

Tailor Smooth System

Guide

V1.1 – 2023-03-08 by Septirage

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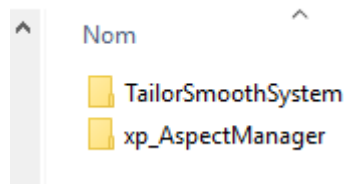
Guide for Admin

Requirements

Before Tailor Smooth System, you will need to install:

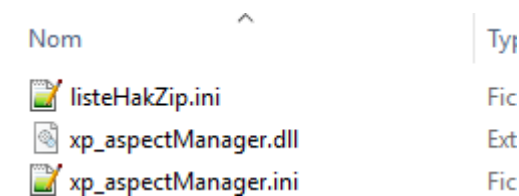
- [xp_aspectManager](#)

compietepack.zip > tailorsmooth



Configuration of xp_aspectManager

To use the Tailor Smooth System you will need to be sure to have some correct configuration of xp_aspectManager:



In listeHakZip.ini :

- Be sure that the paths to the base game zip file are ok.
- Add all the path of your hak files that have Armor/Weapon models in it.

Example:

```
#You can comment a line with adding a # at the beginning

#####
##### Haks and Zips PathList #####
##### List the hak with hair, head, armor, #####
##### and weapon MDB files #####
#####

#####
##### Base Game Zip files Dont forget to give the right path #####
#####

C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_v103x1.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_v104.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_v105.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_v106.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_v107.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_v112.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_v121.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_X1.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_X1_v121.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_X2.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_X2_v121.zip

C:\Documents and Settings\Septirage\Mes documents\Neverwinter Nights 2\hak\MyArmors1.hak
C:\Documents and Settings\Septirage\Mes documents\Neverwinter Nights 2\hak\MyArmors2.hak
C:\Documents and Settings\Septirage\Mes documents\Neverwinter Nights 2\hak\MyWeapons.hak
C:\Documents and Settings\Septirage\Mes documents\Neverwinter Nights 2\hak\MyHeads.hak
C:\Documents and Settings\Septirage\Mes documents\Neverwinter Nights 2\hak\MyHairs.hak
```

In xp_aspectManager.ini :

Pay particular attention to the following options:

```
##### Last number of your
ArmorVisualMaxNumber = 10
#####:
##### The list begin here:
##### if an index do not have a prefix, :
##### and continue with the next:
##### you can add to the prefix '@' and
##### instead of "0 = CL" write "0
##### Different prefix can have the same
#### be the default visual name for the app n
#####:
0 = CL
1 = CP
2 = LE
3 = LS
4 = CH
5 = SC
6 = BA
7 = PH
8 = PF
9 = HD
10 = NK
```

Let say you have this armorvisualdata.2DA

armorvisualdata.2da				
Sauvegarder Ajouter ligne Supprimer ligne				
#	Label	ToolsetName	Prefix	Parent
0	Cloth	112978	CL	----
1	ClothPadded	111246	CP	1
2	Leather	111247	LE	----
3	LeatherStudded	111248	LS	3
4	Chain	111249	CH	----
5	Scale	111250	SC	5
6	Banded	111251	BA	5
7	Half-Plate	111252	PH	9
8	Full-Plate	111253	PF	----
9	Hide	113308	HD	3
10	Naked	182339	NK	----
11	padding	----	----	----
12	padding	----	----	----
13	ACME	----	ACME	----
14	GBX	----	GBX	----
15	BB	----	BB	----
16	BG	----	BG	----
17	padding	----	----	----
18	padding	----	----	----
19	DMCB	----	DMCB	----
20	MP	----	MP	----
21	padding	----	----	----

The option must be set to:

```
ArmorVisualMaxNumber = 20
```

```
0 = CL
1 = CP
2 = LE
3 = LS
4 = CH
5 = SC
6 = BA
7 = PH
8 = PF
9 = HD
10 = NK
13 = ACME
14 = GBX
15 = BB
16 = BG
19 = DMCB
20 = MP
```

If you want to have more user-friendly name, you can set them here too by adding « @Name » at the end of each line. You can even merge different « category » with that.




Example :

```
0 = CL@Cloth
1 = CP@ClothPadded
2 = LE@Leather
3 = LS@LeatherStudded
4 = CH@Chain
5 = SC@Scale
6 = BA@Banded
7 = PH@Half-Plate
8 = PF@Full-Plate
9 = HD@Hide
10 = NK@Naked
13 = ACME@More
14 = GBX@More
15 = BB@More
16 = BG@Other
19 = DMCB
20 = MP@Other
```

With that configuration, all the ACME, GBX and BB model will be put in the « More » category. BG and MP will be in « Other » category. And DMCB will stay DMCB

Installation of Tailor Smooth System

Nom

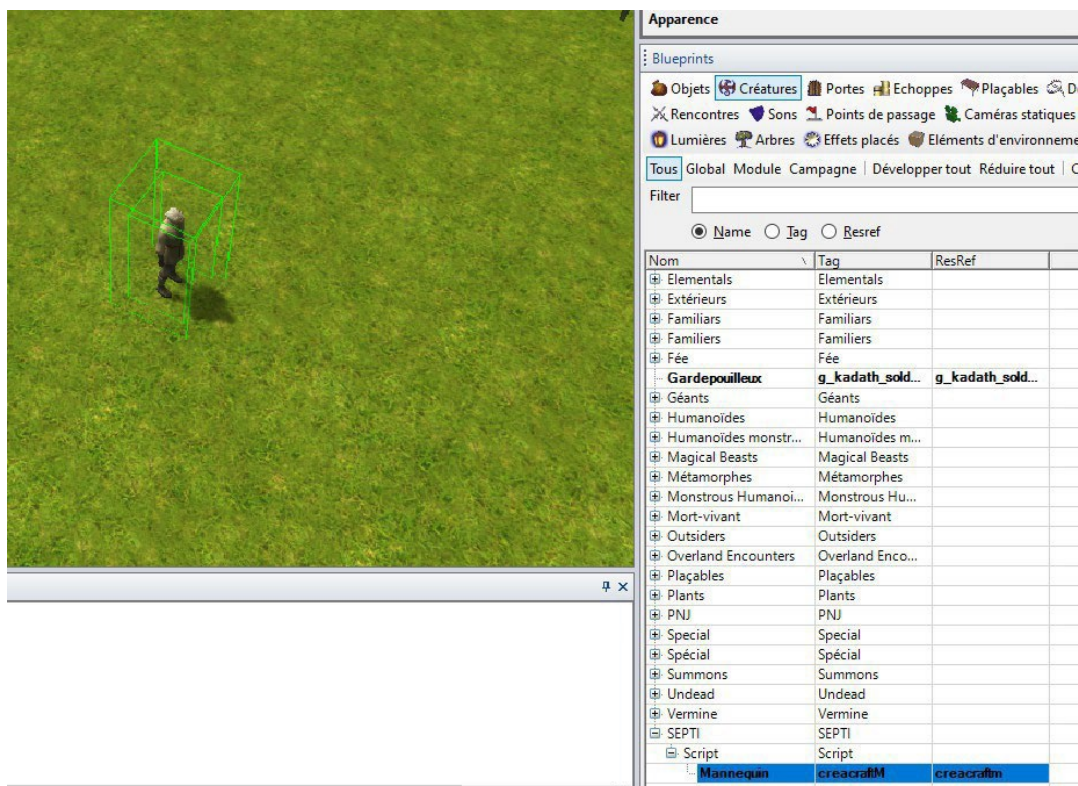
-  Add_ToHak
-  Script_Blueprint
-  tailorsmoothsystem.erf

(The Script_Blueprint folder has the same content as the erf file, so we won't discuss it here.)

Import the erf to your module.

Add the contents of the various Add_ToHak folders to one of your Hak.

Now, you can add a Mannequin where you want:



sept_lib_base_script.NSS / string GetPCUid(object)

If you use the Tailor Smooth System in your module you will have to change the *GetPCUid* function to match your UID system. Indeed it was designed to be used in the whole SEPTI project and will not be compatible with your module as is.

```

0  ///////Modify this to call you own ID function /////
1  string GetPCUID(object oPlayer)
2  {
3      string sOutput;
4      if(GetIsDM_C(oPlayer))
5      {
6          string str = "DMUID_" + GetPCPlayerName(oPlayer) + "_" + GetName(oPlayer);
7
8          string sTranslate = "abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ_";
9          while (GetStringLength(str) > 0)
10         {
11             int iTrans = FindSubString(sTranslate, GetStringLeft(str,1));
12             if(iTrans != -1)
13             {
14                 sOutput = sOutput + GetStringLeft(str,1);
15             }
16             str = GetStringRight(str, GetStringLength(str)-1);
17         }
18     }
19     else
20     {
21         sOutput = GetLocalString(GetSeptiBaseItem(oPlayer), SEPTI_PCUID);
22     }
23     return sOutput;
24 }

```

Remove the content of this function and replace it with a call to your own UID function.

Extra Configurations

All hips in one button

By default, in order to avoid change in generic files, TSS use two button for hips (one for left hip, the other for right hip). We recommend to use the alternative, the all-in-one button. That will allow front and back hip too.

Ex :

For that you will need to edit your sept_craft_esthetique.xml file.

```

<!-- To use the generic "HIPS" : Start Comment here. -->
<UIButton name="ARMOR_RIGHT_HIP" x="60" y="160" width="30" height="30" update="true"
    OnLeftClick='UIObject_Misc_ExecuteServerScript("gui_sept_craft_esthe","100","RHip")'
    OnRightDoubleClick='UIObject_Misc_ExecuteServerScript("gui_sept_craft_esthe","101","RHip")'
    OnToolTip='UIObject_Tooltip_DisplayTooltipString(local:117,OBJECT_X,OBJECT_Y,SCREEN_TOOLTIP_2,ALIGN_NONE,ALIGN_NONE,0,0,ALIGN_LEFT) '>
    <UIFrame state="base" fill="it_am_breastplate00.tga" />
    <UIFrame state=up fill="b_empty.tga" />
    <UIFrame state=down fill="b_overlay.tga" />
    <UIFrame state=focused fill="b_empty.tga" />
    <UIFrame state=hilited fill="b_overlay.tga" />
    <UIFrame state=hifocus fill="b_overlay.tga" />
    <UIFrame state=disabled fill="b_empty.tga" />
</UIButton>

<UIButton name="ARMOR_LEFT_HIP" x="100" y="160" width="30" height="30" update="true"
    OnLeftClick='UIObject_Misc_ExecuteServerScript("gui_sept_craft_esthe","100","LHip")'
    OnRightDoubleClick='UIObject_Misc_ExecuteServerScript("gui_sept_craft_esthe","101","LHip")'
    OnToolTip='UIObject_Tooltip_DisplayTooltipString(local:118,OBJECT_X,OBJECT_Y,SCREEN_TOOLTIP_2,ALIGN_NONE,ALIGN_NONE,0,0,ALIGN_LEFT) '>
    <UIFrame state="base" fill="it_am_breastplate01.tga" />
    <UIFrame state=up fill="b_empty.tga" />
    <UIFrame state=down fill="b_overlay.tga" />
    <UIFrame state=focused fill="b_empty.tga" />
    <UIFrame state=hilited fill="b_overlay.tga" />
    <UIFrame state=hifocus fill="b_overlay.tga" />
    <UIFrame state=disabled fill="b_empty.tga" />
</UIButton>

<!-- To use the generic "HIPS" : End comment here -->

<!-- To use generic "HIPS" remove comment here --
<UIButton name="ARMOR_RIGHT_HIP" x="65" y="160" width="60" height="30" update="true"
    OnRightDoubleClick='UIObject_OnRadial_DisplayCustomRadial("root-remhiparmorpart")'
    OnLeftClick='UIObject_OnRadial_DisplayCustomRadial("root-hiparmorpart")'
    OnToolTip='UIObject_Tooltip_DisplayTooltipString(local:116,OBJECT_X,OBJECT_Y,SCREEN_TOOLTIP_2,ALIGN_NONE,ALIGN_NONE,0,0,ALIGN_LEFT) '>
    <UIFrame state="base" fill="b_hips.tga" />
    <UIFrame state=up fill="b_empty.tga" />
    <UIFrame state=down fill="b_overlay.tga" />
    <UIFrame state=focused fill="b_empty.tga" />
    <UIFrame state=hilited fill="b_overlay.tga" />
    <UIFrame state=hifocus fill="b_overlay.tga" />
    <UIFrame state=disabled fill="b_empty.tga" />
</UIButton>
To use generic "HIPS", remove comment here THEN change the contextmenu.xml according to the doc -->

```

From that :

```

<!-- To use the generic "HIPS" : Start Comment here.
<UIButton name="ARMOR_RIGHT_HIP" x="60" y="160" width="30" height="30" update="true"
    OnLeftClick='UIObject_Misc_ExecuteServerScript("gui_sept_craft_esthe","100","RHip")'
    OnRightDoubleClick='UIObject_Misc_ExecuteServerScript("gui_sept_craft_esthe","101","RHip")'
    OnToolTip='UIObject_Tooltip_DisplayTooltipString(local:117,OBJECT_X,OBJECT_Y,SCREEN_TOOLTIP_2,ALIGN_NONE,ALIGN_NONE,0,0,ALIGN_LEFT) '>
    <UIFrame state="base" fill="it_am_breastplate00.tga" />
    <UIFrame state=up fill="b_empty.tga" />
    <UIFrame state=down fill="b_overlay.tga" />
    <UIFrame state=focused fill="b_empty.tga" />
    <UIFrame state=hilited fill="b_overlay.tga" />
    <UIFrame state=hifocus fill="b_overlay.tga" />
    <UIFrame state=disabled fill="b_empty.tga" />
</UIButton>

<UIButton name="ARMOR_LEFT_HIP" x="100" y="160" width="30" height="30" update="true"
    OnLeftClick='UIObject_Misc_ExecuteServerScript("gui_sept_craft_esthe","100","LHip")'
    OnRightDoubleClick='UIObject_Misc_ExecuteServerScript("gui_sept_craft_esthe","101","LHip")'
    OnToolTip='UIObject_Tooltip_DisplayTooltipString(local:118,OBJECT_X,OBJECT_Y,SCREEN_TOOLTIP_2,ALIGN_NONE,ALIGN_NONE,0,0,ALIGN_LEFT) '>
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    <UIFrame state=hifocus fill="b_overlay.tga" />
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<!-- To use generic "HIPS" remove comment here -->
<UIButton name="ARMOR_RIGHT_HIP" x="65" y="160" width="60" height="30" update="true"
    OnRightDoubleClick='UIObject_OnRadial_DisplayCustomRadial("root-remhiparmorpart")'
    OnLeftClick='UIObject_OnRadial_DisplayCustomRadial("root-hiparmorpart")'
    OnToolTip='UIObject_Tooltip_DisplayTooltipString(local:116,OBJECT_X,OBJECT_Y,SCREEN_TOOLTIP_2,ALIGN_NONE,ALIGN_NONE,0,0,ALIGN_LEFT) '>
    <UIFrame state="base" fill="b_hips.tga" />
    <UIFrame state=up fill="b_empty.tga" />
    <UIFrame state=down fill="b_overlay.tga" />
    <UIFrame state=focused fill="b_empty.tga" />
    <UIFrame state=hilited fill="b_overlay.tga" />
    <UIFrame state=hifocus fill="b_overlay.tga" />
    <UIFrame state=disabled fill="b_empty.tga" />
</UIButton>

<!-- To use generic "HIPS", remove comment here THEN change the contextmenu.xml according to the doc -->

```

To that :

Save your file, then add the content of “all-hip-in-one-contextmenu.txt” at the end of your contextmenu.xml.

Translation :

Instead for the all-in-in-one-contextmenu content, the only file you will need to change in order to translate the tool will be : sept_translate_tts.NSS. No need to change anything in xml files.

(you can find some translation in Script_Blueprint\nwnScript\other_langages_translation.zip)

Manage your models :



This can be see and use only by DM.



For the current Species :

Choose the item Slot (helmet, armor, cloak,...)

List of Category Name

Mark this category as Restricted. (Warning. Currently, this will work for a category name. For all species, for all item slot).

List of Model in this Category (for this item slot, for the species...)

Destination CategoryName

Field to create new Category. (enter text then click the +)

The red cross is for delete a Category (only if this category is empty)

The floppy disk is to make the change persistent (else everything will go back to "normal" after reboot).

Top Yellow Arrow will merge all the content of the **Origin Category** to **Destination Category** (and so, delete the origin Category).

Bottom Yellow Arrow will put the **Current Model** in the **Destination Category**.

As you can see, you can create the Category that suit you. Mixing and/or splitting different basic categories.



For example: here I have added the Category MyCat, merge into it the Hide Category and then add to it the SC_01 from Scale Category.

Here is the result :



Restricted Category

The restricted Category can't be seen by the PC. In the base system, only DM can see them. You can also add the Int Variable « SPT_TSS_MANNEQUINSHOW_RESTRICT = 1 » to an Mannequin instance so everyone who talk to him can see restricted Category.

If you want to change this behaviour. You can open the file *sept_launch_craft_esth.NSS* and edit this function :

```
17 // Here, you can choose if the player can view the restricted Categories
18 void setCanViewRestricted(object oPC)
19 {
20     object oMannequin = GetLocalObject(oPC, VAR_CRAFT_ESTH_MANNEQUIN);
21     if(GetLocalInt(oMannequin, "SPT_TSS_MANNEQUINSHOW_RESTRICT") == 1)
22     {
23         SetLocalInt(oPC, VAR_CRAFT_ESTH_RESTRAALLOW, 1);
24     } else if(GetIsDM_C(oPC)) {
25         SetLocalInt(oPC, VAR_CRAFT_ESTH_RESTRAALLOW, 1);
26     } else {
27         DeleteLocalInt(oPC, VAR_CRAFT_ESTH_RESTRAALLOW);
28     }
29 }
30 --
```

User Guide

How to use the Tailor Smooth System.

Basic usage



When you talk to the Mannequin, it will copy your specie, gender, and equipment.



When you have clicked on the icon of the item you want to change, it will open this panel. You can select appearance and change the colors (with the bars or directly hex code). This will be reflected on the Mannequin so you can preview it.

When you are happy, you can click the validation button and it will apply on you. If not, just click the cancel button and the mannequin will go back to your current outfit.



This panel is for the armor part. If you uncheck the checkbox, this will remove it.



The weapon panel (it can have only one part for some weapons).

Change the Mannequin Specie and or Gender.

Just choose what you want on the list or select button, the Mannequin will be change.

The species listed are the one with specific models. If you don't find the one you search, it will probably be Human.