



character makeup

Guide in - Room Girl [R1] [Illusion]\manual

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You can set the character's appearance, clothes, etc.

on top

# character makeup

You can set the character's appearance, clothes, etc.



## ① Name

The name of the character you are currently making up will be displayed.  
 \*The name can be changed in "Settings: Character Settings".

## ② Main menu

Makeup part and system. When selected, "③ Main window" will be switched.  
 \* From left to right: "Face", "Body", "Hair", "Coordination", "Accessories", and "Settings".

## ③ Main window

Displays a list of make-up parts for the item selected in "② Main menu".  
 When selected, "④ Sub-window" will be switched.

## ④ Sub window

Make up the part selected in "③ Main window".  
 Makeup for each part is performed by "button selection" or "slider operation".  
 \*For details, please refer to [Adjusting Face and Body Shapes](#), [Selecting Types and Colors](#), and [Accessories](#).

## ⑤ Editing code

Information about the currently selected coordination is displayed.  
 \*Hairstyle, clothing, and accessory settings are memorized for each coordination type.

## ⑥ Character being edited

Shows the character in makeup. You can freely rotate 360 degrees with "Camera operation".

## ⑦ State setting

You can check various things by changing the state of facial expressions, poses, lights, backgrounds, etc.  
 \*This is for confirmation purposes only and will not be reflected in the save data.

## ⑧ End

Quit "Character Makeup".  
 Please note that data that has not been saved will be discarded.

## Adjustment of face and body shape (slider operation)

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● Adjustment of face and body shape (slider operation) : To change the face shape or body shape, use the slider. Below is an example of how to change the body shape.



## ① Select makeup item

Select "Body" from the "Main Menu".

## ② Select makeup area

Select the part you want to adjust from the "main window".

## ③ Numerical adjustment

You will see adjustable parts and sliders.  
 \* It can be adjusted with the slider part or "Numerical input" on the right side.  
 \* The same operation method is used for slider operations other than face type and body type.

- Choice of type and color : Many items can change "type" and "color". Below is an example of the type of bangs and how to change the color.



① Select makeup item  
Select "Hair" from the "Main Menu".

② Select makeup area  
Select "Bangs" from the "Main Window".

③ Type menu selection  
Make-up items for bangs will be displayed, so select "Type of bangs".

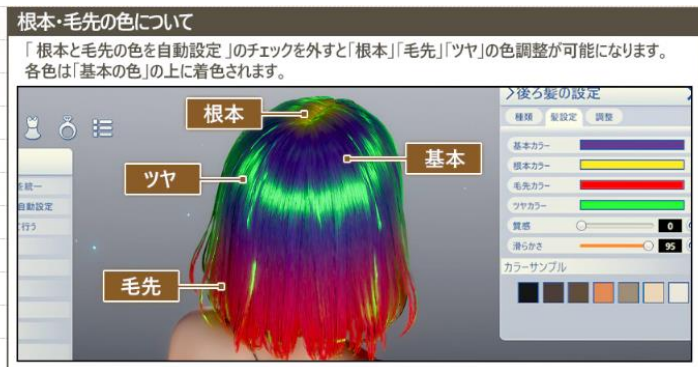
④ Select type  
The "selection window" for bangs will be displayed, so select the hair you want to change.



⑤ Color menu selection  
Select "Basic bangs color".

⑥ Color selection/adjustment  
A special window will be displayed, so select a color from "Picker", "Slider", and "Preset".


- \* You may be able to select a "sub color" depending on the clothes and accessories you have selected.
- \* You can select the color by "left button click" or "left button drag".
- \* After selecting the numerical value part of "Slider", you can enter numerical values with the numeric keypad on the keyboard. \* "01 to 03" of "Preset" saves the color displayed in "Sample" by "left button clicking" on the rightmost item. \* For items that can change the "transparency", the "transparency" slider is displayed.



## Hair adjustment

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- Hair adjustment : You can create a completely different hair by adjusting the hair. \* The items that can be adjusted differ depending on the hair.



① Select makeup item  
Select "Hair" from the "Main Menu".

② Menu selection  
Select the hair you want to adjust from the "Main Window".

③ Target selection  
Select "Adjustment" in "Subwindow".

④ Adjustment of numerical value  
Adjustment items are displayed, so adjust the part you want to change.

- Operation axis: Direct operation can be performed using the operation axis.



① Display the operation axis  
When "Operation axis" is enabled, the operation axis will be displayed on the hair.  
\*Hair can be moved and rotated by dragging the mouse.

② Move/Rotate  
Switches the type of operation axis.

③ Speed/magnitude  
-speed : Set the amount of movement when operated.  
-size : Set the size of the operation axis.

- Mesh: By specifying a mesh for the bangs, you can arrange the partial color, etc.



① Target selection  
Select "Mesh" from "Subwindow".

② Type menu selection  
Select "Mesh type".

③ Mesh selection  
A list will be displayed, so select the mesh.

④ Select color menu  
Select "Color" from "Mesh Settings".

⑤ Color selection/adjustment  
Select a mesh color from the color panel.

⑥ Mesh adjustment  
Adjust the position and size of the mesh.

# Costume setting

on top

● Costume setting : You can set clothes, underwear, shoes, socks, etc.



### ① Select makeup item

Select "Code" from the "Main Menu".

### ② Coordinate type selection

Coordinates are automatically switched depending on the map where the character stays during the game.

You can set clothes and hairstyles according to each situation.

- This is the outfit you wear when you are on the map outside, such as in an office or

#### Outerwear

seminar.

- It will be the loungewear you wear when you are relaxing in your room.

#### Home

#### clothes

- **-bath** : It will be a costume to change in the dressing room when using the bath or shower.

\*Hairstyle, clothing, and accessory settings are memorized for each coordination type.

### ③ Select makeup area

Select the part you want to set from the "main window".

### ④ Type menu selection

Select the "Type" you want to change.

- \* You can change the color of items marked with "Color changeable". ▶

### ⑤ Type selection

A list will be displayed, so select the clothes you want to wear.



### ⑥ Select makeup item

If you select "Color 1~", you can set the color and pattern for that part.

- \* The number of colors that can be selected varies depending on the costume.



## Coordinate information copy

on top

- "Coordinate information copy" : You can copy the set outfit and hairstyle to other coordination types.



### ① Menu selection

Select "Copy Code Information" in "Main Window".

### ② Copy source selection

Select "Copy from".

### ③ Copy destination selection

Select "Copy to".

### ④ Copy item selection

Select the items to copy using the check boxes.

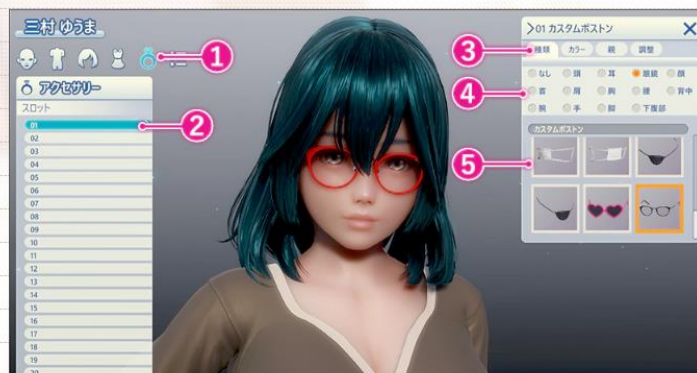
### ⑤ Execute copy

Select to copy the coordinate information.

## Accessory settings

on top

- Accessory settings : Up to 20 accessories can be attached in any size and position. Below is an example of how to put glasses on your head.



### ① Select makeup item

Select "Accessories" from the "Main Menu".

### ② Slot selection

Choose any slot you like. \* In this example, select "slot 01".

### ③ Category list display

Select "Type" for "Subwindow".

### ④ Category selection

Select an accessory category. \* In this example, select "Glasses".

### ⑤ Type menu selection

The accessories in the selected category will be displayed, so please select the accessory you want to wear.

### ⑥ Type selection

Select "Adjustment".

### ⑦ Position and size adjustment

Adjustment items are displayed, so adjust each item.

You can adjust "X, Y, Z" of each item by "left button drag" or by "numerical input".

- Position X : Adjust the horizontal position.
- Position Y : Adjust the vertical position.
- Position Z : Adjust the front/rear position.
- Angle X : Vertical rotation.
- Angle Y : Rotate horizontally.
- Angle Z : Rotate clockwise.
- Scaling X : Change the horizontal size.
- Scaling Y : Change the vertical size.
- Scale Z : Change the thickness.

\* Depending on the type of accessory, "Adjustment 2" may be displayed.

\* You can change the color with "Color".

\* If you change the "parent", it will follow the movement of the parent.

\* You can change the position, size, and angle with "Adjustment".



## Operation axis

on top

- Operation axis : Direct operation can be performed by the operation axis.



### ① Display the operation axis

If you enable "Show operation axis", the operation axis will be displayed on the accessory.

\*Accessories can be moved and rotated by dragging the mouse.

### ② Move/Rotate

Switches the type of operation axis.

### ③ Speed/magnitude

• **speed** : Set the amount of movement when operated.

• **size** : Set the size of the operation axis.

## "Copy"

on top

- "Copy" : You can copy the set accessory to another slot.



### ① Menu selection

After editing the accessory, select "Copy" in "Main Window".

### ② Copy source selection

Select the "Copy from" slot.

### ③ Copy destination selection

Select the "Copy to" slot.

### ④ Execute copy

Select "Copy to slot" to copy the accessory.

• **Change left and right parents** : If you specify a "parent" with left and right notation, it will be changed to the opposite parent when "Copy to slot" is selected.

### ⑤ Copy the adjustment value from the copy source

Copy only the adjustment values without changing the accessories.

• **Adjustment ①** : Copies only the adjustment values of the "copy from" accessory.

• **Flip adjustment ②** : Only the adjustment value "Angle Y" of the "copy source" accessory is **horizontally** reversed and copied.

• **Flip adjustment ③** : Only the adjustment value "Angle X" of the "copy source" accessory is **upside down** inverted and copied.

\* If the accessory can be partially adjusted, "Adjustment ②" will be displayed.

## Saving/deleting costume cards

on top

■ **Saving/deleting costume cards** : You can save and manage the set clothes, accessories, and hairstyles as a single card.



### ① Select makeup item

Select "Code" from the "Main Menu".

### ② Menu selection

Select "Save/Delete" in "Costume Card".

### ③ Target selection

A list of saved costume cards. Select from here to overwrite save or delete.

### ④ Action selection

Administrative command. Select the item you want to run.

• **Delete** Deletes the costume data selected in the list.

\*Please note that the data will be deleted from the PC itself.

• **New save** : Saves the costume currently displayed in the character view.

\* A name input field will be displayed when saving. Once saved, it will be added to the list.

• **overwrite** Overwrites the currently displayed costume data with the costume data selected in

**save** :

the list.

## Reading costume cards

on top

■ **Reading costume cards** : You can read the saved costume card. You can also load it partially.



### ① Select makeup item

Select "Code" from the "Main Menu".

### ② Menu selection

If you select "Load", the load screen will be displayed.

### ③ Target selection

This is a list of saved costume data. Select the costume you want to load.

### ④ Selection of reading site

You can select the items to read.

### ⑤ Action selection

Read the selected information.

\*Please note that information that has not been saved will be discarded.

## Character settings

on top

● **Character settings** : You can make settings related to the character's personality such as the character's name, type, and preferences.



### ① Select makeup item

Select "Settings" from the "Main Menu".

### ② Setting item selection

Select the item you want to set.

• **Name, date of birth, nature** : Make basic character settings.

• **type** : Set the character's occupation and voice quality. \* When you select a character, a sample voice will be played.

• **feature** : Make settings that affect the character's actions.

• Set your preferences for H.

**Proclivity**



## Saving characters

on top

- Saving characters : Create a preview image to be used in character save data when saving a new character.



### ① Select makeup item

Select "Settings" from the "Main Menu".

### ② Menu selection

Select "Save/Delete" in "Character Card".

### ③ Action selection

If you select "New save" in "Sub window", it will move to shooting mode.



### ④ Shooting menu

Set facial expressions, poses, frames, etc.

### ⑤ Alignment of card images

Perform "camera operation" and adjust the position and angle so that it fits in the frame.

### ⑥ Save

Create character save data from captured images.

\*When saving is completed, the captured image will be added to the character data list.

## Overwrite saving of characters

on top

- Overwrite saving of characters



### ① Select makeup item

Select "Settings" from the "Main Menu".

### ② Menu selection

Select "Save/Delete" in "Character Card".

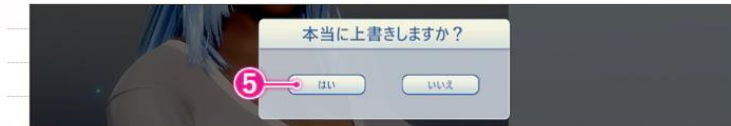
### ③ Target selection

A list of saved character data. Select the character to overwrite and save.

### ④ Action selection

Overwrites the current character with the character data selected in the list.

\* If you select "Save", a confirmation screen will be displayed.



### ⑤ Confirmation screen

Select "Yes" to switch to "shooting mode". ▶

## Deleting a character

on top

- Deleting a character : Delete the character data on your computer.



### ① Select makeup item

Select "Settings" from the "Main Menu".

### ② Menu selection

Select "Save/Delete" in "Character Card".

### ③ Target selection

A list of saved character data. Select the character to delete.

### ④ Action selection

Proceed to delete the character data selected in the list.

\* When selected, a confirmation screen will be displayed.

### ⑤ Confirmation screen

If you select "Yes" on the confirmation screen, the character card will be deleted.

\*Please note that data will be deleted not only from the game, but also from the computer itself.

## Character loading

on top

● Character loading : You can load saved characters. You can also read only the appearance and clothes.



### ① Select makeup item

Select "Settings" from the "Main Menu".

### ② Menu selection

Select "Read" in "Character Card".

### ③ Target selection

A list of saved character data. Select the character you want to load.

### ④ Selection of reading site

You can select the items to read.

### ⑤ Action selection

Read the selected information.

\*Please note that information that has not been saved will be discarded.

## Male character makeup

on top

● Male character makeup : Male characters can do almost the same make-up as female characters.



The basic operation method is the same as female character makeup. ▶

■ About Futanari



Characters with "futanari" enabled can be played in the same way as male characters.

\*Please note that you can only register in male character slots during the game.

keyboard shortcut keys

# keyboard shortcut keys

Press the "F2" key on the keyboard to display the shortcut key list.

■ Character makeup keyboard shortcuts ■

ショートカット一覧

Esc	ゲーム終了	W	操作軸の切り替え (移動)	
F1	オプション	E	操作軸の切り替え (回転)	
F2	ショートカット一覧	R	カメラをリセット	
		Z	注視点 (表示/非表示)	
		れ け む	パース変更	
		る め ろ	ツイスト回転	
Home	End		カメラの拡大縮小	
Page Up	Page Down		カメラの上下移動	
↑	←	↓	→	カメラの前後左右移動
4←	6→	8↑	2↓	カメラの回転
		5		カメラの回転リセット