

Shapes Reference Table

This page was adapted from the Texttools 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 This information has not been updated or re-researched since pre-dawntrail, so some information may be missing or outdated.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. <code>_a</code> is the SECOND option. |
| shp_chk_x | Character Creation Settings | Jaw Selection. <code>_a</code> is the SECOND option. |
| shp_etc_x | Character Creation Settings | Tattoo/etc. Selection. <code>_a</code> 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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