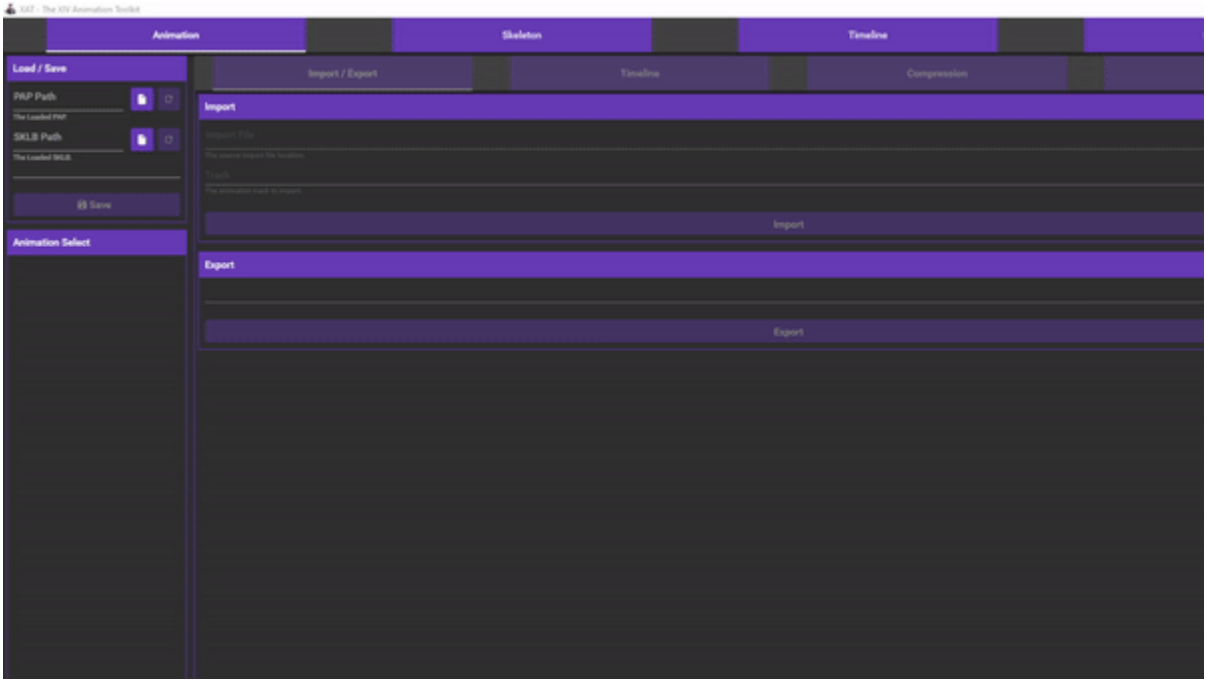
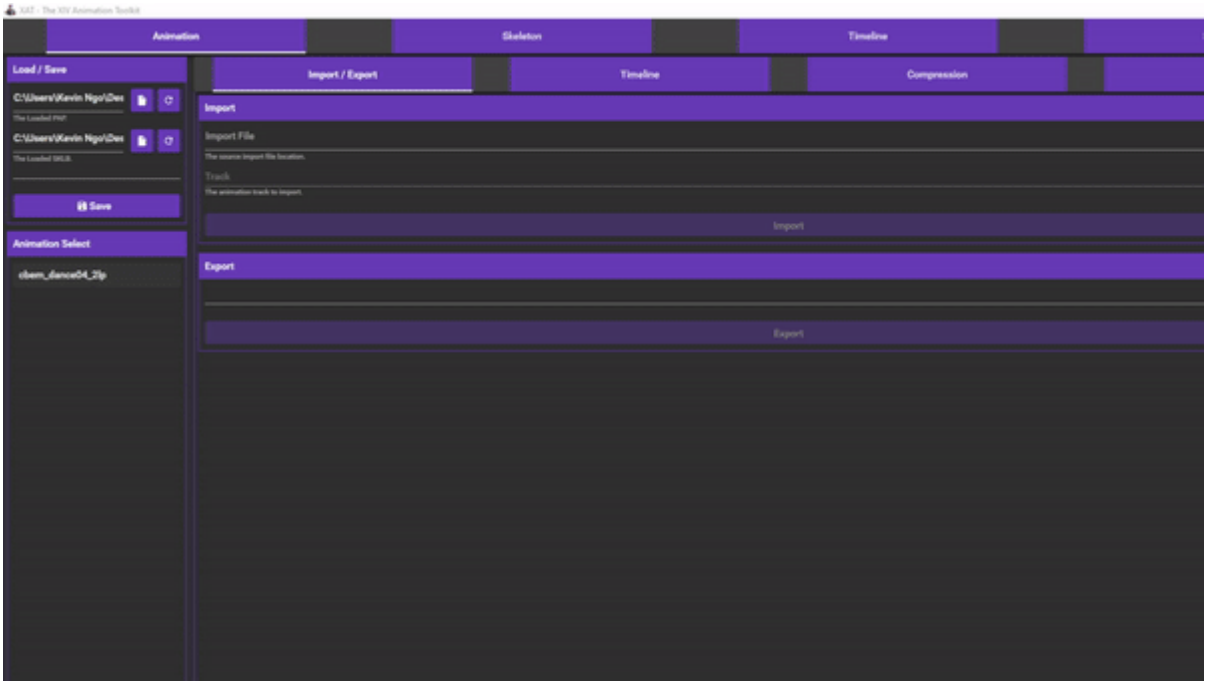
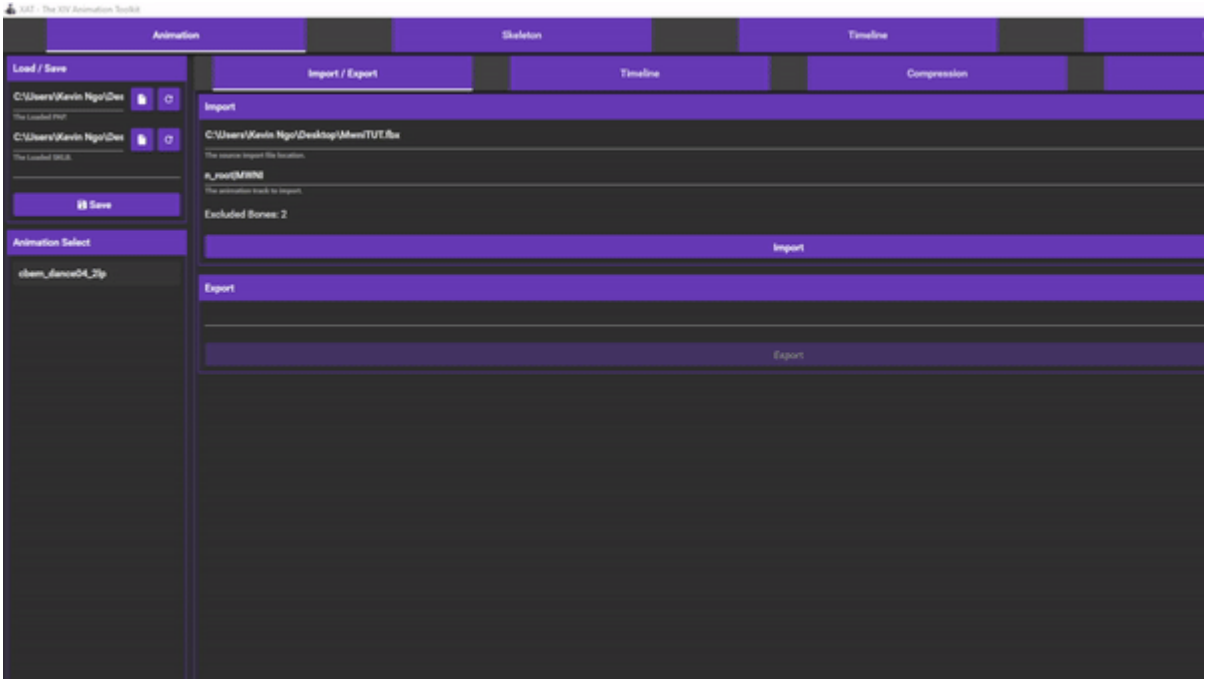
XAT

1. In the Load/Save section, in the PAP path field, click on the paper icon to locate your base/clean .pap file. I have one included already in the animation toolkit folder.
2. Then in the SKLB path, click on the paper icon to locate your base .sklb file of your race and/or gender. Though for this tutorial, we'll be using midlander M skeleton (also provided in the tool kit).
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3. After the pap and sklb are loaded in, navigate to the animation select field and choose the first option.
4. With that selected, we'll want to import our FBX file.
5. In the Import/Export section, click on the paper icon and locate your newly exported FBX.
6. If its been succesfully imported, there will be a message below with "found x animation track"
7. In the track field, click on the drop down menu. Locate the correct track you want to import.
8. Before clicking on the import button, go tot he excluded bones and click on the bone icon.
9. Sometimes when working with motions, ear physics act a little wonky and earrings act weirdly on non- elezen/lala/miqote .

- 

10. I’ve included a preset to exclude ear bones. Select the paper icon with the up arrow and locate .xbe file in the toolkit folder. Then click on the green arrow to finalize.
11. Then click on import. This will replace the animation in the “cbem_dance04_2lp” field.
12. The next step is to change some data within the pap. Click on the timeline tab.
13. Select Actor 0 and under track. Go through each track to find the one that has C09 field in it(usually track 0 or 1). You can safely delete/trash the rest.
14. Under the C009 field, change the duration from 180 to the duration of your animation. You can reference this (I hope you saved your blender file) in your blender file
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15. This next step is sorta optional. Do this if your animation has more than 1k frames. Click on the compression tab
16. Click on the drop down menu and select Predictive. Then click on compress. This will help lower pap file size . Once that is done…
17. Click on save and save your modified .pap somewhere convenient.

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