

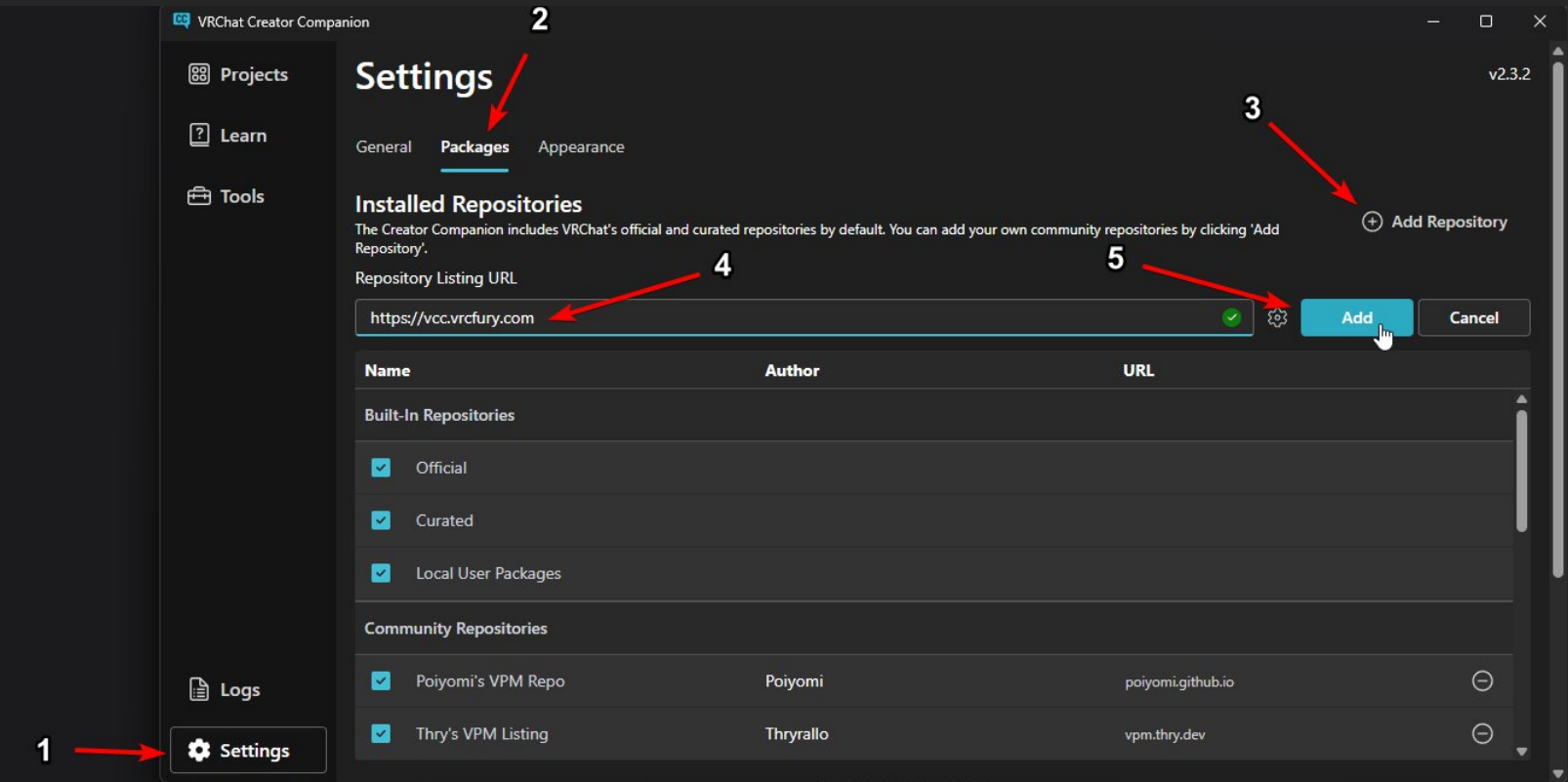
Thank you so much for purchasing Abie! 💖



Installing Dependencies.....	2
Making the unity project.....	3
Adding GoGoLoco, DLC and/or VRCFT	6
Uploading the avatar	7
Troubleshooting:.....	8
Links to dependencies:.....	8

Installing Dependencies

This guide assumes you already have creator companion installed and working.
If you need help setting that up, look at [VRChat's docs for that](#).



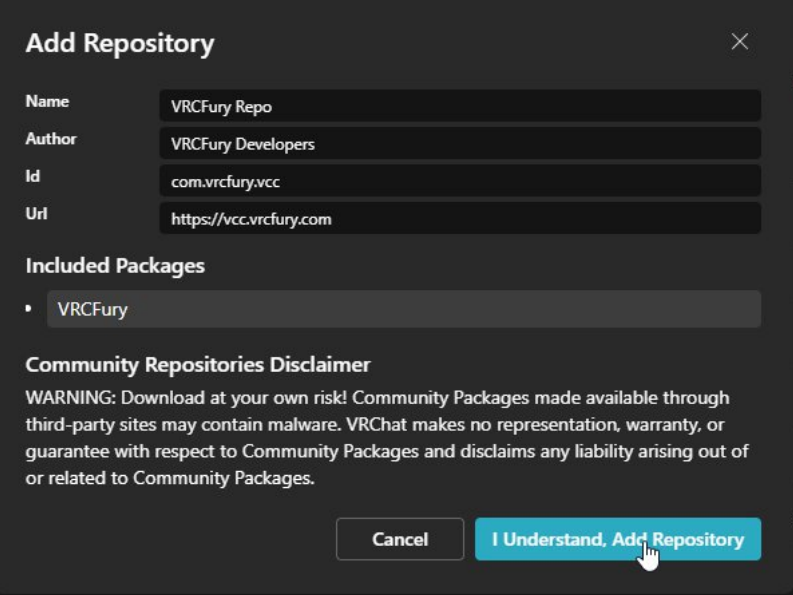
- 1: Click to go to settings
- 2: Click to go to the packages menu
- 3: Click to add a repository
- 4: Enter the address for the repository

VRCFury	<code>https://vcc.vrcfury.com</code>	Mandatory
Poiyomi	<code>https://poi-yomi.github.io/vpm/index.json</code>	Mandatory
Jerry's FT templates	<code>https://Adjerry91.github.io/VRCFaceTracking-Templates/index.json</code>	Optional
GoGoLoco	<code>https://Spokeek.github.io/goloco/index.json</code>	Optional

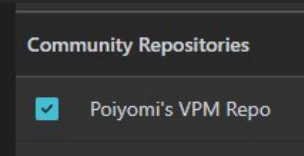
If you have any issues with any of these, [go to their respective website and check the downloads section](#).
You don't need to use creator companion to add any of these, its just the most convenient.

- 5: Click add

You will get this warning telling you what you are adding and that it is not made by VRChat, click to add anyway



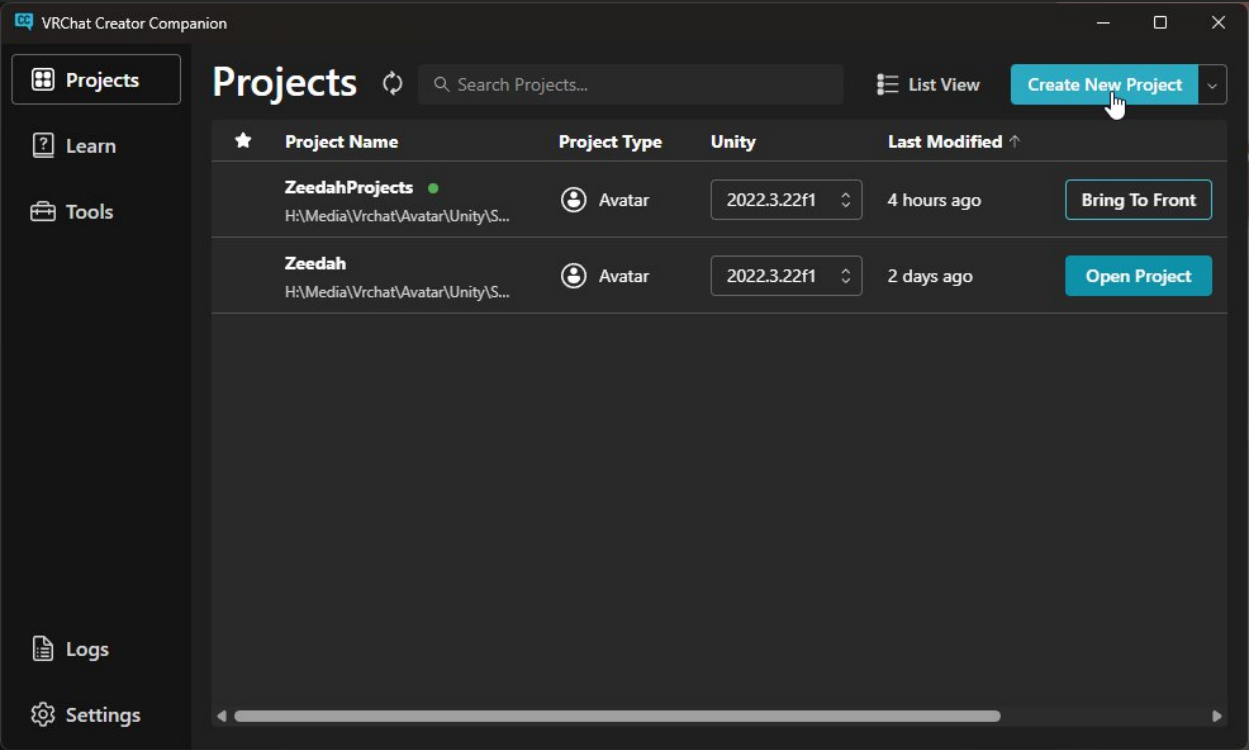
Make sure the tick boxes are ticked for the repositories



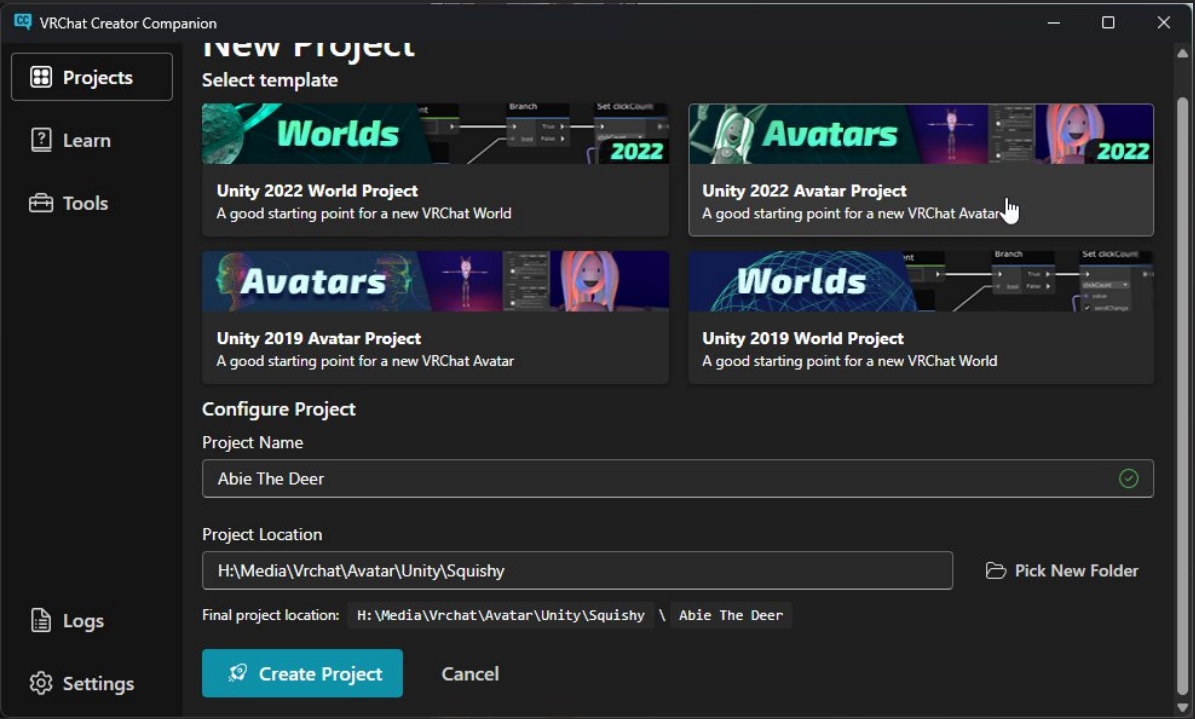
Woo! You should have all the dependencies installed now!

Making the unity project

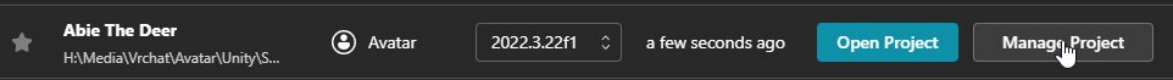
Create a new project



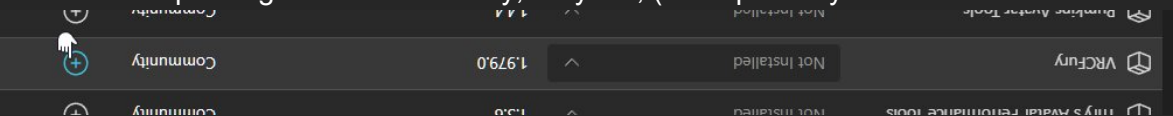
Select Avatars 2022 and give the project a name and a project location



After the project has been created, click on “manage project”



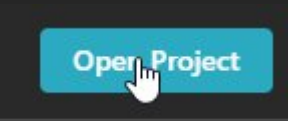
And click the plus sign next to VRCFury, Poiyomi, (and optionally GoGoLoco and VRCFT – Jerry’s Templates)



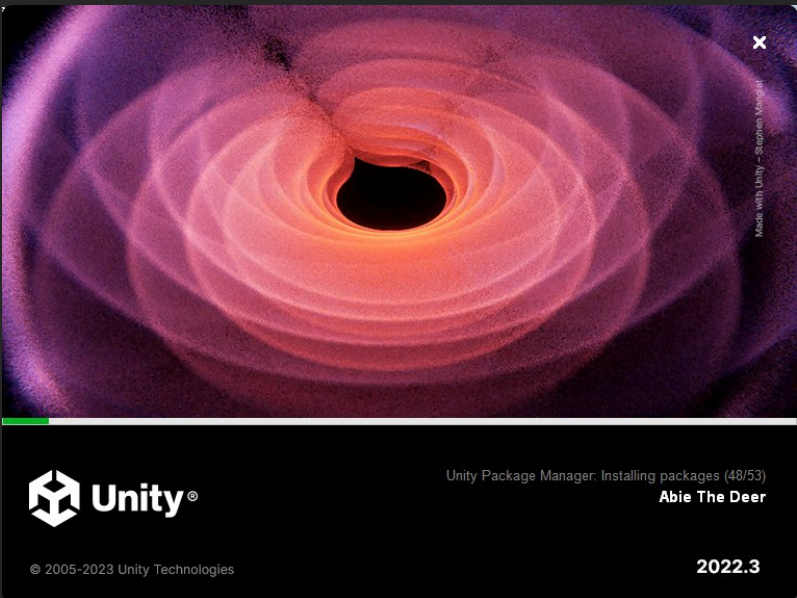
When you’re done it should look something like this:

Name	Installed Version	Latest Version		
VRChat Package Resolver Tool	0.1.29	0.1.29	Official	
VRChat SDK - Base	3.6.1	3.6.1	Official	
VRChat SDK - Avatars	3.6.1	3.6.1	Official	
VRCFT - Jerry's Templates	6.1.1	6.1.1	Community	
Poiyomi Toon Shader	9.0.57	9.0.57	Community	
GoGoLoco	1.8.3	1.8.3	Community	

Its time to open the project!

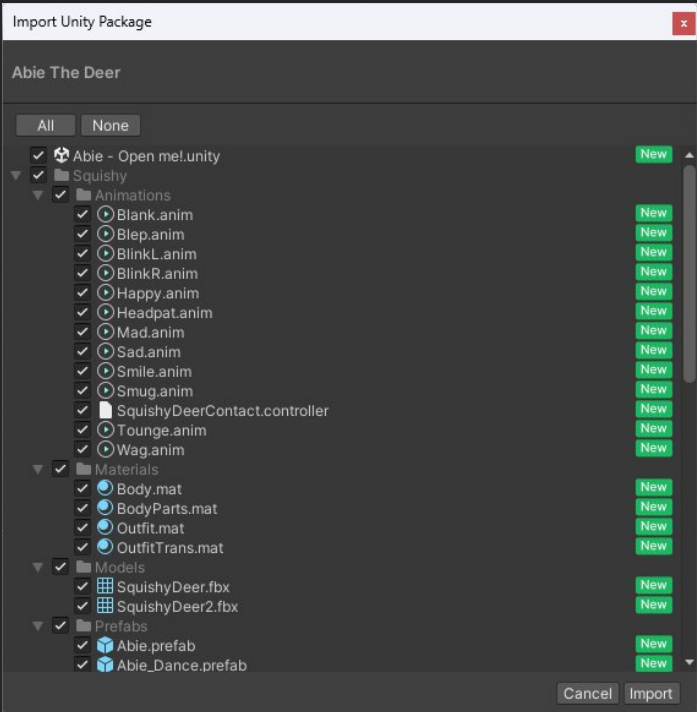


This might take a moment

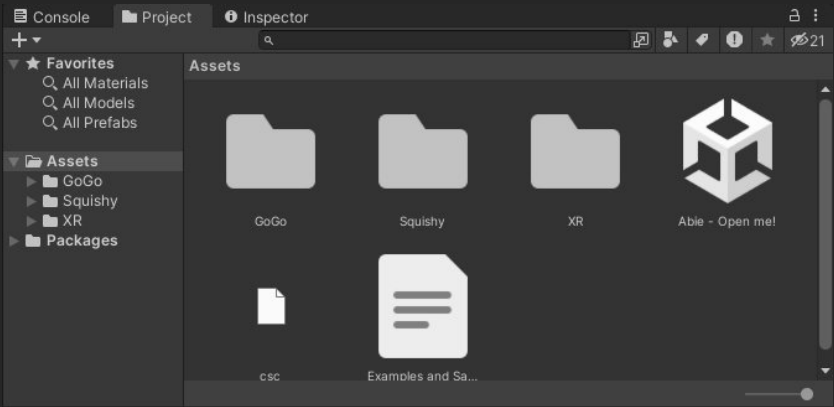


Once unity is open, its time to import the Abie unity package! To do this you can just double click it 🐼

You'll get this pop-up. Just keep everything checked



After importing you should have this scene in your assets folder! Open it!



When opened it should look something like this

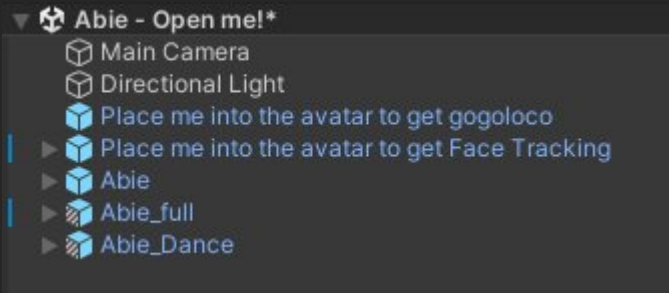


Adding GoGoLoco, VRCFT or the Spooky Outfit DLC

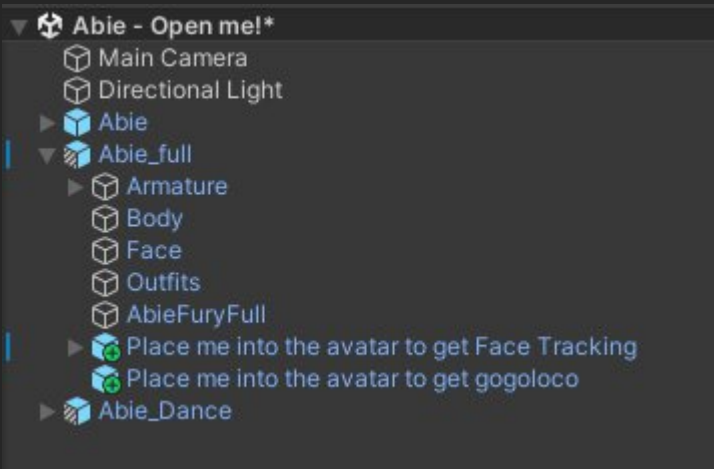
You can skip this step if you don't want those

This step requires that you installed the dependencies earlier

In the scene you will have the 3 versions of Abie, pick the version you want, and drag over the files for either gogoloco vrcft or the halloween outfit.



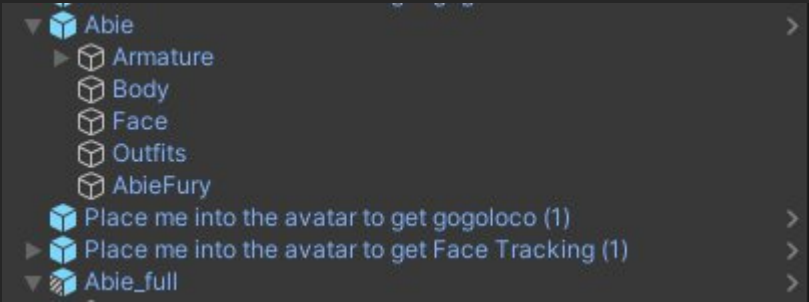
With both added it should look like this



Thats it! It has GoGoLoco or Face tracking now!

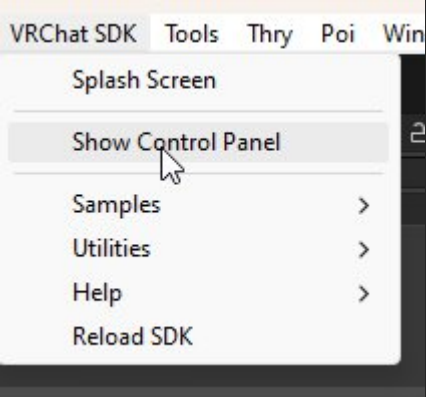
You can also copy it into all versions of course.

If it looks like this you have need to drag them all the way into the avatar, it should look like over
this might happen if you copy paste



Uploading the avatar

At the top of the screen you should see a VRChat SDK button, click that and click show control panel



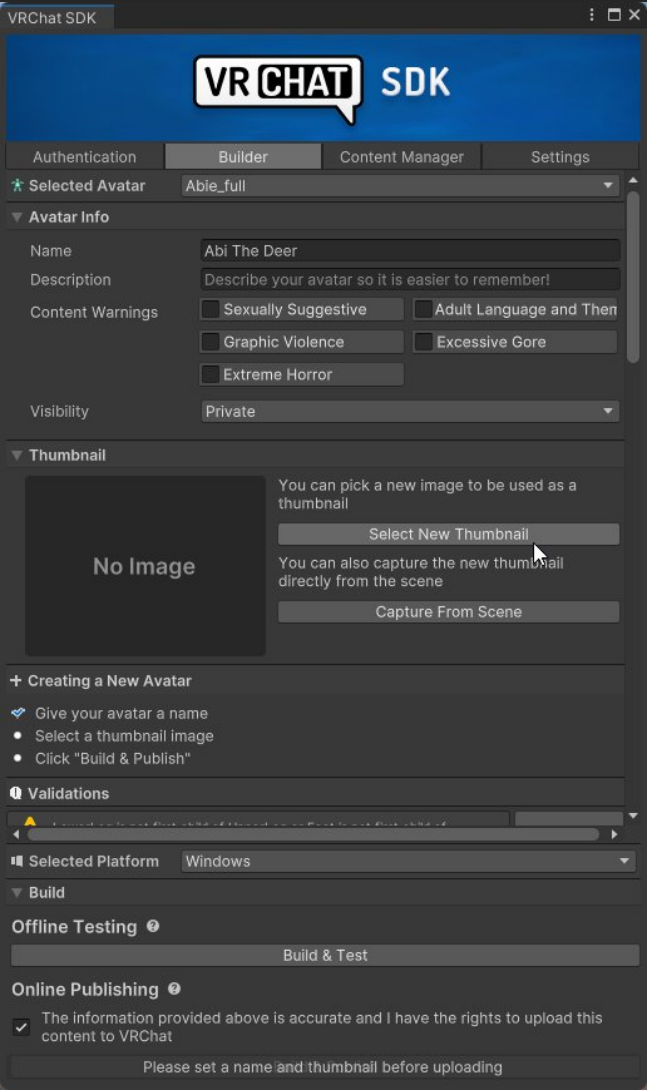
That should bring you to the VRChat SDK control panel, where you're prompted to log in.
After logging in, go over to the builder tab.
Here you can select which version of Abie to upload, and add a name a picture.

The 3 versions of Abie is:

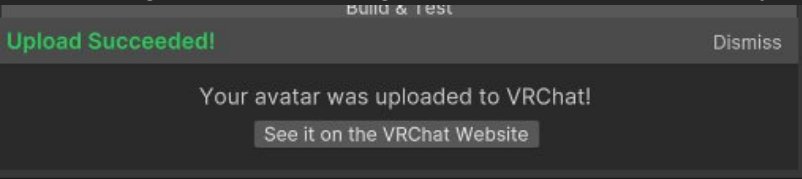
- Abie Medium performance, has everything but the dance outfit
- Abie Full Verypoor performance, has everything
- Abie Dance Medium performance, only has the dance outfit

Be aware that even though Abie_Dance looks naked in unity, once compiled the dance outfit will be on Abie. (will be okay in game also in avatar preview)

There should be a image in the download of Abie if you need one 💖



After adding a name and image, check the tickbox for that you have the rights to upload, and click Build & Publish.



Ta-daa! ✨ Abi is uploaded.

I would greatly appreciate if you want to give your honest review after using Abie for a while on my store page, it really helps me out a lot!
If you have any questions or issues, please do contact me via my discord: <http://discord.squishy.cc/>

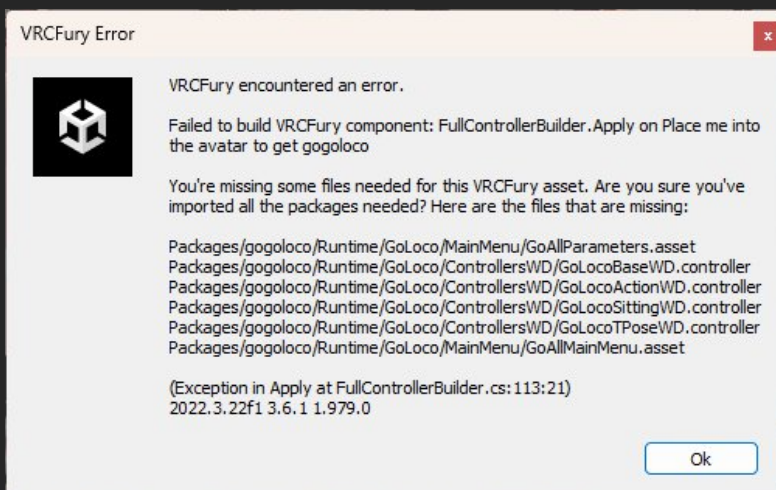
Troubleshooting

Abie looks all pink!



This most likely means you have forgotten to import Poyomi shaders into the project!

I'm getting a vrcfury error when uploading!



This most likely means you're missing gogoloco or Jerry's templates in your project!

You have to either import them, or remove the "Place me into the avatar to get xx" from inside the avatar.

As of GoGoLoco 1.8.6 they have renamed the scripts folder, so if you have updated gogoloco on your old Abie project, you will also get this error.

There is 3 fixes for this:

- 1: Update your Abie to the newest version, by re-downloading and re-importing
- 2: Downgrade gogoloco to 1.8.3
- 3: Remove "Place me into the avatar to get gogoloco" and replace it with the gogoloco prefab of your choice from the gogoloco package

I'm getting lots of weird issues!

Double check that you are using the correct version of Unity (2022.3.22f1+)

Links to dependencies

<https://vrcfury.com/>

<https://www.poiyomi.com/>

<https://github.com/Franada/goloco/>

<https://github.com/Adjerry91/VRCFaceTracking-Templates>

Any other issues or questions I didn't cover in this document, don't hesitate to reach out to me in my discord!

<http://discord.squishy.cc/>