

# Patty Clothes Important Notes

## General-

There are plenty of JCMs in clothing to fix movements. Besides JCMs there are tons of Adjustment Morphs. With these you can adjust the clothing for morphs or movements (even some extreme ones). Sometimes it is not enough and you may still get some small poke through. Mostly with different morph/movement combinations or characters. In this case use mesh smoothing with collision.

Note! Some morphs may not work with every movement but sometimes the mesh smoothing (collision item Genesis 3 Female) option may fix it.

## Sweater-

If you want to use the Arms Push Up (from the Patty Clothes Expansion - Morphs and Textures) do not forget to fit the Sweater to the Patty Top instead of Genesis 3 Female.

## Pantie-

You may notice the pantie sometimes pokes through the skirt. This is because the pantie is not meant to be used under the skirt. Only in instances when some poses make the crotch area visible. In this case if you see poke through, you can use Expand All or other adjustment morphs in the skirt to adjust that area.

## Skirt-

The JCM files are optimized for the legs bent to 90. If you want to bend the leg more you still can adjust the skirt with the included Adjustment morphs. I used this method since it is easier to fix movements with any characters and morphs.

## Stockings-

The JCM files are optimized for shins bent to 90. You can still fix any poke through using mesh smoothing (with collision item Genesis 3 Female)

Note! Some morphs may not work well with large values of shin bend due to the nature of the morphs, like Loose and Draping Down .. however the mesh smoothing (collision) may fix it.

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