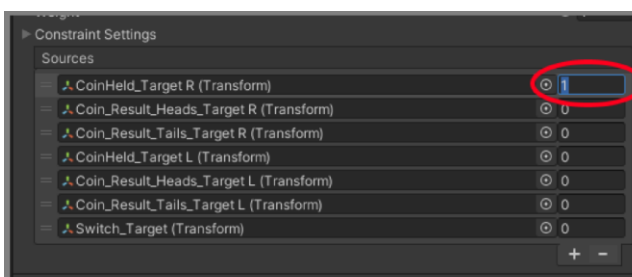




**Change the Holder number to be here now**

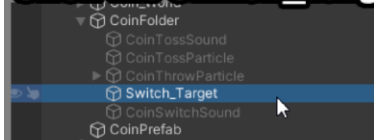


**Click both of these on your left hand and move the coin to your left hand palm**

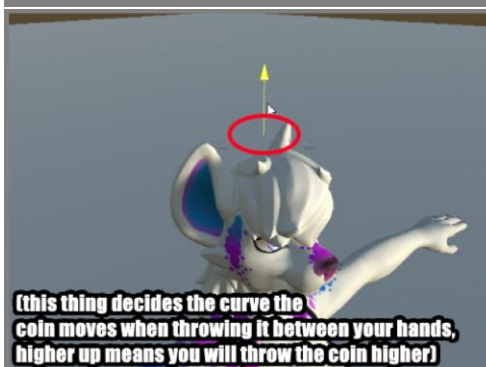


**move the number back to the first option again**

**Click the Switch\_Target under CoinFolder**

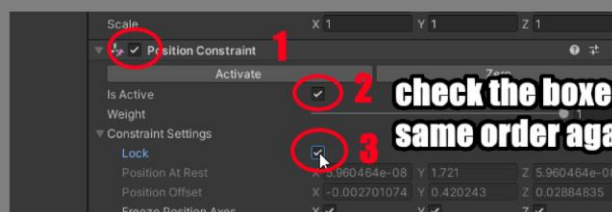


**on the right side, uncheck the 3 boxes in this specific order**



**move the Switch\_Target to be above your head**

**(only move it up and down, not to the sides)**



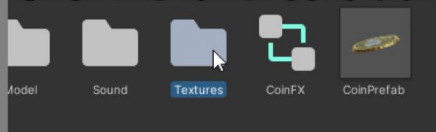
**check the boxes back in the same order again**

**(this thing decides the curve the coin moves when throwing it between your hands, higher up means you will throw the coin higher!)**



**Want to change the texture of the coin to another one?**

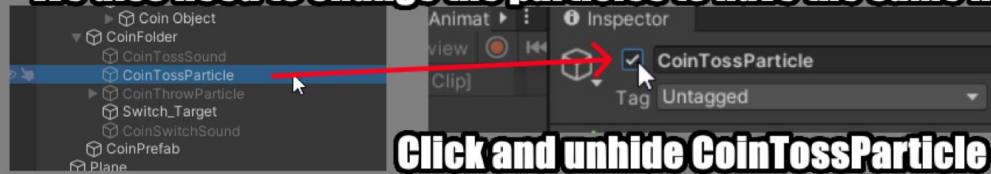
**Click the textures folder**



**Drag one of the premade materials you like on the coin**



**We also need to change the particles to have the same material**



**Click and unhide CoinTossParticle**

**on the right side on the particle settings, expand the renderer setting**

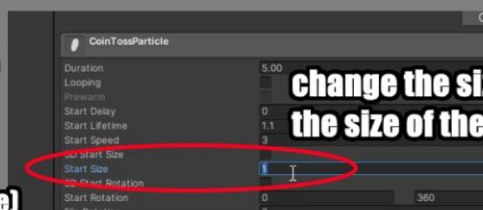


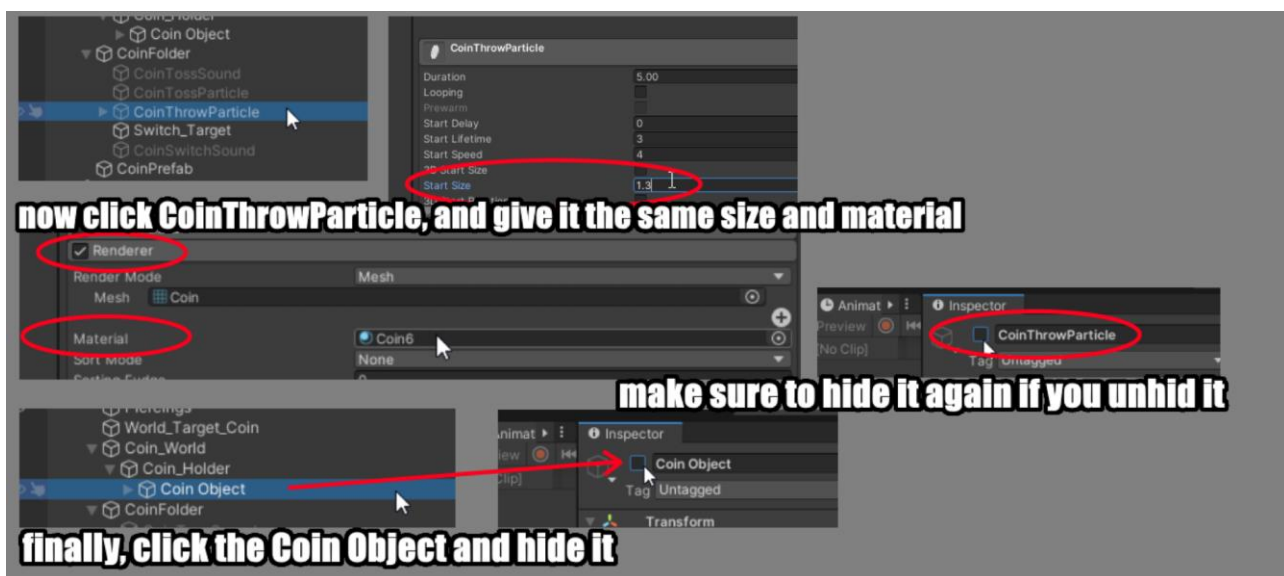
**drag the material you used on the material area**

**if you resized the coin  
you also need to resize the  
particle**

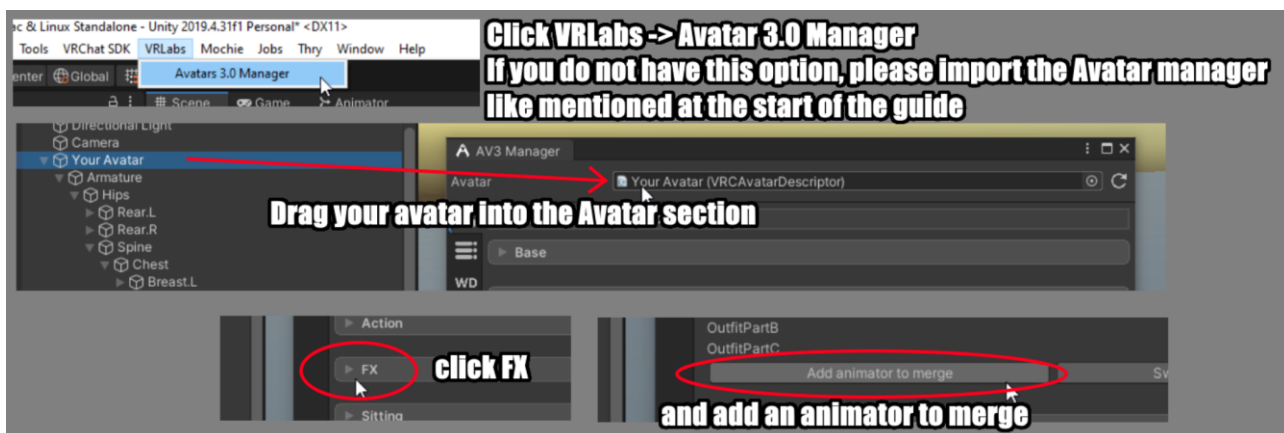
**(click restart to view the particle)**

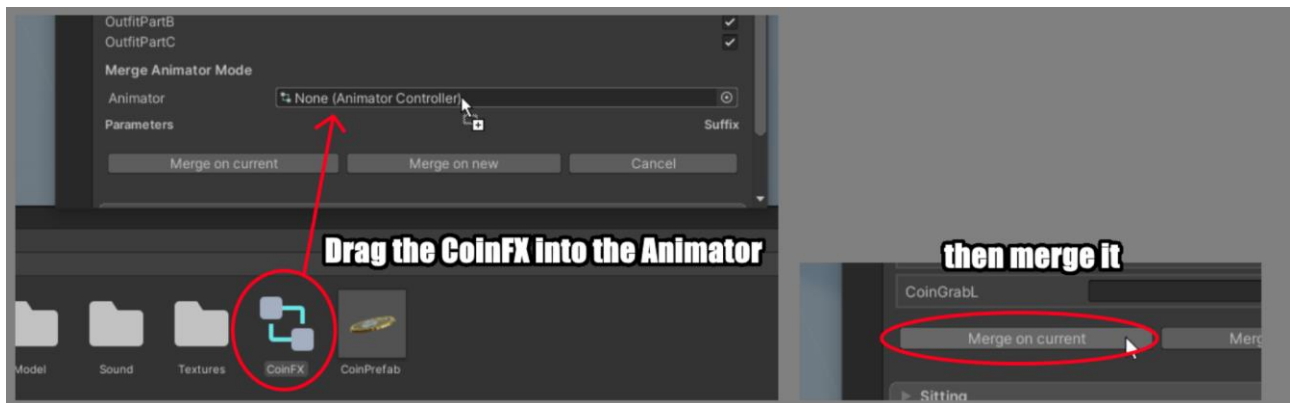
**change the size here until it matches with  
the size of the object**



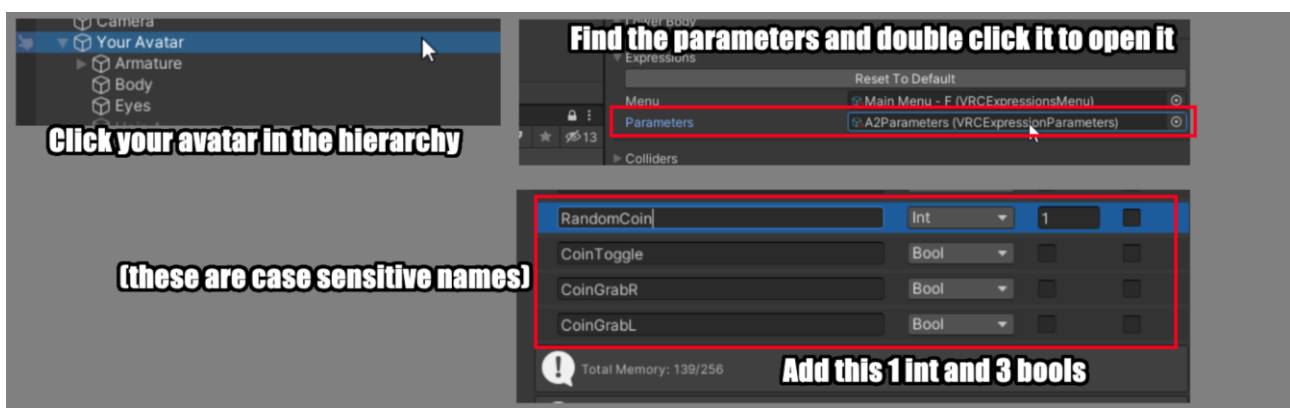


#### Step 4 – Merging Animations





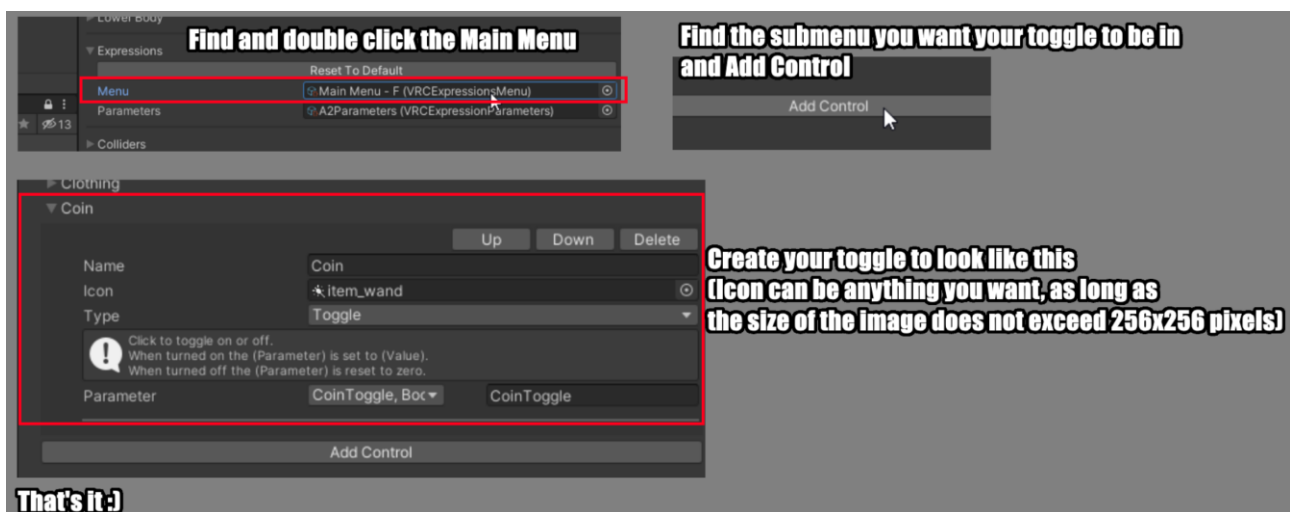
### Step 5 Final – Parameters and menu buttons



Parameter names for copy pasting:

- RandomCoin
- CoinToggle
- CoinGrabR
- CoinGrabL

(Ensure no extra spaces are copied)



You can now upload your avatar.

**Here is a reminder of how the gesture controls work:**

- Toggle it on with the button you made
- Close your hand with a fist to move the coin to your thumb
- Thumbs up to flick it up, it will land on either heads or tails randomly
- Close your hand again to move it up to be ready to be flicked
- Point with your finger to flick it to the other hand
- Open *\*both\** hands to drop it in world
- Close hand to grab it again
- Rocker gesture to throw it away (it will toggle itself off after this)