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:

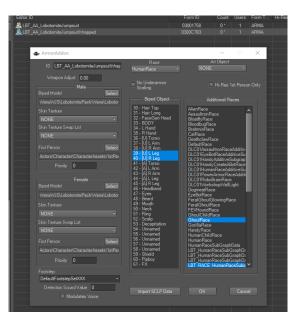
Open the CK. You can do some of the parts of this in xEdit if you hate yourself and have masochistic tendencies. But please just use the CK instead, it's faster and has less chance of messing the whole process. Even better, you can use <u>CK fixes</u> if you'd like, which has a loading bar, dark mode,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

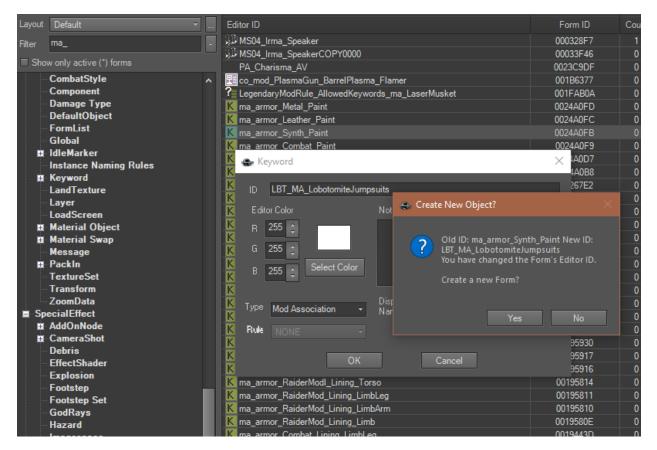
If you don't know how to set them up, open an existing one and change the name and the paths to your models by hitting select.

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".

r 🚓 Keyword	×
ic a ID [ap_LBT_LobotomiteJumpsuit_Style	
Editor Color Notes	
R 255 €	^
G 255 🖨	
r B 255 🖨 Select Color	~
r a Type Attach Point Type Style	
r Type Attach Point - Name Style	
Restricte	d
c OK Cancel	
osmicknite spearstatiwoos	03001740

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) :

🚓 Object Mod					0000		0040144	-	×
ID mod_armor_Synth_Torso_Size_A Name Light Armor	Object Modifiers Editor ID			Form ID	Min Lvl Flags				Mod Collection Legendary Mod Object Modifier Data
Model Edit									Filter Object Mod NONE Minimum Optional
Target Type Loose Mod NONE -									
Max 0 Lvls/Tier 0 Rank 0 Scaled Offset 0	Property Modifiers Target	Chi	oose Colors Min			Max	Step		Target iAddonIndex -
Editor ID ma_armor_Synth_Torso	iAddonIndex fweight irating	SET ADD ADD	1 0.000000 0			0 0.000000 0	0.00 0.00 0.00		Min 1 Max 0
Filter Keywords	ivalue pkKeywords pkKeywords vdDamageTypeValues	ADD ADD ADD ADD	0 dn_HasSize_A co_condition_IsSizeA dtEnergy			0	0.00 0.00 0.00 0.00		Max 0 Step 0.00
Editor ID	Valuamage i ype values	ADD	atchergy						
Attach Point ap_armor_Size T Attach Parent Slots Collect From 3D	Recipes								OK Cancel
Editor ID Group	Editor ID		Value						

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
- 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 (INNR), 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.

PEILRT co. mod Lobotomite.lumosuit Renular	0300DE	0 0	0 CORI		2022/06/13		
🚓 Object Mod							
ID LBT_mod_LobotomiteJumpsuit_Regular						Mod Collection Legendary Mod Object Modifier Data	
Name Regular Jumpsuit	Editor ID		Form ID Min Lvl Flags				
Model Edit							
Desc As it was meant to be worn.							
						Minimum Level 0 Optional	
Target Type Armor - Priority 0						Property Modifier Data	
Loose NONE -							
	Property Modifiers Choos	e Colors					
Max U Lvts/Tier Rank O Scaled Offset	larget Op IM			Max	Step		
	iAddonIndex SET 1						
Editor ID							
LBT_ma_LobotomiteJumpsuit							
Editor ID							
ttach bint ap_LBT_LobotomiteJumpsuit_Style -							
Attacin, Collect From 3D	Recipes					OK Cancel	
Editor ID Group	Editor ID	Value					
Editor 1D Group	LBT_co_mod_LobotomiteJumpsuit_Reg						

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"

LBT_MatSwap_Lobot	omiteJumpsuitSwap
LBT_mod_Lobotomit LBT_mod_Lobotomit LBT_modcol_Loboto	New Edit Duplicate Delete
	Rename Duplicate and Rename
	Preview Create Recipe
	Create Loose Mod Update Model Texture Lists Create New Object Window
	Use Info

	Nectional Contraction							×
Constructible Object								
ID LBT_co_mod_ Workbench Keyword Pickup Sound: Putdown Sound: Menu Art Object Recipe Filters Editor ID	LobotomiteJumpsuit_Wrappe NONE Select Sound NONE	- - Required Item List	Filter Created Object Created Object Count		omiteJumpsuit_Wr Priority 0	Description		^
- Match Conditions Target Function N		Function Info	Comp	Value				
					New		ж с	ancel

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.

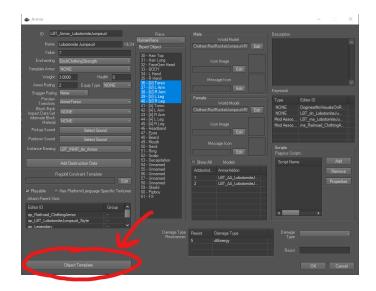
Look at the image below to see where to put what.

- 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.
- 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.

🚓 Ai					- 🗆 🗙
		_Armor_LobotomiteJumpsuit	10/04	Male World Model	Description
Impe A St Alte Pite		7 EnchClothingStrength NONE 3.0000 Health 0	13/24 Biped Object 30 - Hair Top 31 - Hair Long 31 - Hair Long 32 - FaceGen Head 32 - FaceGen Head 36 - UI Torso 34 - L Hand 36 - UI Torso 35 - Hand 36 - UI Torso 36 - UI Torso 37 - Hand 36 - UI Torso 37 - Hand 37 - UI L Arm 38 - UI R Arm 38 - UI R Log 41 - I AI Torso 40 - UI R Leg 41 - I AI Torso 42 - IAI L Arm 43 - IA R Arm 43 - IAI R Bard 50 - Neck 50 - Neck 51 - Necapitation 52 - Scalp 53 - Decapitation 54 - Unnamed 55 - Unnamed	Clothes/RedRocketJumpsuit/Rif Edit Icon Image Edit Message Icon Edit Female World Model Clothes/RedRocketJumpsuit/Rif Edit Icon Image Edit Message Icon Edit Show All mocoo Addonind, ArmorAddon	Keywords T Editor ID NC E DogmeatNoVisualsOnRetrieve Mod Assoc. LET_ma_LobotomiteJumpsuit are Dailaced Ct if Popyrus Scripts: Script Name Add Parente
Atta Edit	ayable ch Parent Slot: tor ID DUL	Has Platform/Language Specific Tex	56 - Unnamed 57 - Unnamed 58 - Unnamed 59 - Shield	1 LBT_AA_LobotomiteJ 2 LBT_AA_LobotomiteJ Pe Resist Damage Type	Remove Properties
					OK Cancel

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.

🐢 Object Template		×
■ [D] (0-0) Random - (0-0): if_Railroad_ClothingArmor - (0-0) Waist-Wrapped: if_tmp_LobotomiteJumpsuit_LBT_ - (0-0) Regular: if_temp_LBT_LobotomiteJumpsuit_Regula	Selected Item Only Ignore Item Children Ignore Item Children Property Min/Max Only irating Filter List NONE	
	Items Name Full name Min L Max L Object Mods Property Mod [D] (0-0) Random Random 0 0 LBT_mod_Lobotomite (0-0): ri_Railroad 0 0 mod_armor_Railroad	
Image: Constraint of the second se	Chick Chick Diject Min Min <t< td=""><td></td></t<>	
	Apply OK Cancel	

Hit Ok.

Done!

Feel free to donate here if you liked this tutorial or if you'd like for me to do

more.