

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 This data has not been tested since the release of dawntrail, so some information may be missing/outdated.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 <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 | 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 |
| | 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 |

Revision #2
Created 15 July 2024 14:10:44 by gwyneth_allora
Updated 3 December 2024 12:36:29 by gwyneth_allora