

Bone list and Bone Scaling notes.

this has been adapted from the texttools reference doc page of the same title, created by sel. this has not been fully updated for dawntrail, and some information IS missing or outdated. I will correct when I can.

As a note. this list is based off the old bone list. Dawntrail completely redid the entire face skeletons, but there is not a complete list of them yet, so they will be added later. Do not use this list for facial bones. Furthermore this is a list of *Vanilla* bones. any extra bones added by a mod such as IVCS, YAS or Skelomae will not be in this list, and cannot be manipulated or used unless said mod is installed and set up properly.

Bones with `<a-e>` are multiple bones in sequence, such as sebo (spine) bones. Bones with `<l/r>` are left and right bones such as leg bones. bones with `<f/b/s>` are Front, Back, and Side bones, such as skirts. any bone with `_ex` in it's name is an Extra bone, and will only exist when the associated skeleton metadata is loaded. this is most commonly seen on hair, but has been used on gear on extremely rare occasions.

Main Bones

Bone Name	English Equivalent	Notes
n_root	Root (base bone)	
n_hara	Center Of Mass/Belly	
n_throw	???	Attached to n_hara
j_kao	Head/Face	
j_sebo_<a-c>	Spine	
j_ude_<a-b>_<l/r>	Arm	
n_hhiji_<l/r>	Elbow	
n_hte_<l/r>	Hand	
j_te_<l/r>	Hand	
j_mune_<l/r>	Breast	Females only
j_kosi	Hip/Lower Back	Feet bones are bones d/e
j_asi_<a-e>_<l/r>	Leg	6 Bones in total per <a-c> level
j_sk_<f/b/s>_<a-c>_<l/r>	Skirt	

j_sako_</r>	Collar	
n_hkata_l	Shoulder	
j_kubi	Neck	
j_ago	Chin	
j_kami_<a-b>	Hair (Ponytail)	
j_kami_f_</r>	Bangs	
j_mimi_</r>	Ears	
n_sippo_<a-e>	Tail	
n_ear_<a-b>_</r>	Earring Bones	A is attachment point, B is hanging part
n_kataarmor_</r>	Shoulder Pad	
n_hizasoubi_</r>	Knee Pad	
n_hijisoubi_</r>	Elbow Pad	
j_buki_kosi_</r>	Sheathed Weapon(Hip)	
j_buki2_kosi_</r>	Sheathed Weapon(Hip2)	
j_buki_sebo_</r>	Sheathed Weapon(Back)	
n_buki_</r>	Drawn Weapon	
n_buki_tate_</r>	Drawn Shield	
j_oya_<a-b>_</r>	Thumb	
j_hito_<a-b>_</r>	Index Finger	
j_naka_<a-b>_</r>	Middle Finger	
j_kusu_<a-b>_</r>	Ring Finger	
j_ko_<a-b>_</r>	Pinky Finger	

Dawntrail Face Bones

As a note, not every bone can be manipulated or scaled outside of gpose, (such as with Customize+ for normal gameplay). furthermore, many of the facial bones are kindedriver or "Helper" bones, and are either not meant to be touched on thier own, or are meant to provide small adjustments after moving the main bone. If you are not posing an old NPC head, you should only use the face bones listed here, and not the ones in the above chart.

An example of gpose only bones is eyepm and irisprm bones. These bones will only ever work in gpose and in cutscenes, and trying to alter them in a non-gpose only setting such as customize+ will cause these bones to immediately revert when leaving gpose. Do not use these for scaling outside of screenshots. This is not fixable and is a game limitation. if you want to dialate or contract your pupils for out of gpose, you will need to look into eye mods

Bone scaling notes

Many in-game models share the same model, but scale the bones to fit the body shape they want. this is a list of known and confirmed scaling values that match up correctly with the in-game versions.

These are meant to be used with posing tools/plugins, with Customize+, or when testing your models in a modeling software to ensure that things don't clip at larger bust scalings.

At this time there is only bust scalings, but we will be happy to add other scalings as people find them. Keep in mind that not all gear pieces are weighted equally to the breast bones. many newer gear pieces are weighted to 50% breast influence instead of 100%. For these you may need to go up another percentage category to have the same effect as your racial starter gear or nude.

Bust sizes- Apply to Mune_l and _r

Slider Percentage	X	Y	Z
0%	0.92	0.816	0.80
50%	1	1	1
100%	1.08	1.184	1.20
150%	1.16	1.368	1.40
200%	1.24	1.552	1.60
250%	1.32	1.736	1.80
300%	1.40	1.92	2

As a note, these same values will work in a 3d modeling software like blender or 3ds max. for 3ds max, move the decimal point back 2 spaces.

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