V2.5Beta
Build 375
04/2018

Basic Game Manual

Index
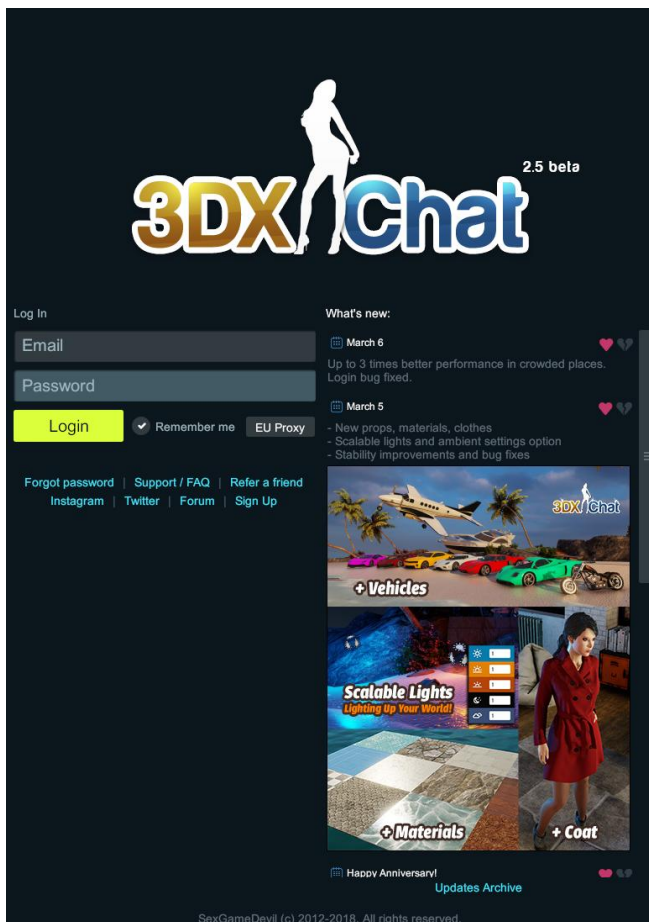
After starting the game, the login screen appears

1. Login:

Enter your email address your password in the appropriate fields.

*A check mark in front of "**Remember me**" ensures that the entries are already pre-entered on the next call of the game on this computer and can only be overwritten with the access data of another account if necessary.*

*The list box to the right allows you to switch the Internet connection between "**US Direct**" and "**EU Proxy**". The latter option can reduce too frequent disconnections if located in Europe.*

A click on the green Login button logs in the player with the given data and leads to the creation of an avatar when starting the game for the first time, to the **Avatar Selection** for subsequent game starts.

The links below lead to the corresponding pages, the most important ones are **Forgot password** and access to the **Forum**.

The small icon at the top right of the screen corner will end the game.

2. The Avatar

• You can create up to 3 avatars (characters)

• The gender can be male or female (example: 3 women or 2 women and one man, etc.)

• The name of your avatar must be at least 4 characters, spaces or numbers are not accepted.

Choose a gender for your avatar and give it a name (**note that both can not be changed later**). Click on "**create character**", whereupon the profile dialog for this avatar appears. It is not mandatory to fill in the profile, but if you write something about yourself or about your avatar, you will be much more interesting to others.

- Age: *The age of your avatar (or your real one). A number from 18 to 99 is valid (for example, if you enter 14, the age is automatically set to 18).*

- Interested in: Men/Woman *Target group (s) you want to get to know, both genders are possible.*

- Location: *Where do you come from or your avatar (city, country, Europe, Africa ..)*

- About: *A text that describes you or your avatar (for example, your preferences).*

- Married To: *The name of your spouse if you are married (Only available if the marriage option has been used with the optional marriage system).*

Finally, click on "**Save**" (you can change these entries later at any time). You will now be redirected to the "**Character selection screen**".

3. Character Selection Screen

Here you select one of your already created character. Initially, you have only one character created before, so there is nothing to select. Below a picture of your character is a selection box:
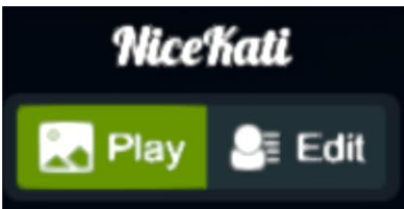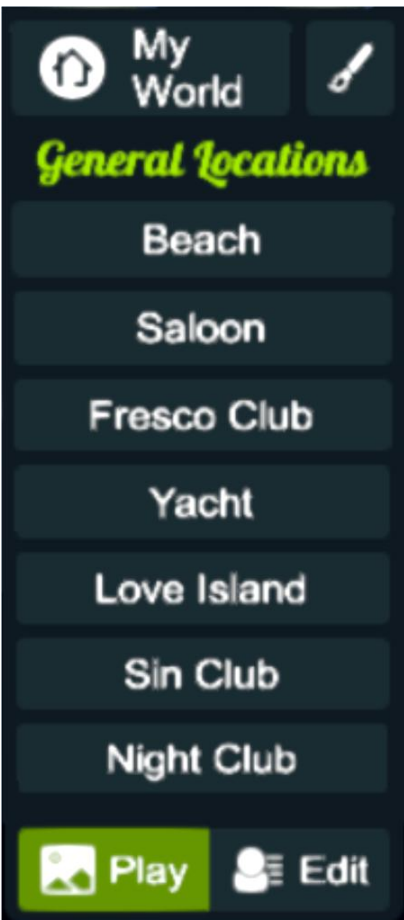
Under the name of the character there are two buttons

Click "**Play**" to start the game with this avatar.

Click "**Edit**" to edit this avatar in the locker room.

For more than one character existing, another button will be added; click the trashcan symbol to delete this avatar.

*Attention, if you select delete the character, **everything** that is **related** to this character will be **deleted** (gifts, friends, his/her home etc.)*

Clicking on "**Play**" opens the selection window for the location where you want to play:

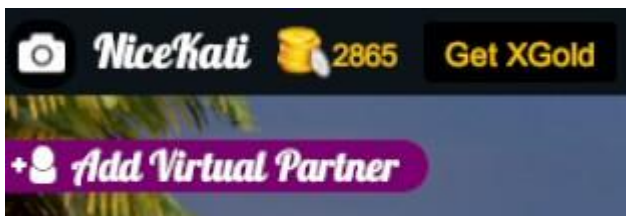|	
My World	The "Home" of this character
World Editor	(the brush icon) Using the World Editor you can modify the existing "world" or even create a new one.
General Locations	The standard locations of the game, which are always available, as opposed to shared locations of players:

    Beach

    Saloon

    Fresco Club

    Yacht

    Love Island

    Sin Club

    Night Club

4. The User Interface

Top left

The camera tool for Screen shots.

The name of your currently selected character.

Available XGold (the currency at 3DXChat). XGold counts per account, not per character.

Button to buy more XGold.

Underneath, depending on the situation, the partners present appear in the form of little flags on the edge of the screen. If you are at home (My World), clicking on the flag shown will allow you to add a virtual partner, e.g. for first try out how the sex in the game functions, or for testing while working with the World Editor. Once you've added a "bot," the built-in sex menus in bed, sofa, etc. become active. However, you can not fully interact with the "bot" (for example, no positions / roles can be swapped, and the sex bot does not come to a climax).

Bottom left

The three buttons on the bottom left of the screen are for use:

- selecting the location,
- calling the character editors and
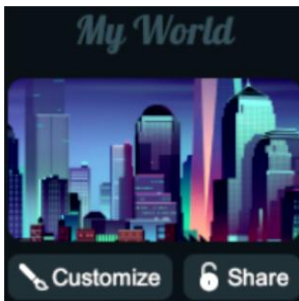- selecting the currend daytime / day phase for the game world

Select Location

Opens a list of available locations you can visit:

On the left side are the "official" locations that are always present and are part of the game, on the right are locations created by the players themselves and made available to other players.
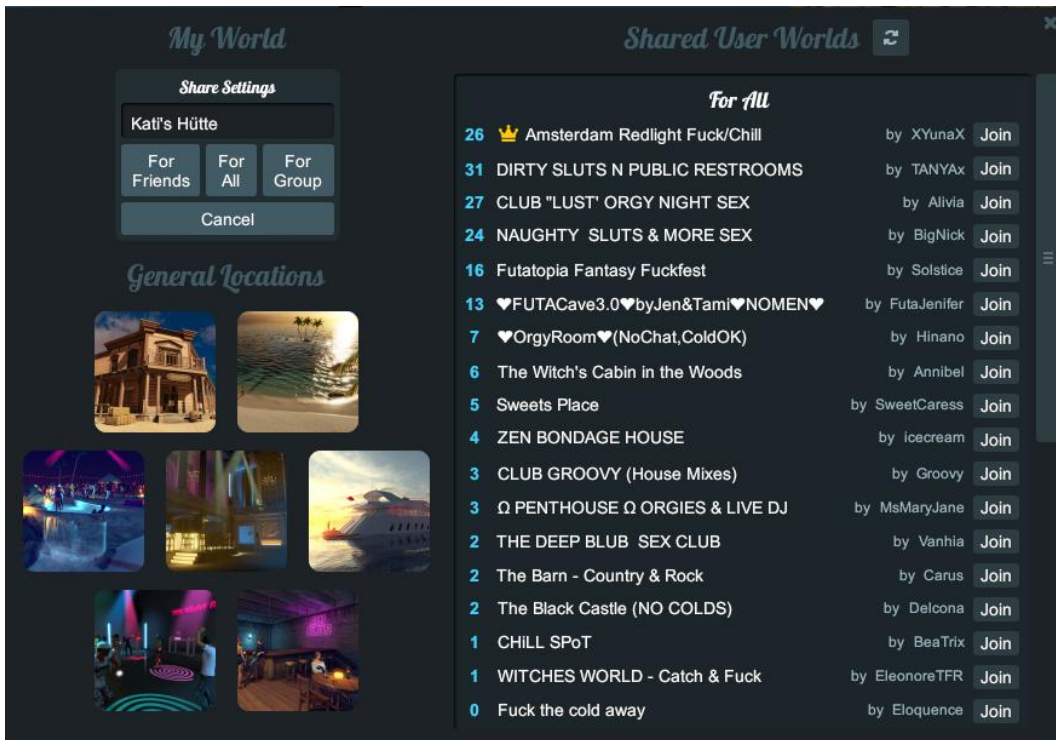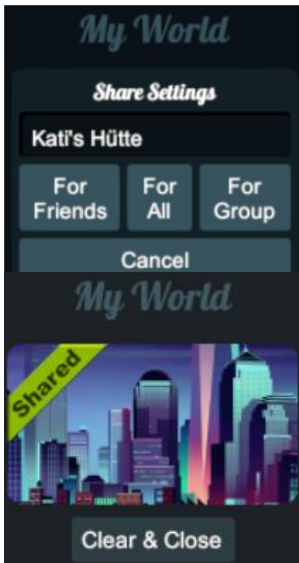

Left Side:

My World:

The "home" of the active character; instead of the defaul world (small bungalow) a world of its own can be designed freely with the World-Editor.

Customize: Calls the "World-Editor" to create or modify your own "world".

Share:

Opens the window for opening your own location for other players (sharing).

Share Settings

Enter a name for these locations and choose whether to open them only **for Friends**, **For All**, or for a specific group (**For Group**) of players.

Shared:

An open location is indicated to its owner with a green badge. At the same time, the buttons underneath are replaced by the button

Clear & Close

By this the sharing of the location is canceled, it disappears from the list of private shares and possibly still present visitors are informed accordingly.

3DXChat Basic Game Manual

General Locations

These locations are part of the game and are always available.

1	**Saloon**
2	**Beach**
3	**Love Island**
4	**Fresco Club**
5	**Yacht**
6	**Night Club**
7	**Sin Club**

Right Side:

Shared User Worlds

(opened, player-created locations)

 This button refreshes the list

For Friends:

These locations are only accessible to friends of the owner and are only displayed to them here.

For All:

These locations are open to all players and will therefore be displayed to all at this place.

The **blue numbers** to the left of the name indicate the current number of players in this location (including occupants). The list is sorted in descending order according to this user number. So you can see immediately how well this location is visited.

With a payment of 300xg, the owner of a room can buy the top seat in this list, regardless of the number of visitors present. This is indicated by a small crown in front of the name of the room.
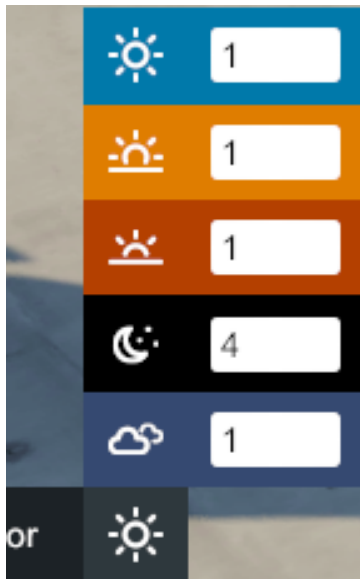
Next to the name of the location the name of the owner is listed.

Enter these "private" locations via the button **Join** in the respective line, the selection is marked in **blue letters**.
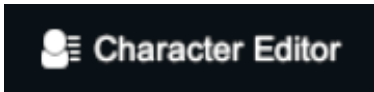
Character Editor

Takes you to the locker room. Here you can change the look of your character (clothes, makeup, hair, proportions of the body ...)


Daytime phase and lighting conditions

The small icon on the right side of the character editor button shows the currently set lighting conditions of the scene based on day phases. If you click on it, a selection of five day phases opens, with which one can adjust the current light conditions, independently of the given lighting:

- midday sun
- sunrise
- sunset
- night
- Cloudy sky

Beside the corresponding symbol, the buttons contain an input field where the individual brightness can be set; here you can enter numbers 1 ... 4, where 1 is the darkest setting. Clicking the corresponding button sets this day phase / lighting conditions individually and displays them in the button. So you can, for example, in a dark nighttime scenario, by choosing a brighter day's phase, first get a closer look at what it would otherwise be too dark for.

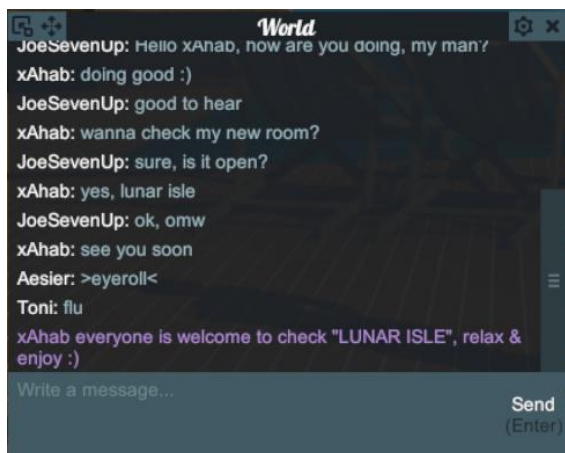## *Bottom right*
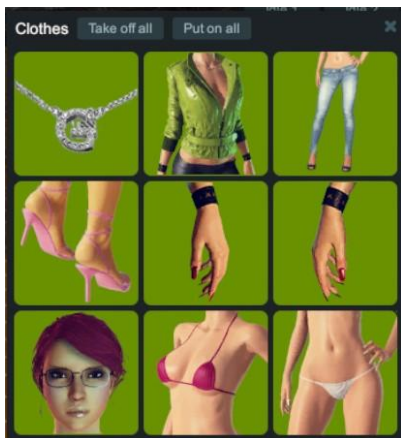
Clothes

opens a window for removing and putting on the clothes.

A garment is pulled out by clicking on the corresponding button.

Unwrap clothing by clicking the garment again.

Take off all
Clicking on this button will remove all garments.

Put on all
Clicking this button will put on all garments.

Chat:

opens the chat window for global, local, private and group chat.

The display is situation dependent: By default, you will see the global chat ("**World**"); the local chat ("**Local**") only if you are in an open "User Location" or one of the public locations.

If you are in a group chat ("**Group**"), this additional option appears in the title bar.

Private chats are appended on the right or left edge in the form of little flags; they show the name of the private chat partner and its context menu.

Switched over by clicking on the corresponding option in the title bar or the flag at the edge of the window.
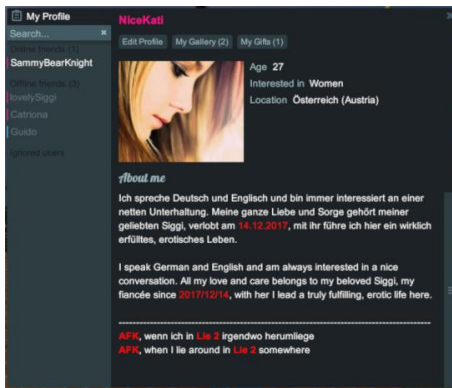
My Profile:

Opens the own profile window to which the friend list and ignore list are also attached.

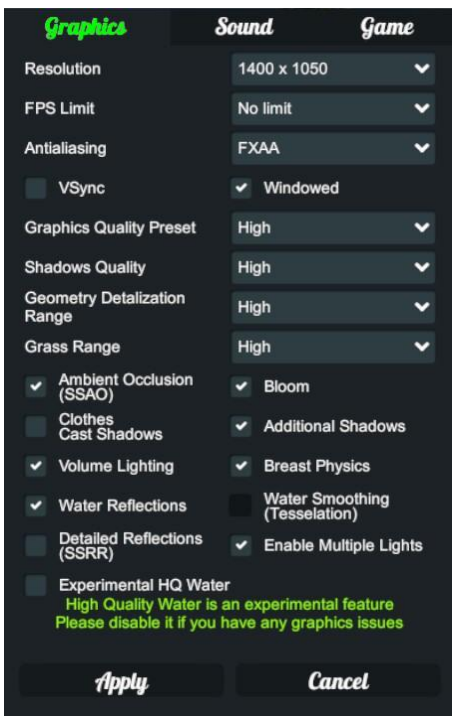You can also see which of your friends is online or offline.

You can edit your character profile (**Edit Profile**) and view or edit your photo gallery (**My Gallery**).

You can also see which gifts (**My Gifts**) you have received, view the donor's profile, send them a gift, or delete the gift from your list.

Settings (F1):

Opens the **Graphics**, **Sound** and **Game** Settings window. For each topic there is a separate tab, which is selected via the header.

Graphics: (some examples)

- **Resolution**:
Should match the resolution of your screen and have already been detected automatically.
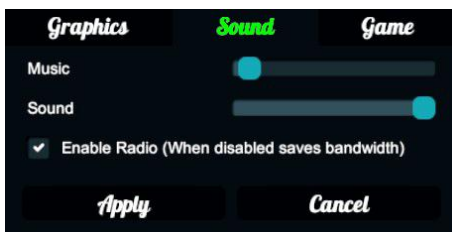
- **FPS Limit**:
Fast computers should be set to "*unlimited*" to enable smooth playing.

- **Windowed**:
If the checkbox is activated, the ALT + ENTER key can be used to switch between window and full screen mode; then set the resolution one level lower.

- **Graphics Quality Preset**:
 low to *extremely high*, *custom*

Sound:
- **Music:**

Volume control for the music in different locations.

- **Sound:**
Volume control for ambient noise (ocean, birds ...) and character (like moaning)

-**Enable Radio:**
Checkbox to turn music on / off (*off* saves bandwidth)

Game:

- **Player Names:**
Display the names above the characters **ON** (Show all) / **OFF** (Hide all)

- **Oculus Rift/V Stroker:**
Select this option if you own one of the products.
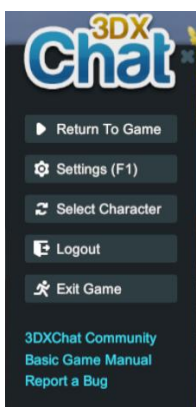
Menu (ESC):

- Return to game: Close this menu and return to the game
- Settings: To the game settings (F1)
- Select Character: To the character selection screen
- Logout: Log out and back to the login screen
- Exit Game: End up 3DXChat completely
- 3DX Chat Community: Opens the Forum website
- Basic Game Manual: Opens the old manual in your browser
- Report a Bug: Report problems with the game

Right Side

Here, according to the current game situation, different selection menus appear, so that only those options are visible, which can be used at the moment.

Dance:

Solo Dance Buttons (Dance1 ... Dance13), click to start a dance. You can switch directly to another dance by clicking the corresponding button. In addition, it is possible to move away from the current position by clicking on another position on the ground; the character will then, depending on the default, walking or running, move to the new position and and continue dancing immediately. If the distances are short, he moves on practically dancing. *To Stop*: Click one of the **Idle** icons below.

Actions:

Sit 1, Sit 2:
When clicked, your character will sit down (no furniture needed, sits down on the floor).

Lie 1, Lie 2:
When clicked, your character will lie down (no furniture needed, lay down on the floor).

Hello!:
As you click, your character will wave to another.

Applause:
When clicked, your character will clap hands (applaud)

Movement:

Switching the mode of movement: **Run** or **Walk**

Idle:

Taking a waiting pose (standing). You can chose between 5 poses of waiting; the last selected pose is taken automatically also after moving. To end the dance (s.o.) click on one of the idle poses.
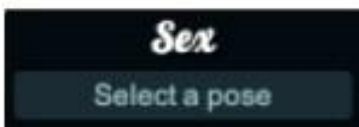
Sex:

Select a pose:
Opens a Sex Menu whose content is again situational. For most sex poses you need a "partner". The poses can be used anywhere (on the beach for example).

Strap-on:
Hide / show or switch of a penis and two strap-on dildos for female characters. The options depend on the current pose.

5. Moving the character

The character is moved by the mouse.

Left-Click on a spot on the floor to move your character there. Do not click too far away to prevent it from "sticking" to intervening obstacles; you better guide it in short sections.

If the mouse pointer shows a green star symbol, it is located above the interactive content activation area ("trigger"), e.g. poses or the setting of the radio. A left click at this point then causes no movement of the avatar, but the opening of the associated menu. If it contains poses, they will be taken or executed directly by the character after selection.

After completing the pose, the character (or the characters involved) jumps back to the last position taken. It is therefore advised to bring the avatar (s) first as close as possible before a pose is triggered, so that they still stand together afterwards.

The Camera

The camera is used to observe the character and the surrounding scene; there are three camera modes, which can be toggled with the function keys **F5**, **F6** and **F7**:

F5: Free Camera   The camera can be positioned independently of the character.
It is moved by **holding down the right mouse button** via the following keys:
Key (**W**), ⬆ moves the camera **forward**.
Key (**S**), ⬇ moves the camera **backward**.
Key (**A**), ⬅ moves the camera in parallel to the **left**
Key (**D**), ➡ moves the camera in parallel to the **right**
Key (**E**) moves the camera in parallel **up**
Key (**Q**) moves the camera in parallel **down**
Additional pressing of the **SHIFT** key **accelerates** the movement
Moving the mouse (right/left/forward/backward) **pivots horizontally** and **vertically**
*Attention: In this mode, every click on the **left** mouse button will move the character.*

F6: 3rd Person: (default) View of the character, the camera moves along with the character.
It is moved by **holding down the right mouse button**:
Moving the mouse (right/left/forward/backward) rotates around the character **horizontally** and **vertically**.
The **mouse wheel** allows you to **zoom** in on the character.

F7: 1st Person: **View of the character,** while holding down the **right mouse button** and **moving the mouse** (right / left / forward / backward), the camera is panned horizontally and vertically.

6. Keyboard Shortcuts

1   Makes the character moan, not only in sex mode

2   Makes the character ejaculate / squirt (cum), only active in sex mode

ESC   Open/close Menu

F1   Settings

F5   Free camera (view chap.5)

F6   3rd person camera view (view chap.5)

F7   1st person camera view (view chap.5)

SHIFT+O   Oculus Rift mode on/off

SHIFT+Z   Hide/show user interface (e.g. for screenshots)

SHIFT+C   Hide/show mousepointer

ENTER   Shows the chat window (if not visible)

7. The own Profile
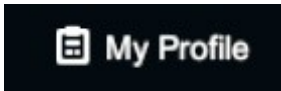
My Profile: Opens the own profile window to which the friend list and ignore list are also attached. There you can see which of your friends is online or offline; for long lists, there is also a search function.
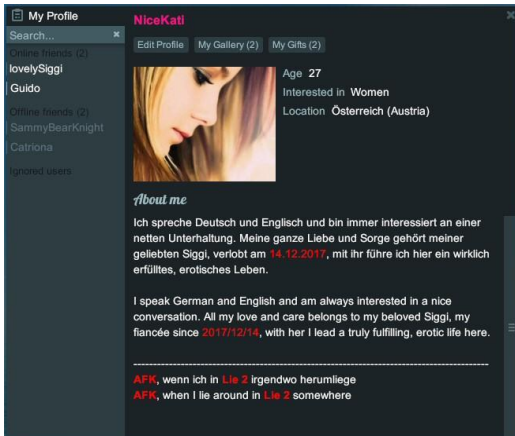
Edit Profile:
Here the character's profile is created or edited. The profile is something like the player's business card; anyone who is interested in another player will first call his/her profile; therefore, it should inform as quickly and comprehensively as possible about the essentials.

In addition to the data, such as age, target group and origin, there may be the entry "**Married To**". The game has an integrated marriage system that allows players to marry each other. Their names then appear in the respective profiles under the "Married To" option, which is only available if the wedding has been approved in the context menu of the player.

Above all, the text box "**About me**" offers the opportunity to tell all that a player interested in acquaintance should know.

It is also possible to change the text attributes (size, color, style); this usually leads to more attention. Possible colors are red, yellow, green, pink, black, etc., but also font sizes and other typographic items.

Here some examples:
<color=red>A super duper text in red clor</color>
bold, nothing more than bold text
<i> Italic text, so inclined </i>

<size=30>an extremely big text</size>

(standard size is 14)
It should be noted that the so-called "tags" must always be closed. An opening tag is e.g. <color> and this will be closed with </ color>

All these things can also be combined:
<color=red>Superfrog in bold, red</color>

My Gallery:
- **Upload Photo:** Here you can upload photos for your profile with a resolution of max. 8000x5000 pixels and a file size of max. 10mb.
The **file extension** may **only** consist of **lowercase letters**, e.g. **.jpg** or **.png**; there will be uploaded no images with the extensions .JPG and .PNG.

- **Buy Photo Slot:** You can use your xGold currency to purchase additional photo storage for your profile. (Prices increase with the number of slots purchased.)

- **Profile Picture:** Here the image can be selected for the main image in the game profile that players see first.

- **Delete:** Deletes the selected image so that this photo space becomes free for another image.
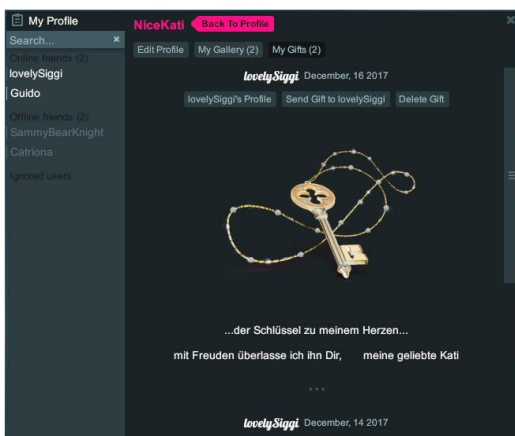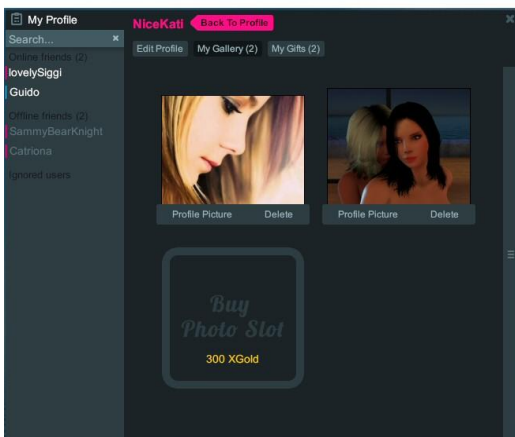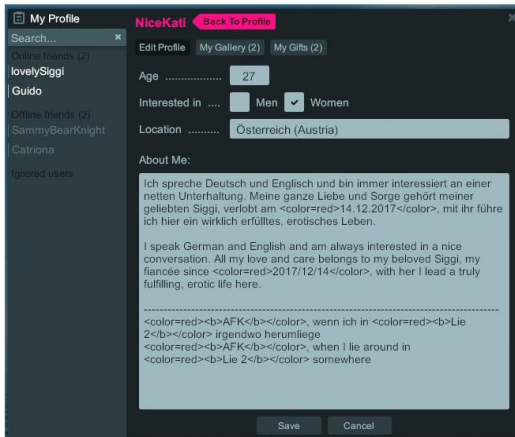
My Gifts:
Here you can see which gifts you have received.
You can view the donor's profile, (...'s profiles)
Send him a present as well (Send Gift to ...)
or delete the gift from your list (Delete Gift).

8. Chatting With Other People

If the otherwise white font of the button at the bottom right of the screen changes to green, this indicates the arrival of new chat contributions, and at the same time an acoustic signal sounds.

Click the button or press **Enter** key to open the chat window.

There are **4 types of chat**:

The global chat (**World**) is always displayed, the local chat (**Local**) only if you are in an opened "User World" or a "General Location".

The group chat (**Group**) is shown only to members of a group; it is formed by a player inviting one or more players to a group chat and at least one player accepting the invitation. Members of the group can invite additional players to the group.

Private chat is offered via small "flags" appended to the left or right edge of the window when starting a private chat connection.

To send someone a PM (private message), left-click on that person, select "Send PM" from the pop-up menu and then type in your message in the Chat Box tab.

Clicking the **gear icon** in the top right opens the chat window's settings window. The setting options are:

Text size, **Opacity** of the window, **PM side** (PM-"flag" right/left), **Visual notifications** on/off for **PM**, **World**, **Local** and **Group** chat, **Sound notifications** for the 4 types of chat (3 different Sounds and OFF) and finally turning on / off for off-line messages; so personal messages that come in while you're offline. These are then displayed when logging in directly in the character selection as a small red flashing envelope.
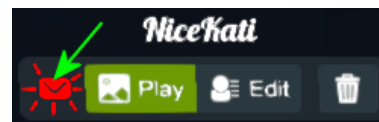
The picture to the left shows a chat window with a tab for local chat and group chat next to the world chat. Between the display and input area, the members of the group are displayed, to the left of which there is a button which serves to leave the group.
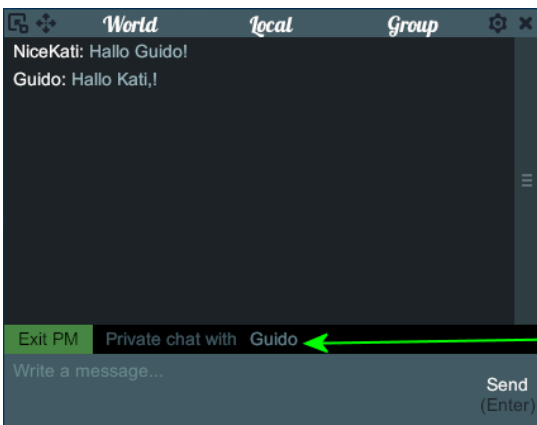
The personal chat tabs are attached to the side of the chat window one below the other. To toggle between the various chats click the relevant button: The button is black and also in the chat window between input and display the shown information line appears. On the left in it there is a green button to cancel this personal chat. Alternatively, you can click on the (x) on the "flag" to end this chat.

Note for role play etc* .: If you enter */me at the beginning of a message, the colon is removed after the name and the entire message is highlighted in color (violet).

9. Interaktion With Other People

There are different ways to interact with people; mostly the context menu of the character is used. To call it, click on the person concerned with the left mouse button. The context menu changes according to the situation, so that only those options are offered that correspond to the person and the situation. The following figure shows the context menu of a **stranger**, below that of a **friend**.

Context Menu:

- Profile	View the profile of the chosen person
- Private Message	Send a private message to this person
- Add to group chat	Send an invitation for a group chat (creates a separate tab in chat window, you can invite more people at any time).
- Send Gift	Send a gift to this person
- Add to friends	Send a request for friendship to this person
- Invite to my place	Invite the person to my apartment.
- Partner	Send a partner request (for sex or joint sitting, can be accepted or declined by the person)

At Friends:

- Marry	To make a marriage proposal to the friendly person. (costs from 10,000 x gold, if it is accepted).
- Slowdance	ask for "Slowdance" (can be accepted or rejected by the person). When the request is accepted, both persons take the appropriate posture and a menu for the control of the dance appears on the right side of the screen:
-- Face to face	The dance partners are facing each other
-- Behind	The dance partners are behind each other
-- Kiss	Intense kissing while dancing
-- Stop	Exit Slowdance
	Attention! *To be able to call a pose, the slowdance must first be stopped!*
- Cuddle	Hugging the person ("cuddling")
- Kiss Cheek	Give welcome kisses on the cheek
- Delete Friend	Delete the person from the friends list

At All:

- Ignore	Add a person to the ignore list: That person will immediately disappear from your screen and you will be invisible for this person. Also chat messages written by this person will no longer appear in you chat window and vice versa.
- Report	Report a person to the support for bad behavior (racism, ranting etc).

Tip: 1. Do not send "cold" invites to people you do not know. Cold Invites are e.g. invitations to your apartment without knowing the other person. The same applies to cuddles and welcome kisses and so on. In general, the good tone applies: First talk to someone and everything else results in the interview.

Tip: 2. If someone really annoys you and gives you no peace or is harsh and insults you, use the ignore list (Ignore in the context menu).

10. Selecting and executing poses

There are different ways to choose poses:

- Select from the **SEX** menu **(select a Pose)**
- Select from the menu of **interaktive furniture and places** by the "**Star**" menu, when a green star appeares at the mouse pointer and indicates the presence of such a menu.

For most sex poses you need **a partner**. If no partner is available, the menu contains only **single poses**, if you have a partner currently available, all in this place executable two-person poses and possibly three-person poses are available.

To make someone a partner, click on this person and select ♥**Partner** from the context menu. The person then receives a request that they can accept within a certain period of time for the (sex) partnership to become valid. The same applies if you receive a partner request.

"Sex" menu - Select a pose:

Opens a menu whose content is situation-dependent. Basically, it contains poses that can be performed wherever the character is: On the floor as well as on a table or a rock.

Star menu (Left click while the green star shows at the mouse pointer):

Opens a menu of poses that can be executed at or on the interactive piece of furniture, pool or wall etc. If a pose has been selected from this menu, more can be selected from the selection in the sex menu (s.o.), since this then also contains the contents of the star menu.

The difference between the interactive poses and the general poses (which are often identical) is that the execution of the general poses is not fixed in place and direction, while the interactive poses always have a well-defined orientation on the associated object (strictly speaking its trigger), so that always an exactly reproducible position is reached.

Exemple: Single Poses ...   ...and Two-Person Poses

11. The Camera Tool for Screenshots

- **Zoom:**
Allows you to zoom the camera to a specific point, which essentially changes the FoV (field of view) of the camera.

- Interface:
Checkbox to hide the user interface for the shot.

- Third person cam:
Same as pressing F6 key in game.

- First person cam:
Same as pressing F7 key in game.

- **Fly Cam:**
Same as pressing F5 key in game. The control keys for this mode are shown below the option.

- **Take Shot:**
The trigger for the screenshot.

- **Open Screenshots Folder:**
This will open the screenshot directory on your computer where all pictures taken with the *Camera Tool* will be stored and saved.

Attention! You need to run 3DXChat as an administrator to be able to save the images there, or set the "Write" permission of the screenshot folder for all users.

Important Note: If you are using Windows 10, the "Run As Administrator" option, unlike in previous versions, is no longer equivalent to working in an administrator account. Since working here in an account with limited rights also offers no security advantage, but rather the opposite is the case, it is recommended to work in Windows 10 generally with an account with administrator rights, which is the default after installation.

Many installation, update and gameplay issues can be avoided by using an administrator account.