

- Si vous avez **déjà un squelette d'armure assistée personnalisé**, ajoutez simplement les os manquants. C'est nécessaire à la création d'une cross-compatibilité entre les mods de race.

Name	Value
5 NiNode	Txt COM [7]
▷ 6 bhkNPCCollisionObject	
▷ 8 NiNode	Txt Pelvis [8]
▲ 44 NiNode	Txt SPINE1 [37]
▲ 45 NiNode	Txt SPINE2 [38]
▲ 46 NiNode	Txt Chest [39]
▷ 47 bhkNPCCollisionObject	
▷ 48 NiNode	Txt LArm_Collarbone [40]
▲ 90 NiNode	Txt Neck [78]
▲ 91 NiNode	Txt HEAD [79]
▷ 94 bhkNPCCollision...	
95 NiNode	Txt Helmet_Armor [80]
96 NiNode	Txt Head_skin [81]
▲ 92 NiNode	Txt BlazeHEAD [150]
93 NiNode	Txt BlazeHead_skin [151]
97 NiNode	Txt Face_skin [82]
98 NiNode	Txt Neck_skin [83]
99 NiNode	Txt Neck1_skin [84]
146 NiNode	Txt Chest_skin [128]
147 NiNode	Txt LBreast_skin [129]
151 NiNode	Txt Chest_Rear_Skin [133]
148 NiNode	Txt RBreast_skin [130]
152 NiNode	Txt Chest_Upper_skin [134]
▷ 100 NiNode	Txt RArm_Collarbone [85]

- D'abord, vous devez **connaître les os que vous voulez ajouter**. Ouvrez le skeleton.nif du mod de race désiré.

5 NiNode	Txt Root [8]
▲ 6 NiNode	Txt COM [9]
▷ 7 bhkNPCCollisionObject	
▷ 9 NiNode	Txt Pelvis [10]
▲ 38 NiNode	Txt SPINE1 [32]
▷ 39 bhkNPCCollisionObject	
▲ 40 NiNode	Txt SPINE2 [33]
▷ 41 bhkNPCCollisionObject	
▲ 42 NiNode	Txt Chest [34]
▷ 43 bhkNPCCollisionObject	
▷ 44 NiNode	Txt LArm_Collarbone [35]
▲ 87 NiNode	Txt Neck [71]
▷ 91 bhkNPCCollisionObject	
▲ 88 NiNode	Txt HeadResize [133]
▲ 89 NiNode	Txt HEAD [72]
▷ 93 bhkNPCCollisi...	
▷ 92 NiNode	Txt SnocHEAD [134]
90 NiNode	Txt Head_skin [73]
96 NiNode	Txt Neck_skin [75]
97 NiNode	Txt Neck1_skin [76]
▷ 98 NiNode	Txt RArm_Collarbone [77]
137 NiNode	Txt L_RibHelper [5]

- Trouvez les os nécessaires (dans la plupart des cas, l'os de la TÊTE custom)
- Retournez sur le squelette de l'ARMURE ASSISTÉE.

- Descendrez dans la branche jusqu'à **trouver l'os de TÊTE. Ajoutez un NiNode.** (Clic droit > Node > Attach Node > NiNode)

4 NiNode	Root [6]
5 NiNode	COM [7]
6 bhkNPCCollisionObject	
8 NiNode	Pelvis [8]
44 NiNode	SPINE1 [37]
45 NiNode	SPINE2 [38]
46 NiNode	Chest [39]
47 bhkNPCCollisionObject	
48 NiNode	LArm_Collarbone [40]
90 NiNode	Neck [41]
91 NiNode	HEAD [42]
94 bhkNPCCollision...	
95 NiNode	Helme [43]
96 NiNode	Head [44]
97 NiNode	Face [45]
92 NiNode	BlazeH [46]
98 NiNode	Neck [47]
99 NiNode	Neck1 [48]
100 NiNode	RArm_Collarbone [85]
141 NiNode	Pauldron_Armor [123]
144 NiNode	Back_Armor [126]
146 NiNode	Chest_skin [128]
147 NiNode	LBreast_skin [129]

Transform
 Optimize
 File Offset
 Flags
 Block
 Node

Attach Node
 Attach Effect
 Attach Extra Data
 Attach Parent Node

- Renommez le NiNode** en lui donnant le nom de votre **os de TÊTE custom.**

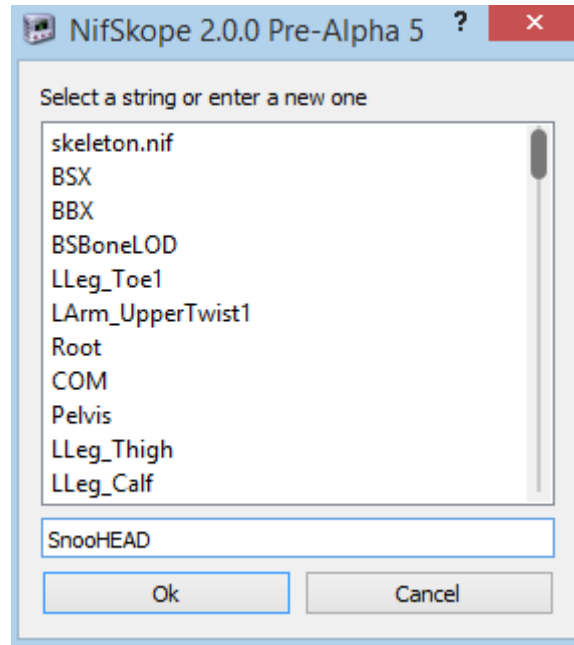
92 NiNode	
99 NiNode	Neck_skin [83]
100 NiNode	Neck1_skin [84]
147 NiNode	Chest_skin [128]
148 NiNode	LBreast_skin [129]
149 NiNode	RBreast_skin [130]
152 NiNode	Chest_Rear_Skin [133]
153 NiNode	Chest_Upper_skin [134]
101 NiNode	RArm_Collarbone [85]
142 NiNode	Pauldron_Armor [123]
145 NiNode	Back_Armor [126]
150 NiNode	Wheel [131]
154 NiNode	Neck_Low_skin [135]
155 NiNode	Spine2_skin [136]
156 NiNode	UpperBelly_skin [137]
157 NiNode	Spine2_Rear_skin [138]

Block List
 Archive Browser

Block Details

Name	Value
Skyrim Shader Type	Default
Name	Text
Num Extra Data List	0
Extra Data List	None
Controller	None

File Offset
 Edit String Index
 Block



- Puis faites un **clic droit** sur l'os de la **Tête personnalisée (SnooHEAD)** et **ajoutez l'os personnalisé Head_skin (SnooHead_skin)**

46 NiNode	Txt	Chest [39]
▷ 47 bhkNPCollisionObject		
▷ 48 NiNode	Txt	LArm_Collarbone [40]
▲ 90 NiNode	Txt	Neck [78]
▲ 91 NiNode	Txt	HEAD [79]
▷ 96 bhkNPCollision...		
97 NiNode	Txt	Helmet_Armor [80]
98 NiNode	Txt	Head_skin [81]
▲ 92 NiNode	Txt	SnooHEAD [152]
93 NiNode	Txt	SnooHead_skin [153]
99 NiNode	Txt	Face_skin [82]
▷ 94 NiNode	Txt	BlazeHEAD [150]
100 NiNode	Txt	Neck_skin [83]
101 NiNode	Txt	Neck1_skin [84]
148 NiNode	Txt	Chest_skin [128]
149 NiNode	Txt	L Breast_skin [129]

Et vous avez fini.

CONGLATURATIONZ!11!!!!

COMIC SANSSSSSSS!!!

