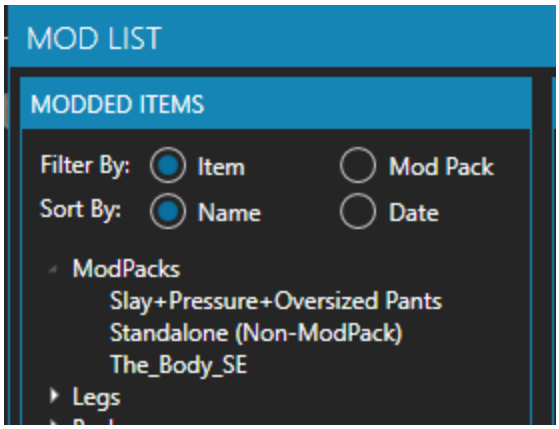
Foreword :
I have never wrote a guide before so you'll excuse me if i miss some stuff but i will try to be as step-by-step as possible.
This guide is nonetheless for the people having a semblance of understanding in Blender/3D softwares and Textools, and who know how to pack a ttmp2.
If you do not know how to, i invite you to consult https://www.xivmods.guide/ or join the Modding 101 Discord Server https://discord.gg/BD6DNhuGg2 , both very good resources if you are interested in mod making.
This knowledge, i learned from Z-Man (https://www.xivmodarchive.com/user/9338), who learned it from Kevin the Gil Thief (https://www.xivmodarchive.com/user/14366), so credit where credit is due ; i'm just passing the knowledge along. Pass it to people you know aswell.



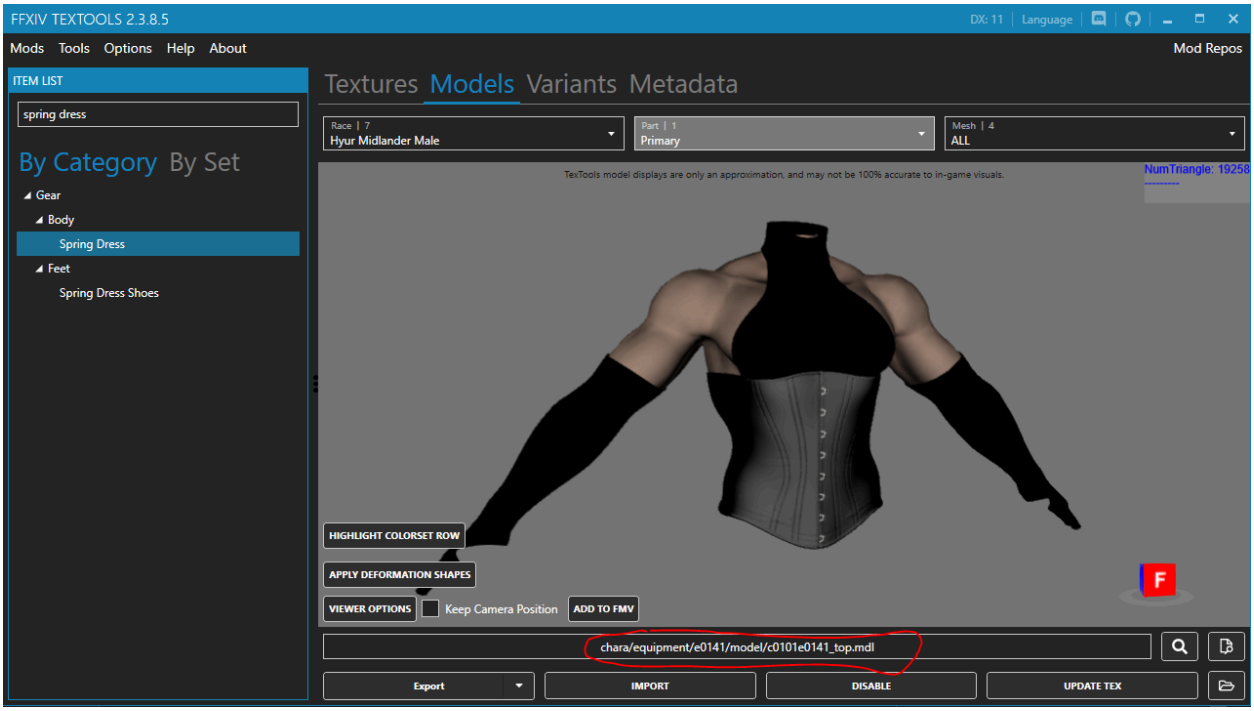
Converting (mostly) anything from M Midlander-based to M Highlander

A quick Textools guide

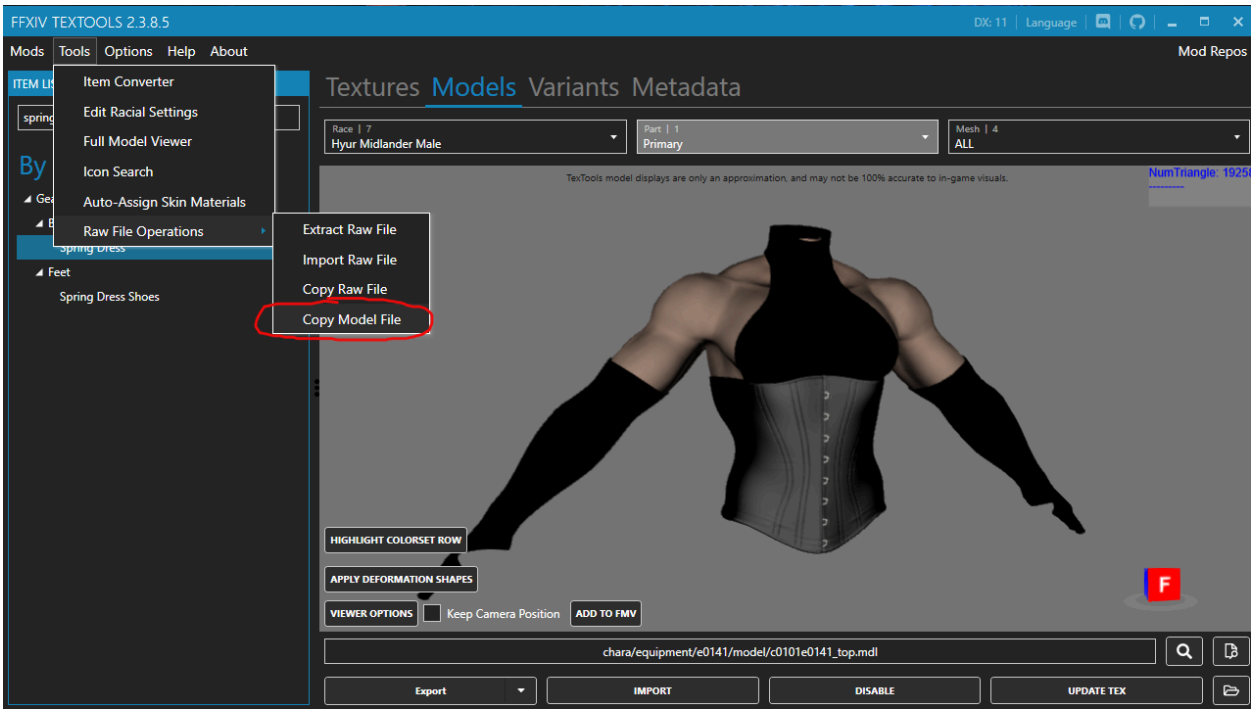
1. Install your body mod, and your gear ttmp2.



2. Copy the model path. (circled in red below)

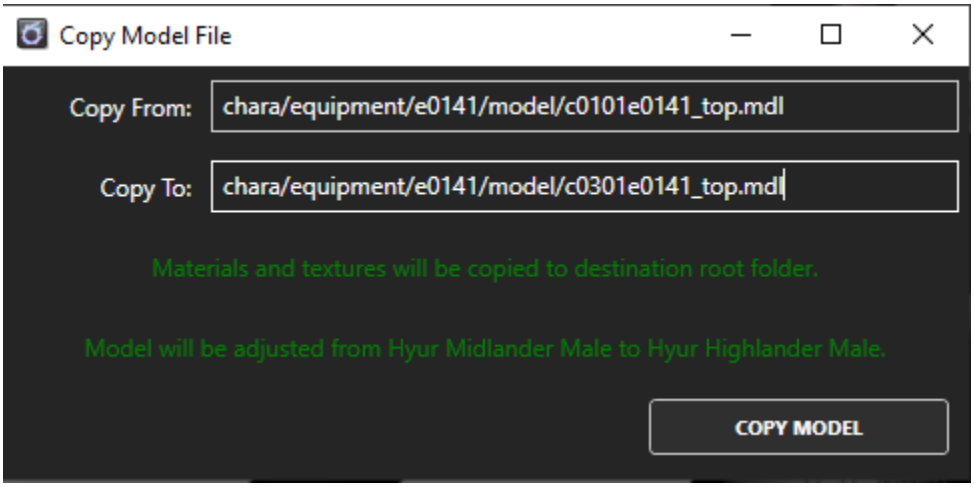


3. In the top menu, go to “Tools > Raw File Operations > Copy Model File”

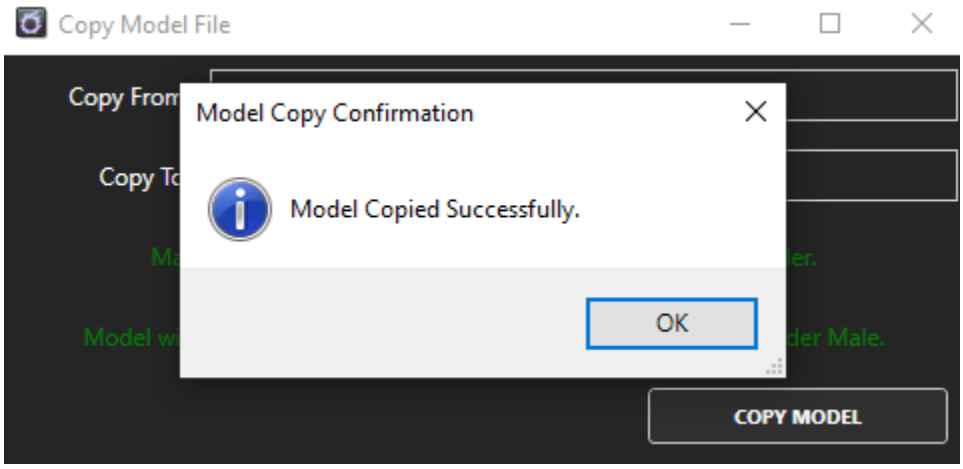


4. In the window, paste your path in the two boxes, then change “c0101” in the below box by “c0301”

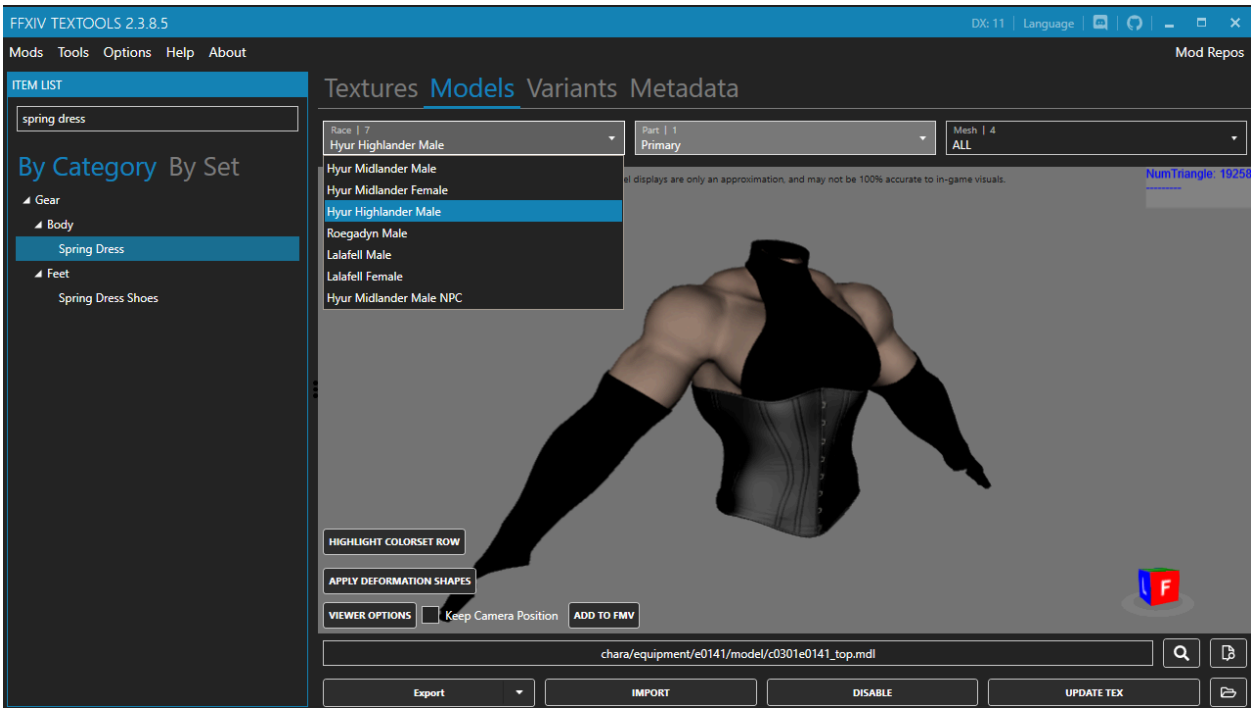
“c0101” is the male Midlander path. “c0301” is the male Highlander path.



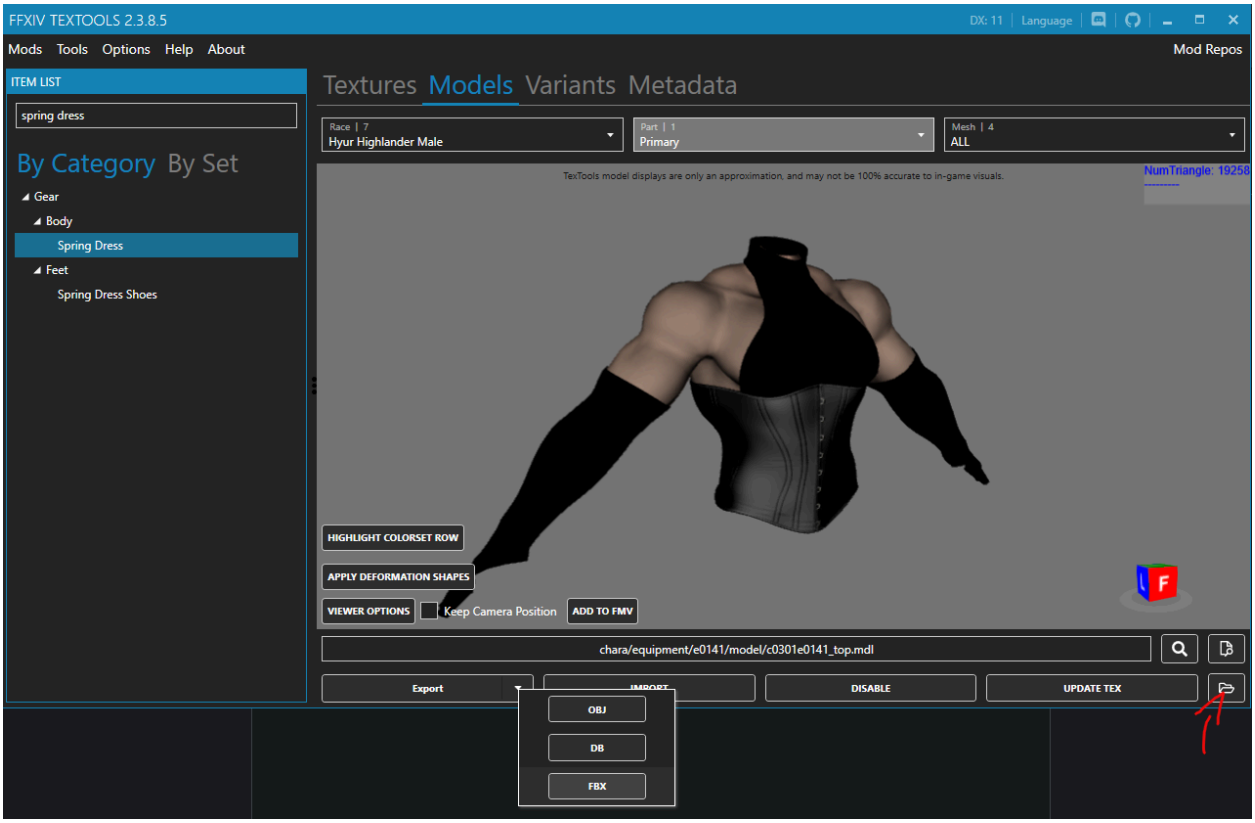
5. This should pop up.



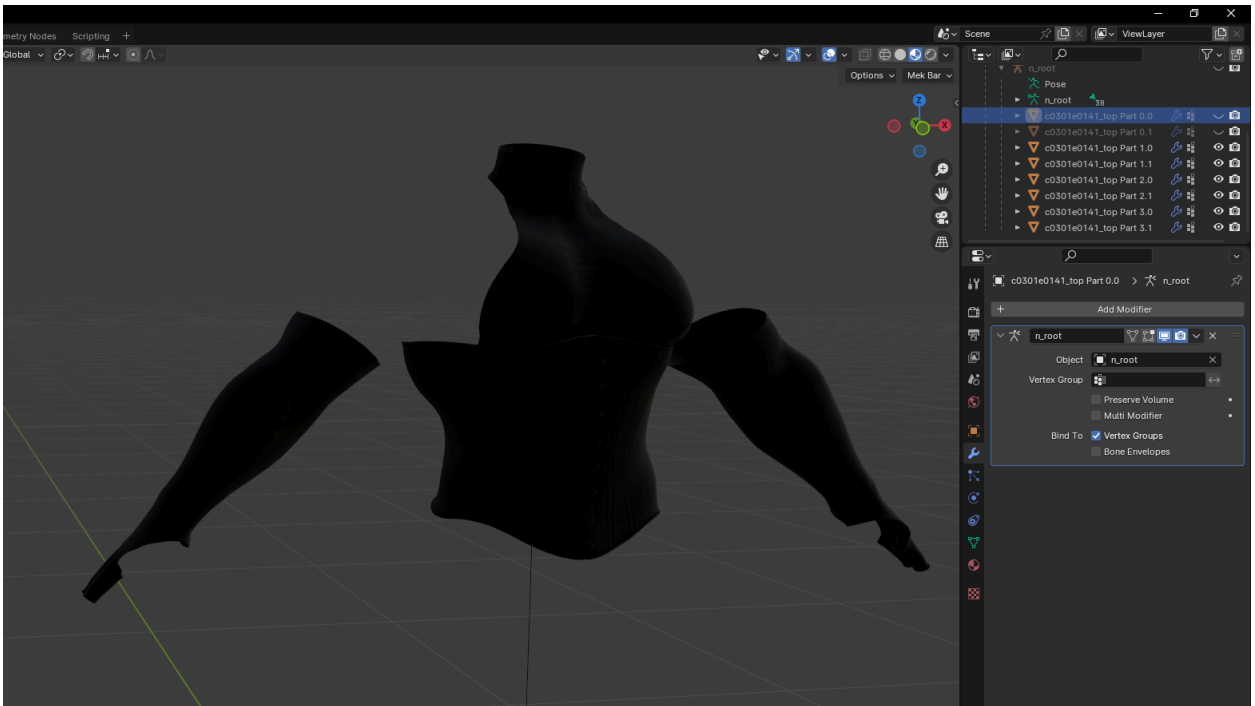
6. Go to the Highlander model in the dropdown menu, you should be able to see the copy.



7. Export that as a FBX (Check with the folder icon if it exported correctly).

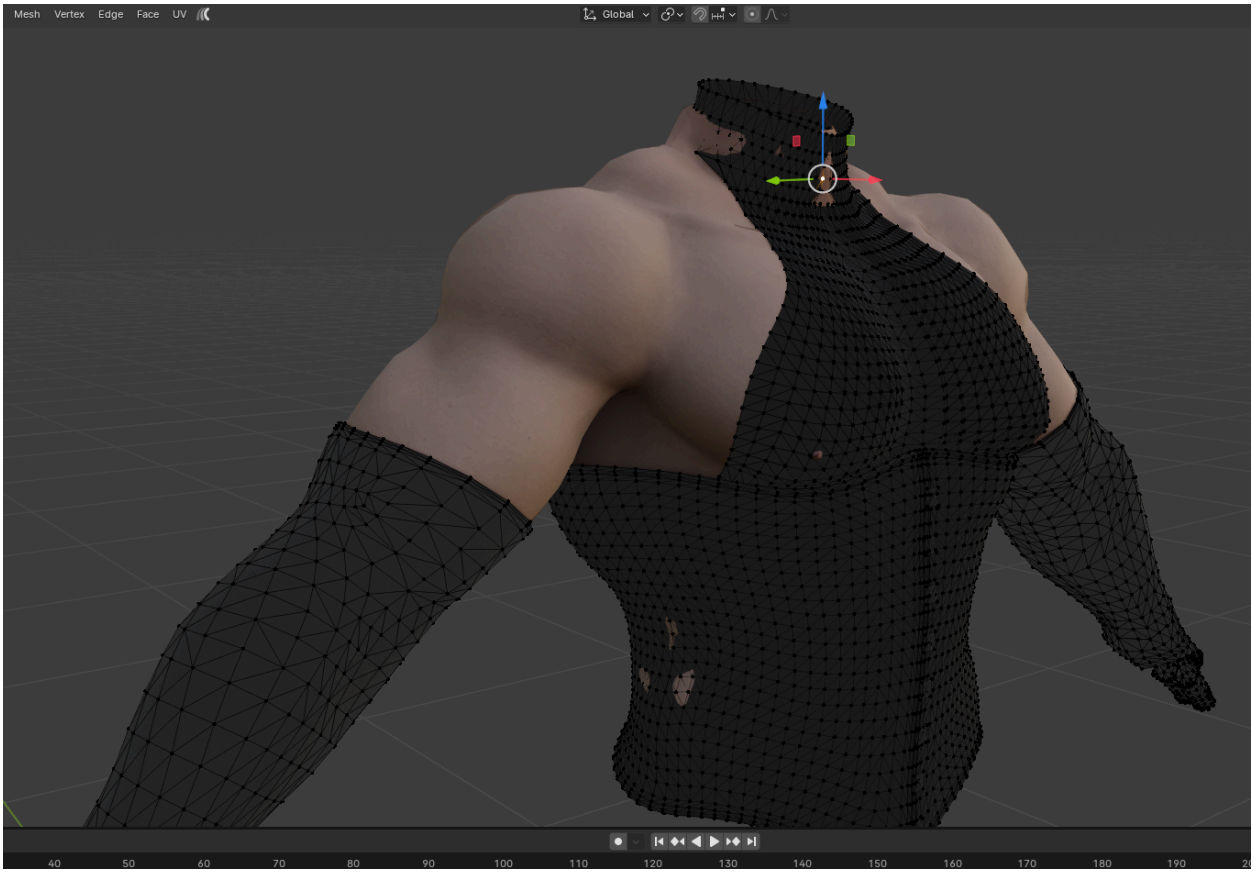


8. In Blender (or your other software), import your FBX and hide/delete the body.



9. Import and replace your body of choice, and correct clipping / weights as needed.

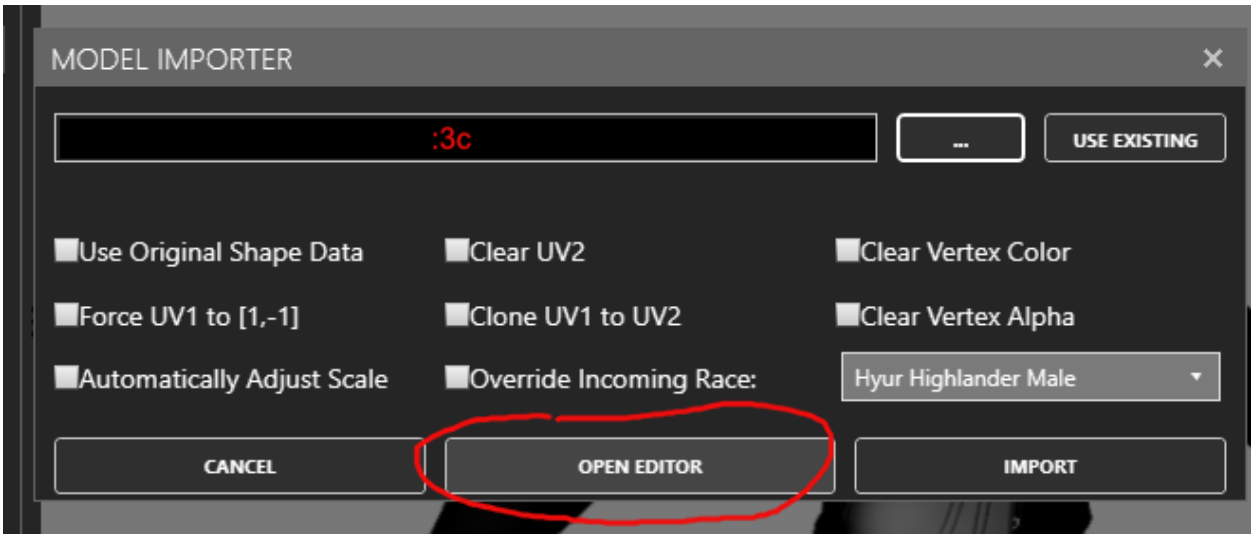
   Note : Textools also transfers the weights of the gear you've converted. You'll have very little adjustments to make on M Highlanders, except on the neck and armpits. Depends from case to case.



10. Export your fixed model as a FBX, back into Textools.

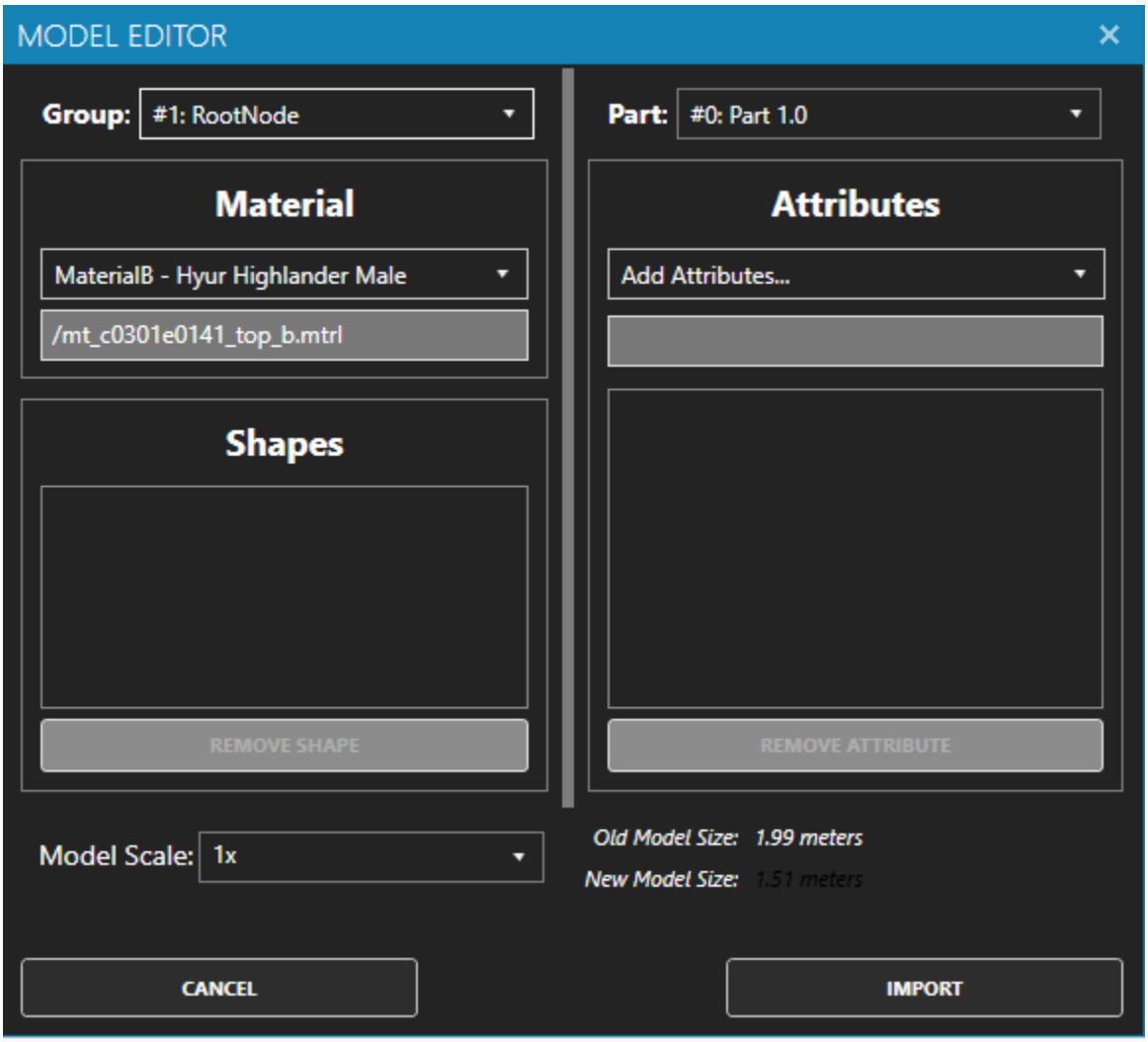
Don't forget to include the armature cause i do all the time (sob)





11. Check if the paths and attributes are fine.

For mod size i like to point the materials on the Midlander ones, but if you want to make a Highlander-only mod, you don't need to bother with this.



12. Repack all that and test ingame.

Good job !



Here’s the finished mod if you want it (it’ll be included in the Thrift Shop Drive aswell) : https://drive.google.com/file/d/1pyFxnUbFtGbELucuOA2l79xmJDaSM_ec/view?usp=sharing

If you’d like a starter point on how to refit stuff, i started myself with Qadan’s guide and i recommend it : https://docs.google.com/document/d/1Tj8Eg-FN5gwmasfc1AhiyqxATuqmfWjNK2CifDbmZ2o/edit#

Happy modding !

Smurf