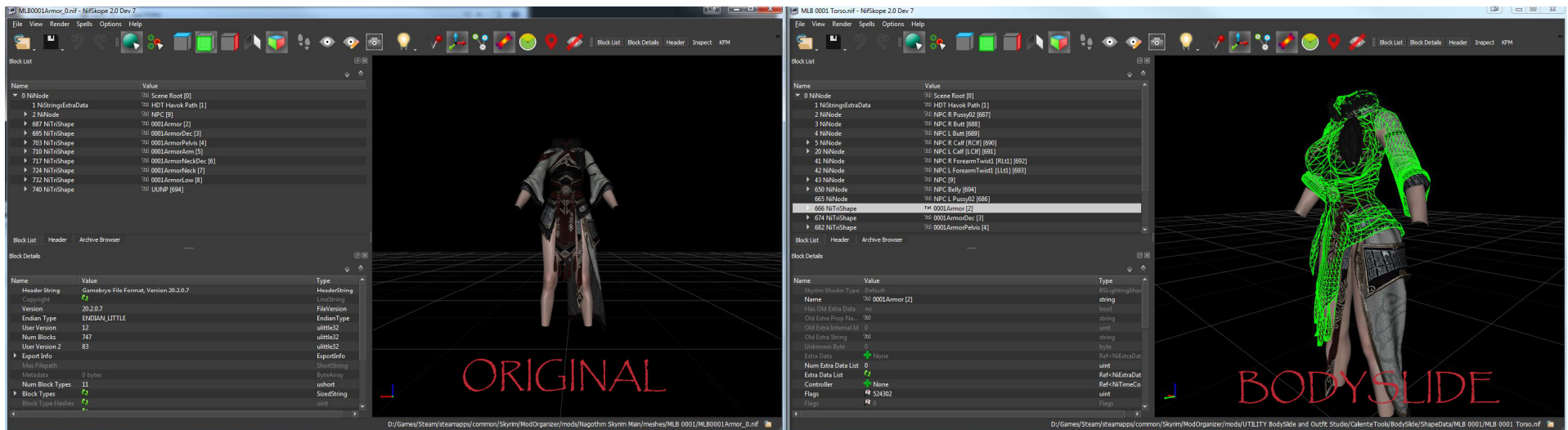


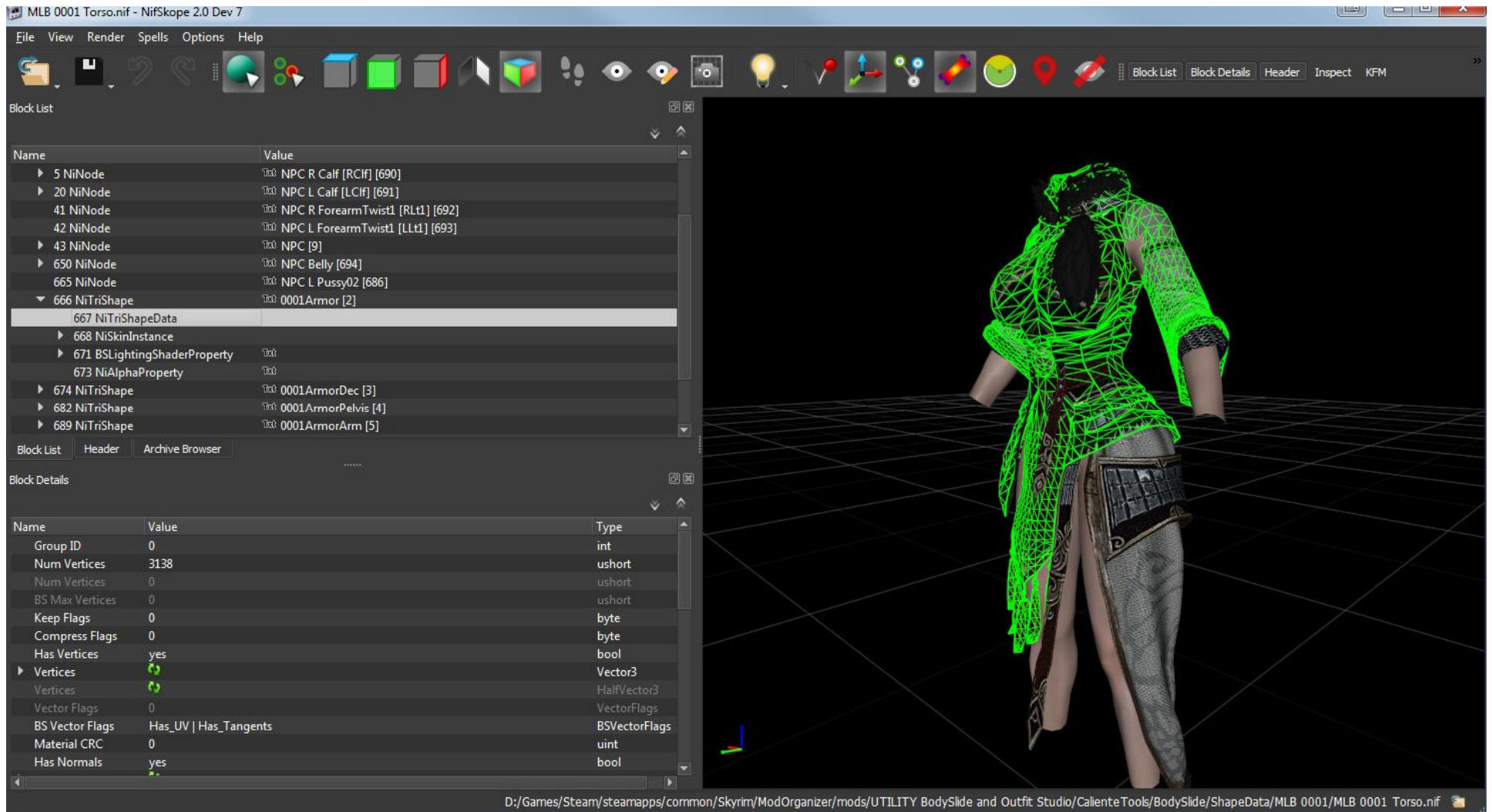
# Creating working Bodyslide conversions for outfits with HDT Cloth Physics by Nagothm

Outfit Studio is amazing. There is no other way to say it. But one flaw it does have is that it takes in meshes with HDT Cloth Physics and spits them out as garbled unusable pieces that at best don't work in game and at worst cause CTDs. Often after using Outfit Studio on one of these meshes you will see the skirt pulled to one side or the body contorted into something out of a horror film. Sometimes however the mesh looks alright, but as you can see from the above image, the list of shapes on the bodyslide converted mesh is very different from the correct list of shapes on the original mesh. So what we need to do is to make the Bodyslide mesh look just like the original except we want the proportions to be correct for UUNP or CBBE ready to be used in Bodyslide.

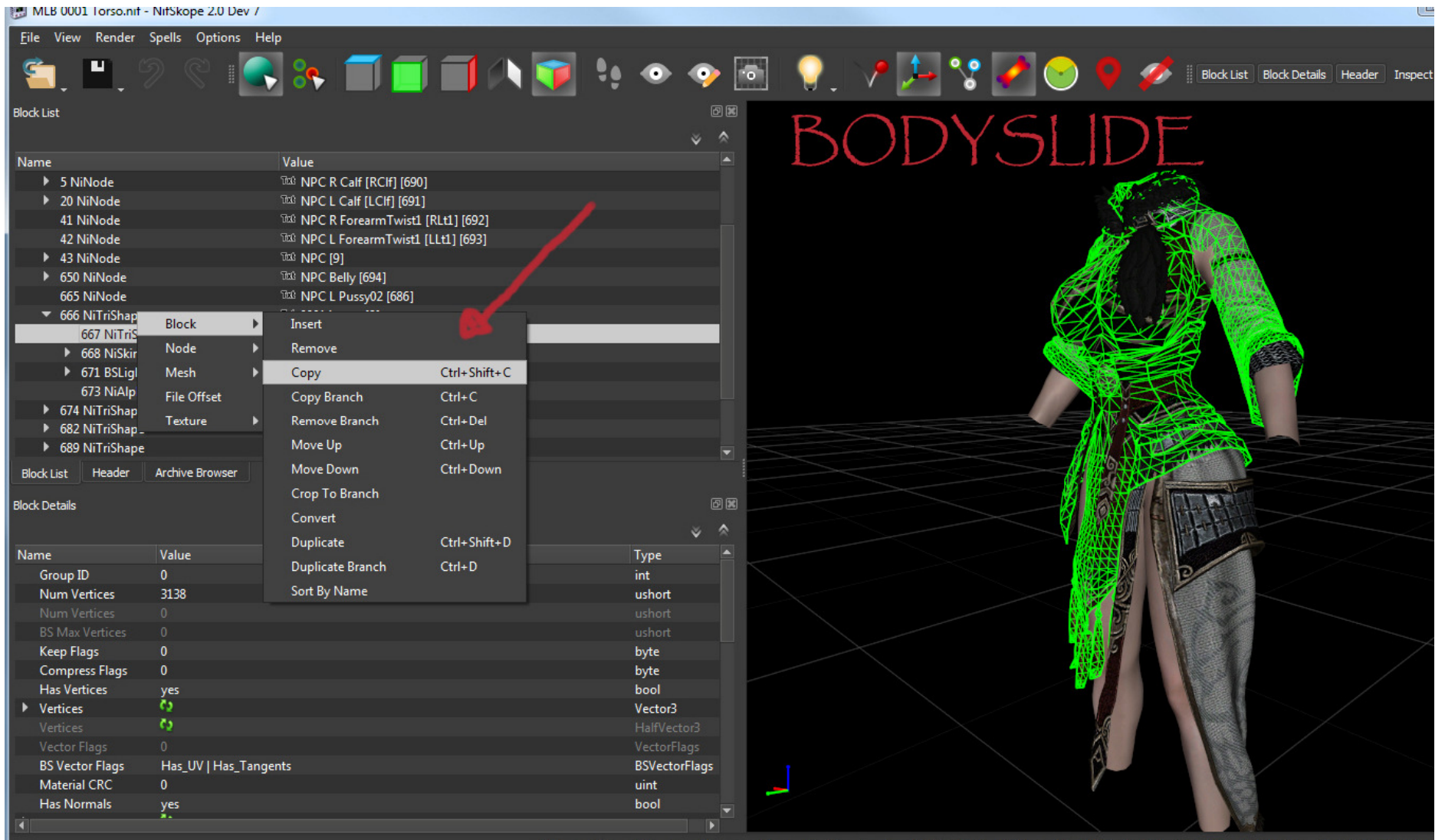
So, after you have used Outfit Studio on your meshes and done whatever it is you want done on them, we are now going to repair the broken mesh that Outfit Studio leaves behind.



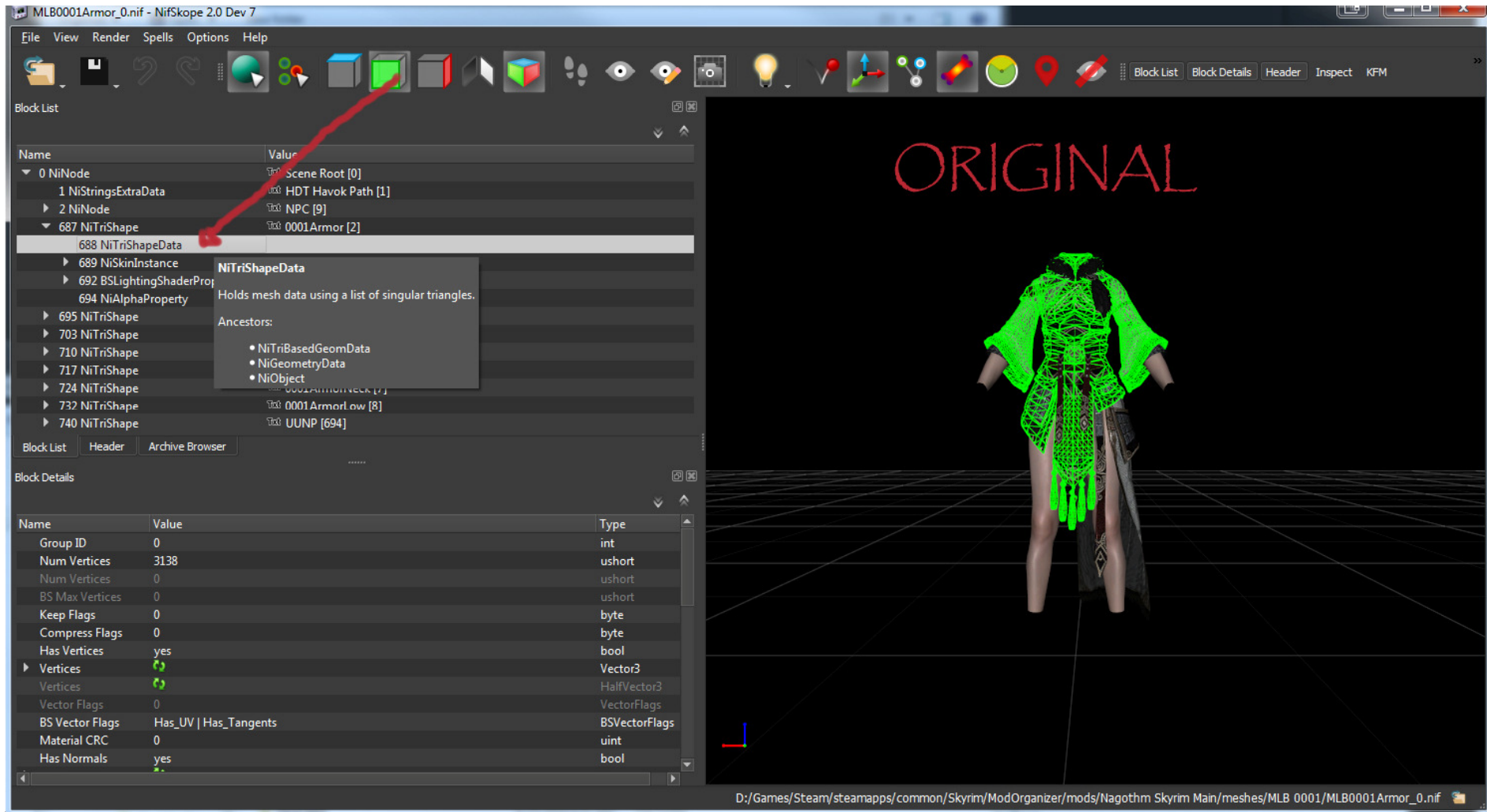
1) Open up the Outfit Studio output torso file from the ShapeData directory into Nifskope. This mesh happens to be the Moonblade Online 0001 from Team Tal. You also want to open up the original torso file that you used to create the OutfitStudio version. Open them so they are side by side on your screen.



2) On the bodyslide mesh click on the arrow to the left of the first NiTriShape (Not a NiNode shape). Make sure it is not one of the NiNode entries.

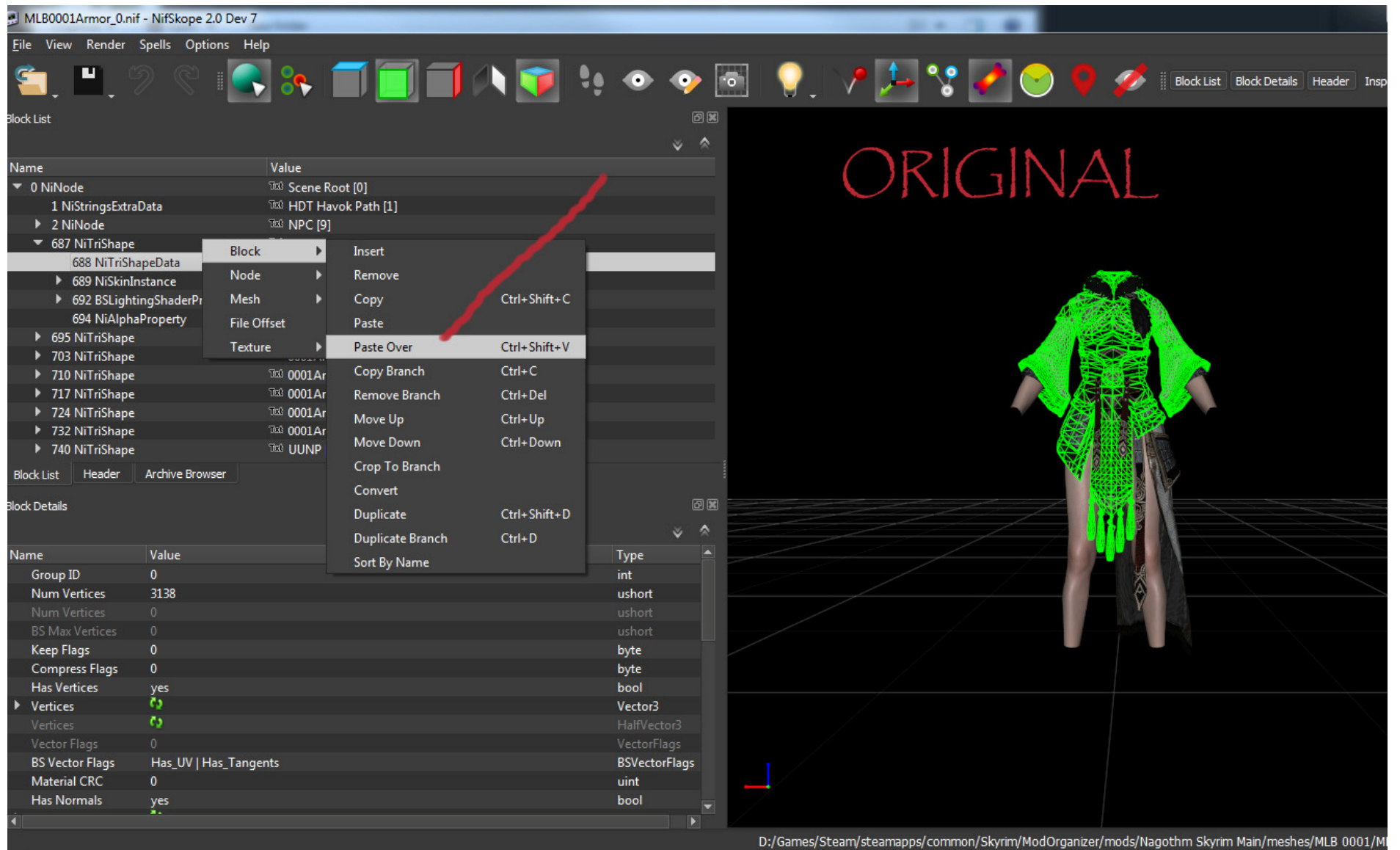


3) R-Click on the NiTriShapeData entry inside > Block > Copy (Not Copy Branch).

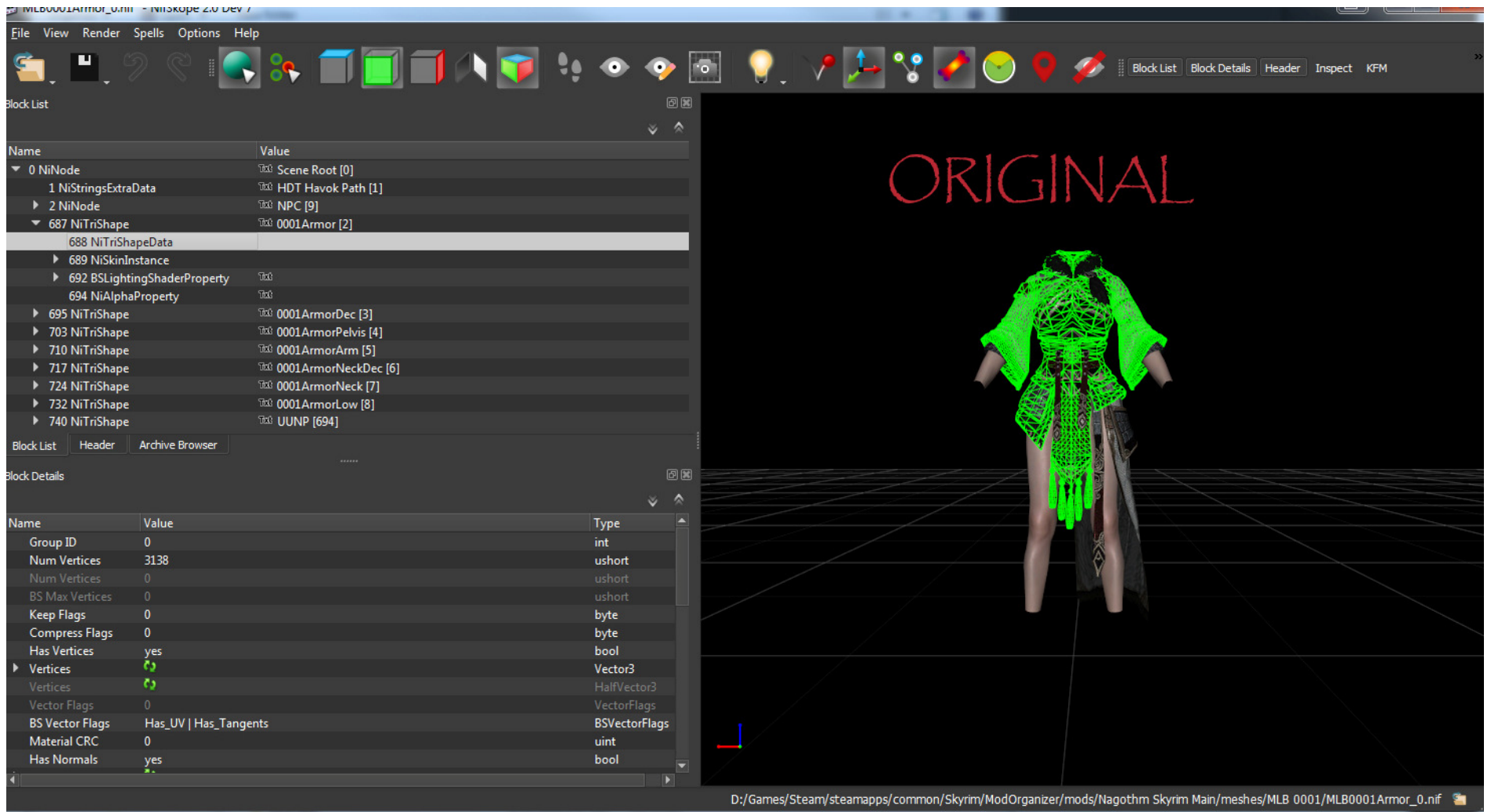


4) On the original mesh find the exact same NiTriShape, click on the arrow to expand it, then select the NiTriShapeData.

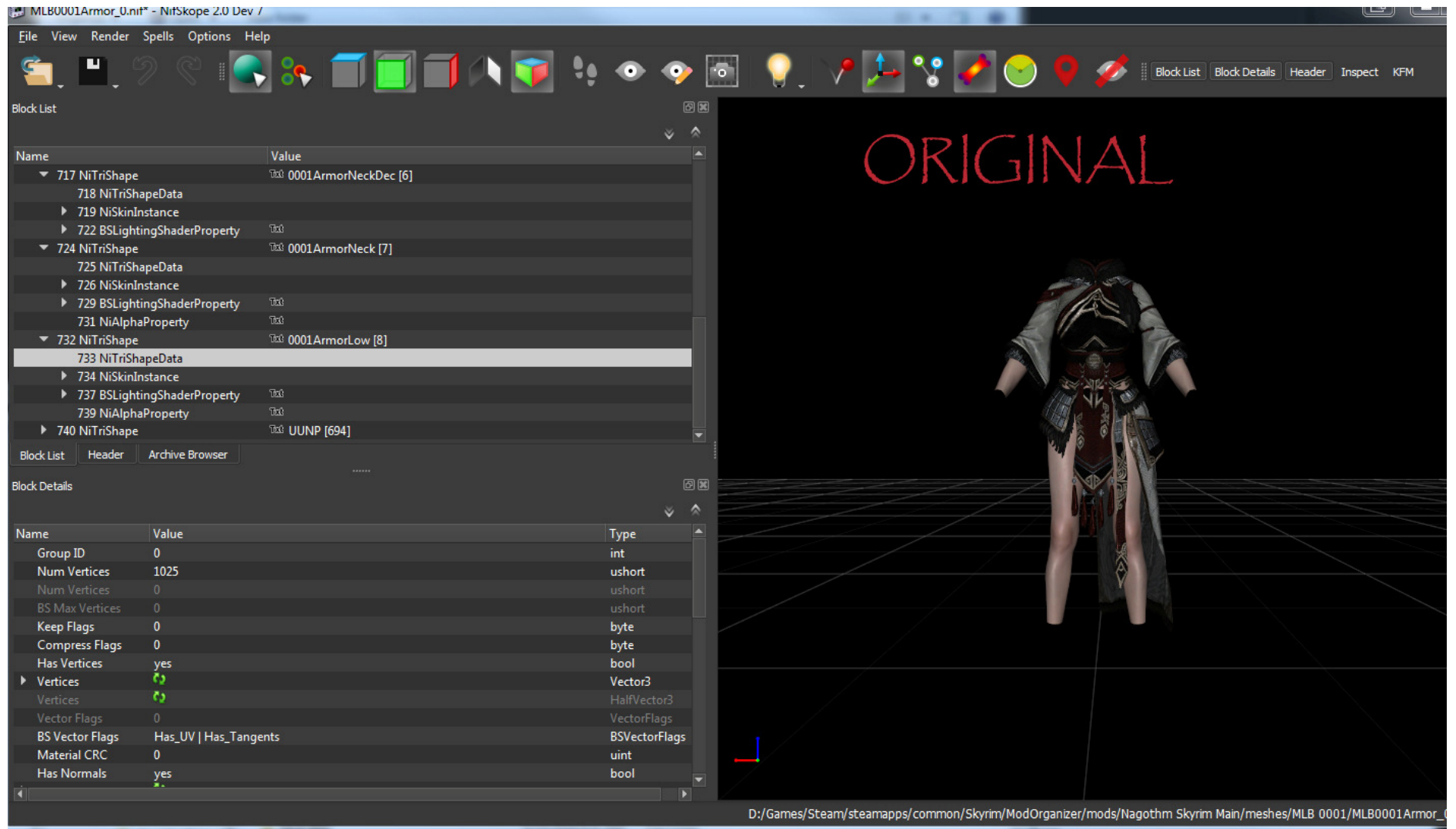




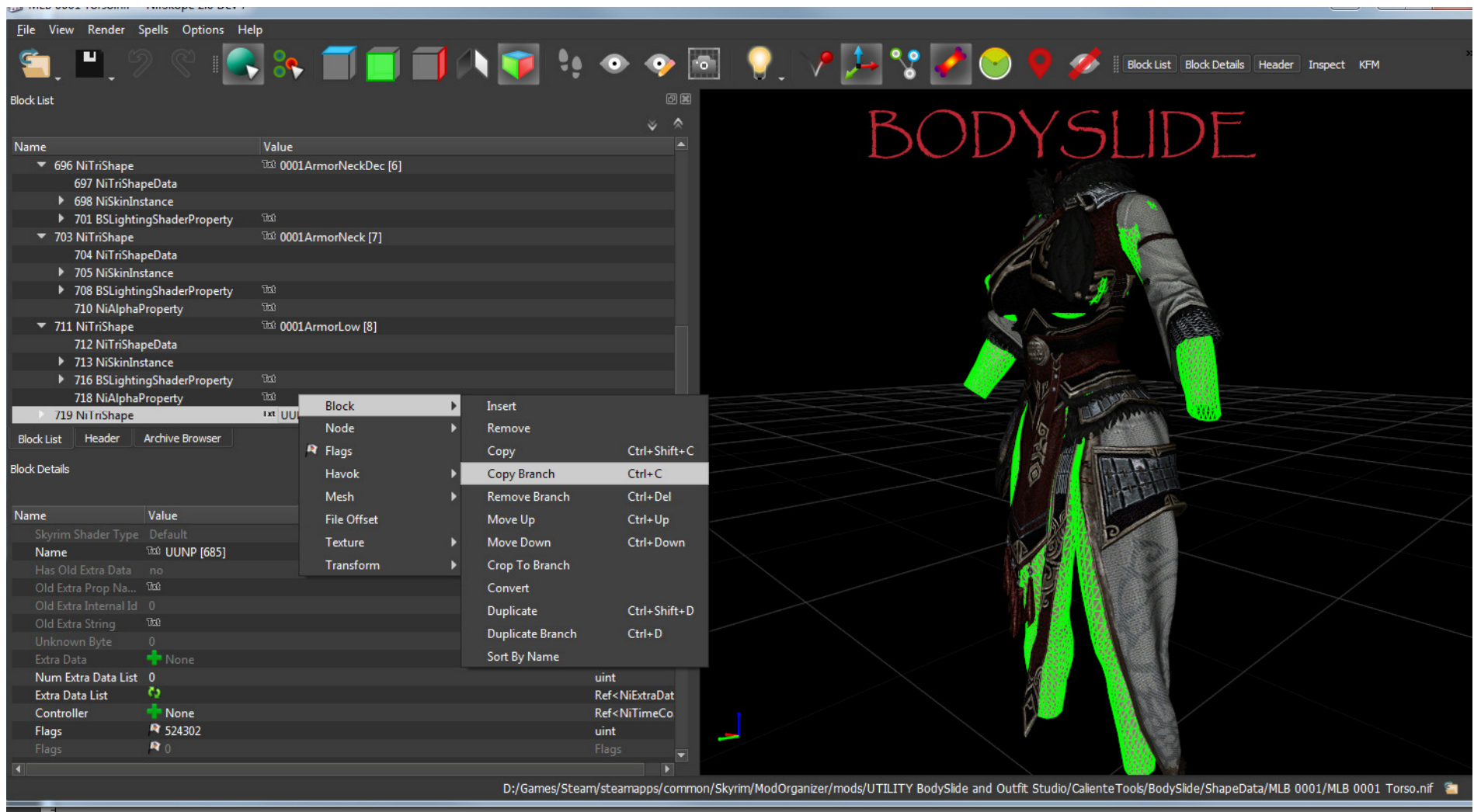
5) Right Click on the NiTriShapeData > Block > Paste Over.



6) You will see that the NiTriShape changes to the exact shape as the one on the Bodyslide mesh. Repeat this process for every NiTriShape.

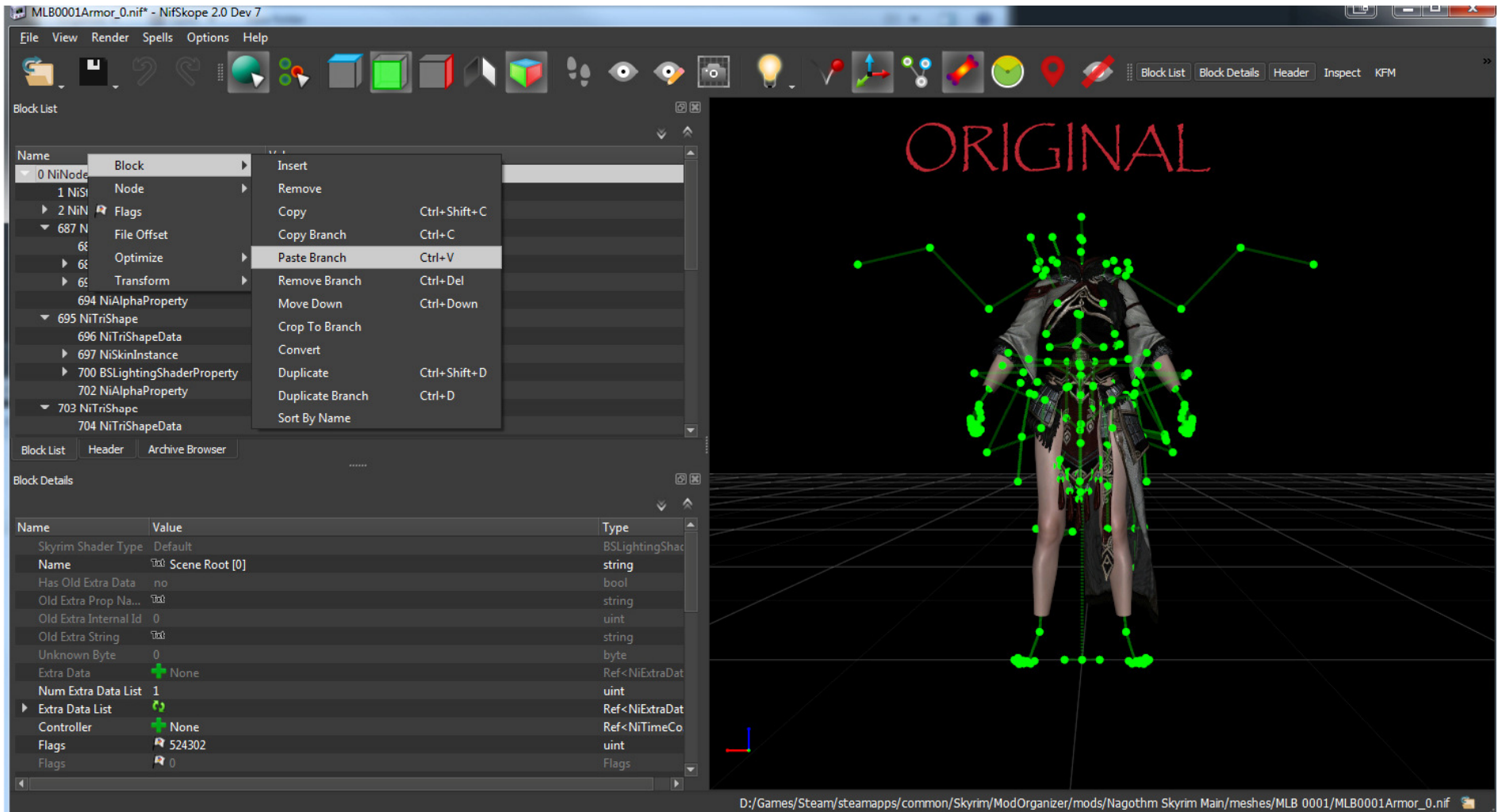


When you are finished you will see that the outfit in the original mesh is now the same shape as the Bodyslide mesh. So now there are just a couple of things left to do to clean up.

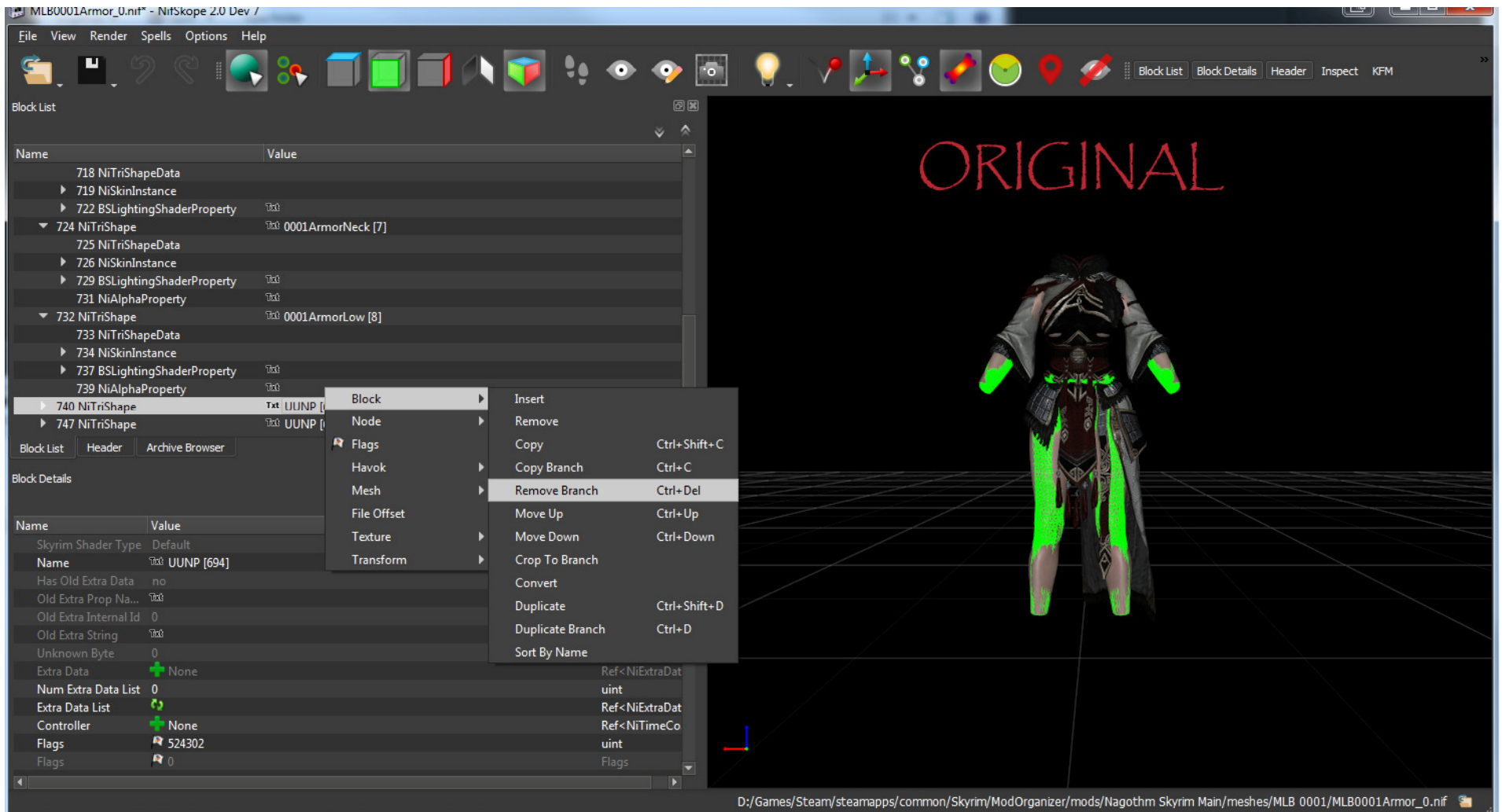


7) Select the Body NiTriShape (In this case UUNP) Right Click > Block > Copy Branch (Not just copy)

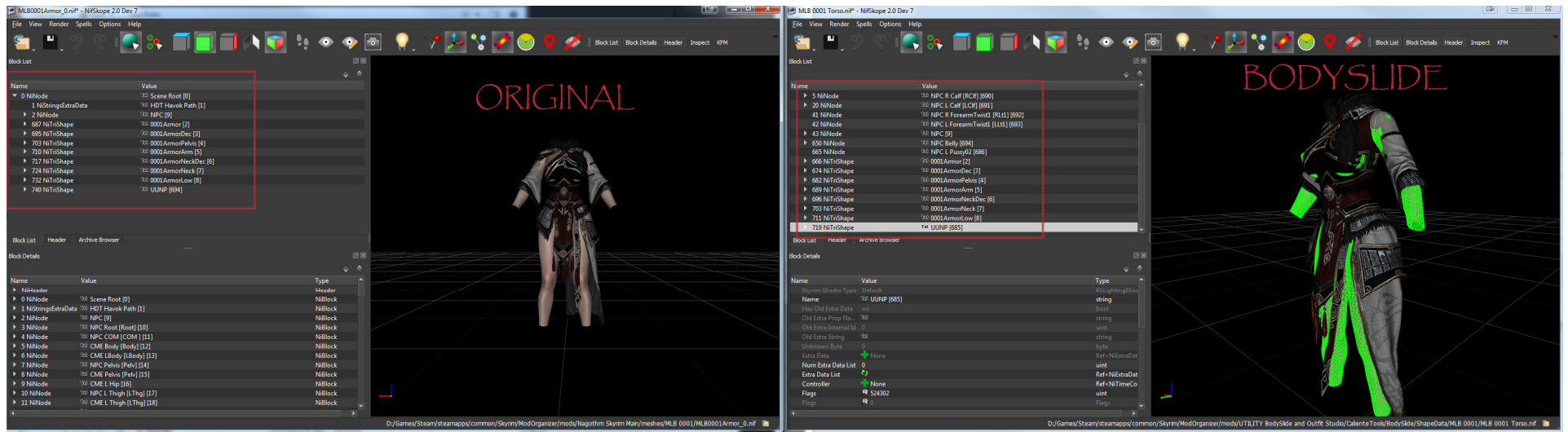




8) Select the 0 NinNode at the top of the list on the original mesh. R-Click > Block > Paste Branch. This will add a new unbroken body shape to the original mesh.



9) We now need to delete the body NiTriShape that was already included in the original mesh, so select it, R-Click > Block > Remove Branch



10) Now just compare the two meshes. Make sure that both have the same number of actual NiTriShapes. Make sure they are in the same order. If all is in order then just save the original mesh the same name as you gave the bodyslide mesh. Then just copy it and overwrite the bodyslide mesh with the newly fixed mesh. It will work perfectly in Bodyslide and in game now.

If for whatever reason you open the mesh in Outfit Studio and resave it, you will have to repeat this process to re-fix the mesh. Hopefully someone finds this helpful.