

Variant Settings and Presets

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SECTION 1: OVERVIEW

Variant settings are in-game settings that determine if a piece on a gear is shown on or off. Gears that shares meshes across each other will show on one piece may be hidden on another (Examples: any Shisui gear, Adventuring/Winter Sweaters).

For modding purposes, some pieces given a Variant attribute can be toggled on or off, and then can be changed either in Penumbra or Textools.

SECTION 2: PENUMBRA

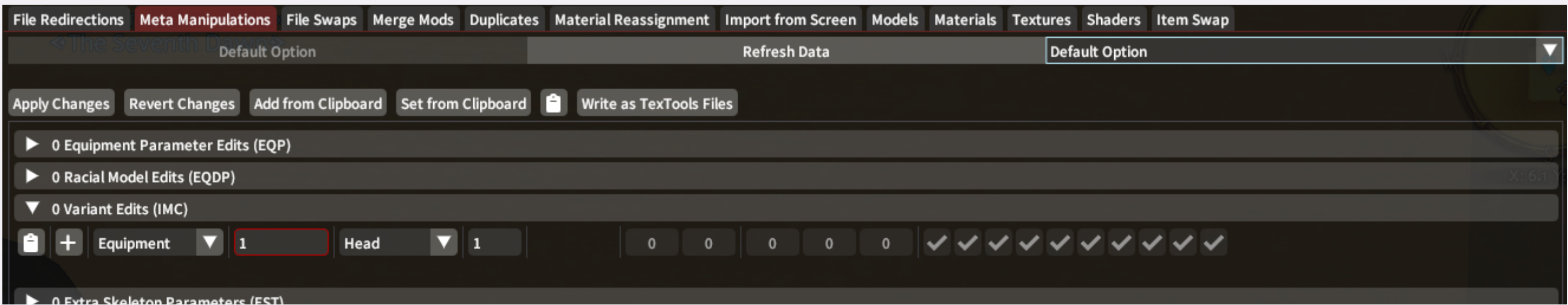
SECTION 2-1: CHANGING VARIANT SETTINGS IN PENUMBRA

Before you start, install the mod with the variant attributes (and all add-ons that you installed second, such as size or texture upscales, making sure the add-ons have a higher priority).

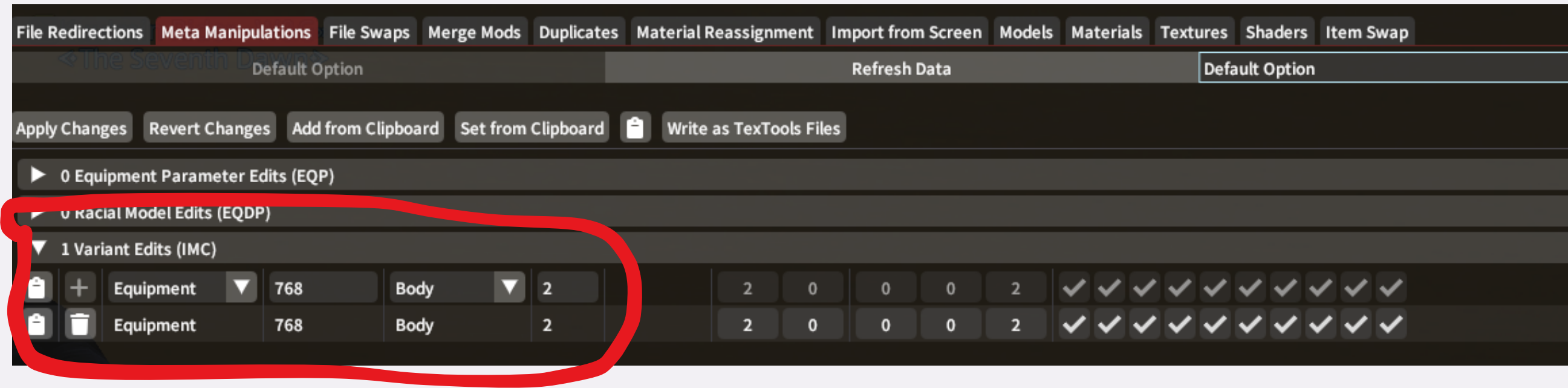
- 1:** Click the mod itself, and then click the Changed Items tab.
- 2:** Check which item(s) the mod is affecting. The number to the right of that piece in parenthesis you will need. For this example, #768 is the glam ID and #2 is the Variant for the piece of glam.



3: Click the Advanced Editing tab. A new window should pop up, then click Meta Manipulations in that window.



4: Click Variant Edits (IMC), then on the first line, change the first number to the left number on Step #2, then the second number to the right number. Change to that kind of item you are changing (Body, Legs, etc). (In the example, you would input "768" on the box right of Equipment, then select "Body" in the box to the right, then change "1" to "2" the the box on the right of that.)



5: Press the Plus (+) button, and a new line should appear. On the second line, see the ten Checkmarks on the right. This is where you check and uncheck for options (hovering each one should show the capital letters A through J). Uncheck the ones you want to hide based on the instructions the mod maker left. Repeat with any other items that has variants. (For example purposes this guide will remove the upper arm armor, and those have Variant F on them, so uncheck F.)



6: When done, press Apply Changes. To check on the affected Character(s), press Redraw in the Penumbra window. Your character should disappear then reappear with the part removed.
(*Example using the Panthean Robe of Casting*)

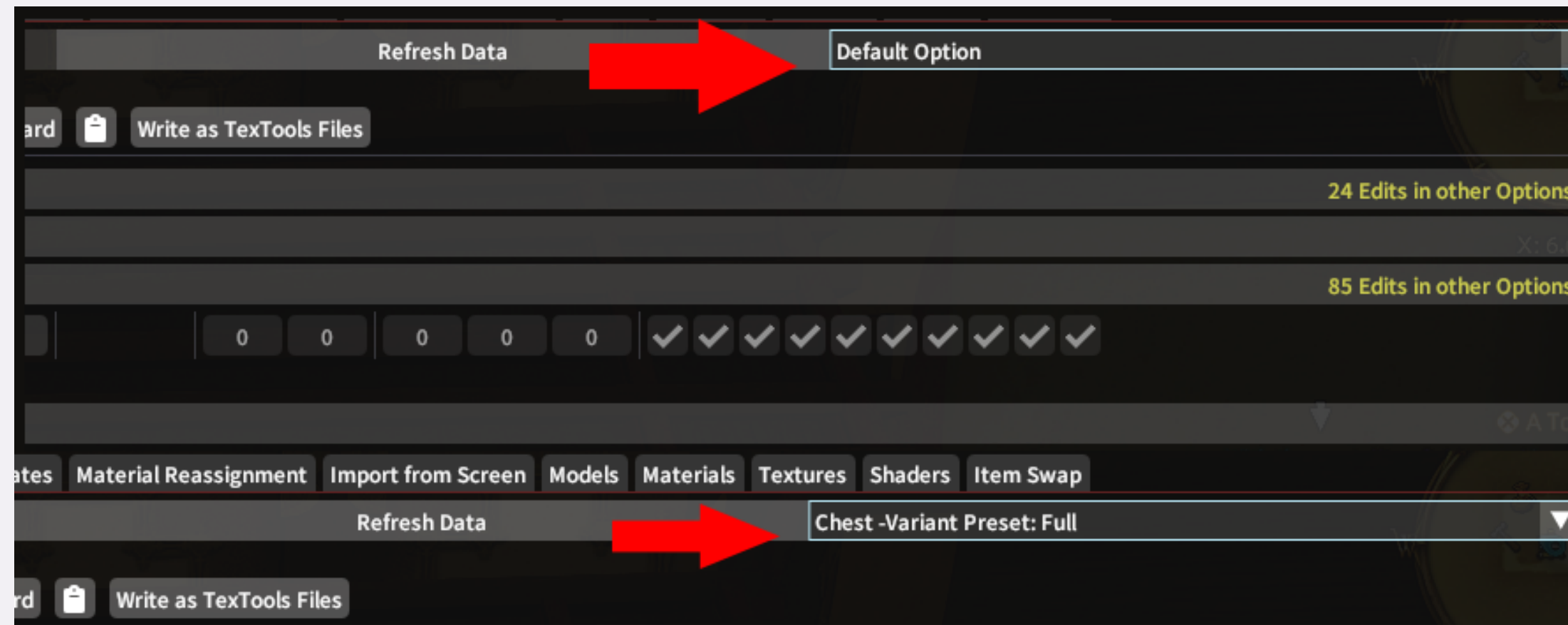


SECTION 2: PENUMBRA

SECTION 2-2: USING VARIANT PRESETS IN PENUMBRA

If a modpack has Variant Presets, toggling on or off variants can become easier:

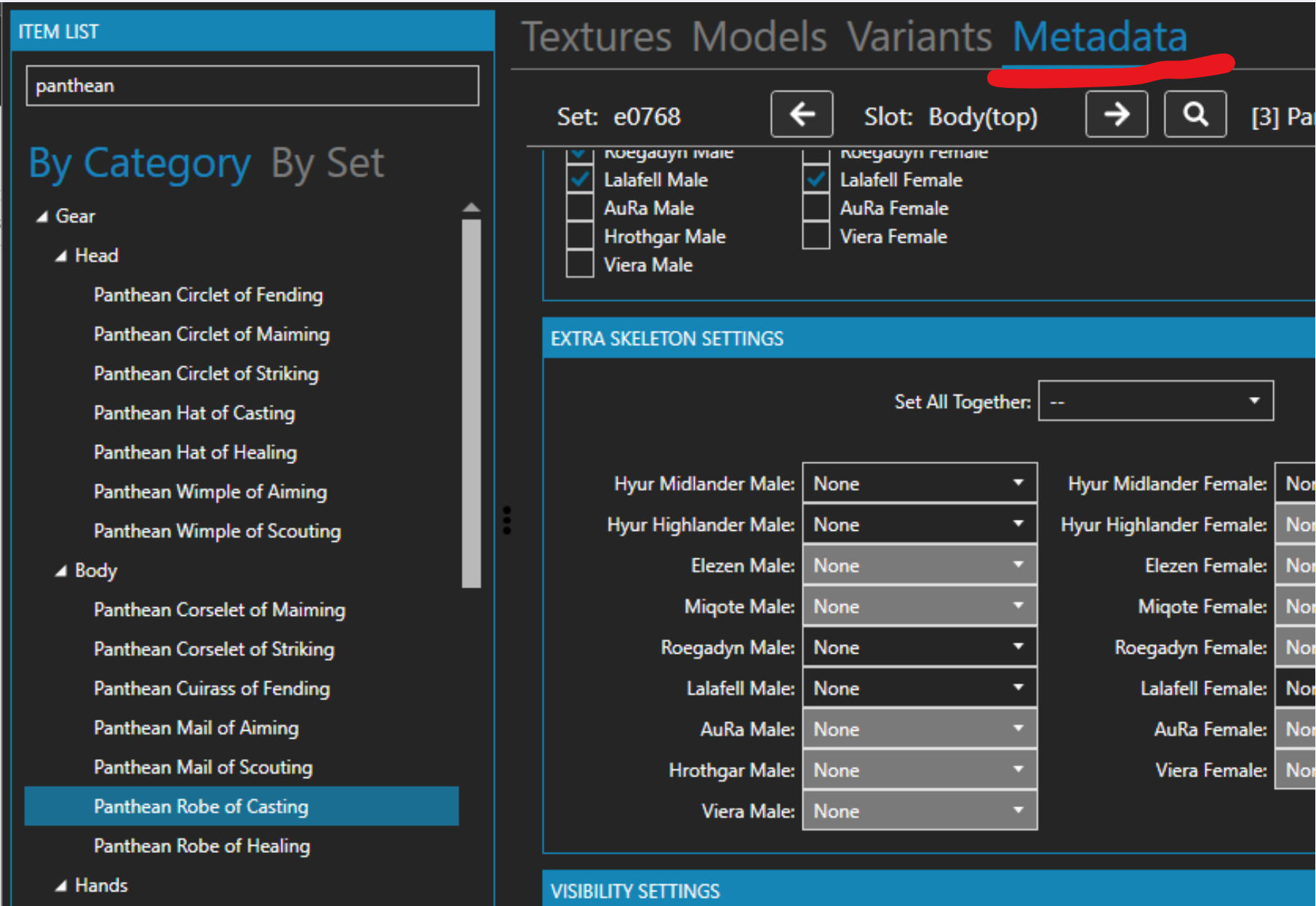
- 1:** With the modpack activated, make sure the Preset is set in your modpack. Go to Advanced Editing tab. A new window should pop up, then click Meta Manipulations in that window.
- 2:** Look at the tab on the right, it should say Default Option. Click the down arrow and then click the name of the Preset you selected. (Example is using a Variant Preset option for the chest)



SECTION 3: TEXTTOOLS

Before you start, install the mod with the Variant attributes (and all add-ons that you install second, such as size or texture upscales).

1: Search for the glam, click the name, then click the Metadata tab.



2: In the Metadata tab, go to the Variant Settings at the bottom. This setting is PER GLAM Variant, and in this case for the Panthean Robe of Casting, the IMC Variant is "2" (the Healing one is "1"). You can always check which variant is under the Variants tab.

3: The Visible Variant Parts should be all checked. Uncheck the part(s) you want hidden (For example purposes this guide will remove the upper arm armor, and those have Variant F on them, so uncheck F.)

*If also want to change on another IMC variant, repeat steps 1-3 on the glam that shares the mesh (for example, the Panthean Robe of Healing for this one)

VARIANT SETTINGS

IMC Variant: 2 [Search] [Add] [1] Panthean Robe of Casting

2: Material Set: 2 [Add] VFX ID: 0 [Apply to All Variants]
Decal ID: 0 SFX ID: 2 [Show Paths]
Anim ID: 0

3: **VISIBLE VARIANT PARTS**

☒ A	☒ B	☒ C	☒ D	☐ E
☒ F	☒ G	☒ H	☒ I	☒ J

4: When you are done selecting which parts you want hidden (and that can be hidden), press SAVE at the top right.



5: Even if you go to the Models tab, the part(s) may show. Log into the game and the upper arm parts for the Panthean Robe of Casting should be gone (but the Healing version SHOULD be there).

(Example using the Panthean Robe of Casting)

Variant Presets in Textools

After installing a modpack with variant presets, you will notice that under that gear's Metadata, some Visible Variant Parts will be checked or unchecked.



SECTION 4: NOTES

- Main clothes (left-side equipment) can have up to 10 variant settings, Accessories (right-side equipment) can have 1 variant setting.
- You can also use Variant Settings to affect NPCs that use that gear (some settings on certain gear are set to affect only NPCs)
- If you want bracelets and necklaces to show (and other parameters on showing some equipment), you could toggle on/off settings:

PENUMBRA: ADVANCED EDITING > META MANIPULATIONS > EQUIPMENT PARAMETER EDITS (EQP)

TEXTTOOLS: METADATA > VISIBILITY SETTINGS > ADVANCED

- For mod makers, variant settings are saved part of Metadata. When creating advanced modpacks in Texttools, I would load the metadata with the 1st settings you want, save, rename the modpack, change the settings for 2nd Variant Preset, then make a new modpack loading the one you just made and creating option 2, and repeat as necessary.



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