

Textools Advanced Import for Dummies

(it's me im dummies all of this was learned from trial and error and searching a zillion keywords in 4738597982 different discords bc i was too terrified to ask for help cries)

Though this guide was originally made for hair, it can be applied to clothing mods as well. Please let me know if I missed anything or if anything is hard to understand!

Hair looking like this in textools?



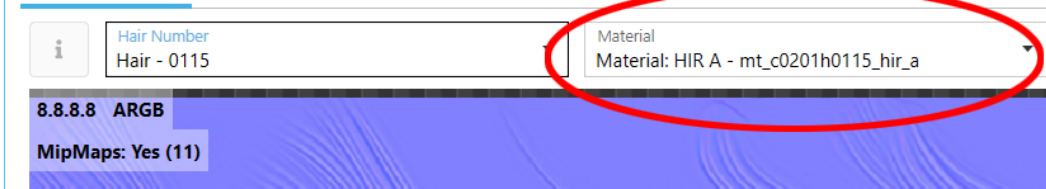
Or maybe there's parts of an outfit that are just missing entirely even though the model SHOULD be there?

Sounds like a texture problem, so let's fix that!

Part 1. Texture Check

So first, on the **TEXTURES** tab you want to check what the modded hair texture is called.

Textures Models Metadata



If you just ADDED the modded hair textures to the vanilla hair, it will most likely be hir_b. if you REPLACED the vanilla textures entirely, it will most likely be hir_a.

(This process is the same for gear as well. Take note of what textures are the original vanilla textures and what textures are the modded ones.)

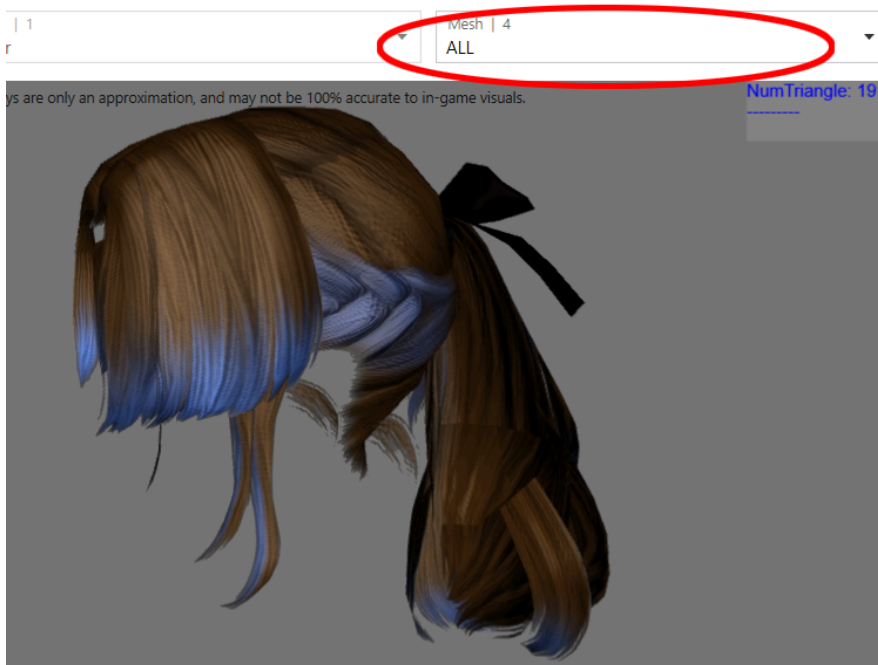
Most Shining Nikki or other ported hairs only have one (1) straight generic hair texture, so that makes it a lot easier to identify.

For vanilla mashups that use the original textures, you'll need to take note of which texture belongs to which part of the hair (or gear if you're using this guide to help with gear-related problems).

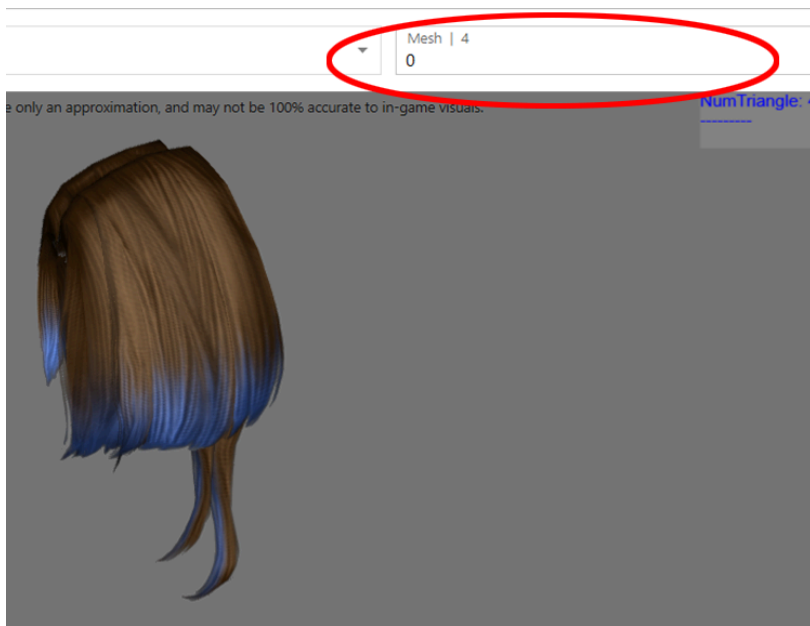
Part 2. Model Check

Then navigate to the **MODELS** tab.

See the red circle? That will show you all the different mesh groups, or pieces of your hair. This is mostly used for hat compatibility. For ported hair, there's most likely only one or two groups since many aren't hat compatible. But for vanilla hairs/mashups, there can be quite a few. In the picture below, you can see that there are 4 mesh groups total (numbered 0-3) and it is currently showing all of them.



But if you click on the drop down and click one of the numbers...

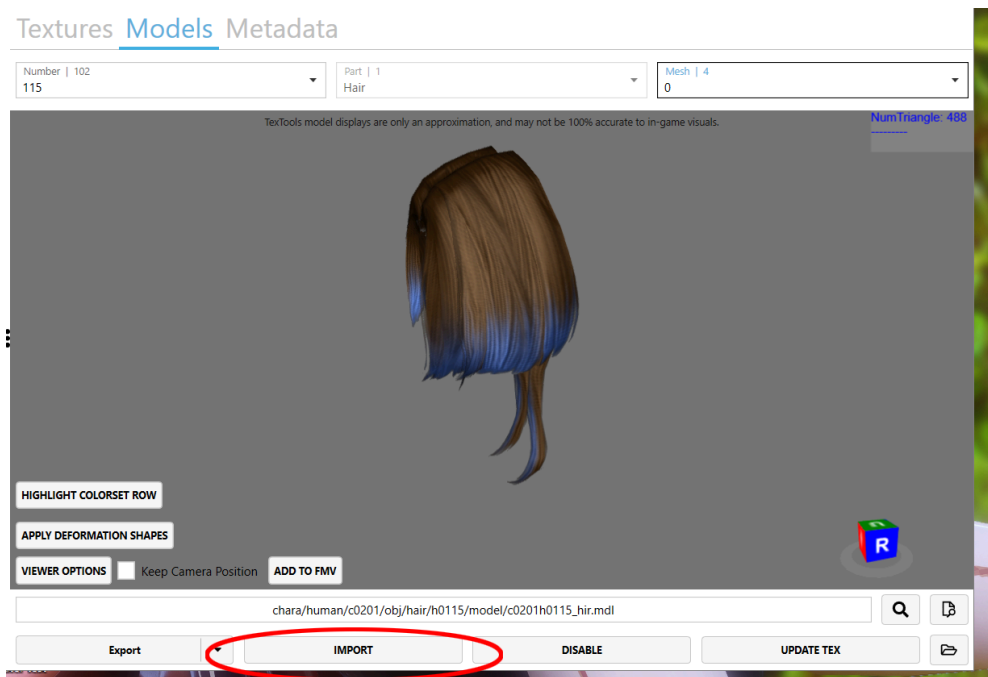


...you can see what group goes to which part of the hair! I use the bangs for hair 130 (Adventure) a lot for my personal mashups, so here you can see that Group 0 belongs to Hair 130 lol

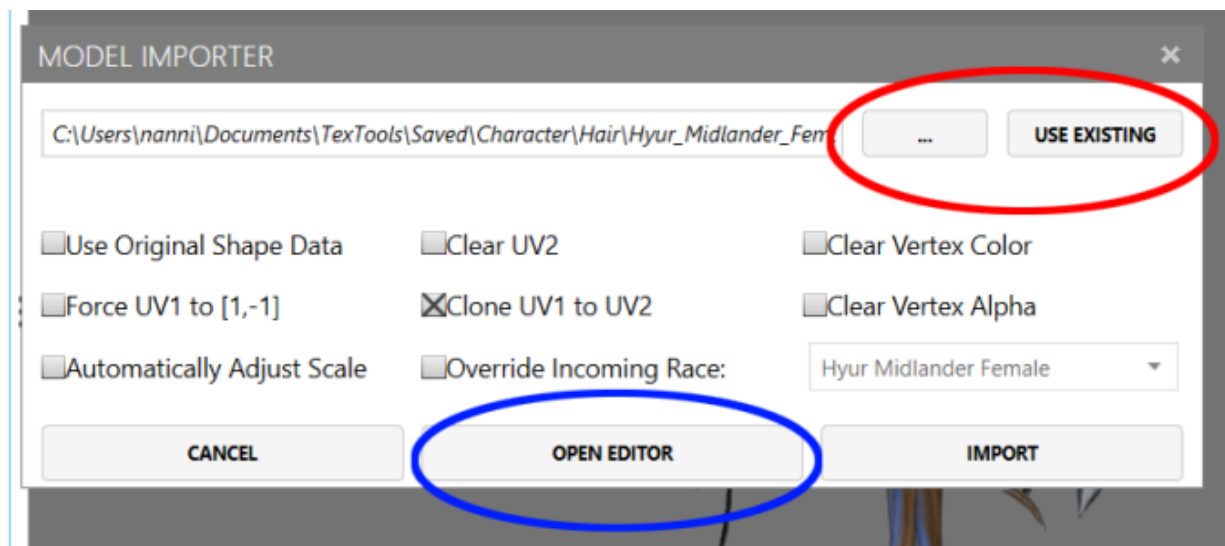
Next is the fun part lol

Part 3. Advanced Model Importing

Since we're already on the **MODELS** tab at this point, we don't need to move. Instead, click on the **IMPORT** button circled in red below:

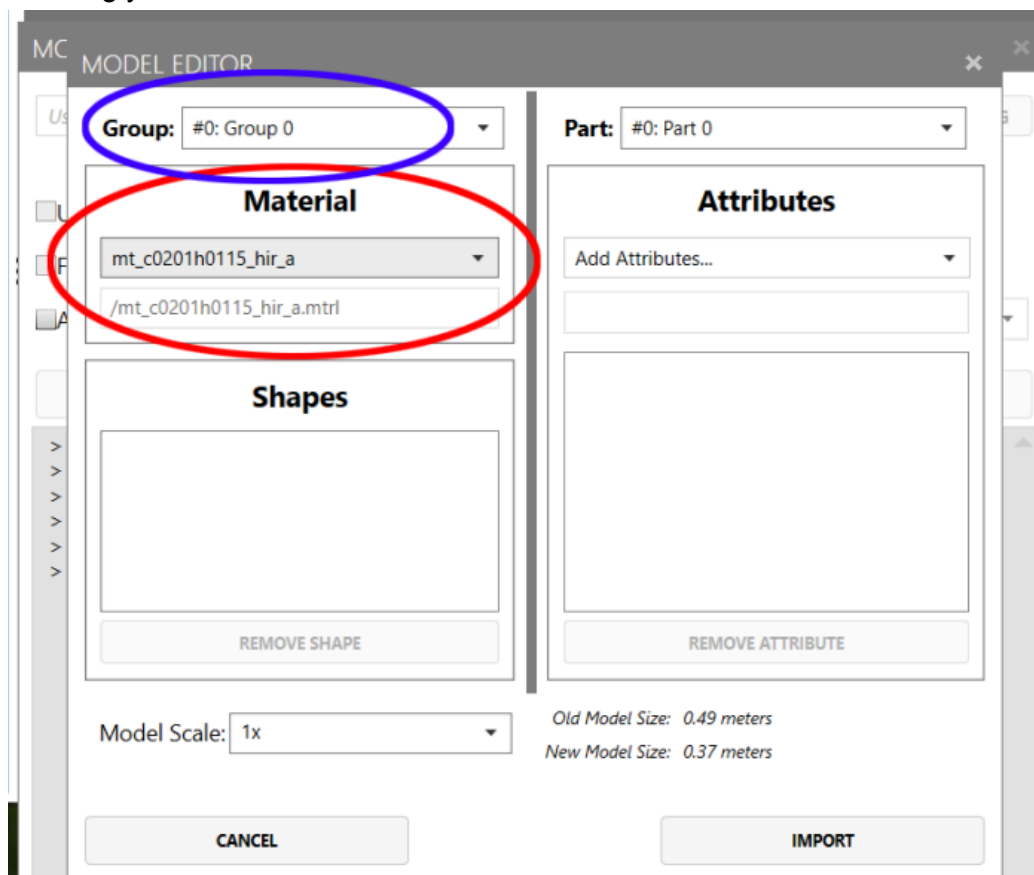


This will open the model importer! It looks like this:



So first the red circle. When you want to change things with the current model you can already see, make sure you click "choose existing" (NOT the three dots, that's to upload a new .fbx) to make sure you're working with the model you've already uploaded instead of accidentally uploading something else.

Next, click the blue circle, "open editor" to bring up things like texture assignments and attributes. This will bring you to this menu:



(Ignore the right "Attributes" side entirely for now)

Remember how in step 1, I said to take note of which texture was the one for the modded hair?

Again, most Shining Nikki or other ported hair only have one (1) texture, so that makes it a lot easier.

Now as long as you only have the one hair texture (and no accessories), just make sure that every single **mesh group** (blue circle) is the same **material** (red circle) and you're gucci.

For hair mashups, you have to take the notes you made in Part 1 and Part 2 and make sure EACH **mesh group** is pointing to the right **texture** path. This includes hair accessories if there are any!

For Modders: You can add as many textures as your heart desires, but a maximum of FOUR (4) can be actually used/active at once.

Next is Attributes! Here's where the right side of the menu becomes relevant. If you've ever had hair disappear (or clip) completely when wearing a hat or legs/arms that disappear when you put on short boots or gloves...



...then the problem is with the attributes. (this happens with vanilla items too!)

Part 4. Attributes

The screenshot shows the 'MODEL EDITOR' window with a close button in the top right. It is divided into two main panels. The left panel has a 'Group:' dropdown set to '#0: Group 0' (circled in blue), a 'Material' section with a dropdown set to 'mt_c0201h0115_hir_b' and a text field containing '/mt_c0201h0115_hir_b.mtrl', and a 'Shapes' section with a list containing 'Unknown (shp_hib)' (circled in red) and a 'REMOVE SHAPE' button. The right panel has a 'Part:' dropdown set to '#1: Part 1' (circled in green), an 'Attributes' section with an 'Add Attributes...' dropdown, a text field, and a list containing 'Scalp (atr_kam)' with a 'REMOVE ATTRIBUTE' button. At the bottom, there is a 'Model Scale:' dropdown set to '1x', and two lines of text: 'Old Model Size: 0.49 meters' and 'New Model Size: 0.50 meters'. At the very bottom are 'CANCEL' and 'IMPORT' buttons.

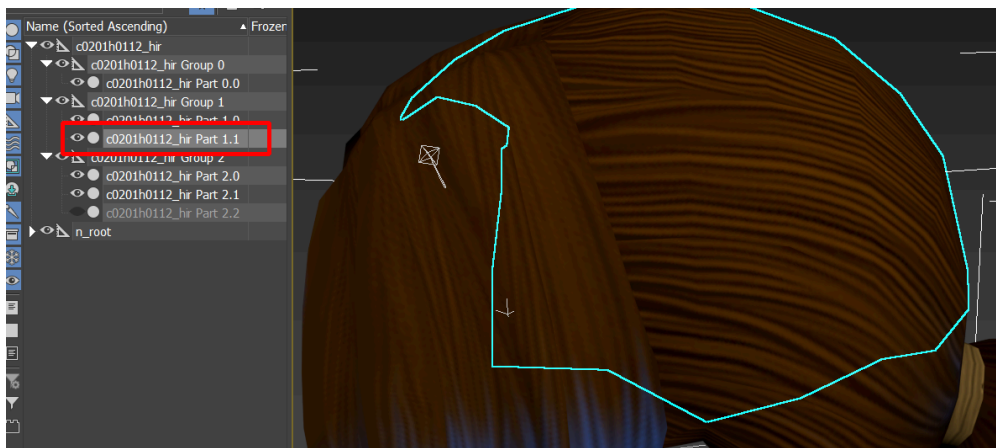
Attributes are what tell the game which pieces to hide when wearing things like hats, gloves, and boots.

Let's look at the colors in order:

Blue: This is your Mesh Group. You should know what mesh groups go to which part of your mod if you followed Step 2.

Red: This is mainly for hat compatibility, you don't normally need to touch this. If a hair is hat compatible or if body/leg pieces look slightly different depending on if you're wearing short or long gloves/boots, it will have data here.

Green: This is where it gets tricky. Each mesh group is often split into further parts like the picture below:



You can check which Mesh Group PARTS go to which part of the hair in any 3D modeling program like 3DS Max or Blender (which is free!). But if you don't have access to those at all, unfortunately you're going to have to trial and error adding and deleting attributes until the right pieces disappear.

Below, I will list what attributes will make what parts of the body disappear when wearing certain pieces of gear like hats, long gloves, or boots.

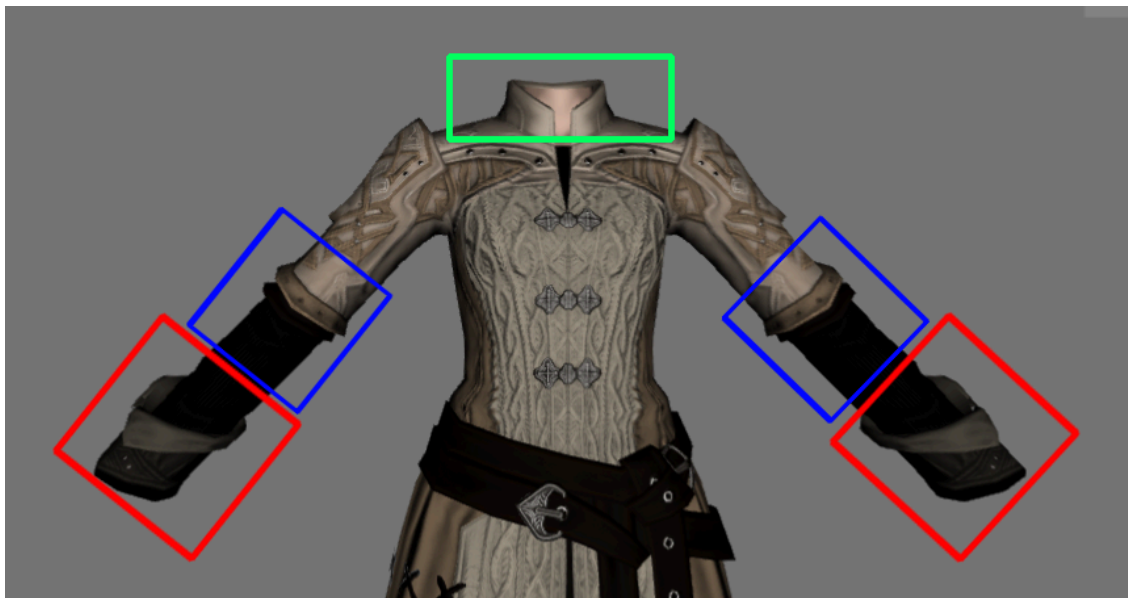
HAIR

This will not have a picture, as Scalp (atr_kam) is really the only one you need to fiddle with for basic hat compatibility. More advanced hat compatibility comes in the form of shapes/morphs which is DEFINITELY outside the scope of this guide wheeze

But for the scalp attribute, ANYTHING with this will disappear completely when putting on a bigger hat.

Miqo'te also have an extra attribute called "Miqo'te Ears (atr_top)" because the ears are attached to the hair and it basically tells the game that "hey, these are ears!" Viera ears are NOT part of the hair and instead are a completely separate model, so there is not a Viera version of this attribute.

BODY



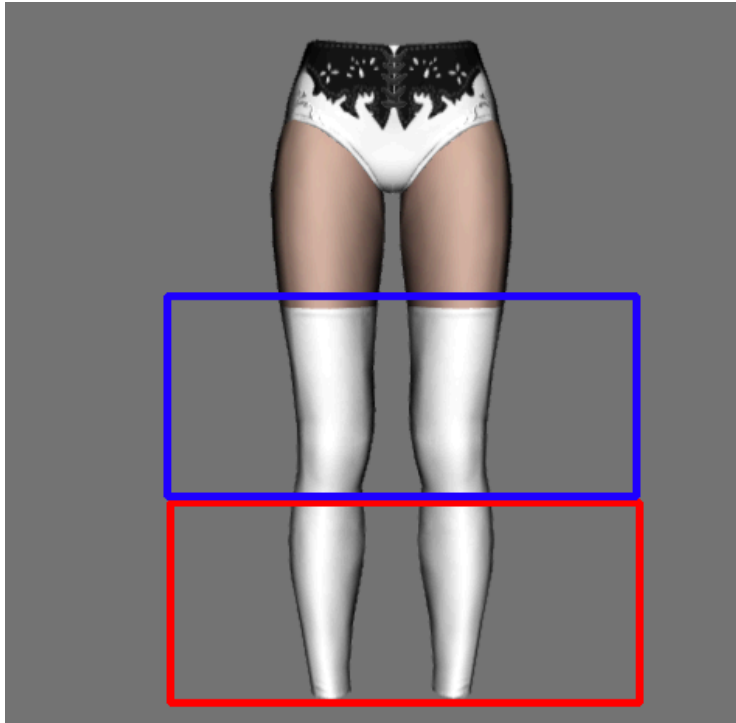
Green: Neck (atr_nek) Usually only the skin mesh group has this, not the gear mesh group

Blue: Elbow (atr_ude) Either the skin or the gear mesh groups can have this

Red: Wrist (atr_hij) Either the skin or the gear mesh groups can have this

An optional attribute is “Tail Races Only (atr_tls) that is used when a piece of gear has extra pieces or looks slightly different to accommodate Miqo'te/Au'ra/Hrothgar tails. I don't often see these on modded pieces but an easy example is the (female) vanilla Neo-Ishgardian top. Tailed races have a bow at the top, non-tailed races do not.

LEGS



Blue: Knee (atr_hiz) Either the skin or the gear mesh groups can have this

Red: Shin (atr_sne) Either the skin or the gear mesh groups can have this

If knee-high boots are suddenly making your thighs disappear, your leg gear (NOT the boots) most likely has these two switched. Again, this sometimes happens with vanilla gear, too.

An optional attribute is “Tail Races Only (atr_tls) that is used when a piece of gear has extra pieces or looks slightly different to accommodate Miqo'te/Au'ra/Hrothgar tails. I don't often see these on modded pieces but an easy example is the (female) vanilla smallclothes bottoms. Tailed races have an extra flap to accommodate tails, non-tailed races do not.

Waist (atr_kod) is another attribute I do not see used often. Anything with this attribute will be hidden to prevent clipping with longer tops. Here is an example of the Neo-Ishgardian Casting top (which hides anything with the waist attribute) and the Faire Kohakama with the bow **missing** the waist attribute:



But if it has the attribute the way it should, it'll disappear the way it should.



But that should be it! Any problems you have with textures or pieces clipping with hats/gloves/boots should be solved by following the steps in this guide.

Again, if anything is unclear, missing, or just plain wrong in this guide, please let me know! You can find me at [@berselium](#) on twitter or [berselium#0189](#) on discord.

Bonus: Metadata Manipulation

If there's still clipping though, it might be a metadata problem and you'll need to go to the Metadata tab of the **mod that is doing the hiding** like a hat, long gloves, or taller boots (NOT the mod of what needs to be hidden like hair or wrists/arms/legs) and scroll down to the Advanced tab of the Visibility Settings section to make sure your gear is HIDING what needs to be hidden.

I will not go into detail, but here is an example of the metadata visibility settings toggles for a hat:

VISIBILITY SETTINGS

Simple Advanced

☒ EnableHeadFlags
☐ HeadHideNeck
☐ HeadShowEarringsHuman
☒ HeadShowEarAura
☐ HeadShowHrothgarHat
☐ Bit60

☒ HeadHideScalp
☒ HeadShowNecklace
☒ HeadShowEarringsAura
☒ HeadShowEarViera
☐ HeadShowVieraHat
☐ Bit61

☐ HeadHideHair
☒ Bit46
☒ HeadShowEarHuman
☒ HeadUnknownHelmet1
☐ Bit58
☐ Bit62

☐ HeadShowHairOverride
☒ HeadShowEarrings
☐ HeadShowEarMiqo
☐ HeadUnknownHelmet2
☐ Bit59
☐ Bit63

Top:

Textures Models Variants Metadata

Set: e0630

←

Slot: Body(top)

→

🔍

[10] Augmented Neo-Ishgardian Top

ENABLE

SAVE

VISIBILITY SETTINGS

Simple Advanced

☒ EnableBodyFlags
☐ Bit4
☒ BodyShowLeg
☐ BodyShowBracelet

☒ BodyHideWaist
☐ BodyHideMidGloves
☒ BodyShowHand
☒ BodyShowTail

☐ Bit2
☐ BodyHideLongGloves
☒ BodyShowHead
☐ BodyDisableBreastPhysics

☒ BodyHideShortGloves
☒ BodyHideGorget
☐ BodyShowNecklace
☐ Bit15

(this is also how you make **necklaces** show if you have a mod on a necklace and it's not showing with your top)

Gloves:

VISIBILITY SETTINGS

Simple Advanced

☒ EnableHandFlags
☒ HandShowBracelet

☒ HandHideElbow
☐ HandShowRingL

☐ HandHideForearm
☐ HandShowRingR

☐ Bit27
☐ Bit31

(this is also how you make **rings** and **bracelets** show if you have a mod on a one and it's not showing with your gloves)

And Boots:

Simple [Advanced](#)

☒
☐

EnableFootFlags
Bit36

☒
☐

FootHideKnee
Bit37

☒
☐

FootHideCalf
Bit38

☒
☐

FootHideAnkle
Bit39