
HOW TO HAVE MULTIPLE MODELS FOR 1 ARMOR ENTRY BY CHANGING THEM IN THE WORKBENCH

By Wanaming0

If you have 23489023854 armor items that could just be one that is changed through the workbench, follow this guide:

Step 1:

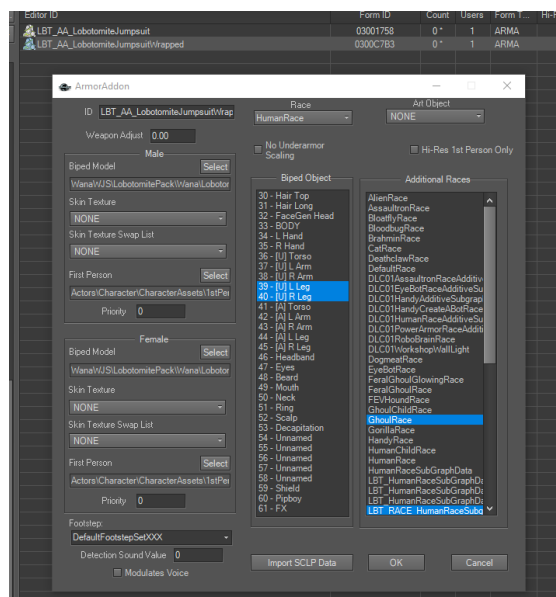
Open the CK. You can do some of the parts of this in xEdit if you hate yourself and have masochistic tendencies. But please just use the CK instead, it's faster and has less chance of messing the whole process. Even better, you can use [CK fixes](#) if you'd like, which has a loading bar, dark mode, and loads in a minute.

Step 2:

Set up the Armor Addon entries with the models you'll use. If you had already set them up (most likely so they'd go each in a different Armor entry) you can skip this step.

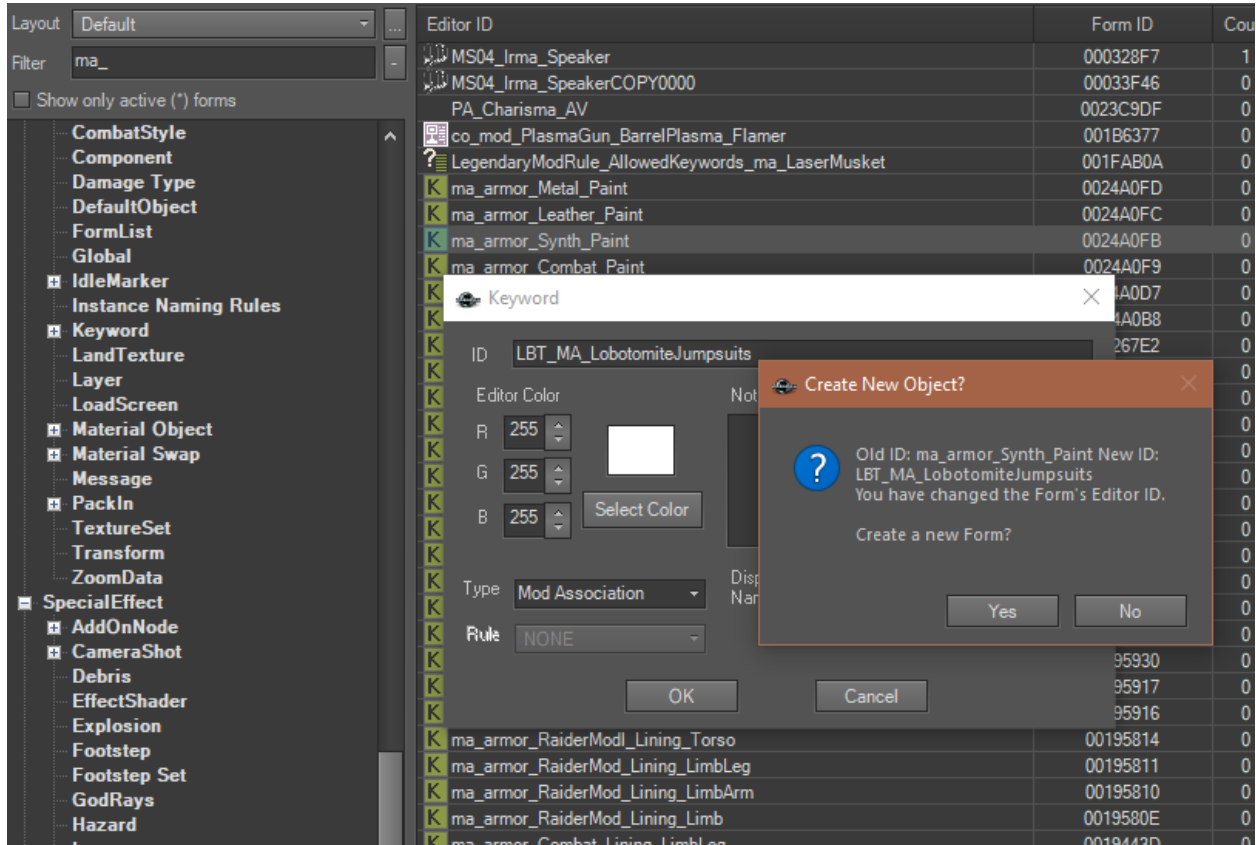
If you don't know how to set them up, open an existing one and change the name and the paths to your models by hitting select.

Just for this guide, I'll be using the Lobotomite Jumpsuit models (male/female) and the Waist-Wrapped Lobotomite jumpsuit models (male/female).



Step 3:

Make a Mod Association keyword by looking up “ma_” on the search bar, opening one of those keywords, changing the name, hit “ok” and pressing “Yes” when the message pops up, as seen here:

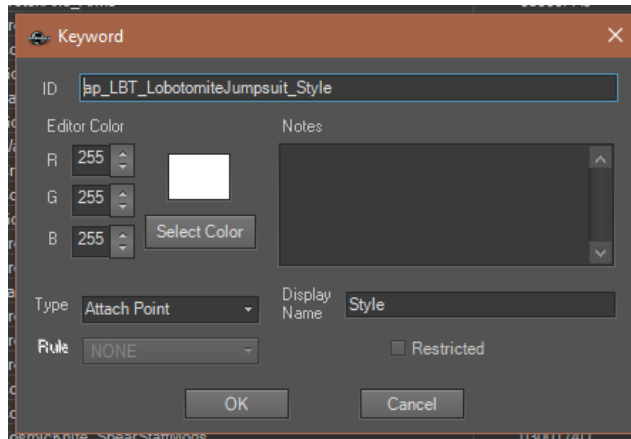


Add a prefix like I did (“LBT_”) if you wanna be able to find it easier on the search bar later.

If you’ve ever done a weapon, you know what a Mod Association keyword does. But if you don’t, it’s a keyword that whichever armor/weapon has it means that any Object Modifications (the mods in the workbench) that have it will be able to appear in the workbench for the items with those keywords.

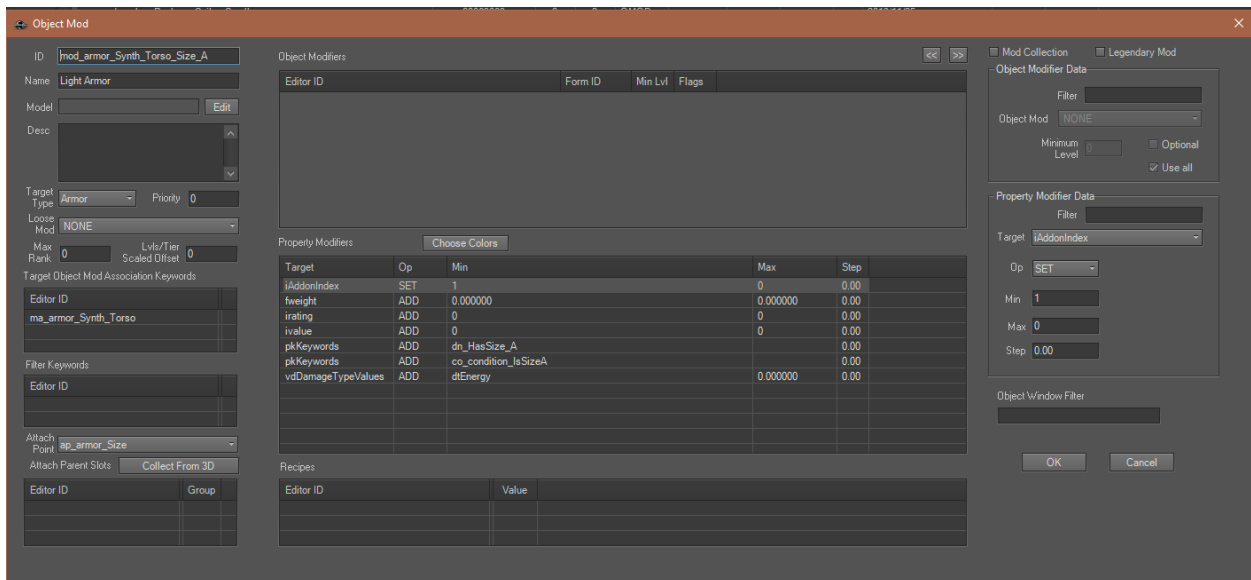
Step 4:

Do the same as step 3 for the Attach Point keyword. Look up “ap_”, open up a keyword that starts with that, rename it to your liking, hit “ok” and then “Yes”.



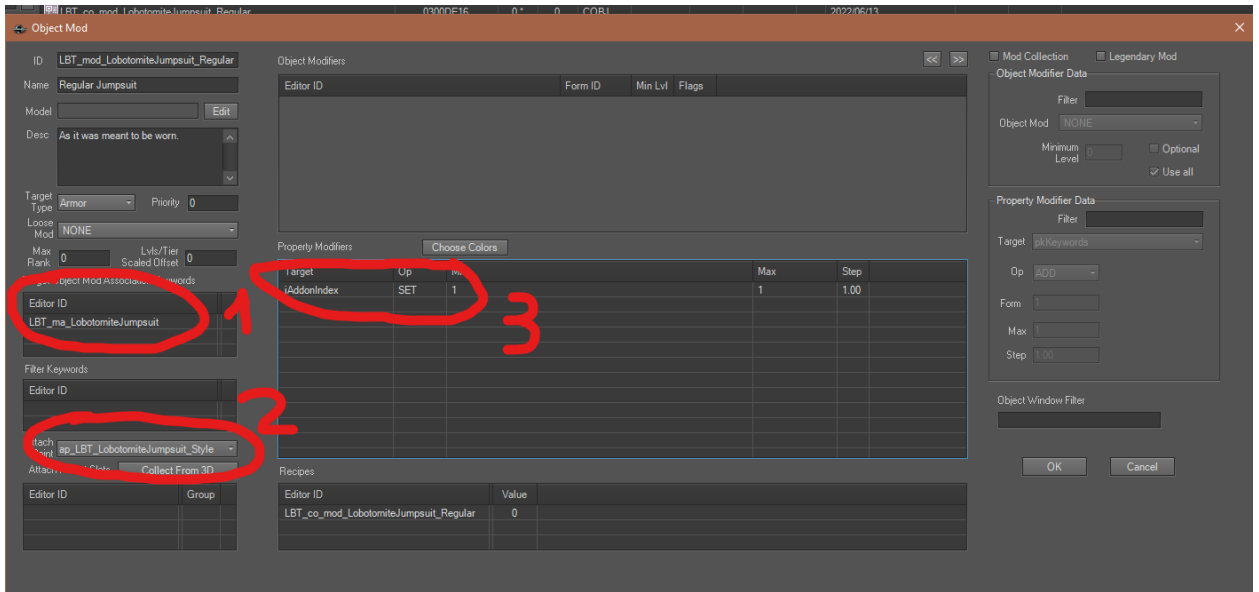
Step 5:

Make the Object Modifications (OMODs). You can do this easily by opening any of them and editing them to your liking and then saving as a new entry, for example, here’s the vanilla Synth Torso Light Armor mod (mod_armor_Synth_Torso_Size_A) :



To make it fit your mod, you will have to:

1. Put your mod association keyword made in step 3
2. Put your attach point made in step 4
3. Leave the AddonIndex property for setting the number. This number will be the model number as you’ll see later on. Add any other properties you want, “dn” keywords if you want to make custom naming (INNER), enchantments, etc.
4. Change the ID on the top right to whatever you want. Add a prefix like I did (“LBT_”) if you wanna be able to find it easier on the search bar later.

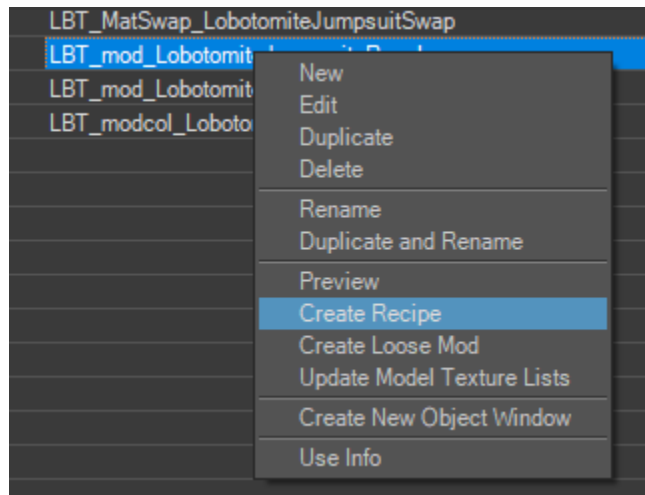


Save as a “Create New Object” as seen in step 3.

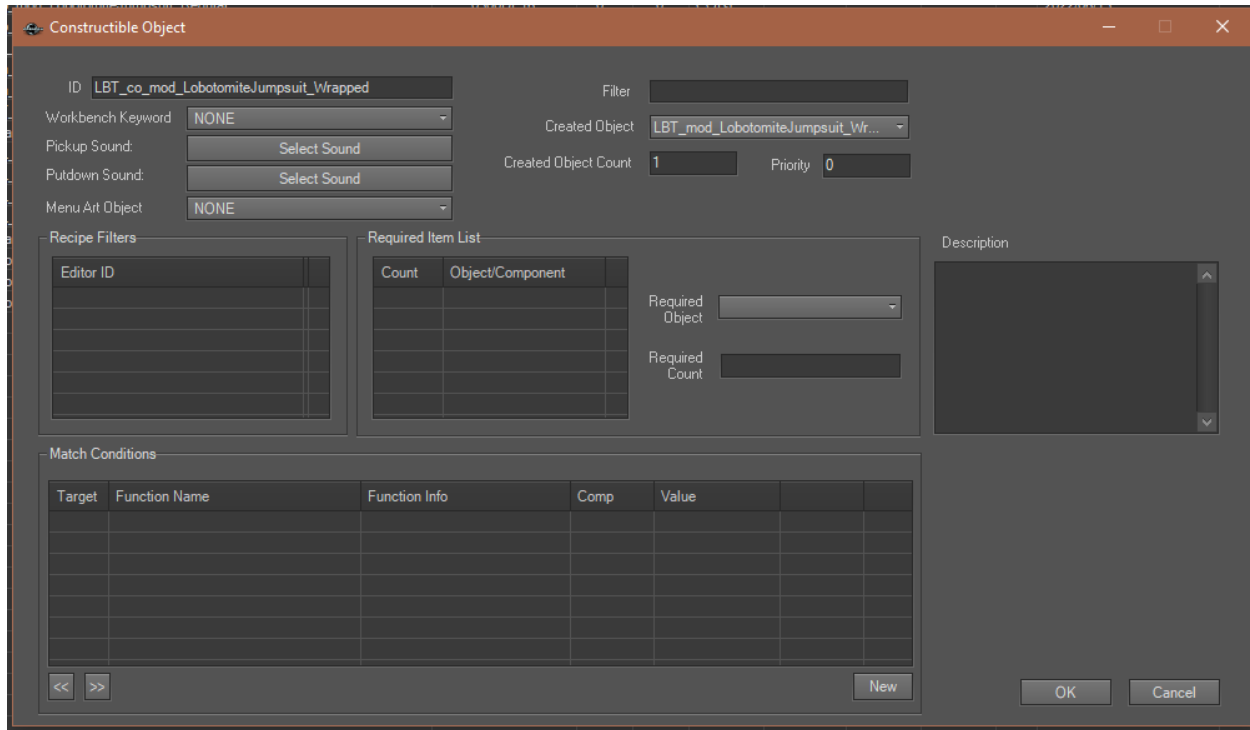
Make a new Object Modification for each Armor Addon you have or that you have created in Step 1.

Step 6:

Make recipes, or “constructible objects” for the Object Modifications entries (OMODs) done in step 5, by right clicking them and selecting “Create Recipe”



The recipe created, when opened, will look like this:



You can put whatever components or perk requirements you want there for the modification to be crafted.

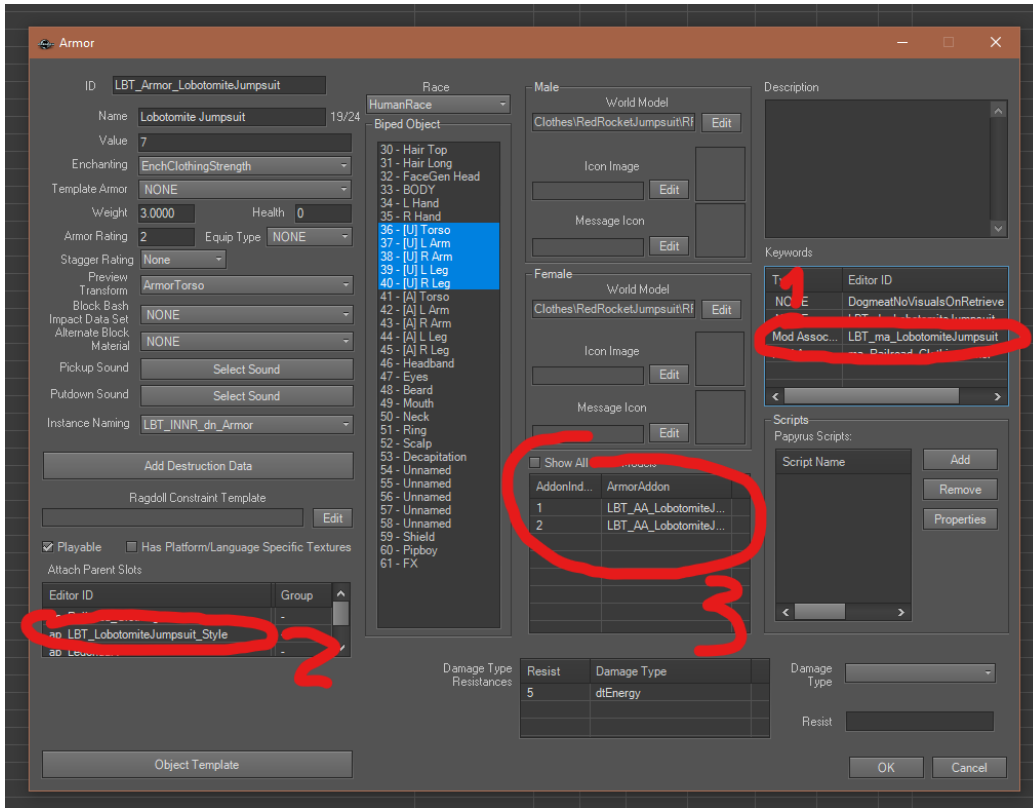
Do this for all the Object Modifications you've created in step 5.

Step 7:

Go to your armor entry. If you don't have one, create one by changing a vanilla one and saving with a custom name like I've shown you multiple times in this tutorial.

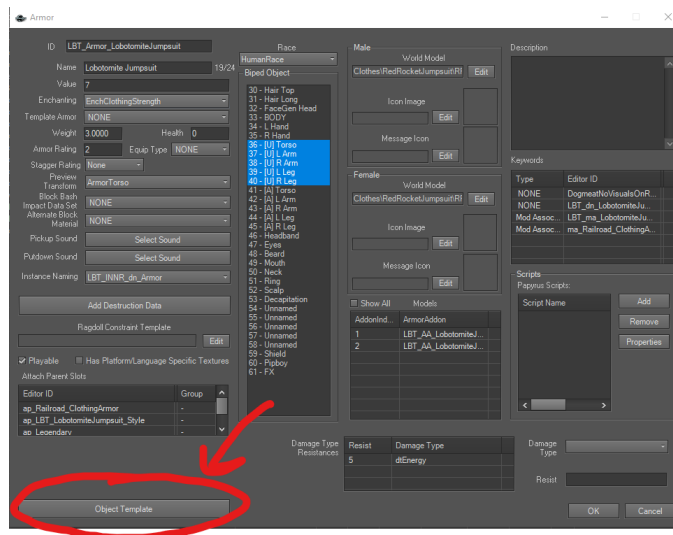
Look at the image below to see where to put what.

1. Add the Mod Association keyword from Step 3 into the Keywords slots.
2. Add the Attach Point keyword in the Attach Parent Slots slots.
3. Add your ArmorAddons from Step 1. Start numbering from 1 unless you are trying wacky shit. Zero means that it will get attached no matter what, which is useful if you want one mesh to attach in a mandatory fashion while the other ones change.

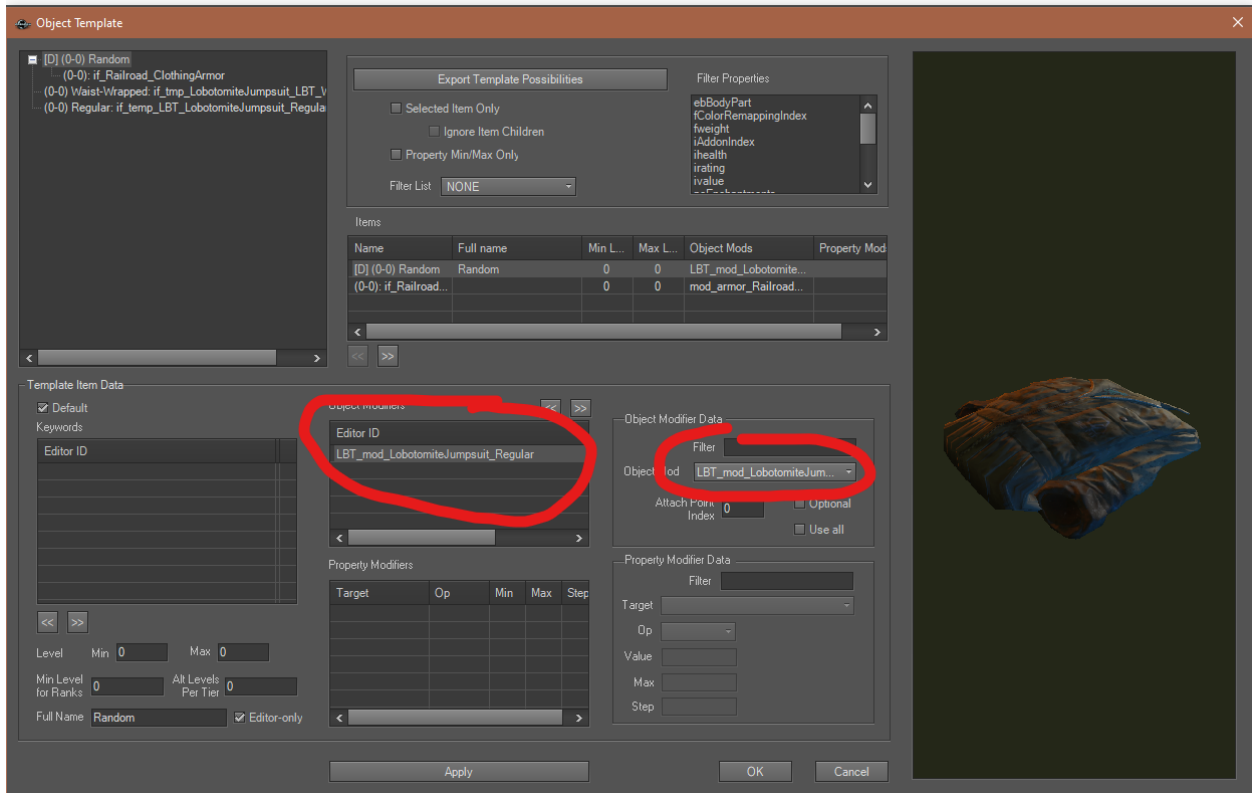


Step 8:

Hit the Object Template button on the bottom left.



Make at least the default combination with one of the OMODs made in Step 5 so it appears properly when spawning.



Hit Ok.

Done!

[Feel free to donate here if you liked this tutorial or if you'd like for me to do more.](#)