Customize+ Edits Applied in Blender

How to use a Blender Script to read your Customize+ edits!

Something to know before you start!

This method sadly makes you lose all bone parents, but not bone weights! so you will have to re-parent every bone manually. But I personally think that's much easier than Scaling, Rotating, and Positioning manually

Step 1 Locate your .JSON file:

1. Your Customize+ template data can be found in *%appdata%\XIVLauncher\pluginConfigs\CustomizePlus\templates*
2. Change the path "\" to "/" for example "%appdata%/XIVLauncher/pluginConfigs/CustomizePlus/templates/example.json"

Step 2 Add the Location to Your Blender Script:

1. Using this script **Import Customize+ Public**, locate the 'json_path' and replace the red text saying 'PUT YOUR .JSON HERE'
   Note: Its important you keep the ' at the beginning and end. Leaving those out will lead to errors.
   (The text may not be red in the actual script, It is located at the bottom of the script.)

```
# Update the armature
bpy.context.view_layer.update()


# Path to the JSON file
json_path = 'PUT YOUR .JSON HERE'
armature_name = 'n_root'
```

```
apply_transformations_from_json(json_path, armature_name)
```

2. Save the script with the added .JSON location

Step 3 Blender:

1. After you've opened blender, and assuming you have already extracted your model using FFXIV Textools, import your model and **DO NOT** change any bone names!
2. Go into edit mode and hit the A key to select all bones, after doing so right click and select **Parent**>**Clear**>**Clear Parent**. Then return to object mode.
3. Next go to the Scripting tab and import the script by hitting the folder icon at the top of the script area.
4. After that, select "**n_root**" aka your armature and hit **Text**>**Run Script**.
5. I personally use a script called **CATS** to apply transforms. I don't know where I got this exact version from but be sure to support the makers of it! **CATS Github** - **CATS_version i have installed**
6. Go to **Layout**>**CATS**>**Model**>**Apply as Rest Pose**
7. Manually re-parent every bone so it all works properly!

And You're done! Hope this helps anyone who was trying to figure out how to get C+ edits onto a model!

Revision #5
Created 2024-08-13 11:53:13 UTC by Reykay
Updated 2024-08-13 14:23:13 UTC by Reykay