

# 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 This data has not been tested since the release of dawntrail, so some information may be missing/outdated.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	<b>EnableBodyFlags</b>	Body (top)	--	--	Must be enabled for the rest of the body flags to work correctly.
	<b>BodyHideWaist</b>	Body (top)	atr_kod	shp_kod, shp_kos(?)	
	Bit2	Body (top)	???	???	
	<b>BodyHideShortGloves</b>	Body (top)	atr_arm	atr_arm	Has something to do with glove settings based on the type of glove equipped.
	BodyGloveUnknown2	Body (top)	???	???	
	<b>BodyHideMidGloves</b>	Body (top)	atr_arm	shp_arm	Ex. HideLongGloves will only hide atr_arm on long gloves.
	<b>BodyHideLongGloves</b>	Body (top)	atr_arm	shp_arm	But not on Mid Gloves.
	<b>BodyHideGorget</b>	Body (top)	atr_inr	shp_inr	
Byte 1	<b>BodyShowLeg</b>	Body (top)	--	--	When body gear hides other slots, the visibility parameters from <i>that slot in the same set as the body gear</i>

	<b>BodyShowHand</b>	Body (top)	--	--	is used for determining down-stream visibility settings. (Ex. Should Shoes be shown/hidden)
	<b>BodyShowHead</b>	Body (top)	--	--	
	<b>BodyShowNecklace</b>	Body (top)	--	--	If <i>either</i> of equipped body or head gear hides necklace, it will be hidden.
	<b>BodyShowBracelet</b>	Body (top)	--	--	If <i>either</i> of equipped body or glove gear hides bracelet, it will be hidden.
	<b>BodyShowTail</b>	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	<b>EnableLegFlags</b>	Leg (dwn)	--	--	Must be enabled for the rest of the leg flags to work correctly.
	<b>LegHideKneePads</b>	Leg (dwn)	atr_lpd	shp_lpd	
	<b>LegHideShortBoot</b>	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)
	<b>LegHideHalfBoot</b>	Leg (dwn)	atr_leg	shp_leg	
	LegBootUnknown	Leg (dwn)	???	???	Something to do with interactions with half-boots.
	<b>LegShowFoot</b>	Leg (dwn)	--	--	
	<b>LegShowTail</b>	Leg (dwn)	???	???	If <i>either</i> of equipped body or leg gear hides tail, it will be hidden.
	Bit23	Leg (dwn)	???	???	

Byte 3	<b>EnableHandFlags</b>	Gloves (glv)	--	--	Must be enabled for the rest of the hand flags to work correctly.
	<b>HandHideElbow</b>	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)
	<b>HandHideForearm</b>	Gloves (glv)	atr_hij	shp_ude, shp_hij, shp_kat	
	Bit27	Gloves (glv)	???	???	
	<b>HandShowBracelet</b>	Gloves (glv)	--	--	If <i>either</i> of equipped body or glove gear hides bracelet, it will be hidden.
	<b>HandShowRingL</b>	Gloves (glv)	--	--	
	<b>HandShowRingR</b>	Gloves (glv)	--	--	
	Bit31	Gloves (glv)	???	???	
Byte 4	<b>EnableFootFlags</b>	Shoes (sho)	--	--	Must be enabled for the rest of the foot flags to work correctly.
	<b>FootHideKnee</b>	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)
	<b>FootHideCalf</b>	Shoes (sho)	atr_sne	shp_hiz, shp_sne, shp_mom	
	<b>FootHideAnkle</b>	Shoes (sho)	???	???	
	Bit36	Shoes (sho)	--	--	Unused
	Bit37	Shoes (sho)	--	--	Unused
	Bit38	Shoes (sho)	--	--	Unused
	Bit39	Shoes (sho)	--	--	Unused

Byte 5	<b>EnableHeadFlags</b>	Head (met)	--	--	Must be enabled for the rest of the head flags to work correctly.
	<b>HeadHideScalp</b>	Head (met)	atr_kam	shp_kam	When set alone, hides scalp. When set with HideHair, hides <i>everything</i> .
	<b>HeadHideHair</b>	Head (met)	--	--	When set alone, hides hair. When set with HideScalp, hides <i>everything</i> .
	<b>HeadShowHairOverride</b>	Head (met)	--	--	When set, shows hair, regardless of the previous two flags.
	<b>HeadHideNeck</b>	Head (met)	atr_nek	shp_nek	
	<b>HeadShowNecklace</b>	Head (met)	--	--	If <i>either</i> of equipped body or head gear hides necklace, it will be hidden.
	Bit46	Head (met)	???	???	
	<b>HeadShowEarrings</b>	Head (met)	--	--	Full earring toggle cannot be disabled without also disabling hair (HeadHideHair)
Byte 6	<b>HeadShowEarringsHuman</b>	Head (met)	--	--	Everything not Au Ra (?)
	<b>HeadShowEarringsAura</b>	Head (met)	--	--	Au Ra Only (?)
	<b>HeadShowEarHuman</b>	Head (met)	atr_mim	atr_mim	Hyr/Elezen/Lalafell
	<b>HeadShowEarMiqo</b>	Head (met)	atr_top	shp_top	Miqo/Hrothgar
	<b>HeadShowEarAuRa</b>	Head (met)	atr_hrn	shp_hrn	Au Ra (Horns)
	<b>HeadShowEarViera</b>	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	<b>HeadShowHrothgarHat</b>	Head (met)	--	--	Allows Hrothgar hats to be shown
	<b>HeadShowVieraHat</b>	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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