

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 this has not been fully updated for dawntrail, and some information IS missing or outdated.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, so please use the face bones specific list for all DT updated heads. The First three tables are a list of *Vanilla* bones.

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 (Vanilla)

Bone Name	English Equivalent	Notes
n_root	Root (base bone)	This is in the same spot as the character's hitbox (for players)
n_hara	Center Of Mass/Belly	
n_throw	???	Attached to n_hara
j_kao	Head/Face	
j_sebo_<a-c>	Spine/Cervical	
j_ude_<a-b>_<l/r>	Arm	
n_hhiji_<l/r>	Elbow	
n_hte_<l/r>	Wrist	
j_te_<l/r>	Hand	
j_mune_<l/r>	Breast	CC Females only
j_kosi	Hip/Lower Back/Waist	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_<l/r>	Collar/Clavicle	
n_hkata_l	Shoulder	

j_kubi	Neck	
j_ago	(Pre-DT) Chin/Jaw	
j_kami_<a-b>	Hair (Ponytail)	Not all hairs will have this bone, some may be using _ex bones
j_kami_f_</r>	Bangs	Not all hairs will have this bone, some may be using _ex bones
j_mimi_</r>	Ears	Only races with animated ears or slider ears (not viera) (can be added to others via skeleton mods)
j_zera_<a-b>_</r>	Viera ears (type A)	Viera specific ears. A is the base, B is the tip
j_zerb_<a-b>_</r>	Viera ears (type B)	Viera specific ears. A is the base, B is the tip
j_zerc_<a-b>_</r>	Viera ears (type C)	Viera specific ears. A is the base, B is the tip
j_zerd_<a-b>_</r>	Viera ears (type D)	Viera specific ears. A is the base, B is the tip
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	(Gear Specific)
n_hizasoubi_</r>	Knee Pad	(Gear Specific)
n_hijisoubi_</r>	Elbow Pad	(Gear Specific)
j_buki_kosi_</r>	Sheathed Weapon(Hip)	(Gear Specific)
j_buki2_kosi_</r>	Sheathed Weapon(Hip2)	(Gear Specific)
j_buki_sebo_</r>	Sheathed Weapon(Back)	(Gear Specific)
n_buki_</r>	Drawn Weapon/Handheld Item	Located in center of hand
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.

Some bones are labeled GPOSE ONLY 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 Name/Category	English Equivalent	Notes
Mouth		(Lips has 20 Bones as of Dawntrail)
j_f_umlip_<01-02>_</r>	Upper Outer Lip (not corners)	01 is the lipline set, 02 is the opening set
j_f_ulip_<01-02>_</r>	Upper Center Lip	01 is the lipline set, 02 is the opening set
j_f_uslip_</r>	Upper Lip Corners	
j_f_dmlip_<01-02>_</r>	Lower Outer Lip (not corners)	01 is the lipline set, 02 is the opening set
j_f_dlip_<01-02>_</r>	Lower Center Lip	01 is the lipline set, 02 is the opening set
j_f_dslip_</r>	Lower Lip Corners	
j_f_bero_<01-03>	Tounge	Parented to Jaw (F_ago)
j_f_ago	(DT) Jaw	
j_f_dago	(DT) Lower Jaw/ Chin	
j_f_hagukiup	Upper Teeth	
j_f_hagukidn	Lower Teeth	
j_f_hige_</r>	Whiskers	Hrothgar Only
Eye Area		
j_f_mabup_01_</r>	Upper Center Eyelid	I don't know why they're numbered AND labeled
j_f_mabup_02out_</r>	Upper Outer corner Eyelid	I don't know why they're numbered AND labeled

j_f_mabup_03in_</r>	Upper Inner corner Eyelid	I don't know why they're numbered AND labeled
j_f_mabdn_01_</r>	Lower Center Eyelid	I don't know why they're numbered AND labeled
j_f_mabdn_02out_</r>	Lower Outer corner Eyelid	I don't know why they're numbered AND labeled
j_f_mabdn_03in_</r>	Lower Inner corner Eyelid	I don't know why they're numbered AND labeled
j_f_mayu_</r>	Outer Eyebrow	
j_f_mmayu_</r>	Inner Eyebrow	
j_f_miken_<01-02>_</r>	Brow Ridge	02 is the innermost one
j_f_eye_</r>	Eyeball	Cannot be scaled (linked by default in Anam)
j_f_mab_</r>	Eye Socket	
j_f_eyepuru_</r>	Eyeball 2	Can be scaled (not linked by default in Anam) (gpose only?)
j_f_irisprm_</r>	Iris (2) GPOSE SCALE ONLY	values >1 Contract the Iris, <1 Enlarges the iris
j_f_eyepm_01_</r>	Iris (3) GPOSE SCALE ONLY	values >1 Enlarge the Iris, <1 Contracts the iris
Nose		
j_f_uhana	Nose Bridge	
j_f_hana_</r>	Nostril	
j_f_dmiken_</r>	Glabella	This is the part of the nose ridge directly between your eyes
Cheeks		
j_f_hoho_</r>	Cheek (main)	This is where your cheekbone is/where you would put blush
j_f_dhoho_</r>	Outer Cheek	This is closer to your ear
j_f_shoho_</r>	Middle Cheek	Under your cheekbone, closer to your lips

j_f_dmemoto_</r>	Inner Cheek	Almost in-line with your nose bridge. where the cheek meets your eyebags
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Other Vanilla bones

This is a table of other VANILLA (unmodded) bones that didn't neatly fit in any other category. This also includes bones in Anamnesis' bone list that do not appear on DT updated heads, and are assumed to be Pre-DT fave bones. these bones will be marked.

As a note, there are Many more bones than here, but most of the bones not listed are _ex bones, these are "extra" bones that are not always present. EX bones are generally only seen on hair, but in rare occasions may be present on gear. Gear EX bones will be listed WITH THE EXCEPTION of the longer wedding veil's EX bones because there are TOO MANY. These bones are also only present on the longer version of the wedding veil which is normally only active when inside the sanctum of eternal bonding.

This chart will not list the sage or reaper scythe bones, as there are multiple sets per weapon type, and it's too much work for me to check all of them manually. Sorry.

The EX section of this chart IS incomplete, and likely always will be. This chart will not include Hair or Weapon EX bones, as there are too many, and they are being added too often.

Bone Name/Category	English Equivalent	Notes
Non-EX hair		
j_kami_<a-b>	Hair (back)	Most hairs longer than a bob will use these, but not always.
j_kami_f_</r>	Hair front (bangs)	Most hairs with bangs/front fringe will use these, but not always.
Non-DT/Other Face		
j_f_dmab_</r>	Eyelid Lower	Could not find on DT Player Head
j_f_hana	Nose	Could not find on DT Player Head
j_f_lip_</r>	Lips	Could not find on DT Player Head
j_f_uago	Upper lip A	Could not find on DT Player Head
j_f_ulip	Upper Lip B	Could not find on DT Player Head
n_f_lip_</r>	Lips	Could not find on DT Player Head

n_f_ulip_</r>	Upper Lips	Could not find on DT Player Head
j_f_dlip	Lower Lips	Could not find on DT Player Head
j_f_memoto	(nose) Bridge	Could not find on DT Player Head
j_f_miken_</r>	Brow	Could not find on DT Player Head
j_f_umab_</r>	Upper Eyelid	Could not find on DT Player Head
j_f_face	Face	Could not find on DT Player Head
Gear-Specific Other (incl. Gear EX)		
mh_n_hara	Main Hand	
oh_n_hara	Offhand	
mh_n_root	Mainhand Root	
oh_n_root	Offhand Root	
j_ex_met_va	Visor (A)	
j_ex_met_vb	Visor (B)	
j_ex_top_<a-d>	Phoenix Riser Top Tails	C and D are parented and A and B are parented
j_ex_top_<a-b>_</r>	(Kimono) Sleeve Bones	Far eastern schoolgirl's Hakama and Yotsuyu's Kimono
j_ex_met_<a-b>	Slime Jiggle	King Slime Crown

Modded Bones

This is a list of bones that ARE NOT PRESENT in vanilla skeletons. These bones will ONLY exist if you have the accompanying extra skeleton mod, and have it set up properly AND a mesh rigged to these bones. Most of these bones were created for the purposes of NSFW animations or physics, rather than posing or scaling. That said, with some work, they can be used for those purposes. All IVCS1 bones are included In Other newer body skeletons such as IVCS2, YAS, and Skelomae for the sake of compatability. For other compatability questions between newer skeletons, Please check your preferred skeleton's documentation.

Because of the nature of modded skeletons, and the fact that these are not only capable of changing at any time; but also can be added to by anyone. This WILL NOT be a complete list. This list will only contain the basic bones used by most body mods. THERE WILL BE BONES AND SKELETON MODS MISSING FROM THIS LIST. THAT IS INEVITABLE.

This will NOT include any "exotic" bones or modded bones made for one specific gear/face/whatever mod, as it's again, more effort than it's worth for me alone to keep up with.

Bone Name/Category	English Equivalent	Skeleton	Notes
Genitals			
iv_ochinko_<a-f>	Penis Shaft	IVCS 1	Yes, there are really 6 of them. Erect Penises only.
iv_kougan_</r>	Scrotum/Balls	IVCS1	
iv_omanko	Vagina	IVCS1	
iv_inshin_</r>	Labia	IVCS1	If you don't know what this is, please google it
iv_kurrito	Clitoris	IVCS1	It's easy to find now!
iv_koumon	Anus/Butthole	IVCS1	The actual hole
iv_koumon_</r>	Anus/Butthole B	IVCS1	To like. Open it/stretch it.
Main body Body parts			
iv_nitoukin_</r>	Biceps	IVCS1	For muscles/flexing
iv_c_mune_</r>	Breast B	IVCS1	For breast animation/physics and CC male models
iv_shiri_</r>	Buttcheeks	IVCS1	
iv_fukubu_phys	(Upper) Belly	IVCS2	was made for physics but can be scaled
ya_fukubu_phys	(Lower) Belly	YAS	was made for physics but can be scaled
iv_daitai_phys_</r>	(Back) Thigh	IVCS2	was made for physics but can be scaled
ya_daitai_phys_</r>	(Front) Thigh	YAS	was made for physics but can be scaled
ya_shiri_phys_</r>	Lower Buttcheeks	YAS	You could scale this but it's mainly only for physics
Hands			

iv_hito_c_</r>	Index/Pointer (Finger)	IVCS1	
iv_naka_c_</r>	Middle (Finger)	IVCS1	
iv_kusu_c_</r>	Ring (Finger)	IVCS1	
iv_ko_c_</r>	Pinky (Finger)	IVCS1	
Feet			
iv_asi_oya_<a-b>_</r>	Big Toe	IVCS1	
iv_asi_hito_<a-b>_</r>	Index Toe	IVCS1	
iv_asi_naka_<a-b>_</r>	Middle Toe	IVCS1	
iv_asi_kusu_<a-b>_</r>	Fore Toe	IVCS1	
iv_asi_ko_<a-b>_</r>	Pinky Toe	IVCS1	

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 (Middie F)- 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

Slider Percentage	X	Y	Z
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.

All races have racial scaling applied to them, these values are accurate for Middie F, but some races such as viera/roe and Au Ra may have slightly different values due to thier racial scaling. This chart is meant as a rough guide.

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