

*This set of instructions assumes you can run the tool as instructed from the Quick Start Guide. If you have found a way to run it without the command line, you still need to be able to add arguments when you run it. If you haven't run the tool at least once or twice yet, please refer to the Quick Start Guide to get it working. If you're still having trouble, please reach out for help and we'll see if we can get you up and running.*

Welcome to the Hands On Practice guide! Included with this project was a Ren'Py file named `pose_tool_practice.rpy`. This file has a single label called "PoseToolPractice" which will play a short, silly scene of clubroom antics which we'll be making edits to.

Before we start editing, make sure you can play the scene and watch it once. The easiest way to do this is to set up your script to make it the first scene you call. If you use "call PoseToolPractice", it will continue to the next scene when you finish, while "jump PoseToolPractice" will return to the title screen when you finish. We'll be playing this scene a few times and you can remove the line when we're done, so I recommend using jump unless you have a test menu set up for calling other scenes.

*If you have not successfully run the tool, no characters will actually appear in the scene. Please ensure you can run the tool by getting at least one successful result before we start the scene!*

Once you've watched the scene and had a non-negative number of laughs, open up the file and take a glance at the code. You'll see that instead of the "1a" style the game traditionally uses, most poses are chosen using a letter and six numbers. The letter chooses the character's outfit, and the numbers choose the pose for the left side of the body, the right side, and then the position of the mouth, nose (sweat and blushing), eyes, and eyebrows in that order. The cheat sheet contains more details on this.

## Exercise 1: Changing Outfits

Let's start with a simple change. Sayori was splashed with tea, so perhaps she should change clothes while cleaning up too. There are commented lines in the file saying "Begin Exercise 1" and "End Exercise 1". Between those lines, change all of Sayori's pose tags from starting with 'u' to start with 'c'. If everything else is the same, she will make the same pose with her other outfit.

If you'd like some extra variety, you can also change Yuri's tags from starting with 'c' to starting with 'h'. This will have her change into her hoodie outfit instead of her sweater. If you do this, don't forget the lines where she changes pose while speaking—all of Sayori's changes are in "show" statements, but Yuri has a few that aren't!

Once you've finished making changes, save the file and run the tool again like so:

```
perl Create_Definitions.pl -d just sayori yuri
```

This will cause the tool to look through your changes, add the new tags you're using, and remove any tags that aren't in use anymore. If you didn't actually switch Yuri's outfit, you can leave Yuri's name out. Specifying "just these characters" saves time since the tool skips those characters when writing the new versions of the files.

Restart your game and watch the scene again. You should see Sayori in casual clothes after she cleans up! If something goes wrong or you need to start again from here, you can copy the text in the file "Answer 1.txt" in the "i\_Practice Answers" folder. (I do recommend making the changes on your own—these exercises are here to help you after all!)

If you miss a tag, the character will swap back to their first outfit, then swap to the new one again when you reach the next line where the pose changes. You can go back to fix any tags you missed and try again, but you'll need to run the tool again for whichever character(s) you changed before running the scene again.

## Exercise 2: Changing Part of an Expression

Changing outfits is as simple as changing a letter, but faces and poses are more complex. Let's go through some examples.

Let's try making Monika blush when Natsuki yells at her about the bookmark. Find the pair of lines with the comments "Exercise 2A" and "Exercise 2B" in the scene.

If you remember the order of the numbers, they affect left body, right body, mouth, nose, eyes, and eyebrows. Nose controls sweat and blushing, so we'll be changing the fourth number on each of these two lines. If you look at your cheat sheet, you'll see the value to make Monika blush is 3, so change the fourth number on each of these lines from 1 to 3.

If you're ready to see this small change, run the tool like so:

```
perl Create_Definitions.pl -d just monika
```

You can restart the game and play the scene, but if this was too simple, feel free to continue to the next exercise before running it!

If you make this change and go, you'll probably think to skip the last part of the scene after you see your change. You'll notice that while skipping is faster than button mashing, it's slower and choppy than it normally is. This is currently a known drawback of working with this tool. If you write linear stories or just make scenes to record, this is a non-issue, but if you expect your players to use the skip function from time to time, give them a fair warning!

If something goes wrong or you need to start again from here, copy the text from "Answer 2.txt" in "i\_Practice Answers".

## Exercise 3: Creating an Expression

Sayori doesn't look like she's putting much effort into scaring Yuri (and yet somehow it's working). Let's make an adjustment here!

Find the line with the comment "Exercise 3A", where Sayori yells "Boo!". We'll leave "u11" alone and focus on the last four numbers for her face. Look at your cheat sheet for Sayori's normal face (not the one for her secondary pose) and let's construct an appropriate face. If you're confident, you can put together a face as scary or silly as you choose, but if this is still overwhelming, here's one choice:

Mouth 7, Nose 3, Eyes 4, Brows 4 (7344)

When you have your face, replace the last four numbers of the tag with the four you chose. For the example, the final tag would become "u117344". While we're at it, change the text from "Boo!" to "BOO!!!", just for fun.

You know, Natsuki addresses Monika pretty calmly right after tricking her friends into making a mess of themselves. If I'd incited a prank and the club president suddenly wanted to talk to me about something unknown, I'd be pretty nervous. Let's change her reaction expression too.

Find the line with the comment "Exercise 3B" and look at the tag. If we're making Natsuki nervous, we probably don't want her raising one arm in a sort of mocking way of Monika, so let's change the first two numbers to "11". This will have her put her arms down like she's at attention. The next four are the face again, so look over the cheat sheet and put together a nice nervous expression. If it's still too much to choose from, try this:  
Mouth 5, Nose 2, Eyes 2, Brows 4 (5224).

When you're finished adjusting the tag, save the file and run the tool. But this time, let's add a little something. When the tool runs, it prints a lot of text explaining what it's doing. This is great in case something goes wrong or we're making changes for the first time, but we don't need to see the info every time. If we tell it not to print the info, it can run a little bit faster since drawing text is kind of a slow process for a program like this. We'll add the "-s" flag to do a silent run, so it should look like this:

```
perl Create_Definitions.pl -d -s just sayori natsuki
```

If you skipped running the previous exercise, be sure to add "monika" in there somewhere. Otherwise she'll disappear when she's supposed to blush! And if you're using the up arrow key to bring back your last command (you should, it's easier than re-typing!), you can add "-s" anywhere, even at the end of the line. The tool doesn't care what order it gets these words and flags—you could even write "just" after the character names or between them and it will know you mean just those characters.

Restart the game and run the scene, and you should see some very expressive silliness. This should give you your first real look at the power you hold in your hands now. In fact, with this you understand enough to start writing some basic tags of your own. If you so desire, go ahead and add some of these tags to a scene of your own, then run the tool as you need and see how it looks. But there are still some more advanced things we can do with it and with this practice scene.

If something goes wrong or you need to start again from here, copy the text from "Answer 3.txt" in "i\_Practice Answers".

## Exercise 4: Secondary Poses

We can use the tool to control each girl's secondary pose in addition to their normal one. Let's give it a try with Sayori, Yuri, and Monika (we'll come back to Natsuki later). You can see an example of how this works when Monika offers to refill Yuri's teacup, but we'll be adding a few more of our own.

Sayori currently only has her secondary pose in her uniform, and we have her changing clothes for the second part of the scene. We'll have to have her take the pose when Natsuki is tricking her into her jump-ish scare-ish.

Find the lines with the comments "Exercise 4A" and "Exercise 4B" (they're right next to each other). The first one is when she speaks, and the second is while Natsuki is convincing her. So far to specify someone's body pose we've been using a letter and two numbers, but for this pose all we need is the letter 't' for tapping fingers. We'll still use four numbers for the face, but we have different options to choose from than her normal face.

Look at your cheat sheet and scroll to the faces for Sayori's secondary pose. I recommend using Eyes 1 while Sayori is talking and Eyes 2 while Natsuki is talking, but the choice on everything else (and really on that too) is yours.

Here are my suggestions:

First line: t1111

Second line: t3221

Next let's have Monika do that cute lean she can do. A good spot for this is when Natsuki denies the bookmark is indeed her bookmark, but Monika asks again. Having Monika take a leaning pose is done by starting the tag with 'l' and adding four numbers.

Find the lines marked "Exercise 4C", "Exercise 4D", and "Exercise 4E" (all in a row). We can give them different tags or use the same one more than once, but all three lines will need to be changed since Monika is changing position here.

If you look at your cheat sheet, you'll see Monika's options are pretty limited for this pose. Even so, we can still make a few combinations not used in the game. You may construct it as you wish, but if you need suggestions, here are mine:

First line: l1112

Second line: l2111

Third line: l1111

Finally, we have Yuri. Instead of getting upset when Natsuki says "malaise" wrong, let's have her get self-conscious because it might have been too fancy of a word.

Find the lines with comments "Exercise 4F" and "Exercise 4G". To make Yuri's secondary pose, we start the tag with 's' for shy, but in her case all of her outfits can do it. The second letter in your tag should be either 'c' or 'h' depending on whether you chose her sweater or hoodie for this part of the scene. With "sc" or "sh" down, we'll choose four numbers as normal.

Scroll to the section of the cheat sheet for Yuri's alternate faces. You can choose whichever combination you think is best, but here's a suggestion if you need it:

First line: sc4131 OR sh4131

You have a choice for the second line. If you leave it as it is, she'll take this pose for just a moment and then return. Or you could have her continue to feel self-conscious while Monika finishes chiding Natsuki. Choose what you like, or here's my recommendation:

Second line: sc2222 OR sh2222

Once your changes are done, save your file, and run the tool roughly like so:

```
perl Create_Definitions.pl -d -s just monika sayori yuri
```

Restart the game and enjoy your scene with even more expressive moments! I certainly hope you're having fun with your results so far.

If something goes wrong or you need to start again from here, copy the text from "Answer 4.txt" in "i\_Practice Answers".

## Exercise 5: Extras

By this point, you've probably noticed Yuri using glasses in the example scene. (If you have not, then you may need to consider getting new ones yourself.) These can be added to Yuri at any time by adding 'g' to the end of her tag. You can see the fade effect is done by posing Yuri with a tag, waiting a moment, and using the same tag either with or without 'g' and using "with dissolve" to make the transition.

This exercise will be slightly more technical and will be more sweeping like the outfit changing exercise. Let's adjust the scene so that when Yuri puts her glasses on, she never takes them off. There are two points in the code with comments "Exercise 5 – Delete this block". Don't literally delete the part Python considers a block—that would be the entire scene gone—but just remove the next few lines before there's a break to remove the transitions where Yuri puts on or takes off glasses (they'll still be in the old answers files if you want them for reference later). Then, go through the parts of the scene in between and add 'g' to the end of *every tag* Yuri uses that doesn't have it.

Before you do that though, let me offer you a choice. Instead of 'g' at the end of a tag, you can use 's' to give Yuri sunglasses. If you're also willing to change the tags which end in 'g' instead of just adding to the tags that don't, you can switch all of them so they end with 's' for a humorous variant of the scene.

There's a good chance you'll miss a line in the process—it happens when you're tweaking a bunch of tags in a row like this. If you do, Yuri's glasses will vanish and reappear during the points you missed. Pay attention to the moment and what line of dialogue is on screen to help you find the right line if this happens.

We will run into one issue. Yuri can't currently wear glasses or sunglasses while in her shy pose. Adding 'g' or 's' to these poses will make her disappear. You can either change these lines back to how they were or simply choose to ignore the issue since this is a test scene.

Yuri currently takes the longest time for the tool to create definitions for (though still so much faster than doing the dirty work yourself), so I apologize in advance if this part takes more than one try to get right. Run the tool like so:

```
perl Create_Definitions.pl -d -s just yuri
```

Restart the game, run the scene, and enjoy your handiwork as Yuri sees the world through her lovely lenses.

If something goes wrong or you need to start again from here, copy the text from "Answer

5.txt" in "i\_Practice Answers".

## Exercise 6: Natsuki

Natsuki isn't quite a delinquent, but she can be a bit of a rebel. Her role in this tool is no different. Natsuki can make three different faces, and any face can be used on her normal pose or her secondary pose. The tricky part is choosing which face we want to show at which moment.

Getting Natsuki to use her secondary pose is similar to Yuri—start with 'x' to make her cross her arms, then add 'u' or 'c' to choose her outfit. In this case, the four numbers you use for her face are the same as normal. To try this, find the line with the comment "Exercise 6A" and change the start of the tag from "u11" to "xu".

So how do we get her to use another face? Just like we replaced the part of the tag for her body pose with an alternate, we'll be replacing the part of the tag for her face with an alternate. If this part makes sense to you as we go through it, you are in for a long, happy adventure in using flexible character poses in your mods.

Natsuki's apology feels like it could be more sincere, so let's have her show a sad face while she's apologizing. We'll do one with her normal pose and one with her arms crossed. Find the lines with comments "Exercise 6B" and "Exercise 6C", right by each other. Then open your cheat sheet and scroll to the section with Natsuki's sad face.

Calling this face still uses four characters, but we'll use 's' followed by three numbers instead of the normal four numbers. Use the cheat sheet to pick out a face combination you like while she's apologizing and for the moment after. If you need suggestions, here they are:

First line: s331

Second line: s235

On the first line, you'll leave the "u11" which chooses the body as it is, and on the second line you'll leave "xu" as it is.

Natsuki has one more face to make—an old face which was unused in the base game, but has been restored for modding use. This face has her looking away with a pout, but currently only has one variation. To use this face, instead of using four characters, all we need for the face part of the tag is 'l' for look away.

Find the line with the comment "Exercise 6D" and change the entire tag on that line to one of the silliest and most unique tags the tool currently has: "xul"

Save your code and run the tool roughly like so:

```
perl Create_Definitions.pl -d -s just natsuki
```

Restart the game and run the scene, and you should see Natsuki expressing herself all over the place.

Once you've finished, you've touched a little bit of everything the tool has to offer. You're a pro! The girls are one step closer to our world of infinite choices! You can use this practice scene as a point of reference as much as you need from here on. **GOOD LUCK!**

## Bonus Lecture

So there is one more feature in this tool, but whether or not it's useful is up to you. Monika and Natsuki have folders called "special" with extra poses inside them. Any character can have one of these folders, and it's meant for unique poses which don't combine well with other features (such as Natsuki's vomit pose from the base game). I've included two "glitch images" that I used in my progress update videos as examples.

Images in the special folder are added with tags which match the file name of the image. So you can use "show monika glean" or "show natsuki gcross" to get these poses.

There's no exercise attached to this one, but if you'd like to mess around, you could switch in "glean" for one of Monika's leaning moments or "gcross" for one where Natsuki's arms are crossed and she's pouty. Just keep in mind that it's there, try it out if you'd like, and you'll know if you need it. If nothing else, putting new or unique poses in there saves you the trouble of writing the Ren'Py code to call them!