● **Caution**

- Update BIOS to the latest version.
- Update the drivers of the video card and the sound card to the latest version.
- Update the OS service pack to the latest version.

● **Operating environment**

[CPU]	Pentium 4 1.4 GHz or more
[Memory]	512 MB or more
[Video Card]	Video card supporting Pixel Shader 2.0 and with the capability of the NVidia GeForce FX 5700 or the ATI Radeon 9600 or higher
[Display]	Display with resolution of 800 × 600 or higher
[Display Color]	24-bit Full Color
[DVD Drive]	Double speed or faster
[OS]	Windows XP/Vista/7
[DirectX]	DirectX 9.0c
[Sound]	DirectSound supporting sound card

● **Installing**

Insert the product disk to the drive.　A setup wizard screen will be displayed.
Make setup in accordance with the instructions on the setup wizard screen.

If the setup wizard screen is not automatically displayed, execute "Setup.exe" in the folder of the product disk.

● **Uninstalling**

This software can be uninstalled in the following two ways:

- To use "Add or delete program"
  Select "Start" → "Control panel" → "Add or delete program."　Select "3DCustomGirl" and delete the software in accordance with the instructions on the screen.

- To uninstall from product disk
  Select "Delete" from the setup wizard screen.

Even after the software has been uninstalled, the data saved will remain in the folder "My document/TechArts3D."

● If Windows Vista/7 is used

○ About "Auto play" window

"Auto play" window may be displayed when the product disk is inserted.

If this window is displayed, select "Execute setup.exe" in "Install program/execution item."

● About UAC (User Account Control)

If UAC (User Account Control) is enabled in your environment after executing the setup wizard, a window of user account control will be displayed.

- If your account is an administrative account → Select "Enable."
- If your account is not an administrative account → Input the password of the administrative account and press "OK."

● **Before playing**

・When using the attached USB device, be sure to connect it to your PC before executing
the application.

● **Basic input operations**

- The camera can be rotated by sliding the mouse with the left button held down.
- The camera can be moved forward and backward by sliding the mouse with the right
button held down.
- The camera can be moved up, down, to the left, and to the right by sliding the mouse
with the center button held down.

  *The settings for the mouse buttons of the computer you use may differ.
- Click the place where the icon cursor in the application changes. Various actions will
happen on the screen.
- Pressing the ESC key ends the current mode screen.
- Volume control

  The voice volume can be adjusted by pressing the O or P key on the keyboard.

  The volume of the sound effects can be changed by pressing the K or L key on the
keyboard. The volume of the BGM can be changed by pressing the N or M key on the
keyboard. The sound can be muted by pressing the J key on the keyboard.
- A snapshot can be taken by pressing the Print Screen key.

  The snapshot will be saved to [My document/TechArts3D/TDCG/snapshots].
- Pressing the Home key erases all the icons on the screen. Pressing the Home key
displays the icons again.

● **Operation in each mode**

- Start-up mode screen

○ Basic operations on start-stop screen

Inputting method is the same as "● Basic input operations."

① Moves to the custom mode.

② Changes the camera angle to a preset position.

③ Displays the help screen.

④ Displays the exit screen.

- Custom mode screen

○ Basic operations in custom mode

Click the custom icon. The character shows various changes.

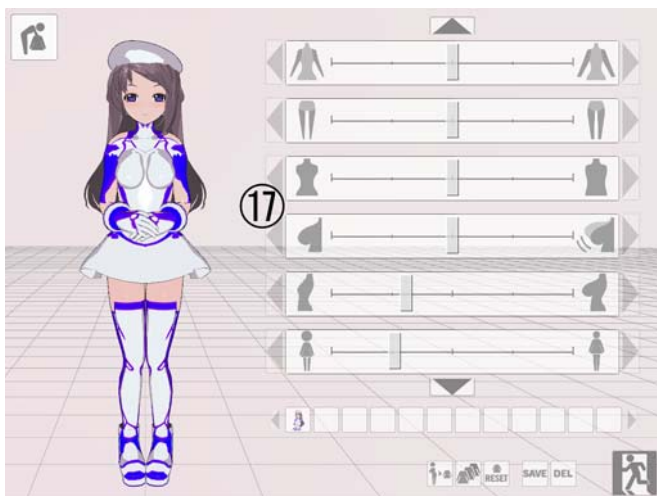A customized character is reflected on the custom scene mode and view mode.

⑤ A custom item can be scrolled by using the ↑ or → button.

⑥ Displays color variations of a selected item.

⑦ Removes costume parts.

⑧ Removes costume parts one by one.

⑨ Clicking this icon selects costume parts at random.

⑩ Resets the costume of a character.

⑪ Exits the custom mode to the start-up mode.

⑫ Can select a background.

⑬ Selecting an operation icon changes the screen from custom mode to custom scene mode, in which the character operates.

⑭ Loads saved costume data.

⑮ Clicking the save icon adds the current costume and body settings of the character to ⑭ as saved costume data.

    * Data is saved to [My document/TechArts3D/TDCG] as an image file in PNG format.

⑯ Selecting saved costume data to be deleted and clicking this icon deletes the selected costume data.

⑰ Can adjust the body settings of the character.

- Custom scene mode screen
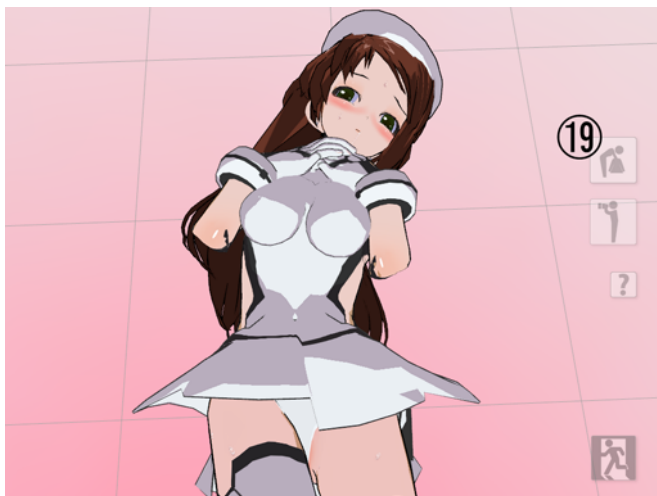 ○ Basic operations in custom scene mode
    The basic operations are the same as in custom mode.
    The displayed character moves when a place where the mouse cursor changes is clicked or when data is input to the attached USB device.
    The timing of the reaction varies depending on the timing of clicking the mouse button or input to the USB device.

To erase a displayed custom icon, press the ESC key or click the icon ⑱.

To display an icon that has been erased, click the icon ⑲.

○ Finish processing

If input more than as specified is kept applied to a character through the mouse or attached USB device, the operation is completed after finish processing (the finish pattern differs depending on whether the right or left button of the mouse is pressed or whether input of the USB device is turned ON or OFF).

The operation is automatically performed when the A key on the keyboard is pressed (the speed varies depending on the number of times the key is pressed).

The finish processing is performed when the Z or X key on the keyboard is pressed during the automatic operation (the finish pattern differs depending on whether the Z or X key is pressed).

○ Restarting operation

The operation can be restarted in either of the following ways:

- Press the left and right mouse buttons at the same time after finish processing.
- Hold down the Enter key on the keyboard or the upper button on the USB device for 2 seconds or longer.

○ Changing display of second character

Transparency of the second character can be changed by pressing the left or right key on the keyboard.

The color of the second character changes when the down key is pressed.

Pressing the Up key restores the default color (blue).

- View mode screen
  ○ Basic operations in view mode

  The view mode can be selected by pressing the G key on the keyboard when in the startup, custom, or custom scene mode. The view mode can also be set by clicking

  the icon that is among the operation icons on the custom screen.

  ○ Exiting view mode

  View mode can be exited in either of the following ways:

  - Hold down the left and right mouse buttons for 2 seconds or longer.
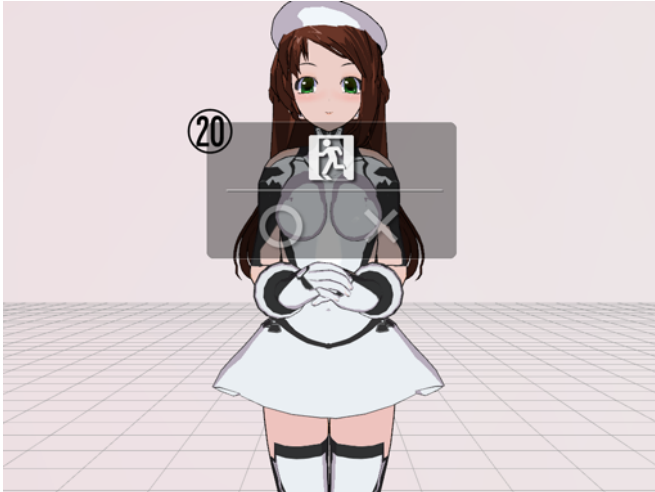 - Press the ESC key.

  ○ Changing music in view mode

  The background music in view mode can be changed.

  Input a music file in the Ogg format to the folder

  [My document/TechArts3D/TDCG/BGM].

  The music of the file will be played in view mode.

● Exiting application

Click the icon shown on the left on the startup mode screen. The window ⑳ will be opened.
Click [○]. "3DCustomGirl" will exit.
Clicking [×] cancels exit processing.

● Other function

- Switching between window mode and full-screen mode

   Executing the application while holding down F on the keyboard puts the screen in full mode. Executing the application while holding down W on the keyboard puts the screen in window mode.

   *If the application is executed without doing anything, the screen will be displayed in the size in which the application was exited before.

   *To execute more than one application, use the window mode.

● Q&A

Q1: An error concerning "d3dx9_31.dll" is displayed in the dialog box.

   A1: The above message is displayed because DirectX of the version necessary for executing 3DCustomGirl is not installed.
   Install DirectX by executing " DirectX_Jun2010_Redist/DXSETUP.exe" in the product disk.

Q2: The displayed screen is abnormal.

   A2: Update the video card driver to the latest status.
   Or, replace the video card with the one explained in Q3 above.

Q3: BGM, Sound Effects, or Voice does not come out.

   A3: The volume of BGM, Sound Effects, or Voice may be set to the minimum. Read the manual and adjust the volume. If it does not work, update the soundcard driver to the latest version.

Q4: The screen saver is not executed while "3DCustomGirl" is being executed.

   A4: The specification is that the screensaver is not executed while "3DCustomGirl" is being executed.

Q5: An error occurs during execution of "3DCustomGirl" and "3DCustomGirl" stops.

   A5: "3DCustomGirl" may not start if the visual theme has been changed with Windows XP/Vista/7.
   Click the shortcut icon for "3DCustomGirl" with the right mouse button to open Properties. Select the "Compatibility" tab.
   Check and apply "Invalidate visual theme" of "Set display" items.
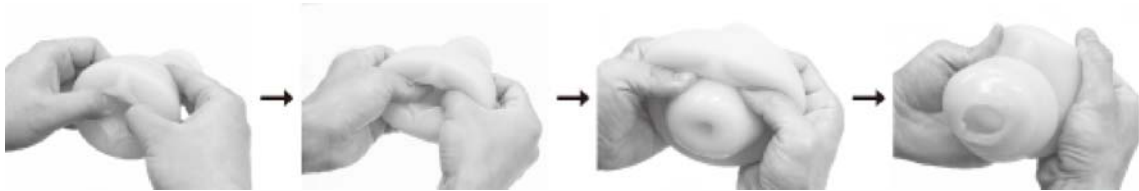
■ Contents of the package

(1) Plastic outer part

(2) Inner part

(3) Urethane spacer part, upper

(4) Urethane spacer part, lower

(5) Urethane spacer auxiliary sheet

(6) One dose of lubricant

■ Connecting USB device

This product can be used with a computer running Windows XP/Vista/7. Log in as a user with administrative authority to use it. When the USB terminal of this product is connected to the USB port of a computer, the product is recognized as the game controller.
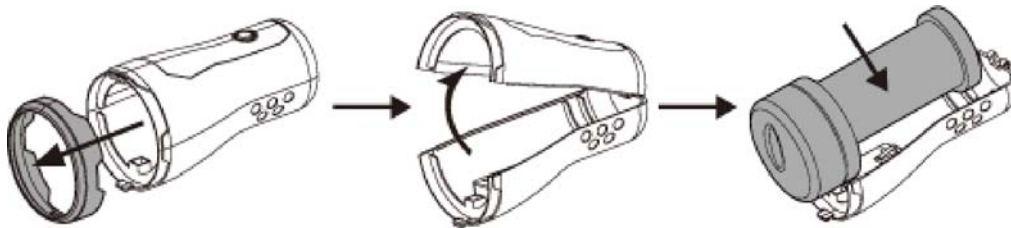
■ Preparations

1. Slowly turn over and clean the inner part, referring to the photograph.

2. Referring to the photograph, remove the fixing ring from the outer part and attach the inner part.
    After attaching the inner part, assemble the parts in reverse order.

3. Add lubricant through the hole in the inner part. Also, apply lubricant around the hole on the inner part.
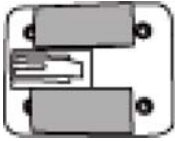   (The supplied lubricant is for one dose.)

4. Connect the USB terminal of the product and use the product in accordance with the software used.

■ After using

1. Remove the fixing ring from the outer part and take out the inner part.

2. Slowly turn over and clean the inner part.

3. Wipe the water off the inner part with tissue paper or a towel. Dry the part in a well-ventilated location not subject to high temperatures and humidity.

■ Supplement

1. To lower the sensitivity of the switch, cut a 3 cm square piece out of the attached sheet and paste it as illustrated below.

2. Removing the upper urethane spacer part loosens the switch and reduces the reaction of the switch.

■ Caution

Be sure to save the inner part in a vinyl bag.

Note that the inner part may degrade if it is stored on a cloth or paper.