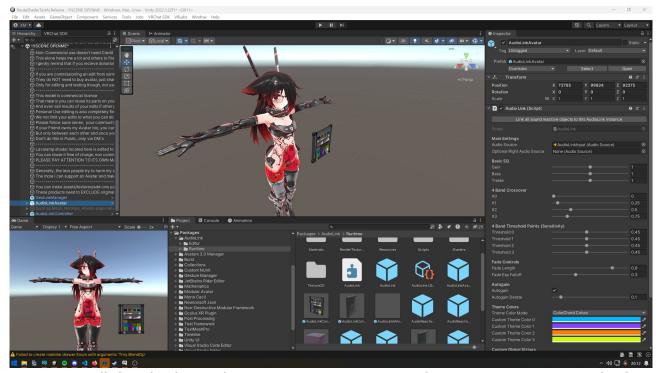
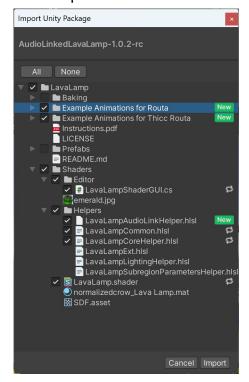
Routa AL Lavalamp Shader Install Instructions

Step 0. Get Routa from Torinyan's shops and import it into a new Avatar project under VRChat Creator Companion. (If you don't already have one setup)

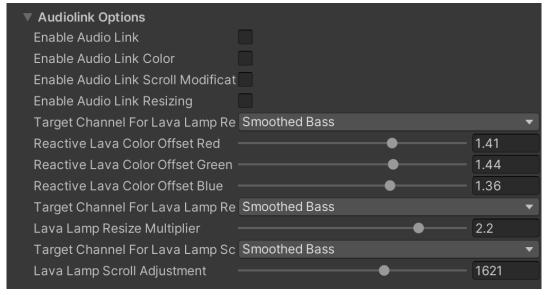
Step 1. Ensure AudioLink and Gesture Manager are in your project for testing.



Step 2. Install the Shader and import it so it overwrites the existing LavaLamp Shader.



Step 3. Adjust the channels in the new "AudioLink Options" panel in the LavaLamp material on the Routa's "Robot_body"/"Robot_body_thicc" asset. The best one I've found to use is titled `Smoothed Bass`.



(The following steps from 4 to 7 are required for basic use, but are optional if you want to write your own)

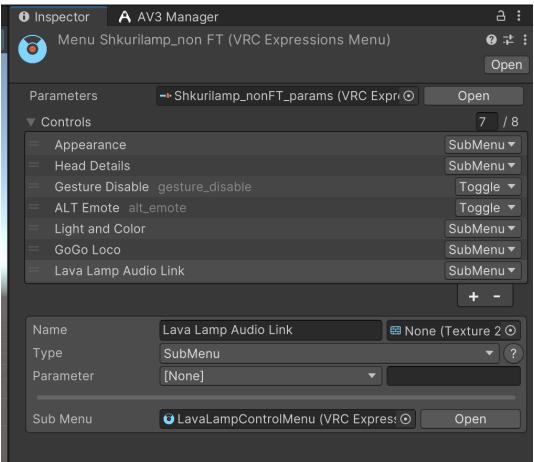
Step 4: Add the `LavaLampControlMenu` menu from my examples as an option on Routa's menu

Step 5: Merge the animation controller from my examples: `audiolink_example_fx` (You can either merge with AV3 Manager, write your own animations to control the new options on the Shader, or manually copy it over)

LavaLampAudioLink	<u>~</u>	<u>~</u>
LavaLampAudioLinkColor	~	✓
LavaLampAudioLinkResize	~	\checkmark
LavaLampAudioLinkScroll	~	\checkmark
LavaLampAudioLinkResizeCha	~	\checkmark
LavaLampAudioLinkScrollChar	~	\checkmark
LavaLampAudioLinkColorChan	~	\checkmark
LavaLampAudioLinkScrollAdju:	~	\checkmark
LavaLampAudioLinkResizeMul ⁻	~	\checkmark
LavaLampAudioLinkReactiveO ⁻	~	\checkmark
LavaLampAudioLinkReactiveO ⁻	~	\checkmark
LavaLampAudioLinkReactiveO ⁻	~	~
Add animator to merge	Swap Animations	

Step 5.5: (If using AV3) Make sure that the menu parameters have moved over, if not, write them in manually.

Step 6: Merge the new menu parameters from the `LavaLampControlParams` file into your core menu params file. (Note that the Face Tracking version of Routa will need to have some params removed, which you can do at your pleasure, or you can use VRCFury's Parameter Compressor)



Step 7: Double and Triple check the Animations you've merged in the root FX controller for your Routa.

Step 8: Drag `AudioLinkAvatar` and `Gesture Manager` into your root hierarchy (or into the scene)

Step 9: Test with the base song, open up Gesture Manager in the scene and enable all four toggles and adjust to your liking (Be aware some instances may have certain channels boosted, which will make the variance increase, so your lava lamp may boil when you have scroll on. The Animation supplied should appropriately cap it.) Step 10: Upload and test it in a world.

If you have any issues, please reply in the thread and @ximf.

If you're a Runa, you're cute:3