

Visibility Reference Tables

This page is an adaptation of the Texttools 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 This data has not been tested since the release of dawntrail, so some information may be missing/outdated.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 <i>that slot in the same set as the body gear</i>

	BodyShowHand	Body (top)	--	--	is used for determining down-stream visibility settings. (Ex. Should Shoes be shown/hidden)
	BodyShowHead	Body (top)	--	--	
	BodyShowNecklace	Body (top)	--	--	If <i>either</i> of equipped body or head gear hides necklace, it will be hidden.
	BodyShowBracelet	Body (top)	--	--	If <i>either</i> of equipped body or glove gear hides bracelet, it will be hidden.
	BodyShowTail	Body (top)	--	--	If <i>either</i> 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 <i>either</i> 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 <i>either</i> 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 <i>everything</i> .
	HeadHideHair	Head (met)	--	--	When set alone, hides hair. When set with HideScalp, hides <i>everything</i> .
	HeadShowHairOverride	Head (met)	--	--	When set, shows hair, regardless of the previous two flags.
	HeadHideNeck	Head (met)	atr_nek	shp_nek	
	HeadShowNecklace	Head (met)	--	--	If <i>either</i> 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	Hyr/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
	HeadShowVieraHat	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

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