Visibility Reference Tables

> This page is an adaptation of the Textools Reference document by Sel. This data has not been tested since the release of dawntrail, so some information may be missing/outdated.

Key:	**Flag that should always be set if the gear exists.**
	Flag that shows/hides an entire gear slot.
	Flag that shows/hides an Attribute (and associated Shape)
	Flag that is unused or has unknown purpose

	Visibility Flag	Controlling Slot	Attribute	Shape	Notes
Byte 0	**EnableBodyFlags**	Body (top)	--	--	Must be enabled for the rest of the body flags to work correctly.
	BodyHideWaist	Body (top)	atr_kod	shp_kod, shp_kos(?)	
	Bit2	Body (top)	???	???	
	BodyHideShortGloves	Body (top)	atr_arm	atr_arm	Has something to do with glove settings based on the type of glove equipped.
	BodyGloveUnknown2	Body (top)	???	???	
	BodyHideMidGloves	Body (top)	atr_arm	shp_arm	Ex. HideLongGloves will only hide atr_arm on long gloves.
	BodyHideLongGloves	Body (top)	atr_arm	shp_arm	But not on Mid Gloves.
	BodyHideGorget	Body (top)	atr_inr	shp_inr	
Byte 1	**BodyShowLeg**	Body (top)	--	--	When body gear hides other slots, the visibility parameters from *that slot in the same set as the body gear*

	BodyShowHand	Body (top)	--	--	is used for determining down-stream visibility settings. (Ex. Should Shoes be shown/hidden)
	BodyShowHead	Body (top)	--	--	
	BodyShowNecklace	Body (top)	--	--	If *either* of equipped body or head gear hides necklace, it will be hidden.
	BodyShowBracelet	Body (top)	--	--	If *either* of equipped body or glove gear hides bracelet, it will be hidden.
	BodyShowTail	Body (top)	--	--	If *either* of equipped body or leg gear hides tail, it will be hidden.
	BodyTriggersomeShapeData	Body (top)	???	???	
	Bit15	Body (top)	???	???	
Byte 2	**EnableLegFlags**	Leg (dwn)	--	--	Must be enabled for the rest of the leg flags to work correctly.
	LegHideKneePads	Leg (dwn)	atr_lpd	shp_lpd	
	LegHideShortBoot	Leg (dwn)	atr_leg	shp_leg	Like gloves, the atr_leg triggers are dependent upon the equipped boot's visibility settings. (Long boots cannot be hidden)
	LegHideHalfBoot	Leg (dwn)	atr_leg	shp_leg	
	LegBootUnknown	Leg (dwn)	???	???	Something to do with interactions with half-boots.
	LegShowFoot	Leg (dwn)	--	--	
	LegShowTail	Leg (dwn)	???	???	If *either* of equipped body or leg gear hides tail, it will be hidden.
	Bit23	Leg (dwn)	???	???	

Byte 3	**EnableHandFlags**	Gloves (glv)	--	--	Must be enabled for the rest of the hand flags to work correctly.
	HandHideElbow	Gloves (glv)	atr_ude	shp_ude, shp_hij, shp_kat	When Elbow is set without forearm the glove is marked as a short glove (which will trigger shp_hij). Exact selection of which Shapes are triggered is based on the combination of flags. (Mid glove triggers ude, Long triggers kat)
	HandHideForearm	Gloves (glv)	atr_hij	shp_ude, shp_hij, shp_kat	
	Bit27	Gloves (glv)	???	???	
	HandShowBracelet	Gloves (glv)	--	--	If *either* of equipped body or glove gear hides bracelet, it will be hidden.
	HandShowRingL	Gloves (glv)	--	--	
	HandShowRingR	Gloves (glv)	--	--	
	Bit31	Gloves (glv)	???	???	
Byte 4	**EnableFootFlags**	Shoes (sho)	--	--	Must be enabled for the rest of the foot flags to work correctly.
	FootHideKnee	Shoes (sho)	atr_hiz	shp_hiz, shp_sne, shp_mom	When Knee is set without Calf, item is marked as a short boot (Which will hide shp_sne). Exact shapes triggered depends on the combination of the flags. (mid boot triggers hiz, long triggers mom)
	FootHideCalf	Shoes (sho)	atr_sne	shp_hiz, shp_sne, shp_mom	
	FootHideAnkle	Shoes (sho)	???	???	
	Bit36	Shoes (sho)	--	--	Unused
	Bit37	Shoes (sho)	--	--	Unused
	Bit38	Shoes (sho)	--	--	Unused
	Bit39	Shoes (sho)	--	--	Unused

Byte 5	**EnableHeadFlags**	Head (met)	--	--	Must be enabled for the rest of the head flags to work correctly.
	HeadHideScalp	Head (met)	atr_kam	shp_kam	When set alone, hides scalp. When set with HideHair, hides *everything*.
	HeadHideHair	Head (met)	--	--	When set alone, hides hair. When set with HideScalp, hides *everything*.
	HeadShowHairOverride	Head (met)	--	--	When set, shows hair, regardless of the previous two flags.
	HeadHideNeck	Head (met)	atr_nek	shp_nek	
	HeadShowNecklace	Head (met)	--	--	If *either* of equipped body or head gear hides necklace, it will be hidden.
	Bit46	Head (met)	???	???	
	HeadShowEarrings	Head (met)	--	--	Full earring toggle cannot be disabled without also disabling hair (HeadHideHair)
Byte 6	**HeadShowEarringsHuman**	Head (met)	--	--	Everything not Au Ra (?)
	HeadShowEarringsAura	Head (met)	--	--	Au Ra Only (?)
	HeadShowEarHuman	Head (met)	atr_mim	atr_mim	Hyur/Elezen/Lalafell
	HeadShowEarMiqo	Head (met)	atr_top	shp_top	Miqo/Hrothgar
	HeadShowEarAura	Head (met)	atr_hrn	shp_hrn	Au Ra (Horns)
	HeadShowEarViera	Head (met)	--	--	Viera
	HeadUnknownHelmet1	Head (met)	???	???	These flags are usually set in place of ShowEarrings[Race] flags on helmet gear.
	HeadUnknownHelmet2	Head (met)	???	???	Their purpose is currently unknown, but presumably triggers some shape data.

Byte 7	**HeadShowHrothgarHat**	Head (met)	--	--	Allows Hrothgar hats to be shown
	HeadShowViera Hat	Head (met)	--	--	Allows Viera hats to be shown
	Bit58	Head (met)	--	--	Unused
	Bit59	Head (met)	--	--	Unused
	Bit60	Head (met)	--	--	Unused
	Bit61	Head (met)	--	--	Unused
	Bit62	Head (met)	--	--	Unused
	Bit63	Head (met)	--	--	Unused

Revision #2
Created 2024-07-15 14:10:44 UTC by gwyneth_allora
Updated 2024-12-03 12:36:29 UTC by gwyneth_allora