

# ANBW ALPHA 0.5.3.0

## Sandbox Tutorial



- ① **ANIMATION SELECTION BUTTONS**
- ② **SEARCH BAR AND FAVOURITES FILTER BUTTON**
- ③ **HIDE SANDBOX UI BUTTON**
- ④ **HIDE INDIVIDUAL UI ELEMENTS BUTTONS**
- ⑤ **CHARACTER SELECTION DRAG BUTTONS**
- ⑥ **FAKE PLAY BUTTON, HIDES SANDBOX UI TOO :3**
- ⑦ **CHARACTER SLOTS DROP SLOTS**
- ⑧ **SIDEBAR SHOWING AVAILABLE CONTROLS (WIP)**
- ⑨ **CHARACTER PREVIEW!  
GETS REPLACED WITH CHARACTERS FROM SLOTS**

1. Open the Sandbox in any Exploration Section using the TAB key.
2. As with all UI Elements in our game, ensure you get used to toggle mouse cursors visibility using ALT regularly.
3. Opening the Sandbox will put you into "Free Cam" mode. You can switch between the Free Cam and the Player by pressing C.
4. Using the Sandbox UI, select an Animation.
5. Then Drag and Drop whoever you want to play with / as into the open Slots on the right hand of the Sandbox UI
6. Continue by pressing the small green flower or the hide UI icon, which will hide the Sandbox UI
  - a. Any of the Sandbox UI elements can individually be hidden, so you could only have the animation selection UI open, while the Character

and Role slots UI stays hidden. Really nice to select through multiple animations with maximum screen space available.

7. After the UI is hidden that's the best time to start finding a good place to set your scene preview down. The animation is still static and will start animating the moment you hit F.
8. Try hitting F a bunch of times, you can see that you can pick up the animation and place it down repeatedly, so if you don't like the place you put it down, just pick it up and move it again.
9. While moving around you can rotate the animation using Q and E.
10. After you place your animation you should spend some time getting used to the sandbox sliders on the left side of the top bar of the gameplay HUD.
  - a. Speed increases or decreases the characters motion speed
  - b. Scale increases or decreases the characters motion scale
  - c. Offset helps with moving characters' hips into different distances to their partners genitals. This often is useful to fix awkward start positions and slightly broken IK motions.
  - d. Squash is a very unique type of slider. It takes the base motion and curves it more or less. So you can pump it up and down straight, or you rotate your character's hips while moving in one or the other direction. Go play around with it and be surprised by how much expression you can achieve by simply changing how one's hips move ;)
11. When you are happy with the settings for your animation and how the characters move, you can toggle different camera modes using C, 1 and 2 keys.
12. If you are in Free Cam mode, which you can toggle via pressing C, you can also TILT and ZOOM your camera. Tilt is done by holding the right mouse button down and dragging left or right. Zoom is done by using the mouse scroll wheel up and down.
13. Lastly: You can HIDE all UI elements by toggling H. The first toggle needs one extra activation of the button but then it will just work reliably.

## Known Issues SANDBOX

- You can still rotate characters using Q & E
- No Lovense support in Sandbox (yet)
- The start position of many animations needs manual fine tuning using the sliders to look good
- Orgasm isn't working (yet)
- Camera view sometimes feels very weird, moves awkwardly
- It's alpha, please give us lots of feedback <3