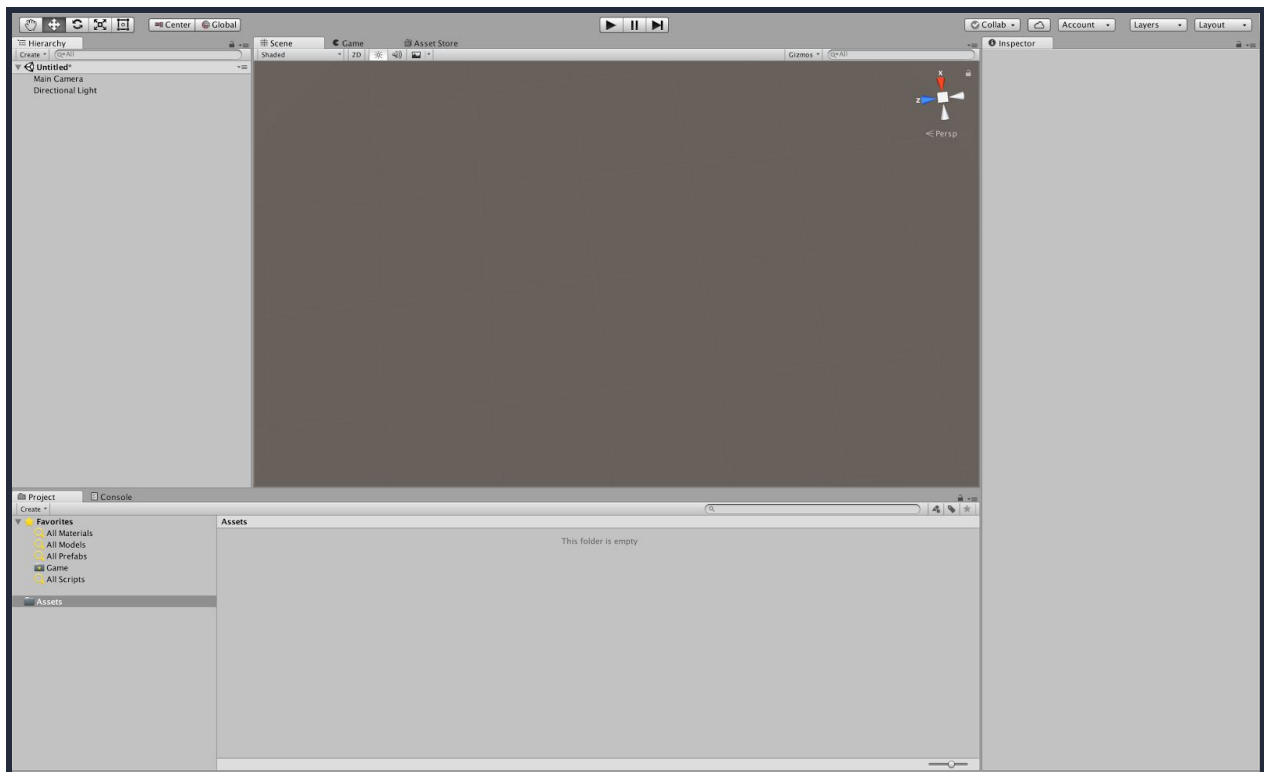# SHIRT CREATOR

An Instructional Guide

This guide encompasses how to utilize the Unturned Shirt Creator tool, designed by Blue Fire Studios. If you have any questions or would like to submit feedback, send a message to BlueFireExplosion#5328 on Discord.

Getting Started

The first step to using the Shirt Creator is to get the tool setup in Unity. If you don't have Unity, download version 5.5.0f3 here. Once you have Unity installed, open the program. Sign into your Unity account, or if you don't have one, sign up for one. Once you are signed in, click the "new" option near the top right of the window. Type in a name for your project and click the "Create Project" button located in the bottom right hand corner. You should be greeted with a window looking something like the image below.

Next, we need to download the tool from the site. Go here and download the zip called "Unturned-Shirt-Creator". Then, decompress the zip file and locate the *ShirtCreator.unitypackage* inside. Make sure you don't confuse it with *Shirt.unitypackage*. Select the file and drag it into the project like the below image demonstrates.
https://imgur.com/a/IE5Zz

This should cause an import window to open in Unity. If one does not open, try clicking on the Application in the taskbar to make sure all of it's windows are in view. Select the "Import" option and the the files will be imported into your project. Below is an image of what the preview window should look like when you have correctly imported the Unity Package.
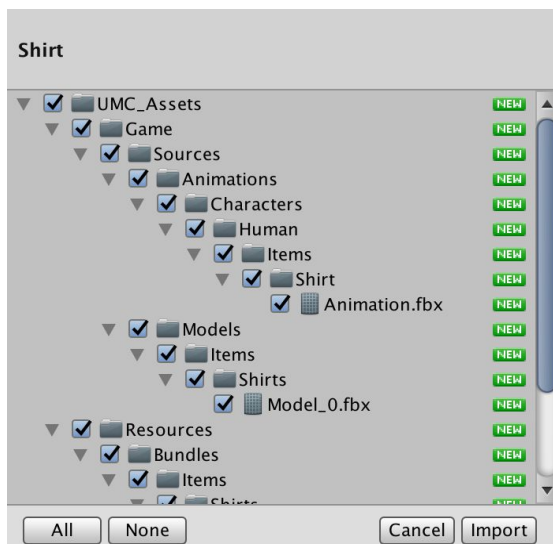
Opening the Shirt Creator

Now that you have successfully imported the Shirt Creator into your project, the next step is to open it. Select the "Window" dropdown menu, located at the top of the view on Windows operating systems. On OS X, it appears at the top of your display. Inside of the dropdown, select the option labeled "Shirt Creator". If you don't see this option, confirm you have imported the Unity Package properly and are on the correct Unity version. This should open up a new window, which will look something like the following images (May be outdated).
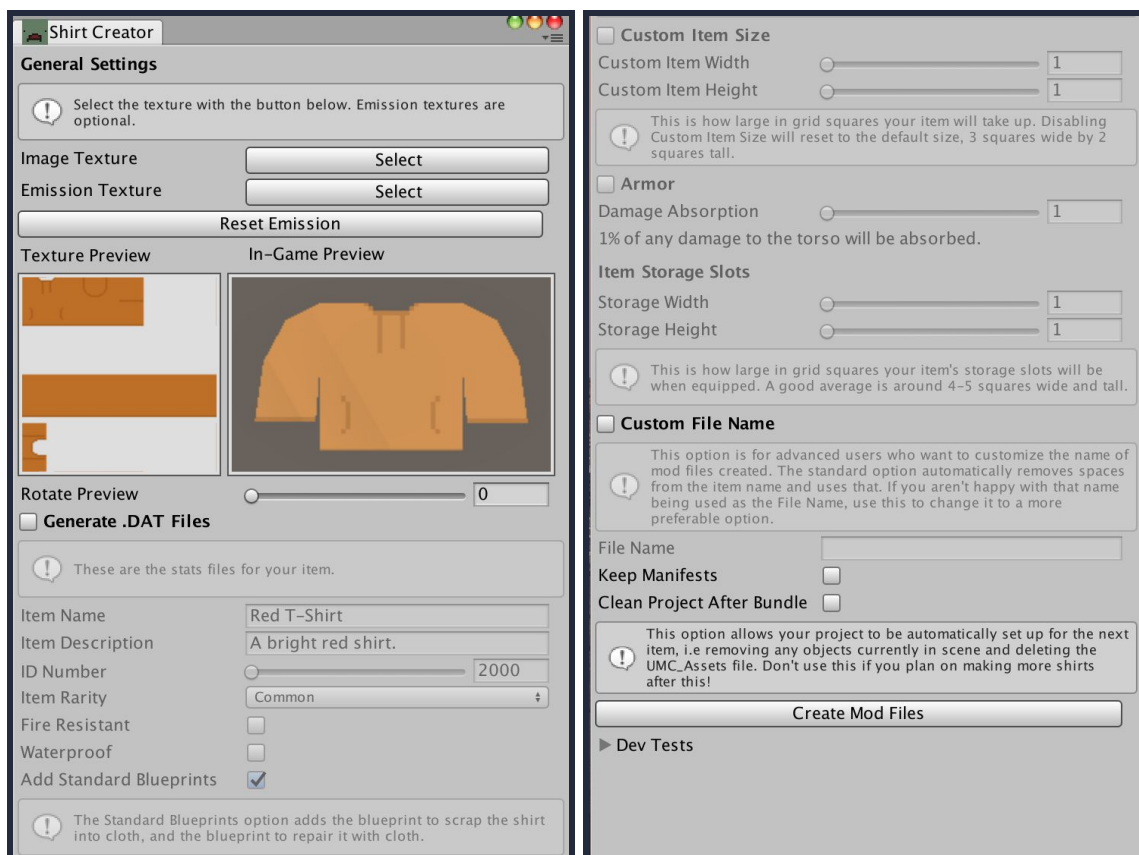
Documentation

General Settings

Image Texture: This is where you input the texture you would to be applied to the shirt. Make sure the texture is a png file, and that it follows the look of a vanilla clothing file. You can find one in the Resources folder, found inside the UMC_Assets folder.

Emission Texture: This is an optional texture that allows your shirt to glow in certain areas. An emission texture can be created by shading everything except the part that you want to glow black. [This](#) is a good example of an emission and its standard counterpart.

Metallic Texture: This is another optional texture that allows your shirt to shine in certain areas. It's basically a certain part of your texture, with the rest being isolated. **Note:** The metallic texture set is experimental, and may not perform properly.

Smoothness: The smoothness slider determines how smooth your shirt will appear.

Preview & Rotate Preview: The preview slider is used to rotate the preview image to view the shirt from all angles.

DAT Settings

Item Name: The name your item will have in the inventory and when dropped. If no custom name is set, it will also be the file's name when bundled.

Item Description: The item's description, shown in the inventory.

ID Number: The ID of the Item. Make sure to research other mods to lessen the chances of ID conflicts.

Item Rarity: The rarity level of your item. This does not apply to spawn tables.

Fire Resistant: Whether or not your item has qualities like the Firefighter Top does.

Waterproof: Whether or not your item will behave like a Diving Suit when worn.

Add Standard Blueprints: Toggling this adds the blueprints to scrap the shirt for cloth and repair it with cloth.

Custom Item Width: If selected, this slider will let you change how many horizontal slots the shirt will take up in the inventory.

Custom Item Height: If selected, this slider will let you change how many vertical slots the shirt will take up in the inventory.

Damage Absorption: The slider is used to determine how much damage is absorbed by the shirt, and is also known as the armor rating.

Storage Width: This value determines how many horizontal slots the shirt will have when equipped.

Storage Height: This value determines how many vertical slots the shirt will have when equipped.

File Name: If you choose not to generate .DAT files, this is a required field. The File Name determines what the mod files will be labeled as when bundled.

Final Steps

Now that you've designed a shirt in the Shirt Creator, the last step is to export the shirt and put it into the game. At the bottom of the window, you will see a button labeled "Create Mod Files". Click the button, and a selection window will appear. Select the folder that you want the mod to be created inside, and click "Ok". Unity will show a progress bar, and after a few moments the mod will be created. If the mod doesn't appear, contact BlueFireExplosion#5328 on Discord for support. If it does work you should see a folder named whatever you set the Item Name or Custom File Name option to be. To activate the mod, place this folder in the path listed below.

OS X File Path
Users/YOURUSERNAME/Library/Application Support/Steam/Steamapps/Common/Unturned/Bundles/Shirts/
Windows File Path
64 Bit Windows
C:\ProgramFiles(x86)\Steam\Steamapps\Common\Unturned\Bundles\Shirts\
32 Bit Windows
C:\ProgramFiles\Steam\Steamapps\Common\Unturned\Bundles\Shirts\
Note: Replace the C: drive with whatever your drive is labeled as, i.e D: or X:

When you start up the game, enter a Single Player game and type the following command.
/give IDNUMBERYOUSET

If your item doesn't spawn, check the game's error logs. It may provide clues as to why the mod isn't spawning.