

# Loincloth Fashion

## Readme

### Installation:

#### LCF.Dazip:

Drag and Drop the dazip file into the DA-Updater or DAO-Modmanager window and run the installation.

Copy the „helmet\_massive\_variation\_lcf.gda into your override folder

#### LCF.erf file:

Copy the LCF.erf file and the „helmet\_massive\_variation\_lcf.gda into your override folder.

### Uninstallation:

#### LCF.Dazip:

Use the DAO-Modmanager to uninstall the module.

#### LCF.erf file:

Delete the LCF.erf file from your override folder

### Race/Gender Availability:

- Please consult the table on the next page for informations about the armor availability.
- If armor sets or clothes aren't available for a specific race or gender your character will be displayed with an invisible body or invisible body part if you try to dress it with those armors/clothes. A floating head, body parts or eyeballs look funny, though ;)
- Helmets and Hoods are not included, with the exception of the „Golden Prince's Helmet“ and the „Harlequin's Hood & Mask“

Armor Set	Race/Gender						
	HM♂	HF♀	EM♂	EF♀	DM♂	DF♀	QM♂
Warrior Item Pack 2	☺	☺	☺	☺	☺	☺	☺
Mage Item Pack 2	☺	☺	☺	☺	☺	☺	/
Rogue Item Pack 2	☺	☺	☺	☺	☺	☺	/
Darkspawn Armor	/	☺	/	/	/	/	/
Light Darkspawn Armor (B)	/	☺	/	☺	/	☺	/
Stonehammer Armor	☺	☺	☺	☺	☺	☺	☺
Orsino's Robe	☺	☺	☺	☺	/	/	/
Apprentice Robe B (Aequitarian Robe)	☺	/	☺	/	/	/	/
Apprentice Robe C (Cumberland Robe)	☺	/	☺	/	/	/	/
Apprentice Robe D (Elven Adept Robe)	☺	/	☺	/	/	/	/
Orlesian Noble Hunting Armor	/	☺	☺	☺	☺	☺	☺
Fenris' Armor	/	☺	/	☺	/	☺	/
Aveline's Clothes	/	☺	/	☺	/	☺	/
Tallis' Outfit	/	☺	/	☺	/	☺	/
Tallis' Party Outfit	/	☺	/	☺	/	/	/
Heavy Seeker Armor	☺	☺	☺	☺	☺	☺	/
Commissioned Plate Armor (masb)	☺	☺	☺	☺	☺	☺	/
Orlesian Noble Outfit	/	☺	☺	☺	☺	☺	/
Rascal's Scale Armor + Weapons	☺	/	☺	/	☺	/	/
Black Fox Armor + Weapons	/	☺	☺	☺	/	☺	/
Harlequin's Motley	/	☺	/	☺	/	☺	/
Duke Prosper de Montfort's Armor	☺	/	☺	/	/	/	/
Duke Guard Armor	☺	☺	☺	☺	/	☺	/
Orlesian Battledress	☺	☺	☺	☺	/	☺	/
The Messenger Armor	☺	☺	☺	☺	/	☺	/
The Orlesian Lancer Armor	☺	☺	☺	☺	/	☺	/
Armor of the Fallen (masb)	☺	☺	☺	☺	☺	☺	/
Golden Prince's Armor + Weapons	☺	☺	☺	☺	☺	☺	/
Sticky Fingers' Armor (masb variation)	☺	☺	☺	☺	☺	☺	/
Mercenary's Reinforced Armor (masa)	☺	☺	☺	☺	☺	☺	/
Kirkwall Squire's Armor (lgted)	☺	☺	☺	☺	☺	☺	/
Light Seeker Armor	☺	☺	☺	☺	☺	☺	/
Medium Seeker Armor	☺	☺	☺	☺	☺	☺	/
Viscount's Robes	☺	☺	☺	☺	/	☺	/
Cold Season Seeker Armor	/	☺	/	☺	/	☺	/
Medium Cold Season Seeker Armor	/	☺	/	☺	/	☺	/

Aveline's Armor + Weapons	/	☹	/	☹	/	☹	/
Aveline's Medium Armor + Weapons	/	☹	/	☹	/	☹	/
Nug Wrangler's Armor	/	/	/	/	☹	/	/
Medium Dwarven Armor	/	/	/	/	☹	/	/
Light Dwarven Armor	/	/	/	/	☹	/	/
Light Dwarven Noble Armor	/	/	/	/	☹	/	/
Orlesian Light Leather Armor	☹	/	☹	☹	/	☹	/

**Runscripts:**

To get the armors/items in game you have to open the console and type in the respective runscript(s).

Armor/Item	Runscript
<b>Clothing</b>	
Orsino's Robe + Staff of Violation	runscript get_orsa
Apprentice Robe B	runscript get_daab
Apprentice Robe C	runscript get_daac
Apprentice Robe D	runscript get_daad
Tallis' Party Outfit	runscript get_tapo
Orlesian Noble Outfit	runscript get_onho
Aveline's Clothes	runscript get_avea
Tallis Outfit + Weapons	runscript get_tala
Harlequin's Motley	runscript get_hrqn
Viscount Robes	runscript get_vicr
<b>Light Armor Sets</b>	
Light Darkspawn Armor (B)	runscript get_dksb
Mage Item Pack 2 Armor + Weapons	runscript get_mip2
Rogue Item Pack 2 Armor + Weapons	runscript get_rip2
Black Fox Armor + Weapons	runscript get_rip1b
Duke Prosper de Montfort's Armor	runscript get_dpma
Orlesian Battledress	runscript get_obda
Kirkwall Squire's Armor (lgt)	runscript get_ksaa
Light Seeker Armor	runscript get_casb
Light Dwarven Armor	runscript get_ldwa
Light Dwarven Noble Armor	runscript get_ldna
Orlesian Light Leather Armor	runscript get_olla
Nug Wrangler's Armor	runscript get_nwga
<b>Medium Armor Sets</b>	
Fenris' Armor	runscript get_fena
Rascal's Scale Armor + Weapons	runscript get_rip1a
Duke Guard Armor	runscript get_dkga
The Messenger Armor	runscript get_toma
Sticky Fingers' Armor (masb variation)	runscript get_sfma
Mercenary's Reinforced Armor (masa)	runscript get_mrpa
Medium Seeker Armor	runscript get_casc
Medium Cold Season Seeker Armor	runscript get_case
Aveline's Medium Armor + Aveline's Weapons	runscript get_avec

Medium Dwarven Armor	runscript get_mdwa
<b>Heavy Armor Sets</b>	
Warrior Item Pack 2 Armor + Weapons	runscript get_wip2
Stonehammer Armor	runscript get_stha
Orlesian Noble Hunting Armor	runscript get_onha
Seeker Armor (heavy version)	runscript get_casa
Golden Prince's Armor + Weapons	runscript get_wip1
Orlesian Lancer Armor	runscript get_olaa
Armor of the Fallen	runscript get_aotf
Cold Season Seeker Armor	runscript get_casd
Aveline's Armor + Aveline's Weapons	runscript get_aveb
Commissioned Plate Armor (masb)	runscript get_mcpa
Darkspawn Armor	runscript get_dksa
<b>Weapons</b>	
Might of the Sten (Greatsword)	runscript get_mots
Dagger Pack 1 (7 daggers)	runscript get_dgrp1
Dagger Pack 2 (7 daggers)	runscript get_dgrp2
Longsword Pack 1 (7 longswords)	runscript get_lswp1
Longsword Pack 2 (7 longswords)	runscript get_lswp2
Longsword Pack 3 (7 longswords)	runscript get_lswp3
Greatsword Pack (8 greatswords)	runscript get_gswp1
Staff Pack 1	runscript get_stfp1
Staff Pack 2	runscript get_stfp2
Staff Pack 3	runscript get_stfp3
Shield Pack 1 (6 tower shields)	runscript get_shdp1
Shield Pack 2 (6 tower shields)	runscript get_shdp2
Longbow Pack (5 longbows)	runscript get_lbwp1
Shortbow Pack (2 shortbows)	runscript get_sbwp1
Greataxe Pack (6 greataxes)	runscript get_gaxp1
Axe Pack (3 axes)	runscript get_axep1
Void's Hammer (1 maul)	runscript get_malp1
The Weight (1 mace)	runscript get_mcep1
Hawke's Keys	runscript get_hwky
Orlesian Weapons	runscript get_owas
Crossbows (4 crossbows [3 of them are variations])	runscript get_cbwp1

***Crossbows are untested, so no guaranty that they'll work properly ingame.***

### Armor/Item Stats/Properties:

I don't know anything about stats, so the stats were borrowed/adapted either from DA2 armors/items or from DAO armors/items. If you do not like the stats etc. you can easily remove and/or change them by using The Winter Forge by Phaenan:

- <http://dragonage.nexusmods.com/mods/122/>

If Winterforge or the toolset are too complicated for you and you still want to change item properties etc. you can follow those tutorials:

- <http://forums.nexusmods.com/index.php?/topic/1101085-editing-uti-files-in-dragon-age/>

### Possible Issues, Conflicts and ways to solve the „problems“:

- These armors were ported as sets. If you mix them with other armor parts it is likely that you'll see gaps at the elbows and knees.
- There is always the possibility of mod conflicts, not the kind that seriously f\*\*\*\* up your game, but the kind where one armor/weapon model is overriding another armor model, so one is showing up as a different model or not at all. This is annoying but easily solved by deactivating/removing one of the conflicting mods or following the instructions from kinlochhold's tutorial:
  - <http://kinlochhold.tumblr.com/post/57890603647/khs-really-messy-workaround-for-dealing-with-item>
- Some of the character models lack a tint map, so the skin colour (tint) will not be properly displayed for characters with a different skin tone than the one of the diffuse map (texture with the ending \*\_0d.dds) of the armor piece or clothing. Please understand that textures aren't my speciality.
- To get the items to work in Awakening you can download the separate file called „Awakening compatibility“. Decompress the zip archive and put the folder into your override folder. Start DAO and then Awakening and enter the runscripts. The items should show up in your inventory now. The items will probably be „underpowered“ for Awakening, so I recommend editing the items stats/properties by following lemmingofthegda's tutorials:
  - <http://forums.nexusmods.com/index.php?/topic/1101085-editing-uti-files-in-dragon-age/>
- If you don't want to install the LCF.dazip file you can also use the LCF.erf file from the „Awakening compatibility“ folder. Copy the LCF.erf file into your override folder. Proceed as usual by starting the game and entering the runscript.

**Credit and Thanks:**

Many, many Thanks to:

- my beta testers: Basilisk79, Kajana, Neviara, Risibisi, Setiweb, SirensRequiem, Starrain, Theskymoves and Xonan for helping me out with testing and in general being amazing, nice and patient beta testers and friends. Without them this mod wouldn't have been possible
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- Risibisi for giving me the idea to port armors/weapons and being an amazing friend
- Makara5656 for giving me tips about working with 3D modelling software, especially the rigging part.
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- All the members of the Dragon Age Nexus community who encouraged me to share the stuff and are very kind, patient and nice people.

**Permissions:**

These armor/weapon ports are for **personal use only!!!**

- **DO NOT UPLOAD THE FILES FROM THIS MOD ANYWHERE ELSE!**
- **DO NOT MODIFY/REUSE/RENAME THE MESHES WITHOUT MY PERMISSION!**
- **DO NOT INCLUDE THE MESHES AND FILES IN YOUR MOD WITHOUT MY PERMISSION!**
- **For everything that involves/requires the mesh files (\*.msh files) you'll need my permission.**

It was a hell of a lot of work to make the ports and standalones, so, please, do what I'm asking of you.

**Tools:**

Blender 2.49b  
DAO-Blender Import/Export Script by Newbypower  
DA2-mesh-to-obj-converter by Babyschreiraupe78  
Dragon Age Toolset by Bioware  
DATool by Adinos  
pyGFF Editor by Mephales  
Gimp 2.0  
Irfanview  
NormalMapConverter v1.5 by Skuid