Shapes Reference Table

> This page was adapted from the Textools Reference doc by Sel. This information has not been updated or re-researched since pre-dawntrail, so some information may be missing or outdated.

It is assumed that a shape can be created for any otherwise unlisted attribute and will be triggered if the attribute associated with it is hidden, however this has not yet been tested.

Shape Name	Trigger Conditions	Notes
Body Gear (top)		
shp_nek	atr_nek Hidden	Hide conditions dependent upon head gear.
shp_kat	Long-Glove Equipped	Only one of these will be triggered at once, the others will have their associated attribute hidden.
shp_ude	Mid-Glove Equipped	
shp_hij	Short-Glove Equipped	
Leg Gear (dwn)		
shp_kos	atr_kos Hidden	Hide conditions dependent upon body gear.
shp_mom	Long-Boot Equipped	Only one of these will be triggered at once, the others will have their associated attribute hidden.
shp_hiz	Mid-Boot Equipped	
shp_sne	Short-Boot Equipped	
Hand Gear (glv)		
shp_glv	atr_glv Hidden	Hide conditions dependent upon body gear.
Foot Gear (sho)		
shp_lpd	atr_lpd Hidden	Hide conditions dependent upon body gear.
shp_leg	atr_leg Hidden	Hide conditions dependent upon body gear.
Faces (fac)		
shp_brw_x	Character Creation Settings	Eyebrow Selection. _a is the SECOND option.
shp_chk_x	Character Creation Settings	Jaw Selection. _a is the SECOND option.

shp_etc_x	Character Creation Settings	Tattoo/etc. Selection. _a is the SECOND option.
shp_eye_x	Character Creation Settings	Eye Shape Selection. _a is the SECOND option.
shp_mth_x	Character Creation Settings	Mouth Selection. _a is the SECOND option.
atr_iris_x	Character Creation Settings	Iris Size Selection. _a is the SECOND option.

Hair (hir)		
shp_hib	Hat Equipped	
shp_hic	???	???

Weapons		
shp_bv_a	shp_bv_a hidden(?)	IMC Variant Shape?
shp_met	Headgear hidden(?)	???

Monsters		
shp_hib	???	???

Demihumans		
shp_hiz	???	???
shp_kos	???	???
shp_mom	???	???
shp_mv_a	???	???
shp_mv_b	???	???

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