

Customization Guide

Skillful Clothes Revamp on base includes 197 pieces of clothing with effects. This list of clothing / effects can be seen [here](#). However, you may want to remove one effect off a clothing, remove a clothing from having effects at all, add an effect to a clothing, select a new clothing to give an effect, add effects to a mod specific piece of clothing, or all of the above!

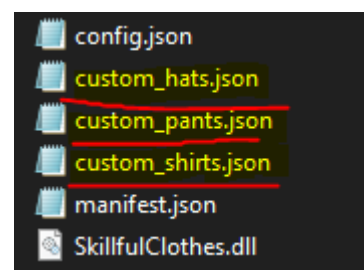
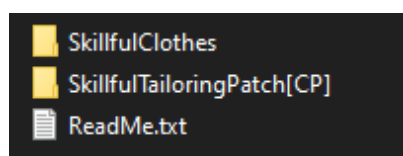
This guide will try to teach you how to do that, and will not assume you know anything about modding or coding. There will be a video to watch as supplementary help if you have difficulty following the guide as well.

This guide will first have an intro covering the topics common among all the customization options, then separate into several sections focusing on a given task. Note that this guide will **NOT** include the adding of your own effects, that is a more complicated and advanced topic that requires several outside tools, such as dll de/recompiling and a moderate knowledge of C#. If you have an idea for an effect, post it on the Nexus Mods Page :).

Intro

In your mods folder (where you put Skillful Clothes Revamp) open skillful clothes revamp, you should see two folders called "SkillfulClothes" and "SkillfulTailoringPatch[CP]" as well as a text file called "ReadMe". Most forms of customization will be done in the "SkillfulClothes" folder, so open that up. Confirm that you can now see 3 files called "custom_hats", "custom_pants", and "custom_shirts". These three files contain all the definitions for clothing with effects. If a clothing has an

effect, you should be able to find that piece of clothing in its corresponding file with the effect definitions listed with it. For example, from the docs you can find that the tiara is a hat which has the popularity effect, and gives additional popularity during storms. Going into the "custom_hats" file and searching "Tiara" will show you how those effects are defined.



```
833     ],
834     "Tiara": [
835         "IncreasePopularity",
836         {
837             "Weather": {
838                 "Weather": "Stormy",
839                 "Effect": [
840                     "IncreasePopularity"
841                 ]
842             }
843         }
844     ],
845     "ArcaneHat": [
```

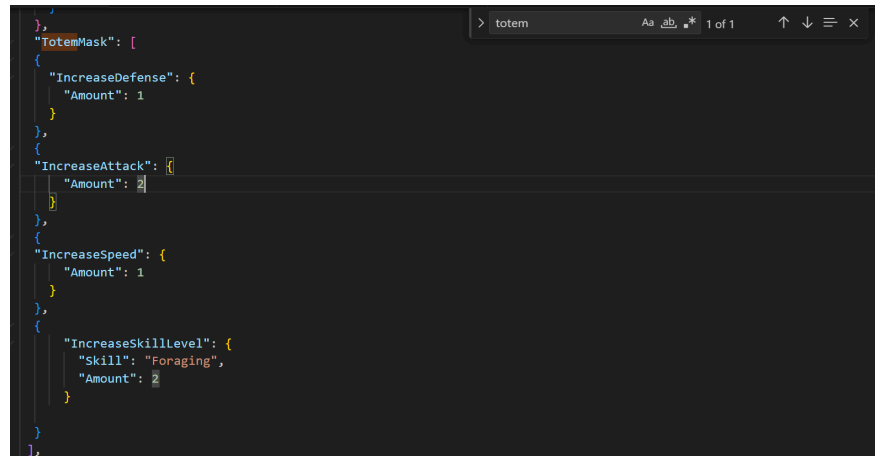
This is what the "Tiara" hat looks like in the context of this mod. Note that it starts with the hat's name in quotation marks, then a colon, then square brackets to encompass the effects present on the item, then a comma after the closing square bracket. This is JSON - an object oriented text format - you do NOT need to understand json to customise the effects of clothing. Some effects have an 'Input' like "Weather", "Effect", "Amount", "Chance" etc.

Standard Effect Editing/ Balancing

This section will show how to change the effects of clothing which already has an effect. Refer to the intro part of this guide if any terms seem foreign. For the sake of this guide, we will be editing the totem mask to have 2 defense, 1 attack, 1 speed, and spikey (10) instead of 1 defense, 2 attack, 1 speed and 2 foraging.

Step 1: Find the clothing you want to change.

To do this, open the corresponding “custom_” file and press “ctrl” + F (Or whatever keybind you use to locate text within a file) before searching the name of your clothing. We will search “totem” in “custom_hats” for example.



```
},
"TotemMask": [
  {
    "IncreaseDefense": {
      "Amount": 1
    }
  },
  {
    "IncreaseAttack": {
      "Amount": 2
    }
  },
  {
    "IncreaseSpeed": {
      "Amount": 1
    }
  },
  {
    "IncreaseSkillLevel": {
      "Skill": "Foraging",
      "Amount": 2
    }
  }
],
},
```

Step 2: Take out unwanted effects, and change values.

Now you can remove any effects you dont want on that clothing by removing all text on the lines of the effect, and its encompassing brackets. Note that if the effect you are removing is the last of multiple effects for a clothing item you will need to remove the comma in the line above as well. We will remove the foraging skill increase for example.

Now would also be the time to alter any numbers for effects you are changing / balancing. You do this by changing the number after “Amount” or “Chance” or “ExtraDamage” etc. We will swap the values for attack and defense.



```
"TotemMask": [
{
  "IncreaseDefense": {
    "Amount": 2
  }
},
{
  "IncreaseAttack": {
    "Amount": 1
  }
},
{
  "IncreaseSpeed": {
    "Amount": 1
  }
}
],
```

Step 3: Add new effects to the clothing.

My recommendation for doing this would be to first find clothing that already has the effect you are looking for (even if it's a different value), then copy and paste the effect over before fixing the syntax (Like grammar) and values. To do this repeat step one and copy over the required lines for the effect (including surrounding {brackets}). And paste them below the last effect (if any) of the clothing you are changing. Then add a comma after the closing } bracket of the previous effect if any, and remove a comma (if any) from after the new effects } bracket.

And you're done! If there are any errors which come up in the SMAPI console after changing effects, triple check the syntax (grammar) of the clothing you changed. A missed bracket or comma will cause an error to occur. It's okay to mess up sometimes!



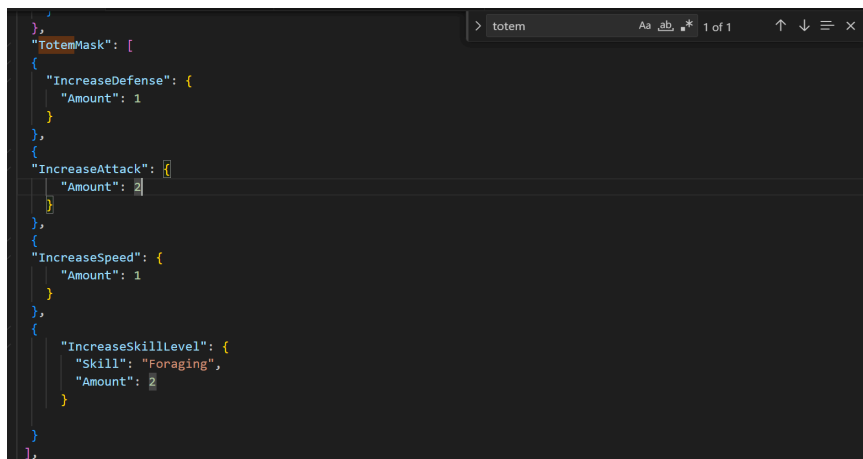
```
"TotemMask": [
{
  "IncreaseDefense": {
    "Amount": 2
  }
},
{
  "IncreaseAttack": {
    "Amount": 1
  }
},
{
  "IncreaseSpeed": {
    "Amount": 1
  }
},
{
  "Spikey": {
    "ExtraDamage": 10
  }
}
],
```

Removing a Piece of Clothing

This section will show how to remove all effects from a clothing which already has an effect. Refer to the intro part of this guide if any terms seem foreign. For the sake of this guide, we will be removing all effects from the totem mask.

Step 1: Find the clothing you want to change.

To do this, open the corresponding “custom_” file and press “ctrl” + F (Or whatever keybind you use to locate text within a file) before searching the name of your clothing. We will search “totem” in “custom_hats” for example.



```
},
"TotemMask": [
  {
    "IncreaseDefense": {
      "Amount": 1
    }
  },
  {
    "IncreaseAttack": {
      "Amount": 2
    }
  },
  {
    "IncreaseSpeed": {
      "Amount": 1
    }
  },
  {
    "IncreaseSkillLevel": {
      "Skill": "Foraging",
      "Amount": 2
    }
  }
],
}
```

Step 2: Remove

It's really quite that easy! Simply delete all the lines which encompass that clothing, from the starting quotation mark for the hat name to the closing] square or } curly bracket and its following comma.

And you're done! If there are any errors which come up in the SMAPI console after changing effects, triple check the syntax (grammar) of the clothing you changed. A missed bracket or comma will cause an error to occur. It's okay to mess up sometimes!

Adding Effects to a New Clothing

This section will show how to add effects to clothing which does not already have an effect. Refer to the intro part of this guide if any terms seem foreign. For the sake of this guide, we will be making the vacation shirt have 2 defense, (island: 2 speed, popularity).

Step 1: Add the clothing

To do this, open the corresponding “custom_” file and between any two pieces of clothing add the name of the new clothing without spaces in quotes, followed by a colon (:), followed by an open and closed square bracket, followed by a comma. Press enter between the square brackets until it looks like this:

```
],  
"VacationShirt": [  
],  
"DarkStripedShirt": [  
],
```

Step 2: Add Effects to the clothing.

My recommendation for doing this would be to first find clothing that already has the effect you are looking for (even if it's a different value), then copy and paste the effect over before fixing the syntax (Like grammar) and values. To do this repeat step one and copy over the required lines for the effect (including surrounding {brackets}). And paste them below the last effect (if any) of the clothing you are changing. Then add a comma after the closing } bracket of the previous effect if any, and remove a comma (if any) from after the new effects } bracket. Note that between every effect should be a comma, and that every effect should have its own curly brackets BESIDES effects with no input - like popularity, autowater, etc.

Note for conditions: Conditions are treated like effects on effects, they are effects with generally two - three inputs, one of which being the “Effect” input. This effect input is made like a separate piece of clothing, with its own square brackets and the same rules for effects being applied here

```
"VacationShirt": [  
  {  
    "IncreaseDefense": {  
      "Amount": 2  
    }  
  },  
  {  
    "Locational": {  
      "Location": "IslandPlaces",  
      "Effect": [  
        "IncreasePopularity",  
        {  
          "IncreaseSpeed": {  
            "Amount": 2  
          }  
        }  
      ]  
    }  
  }  
],
```

And you're done! If there are any errors which come up in the SMAPI console after changing effects, triple check the syntax (grammar) of the clothing you added. A missed bracket or comma will cause an error to occur. It's okay to mess up sometimes!

Custom Clothing From Other Mods

Other mods introduce new clothing items that aren't in the base game, you can add effects to these items just like any other through the steps listed above, with one difference. Where other items have a simple name for the hat, custom hats generally use unique item ids. So instead of "TrapperHat" you might have to use "KaileyStardew.SeasonalHatsCP_TrapperHat"

To find the name you'll need to use when giving the effect, go to the folder for the mod which introduces the new items and open its "content" file. Here you should find an area which uses the action "EditData" and targets "Data/{Clothing type}". There you will also find a list of entries with the custom item's item ids (The first entry in each line). These item ids will be what you use to add effects to the items.

```
{
  "Format": "2.0.6",
  "Changes": [
    //Add hats
    {
      "LogName": "Seasonal Hats Data - Content Patcher",
      "Action": "EditData",
      "Target": "Data/Hats",
      "Entries": {
        "KaileyStardew.SeasonalHatsCP_BeretBlack": "Beret (Black)/A black beret to complete your look for poetry i",
        "KaileyStardew.SeasonalHatsCP_BeretGreen": "Beret (Green)/A green beret that will make autumn more colorf",
        "KaileyStardew.SeasonalHatsCP_BeretMustard": "Beret (Mustard)/A mustard beret that will make autumn more",
        "KaileyStardew.SeasonalHatsCP_BeretRed": "Beret (Red)/A red beret that will make autumn more colorful./tr",
        "KaileyStardew.SeasonalHatsCP_BeretTeal": "Beret (Teal)/A teal beret that will make autumn more colorful..",
        "KaileyStardew.SeasonalHatsCP_FlowerCrownBird": "Flower Crown (Bird)/When you gotta have your pet everywh",
        "KaileyStardew.SeasonalHatsCP_FlowerCrownBlackWhite": "Flower Crown (BlackWhite)/Flower crown: but make i",
        "KaileyStardew.SeasonalHatsCP_FlowerCrownBlue": "Flower Crown (Blue)/Flower crown: if flowers grew in win",
        "KaileyStardew.SeasonalHatsCP_FlowerCrownGray": "Flower Crown (Gray)/Flower crown: for when you hate colo",
        "KaileyStardew.SeasonalHatsCP_FlowerCrownGreen": "Flower Crown (Green)/Flower crown: now with 80% more le",
        "KaileyStardew.SeasonalHatsCP_FlowerCrownOrange": "Flower Crown (Orange)/Flower crown: this is the new bl",
        "KaileyStardew.SeasonalHatsCP_FlowerCrownPink": "Flower Crown (Pink)/Flower crown: that sakura feel!/true",
        "KaileyStardew.SeasonalHatsCP_FlowerCrownPurple": "Flower Crown (Purple)/Flower crown: but make it emo!/t",
        "KaileyStardew.SeasonalHatsCP_FlowerCrownRed": "Flower Crown (Red)/Flower crown: for maximum fall cutenes",
        "KaileyStardew.SeasonalHatsCP_FlowerCrownWhitePurple": "Flower Crown (WhitePurple)/Flower crown: for when",
        "KaileyStardew.SeasonalHatsCP_FlowerCrownYellow": "Flower Crown (Yellow)/Flower crown: for blinding your",
        "KaileyStardew.SeasonalHatsCP_StrawHatBeekeeper": "Straw Hat (Beekeeper)/Maximum protection from our fuzz",
        "KaileyStardew.SeasonalHatsCP_StrawHatBlue": "Straw Hat (Blue)/Good against the sun!/true/true//Straw Hat",
        "KaileyStardew.SeasonalHatsCP_StrawHatFlowers": "Straw Hat (Flowers)/Like a flower crown but with more sh",
        "KaileyStardew.SeasonalHatsCP_StrawHatSunflower": "Straw Hat (Sunflower)/Why protect against the sun when",
        "KaileyStardew.SeasonalHatsCP_TrapperHat": "Trapper Hat/It'll keep your ears warm./true/true//Trapper Hat",
        "KaileyStardew.SeasonalHatsCP_WinterBeanieBlue": "Winter Beanie (Blue)/A blue beanie that will keep you w",
        "KaileyStardew.SeasonalHatsCP_WinterBeaniePink": "Winter Beanie (Pink)/A pink beanie that will keep you w",
      }
    }
  ],
  //Load hat tile sheets
}
```

Credit to KaileyStardew - this content file example is from her mod "SeasonalHats" - very cute hats, check em out 😊