Better Penetration Frequently Asked Questions

It's not working! The girl's vagina is sinking to the floor!

First and foremost, make sure that you have all of the necessary plugins installed. A vanilla install of the game requires a long list of plugins to be installed first, too many for me to list. It is best to start with a repack, someone else has done all of that work for you already so you should take advantage of it.

Make sure you are using the latest version of BetterPenetration, this can be found on my Patreon page <u>https://www.patreon.com/Animal42069</u>

Common plugins that you may be missing but are definitely required:

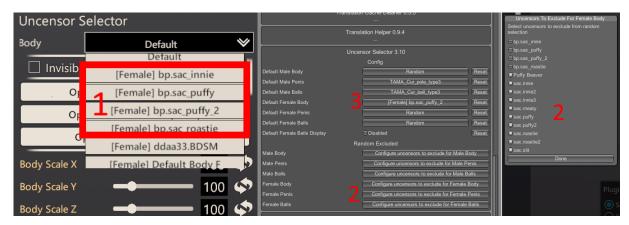
BonesFramework 1.4.1 or later: https://joan6694.bitbucket.io/

UncensorSelector 3.10 or later: https://www.patreon.com/DeathWeasel/posts?filters[tag]=UncensorSelector

The girl's vagina isn't animating

Animation is only automatically set up in game, studio requires manual setup.

- 1) If you are in game and it still isn't animating, make sure you have one of the BP uncensors selected for your girl. These uncensors all start with bp.
- 2) If your uncensor is Default, then a different might get selected as your uncensor. Open Plugin settings and exclude the other uncensors
- 3) Alternatively set one of the BP uncensors as your default



My penis is clipping through the girl!

SAC Sausage is not compatible with BetterPenetration.

- 1) Make sure it is not selected as your penis uncensor.
- 2) If your uncensor is Default, then SAC Sausage might get selected as your uncensor. Open Plugin settings and exclude SAC Sausage
- 3) Alternatively set one of the other penis uncensors as your default

Overall 😮		Translation Helper 0.9.4			
					Uncensors To Exclude For Male Penis
Height 75 🔄		Uncensor Selector 3.10			Select uncensors to exclude from random selection
Head Size	—•— 50 🗇	Default Male Body	Config Random	Reset	Dildo
Uncensor Selector		Default Male Penis 5 Default Male Balls	TAMA_Cur_pole_type3 TAMA_Cur_ball_type3	Reset	TAMA_Cur_pole_type1
Penis	Default 🛛 👻	Default Female Body	[Female] bp.sac_puffy_2	Reset	CTAMA_Cur_pole_type3
Balls	Default	Default Female Penis	Random	Reset	Dolle
	TAMA_Cur_pole_type3	Default Female Balls	Random	Reset	
🗌 Invisibl	TAMA_Cur_pole_type2	Default Female Balls Display	Disabled	Reset	
Op TAMA_Cur_pole_type1		Random Excluded			
		Male Body 🦰	Configure uncensors to exclude for Male B	ody	
Op		Male Penis	Configure uncensors to exclude for Male Pe	enis	
0	Mosaic Penis	Male Balls	Configure uncensors to exclude for Male B	alls	Plug
		Female Body	Configure uncensors to exclude for Female	Body	
Body Scale X	100 🗇	Female Penis	Configure uncensors to exclude for Female	Penis	
Body Scale Y	 100 🗇	Female Balls	Configure uncensors to exclude for Female	Balls	

The girl's vagina looks sunken and weird in some positions.

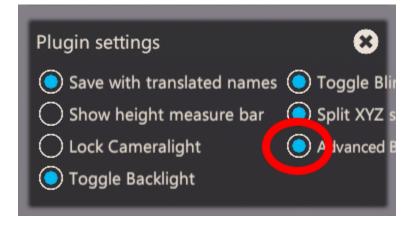
This is not an issue with BetterPenetration or the uncensors, but rather an animation bug. The best way to fix it is to use the Advanced Bone Sliders to apply a small Offset Y to the cf_J_Kokan bone. You may need to save/reload the character or restart the character editor to get the change to take place. There is an option in the BetterPenetration plugin settings to try to guess where the correct position should be, but its better to make the adjustment to the character.

Search: kokan	Advanced Bone Sliders - Miwa Igarashi Add new Revert Conly new Conly per coordinate Increment: 0.1
cf_J_Kokan	k_f_kokan_00 k_f_kokan_01 k_f_kokan_02 k_f_kokan_03 N_
of_J_Kokan Scale X:	X Per coordinate Length: 1.000 + 0 1.000 + Y: 1.000 + 0 0.000 + Y: 0.000 + 0 0.00 + Y: 0.000 + 0 0.00 + Y: 0.000 + 0
	Advanced Bone Sliders - Miwa Igarashi
Search: kokan	Add new Revert Only new Only per coordinate Increment: 0.1 - + X
cf_J_Kokan	k_f_kokan_00 k_f_kokan_01 k_f_kokan_02 k_f_kokan_03 N_
cf_J_Kokan	Per coordinate Length:
Scale X:	
Offset X:	
Tilt X:	

I make it a habit to make this adjustment on every girl I use.

How do I open the Advanced Bone Slider to make these adjustments?

In the Character Editor, bottom right, click the Advanced Bone Slider button



The girl's vagina but clips through her underwear.

This can happen with bigger butts and using the BetterPenetration uncensors. This happens because I had to steal some of the mesh weights away from these areas to create more convincing looking penetration. These clipping issues can usually be solved by making adjustments to the character. Search for the cf_J_Siri_s_L / cf_J_Siri_s_R bones. An Offset to the X coordinate will usually fix the clipping.

Search:	Advanced Bone Sliders - Miwa Igarashi Add new Revert Only new Only per coordinate Increment: 0.1 + X BodyTop bones camisole2 of hit_Kosi02_s hit_Le	
cf_J_Siri_s_L Scale X: Offset X: Tilt X: cf_J_Siri_s_R Scale X:	Image: Second instellation 1.000 - 10000 - 10000 - 10000 - 10000 - 100000000	
Offset X:	Advanced Bone Silders - Miwa Igarashi	
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cf_J_Siri_s_L Scale X: Offset X:	X E Link R/L bones Per coordinate Length: 1.000 + 0 1.000 - + Y: 1.000 - + 0 1.214 - + Y: 0.000 + Z: 0.000 + 0	and the second sec
Tilt X:	0.0 - + Y: 0.0 - + Z: 0.0 - + 0	

How do I adjust penis size?

Penis size can no longer be controlled through the BetterPenetration plugin. Controlling it through a plugin was horribly inefficient and cause problems with a lot of the HScene animations. Instead you should use the character editor and the Advanced Bone Sliders window to adjust penis size.

- 1) Search for dan in the Advanced Bone Sliders window.
- 2) Select cm_J_dan101_00 to adjust penis.
- 3) Use Scale X/Y/Z to adjust penis. Z adjusts length, X and Y adjust girth.
- 4) Select cm_J_dan109_00 to adjust penis head
- 5) Select **cm_J_dan_f_top** to adjust the sack.
- 6) Use Scale X/Y/Z to adjust sack size.

Search: dan			le Sliders - Hero ew ⊜Only per coordinat	e Increme	ent: 0.1 - +	
cm_J_dan100_00	cm_J_dan100_01 c	m_J_dan10	1_00 cm_J_dan101_	_01 cm_	J_dan102_01	m_J_
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cm_J_dan101_00	2	X CPer	coordinate Length:	0	1.000 - +	
Scale X:	0.900 - + Y:	θ	0.900 - + Z:	0	0.750 - +	0
Offset X:	0.000 - + Y:	0	0.000 - + Z:	0	0.000 - +	0
Tilt X:	0.0 - + Y:	θ	0.0 - + Z:	0	0.0 - +	0
cm_J_dan_f_top	4	X ⊟Per	coordinate Length:	0	1.000 - +	0
Scale X:	1.250 - + Y:	0	1.400 - + Z:	θ	1.250 - +	0
Offset X:	0.000 - + Y:	0	0.000 - + Z:	0	0.000 - +	0
Tilt X:	0.0 - + Y:	0	0.0 - + Z:	0	0.0 +	0
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