Import Notes

This is not a tutorial on textools, nor am I going to tell you how BEST to import. Suffice to say: import it how you would like to, be it via penumbra sync or directly into game files, a modpack, whatever.

HOWEVER: Whatever you do, BEFORE you do anything else, stop and take note of what your parts are in blender. I would write them down somewhere if you haven't given them unique names. THIS WAY when you wish to add things like metadata toggles, you will know exactly what each part is and how to fix it.

For example: I have a Part 1.1, 1.2, and 1.3. I will make a small list for myself in a notepad: "1.1 = elbows, 1.2 = wrists, 1.3 = decorations" or however you choose to explain it that will make sense to YOU. Once I've done that, I'll import it into TexTools.

PLEASE NOTE that if you changed the parts from what they were in vanilla (such as moving around elbows, or swapping skin from 2.x to 0.x), **you will need to fix the elbow/wrist/knee/shin toggles and the textures used per part using the Import Editor**. Otherwise you'll have parts go missing or flying off when you put on gloves and boots during Step 6! So when you load in the FBX into textools, make sure you click "Editor" rather than simply "Load Mesh." You NEED to fix these attributes in order for things to work properly. This would also be where you could add metadata toggles, if you wanted to do such things, though this guide will not be covering them for the sake of…brevity….as much brevity as this has.

Also as of Dawntrail, make sure you have "Shift UV" **Checked ON** during import, or you will have very strange and funny texture problems.

Revision #1
Created 2024-08-29 17:17:25 UTC by khara
Updated 2024-08-29 17:17:48 UTC by khara