

Additional FK Nodes Instructions

What this Plugin Does

This plugin is intended allows bones that are part of the character to be added to the FK node list and manipulated via FK. It is intended to be used with additional bones that are added to the character to enable more rotations, like toe rotations.

How it Works

The plugin searches an uncensor asset file when it is loaded for a text asset called “additional_fknodes”. This file contains information about the bones that will be added to the FK lists. It then parses the file and adds the bones to the list if it can find them.

Instructions

To enable your additional FK nodes, a text asset called “additional_fknodes” must be added to it. The file has the following format:

- 1) Unique ID
- 2) Bone/Transform Name
- 3) Category Name
- 4) Category Number
- 5) Level
- 6) Sync Bone (AI/HS2 only, optional)

additional_fknodes					
▶	10020	cf_j_toes0_R	つま先	5	0
	10021	cf_j_toes00_R	つま先	5	0
	10022	cf_j_toes1_R	つま先	5	0
	10023	cf_j_toes10_R	つま先	5	0
	10024	cf_j_toes2_R	つま先	5	0
	10025	cf_j_toes20_R	つま先	5	0
	10026	cf_j_toes3_R	つま先	5	0
	10027	cf_j_toes30_R	つま先	5	0
	10028	cf_j_toes4_R	つま先	5	0

Unique ID

This is one of the most critical parts of the file. Each transform must have its own unique id. Mixing up ID's will cause issues and possibly wreck scenes. Illusion has defined bones for ID's 450 and below. If Illusion were to add a new bone with a bone ID that Additional FK nodes used it would cause havoc. This is why new bones have such large numbers.

Currently, the following ID's have been assigned to the following bones. Any new bones should not use these ID's. KK and HS2/AIS use different naming conventions for toe bones for backward compatibility reasons:

10000 cf_J_Toes_Hallux1_R
10001 cf_J_Toes_Hallux2_R
10002 cf_J_Toes_Long1_R
10003 cf_J_Toes_Long2_R
10004 cf_J_Toes_Middle1_R
10005 cf_J_Toes_Middle2_R
10006 cf_J_Toes_Ring1_R
10007 cf_J_Toes_Ring2_R
10008 cf_J_Toes_Pinky1_R
10009 cf_J_Toes_Pinky2_R
10010 cf_J_Toes_Hallux1_L
10011 cf_J_Toes_Hallux2_L
10012 cf_J_Toes_Long1_L
10013 cf_J_Toes_Long2_L
10014 cf_J_Toes_Middle1_L
10015 cf_J_Toes_Middle2_L
10016 cf_J_Toes_Ring1_L
10017 cf_J_Toes_Ring2_L
10018 cf_J_Toes_Pinky1_L
10019 cf_J_Toes_Pinky2_L
10020 cf_j_toes0_R
10021 cf_j_toes00_R
10022 cf_j_toes1_R
10023 cf_j_toes10_R
10024 cf_j_toes2_R
10025 cf_j_toes20_R
10026 cf_j_toes3_R
10027 cf_j_toes30_R
10028 cf_j_toes4_R
10029 cf_j_toes40_R
10030 cf_j_toes0_L
10031 cf_j_toes00_L
10032 cf_j_toes1_L
10033 cf_j_toes10_L
10034 cf_j_toes2_L

10035 cf_j_toes20_L

10036 cf_j_toes3_L

10037 cf_j_toes30_L

10038 cf_j_toes4_L

10039 cf_j_toes40_L

11000 cm_J_dan103_00

11001 cm_J_dan105_00

11002 cm_J_dan107_00

11003 cm_J_dan119_00

Bone/Transform Name

The name of the bone/transform

Category Name

This is the name of the category that the bone belongs to. It does not have much of an in game effect, it is more for user purposes.

Category Number

This number determines which FK node group the bone belongs to.

0 – Body

1 – Body (Right Leg)

2 – Body (Left Leg)

3 – Body (Right Arm)

4 – Body (Left Arm)

5 – Right Hand

6 – Left Hand

7 – Hair

8 – Hair

9 – Hair

10 – Neck

11 – Breast (Right Breast)

12 – Breast (Left Breast)

13 – Skirt

Level

Keep this value at 0

Sync Bone

The bone ID of the sync bone for this bone. This is untested and is really only used for hair bones.