

# Clothes Item Slot Move

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## Wogrim's Epic Guide to Moving a Clothes Item to a Different Slot

### Why would you want to move a clothes item to another slot?

The main reason to do this is if there are two items in the same slot you want your character to wear at the same time. The example I will be showing here is I want my character to wear shorts underneath a skirt, but both are in the bot slot, so I move the shorts to the stockings slot.

When I say "move", it is like a copy because we are not moving the item out of the old slot, but we are not copying the game data so the mod size is very small.

### How do you decide what slot to move the item to?

You choose a slot that the character you want to wear the items on isn't using. In my case, the character was not wearing stockings or gloves. This method does not help you if you have no empty clothes slots.

Also you must consider that not all clothes slots have the same features. Example: the top slot allows for a bra mask to parts of (properly constructed) bras so they don't poke through the clothes, so moving an item into or out of these slots can give extra complication.

### What other limitations does this method have?

The half (shift) state for the transferred item (if it had one) will probably not work in the new slot because of how the game finds which parts to show and hide. From what I have seen it shows all states of the item at the same time, until you change to off state (then it hides all states). Depending on the half state, you may not be able to tell because the full state covers it.

I want the character to wear shorts and skirt at the same time, so I could move shorts or skirt to a different category. If I move the skirt, I could wear it not just with the shorts, but with any other bot item like pants. However, I basically lose the skirt half state. I chose instead to move the shorts because they do not have a half state to lose (they are only on/off), and it allows me to wear the shorts with many different skirts.

### Okay, now that disclaimers are done, how do we make this type of mod?

This type of mod is very simple, but I am trying to include a lot of information to be beginner-friendly. All you you have to create is a manifest file, and a list file for the new item slot that points to the game data for the item. I will assume you know a little about these from my Zipmod Basics guide or something similar.

### Step 1 - Decide what item you want to move and to what slot

I explained the main things to consider earlier. In my case, I am moving one of the base game's shorts (translated name: "Short Tracksuit Bottoms") to the stockings slot.



## Step 2 - Set up the file structure for your mod

If you followed my Zipmod Basics guide you should have an EmptyMod folder you can copy and rename, and then delete the entire **chara** folder in **abdata**. This will leave you with your manifest file and a listfile in the right place.

```
manifest.xml
abdata\list\characustom\Wogrim\EmptyMod_Nipples.csv
```

Figure out a name for your mod and fill in the manifest file.

manifest.xml - Notepad

File Edit Format View Help

```
<manifest schema-ver="1">
  <guid>Wogrim.StockingShorts</guid>
  <name>StockingShorts</name>
  <version>1.0</version>
  <author>Wogrim</author>
  <description>shorts moved to stocking category so they can be worn under a skirt</description>
  <website></website>
  <game>Koikatsu</game>
</manifest>
```

Rename list file appropriately (in my case, **StockingShorts.csv**)

## Step 3 - Put your list file in proper format for the item slot you are moving the item to

Open the game file **abdata/list/characustom/00.unity3d** in SB3UGS and find the list file for your item's new slot. For me that is stockings, which means I double click on **co\_panst\_00** to see the stockings list file. If you do not know the name of the list file you need, you can open one you think it might be to see the MainAB and ThumbAB the items use, then open either of those to see if you are looking at the right slot. But there is also an easier way I will talk about in Step 4.

co_panst_00 [110]										
	ID	Kind	Possess	Name	MainManifest	MainAB	MainData	StateType	MainTexAB	MainTex
	0	0	1	なし	abdata	chara/etc.unity3d	p_dummy	3	0	0
	5	1	1	パンストA	abdata	chara/co_panst_00.unity3d	p_o_panst_02	1	0	cf_pans
	1	0	1	パンストB	abdata	chara/co_panst_00.unity3d	p_o_panst_01	0	0	cf_pans
	7	1	1	厚手パンストA	abdata	chara/co_panst_00.unity3d	p_o_panst_02	1	0	cf_pans

Copy the number in brackets to the first cell of your list file, and all the column names onto the 4th row (there are more columns not shown in these screenshots, make sure to get them all).

	A	B	C	D	E	F	G	H	I	J
1	110									
2	0									
3	0									
4	ID	Kind	Possess	Name	MainMani	MainAB	MainData	StateType	MainTexA	MainTex

Step 4 - Find the info for the item you are moving

You CAN poke through the list and data files until you find the info for the item you are moving, but assuming you have HF patch (I don't know what plugins exactly are required for this) you can right click the item and select "Print item info" which lets you get the information in a few different places.

- it will be added to output\_log.txt in the game folder
- if you ran the game from the launcher with "Activate Console" checked, it will show in there
- if you have "Show messages in UI" checked on the Message Center plugin settings, it will show for several seconds in the top left corner

In my case, this is the information given:

```
[Message:Item Blacklist] Item Category:106(co_bot) ID:2
[Message:Item Blacklist] AssetBundle:chara/co_bot_00.unity3d Asset:p_o_bot_pants02
```

The first line tells you which list file is the right one, and which item in the list file it is. The second line tells you where the game data for the item is, but isn't necessary for our purposes. If you do this on an item that is in a mod you will get slightly more information for finding that mod. I think it can be done (haven't tried it), but keep in mind you will be creating a dependency on that mod.

This is the list file with the info for the shorts I'm moving:

co_bot_00 [106]										
ID	Kind	Possess	Name	MainManifest	MainAB	MainData	StateType	Coordinate	MainTexA	MainTexC
0	0	1	なし	abdata	chara/etc.unity3d	p_dummy	3	0	0	0
1	0	1	ブルマ	abdata	chara/co_bot_00.unity3d	p_o_bot_pants01	0	0	0	0
2	0	1	ショートジャージ	abdata	chara/co_bot_00.unity3d	p_o_bot_pants02	1	0	0	0

If you were unable to finish Step 3 because you could not find the right list file for the slot you are moving the item to, do a "Print item info" on an item in that slot and finish Step 3.

Step 5 - Put an entry in your list file for the item

In general:

- You can copy most of the fields from your item's old list file entry, but the format for the new slot's list file will probably be a little different so be careful
- State Type should be 1 whether or not the item originally had a half state, because it shouldn't work
- Any fields for the new slot that you're not sure of, make your best guess based on the entries for other items in that slot

	A	B	C	D	E	F	G	H	I	J
1	110									
2	0									
3	0									
4	ID	Kind	Possess	Name	MainMani	MainAB	MainData	StateType	MainTexA	MainTex C
5	1	0	1	Short Trac	abdata	chara/co_	p_o_bot_	1	0	cf_bot_pa

### Step 6 - Build your mod and test it

As shown in my Zipmod Basics guide, use 7-Zip and navigate to your mod's folder. Select the manifest and abdata folder, then click the **Add** button. Make sure archive format is **zip**, compression level is **Store**, and change the file extension to **.zipmod** and hit OK. Copy your mod to the mods folder and you should be good to go.

