

Mod Creator

Introduction

The Mod Creator is a simple tool for the Unity Editor intended to make modding Passion Eye easier.

As of right now, Passion Eye supports only the following types of mods:

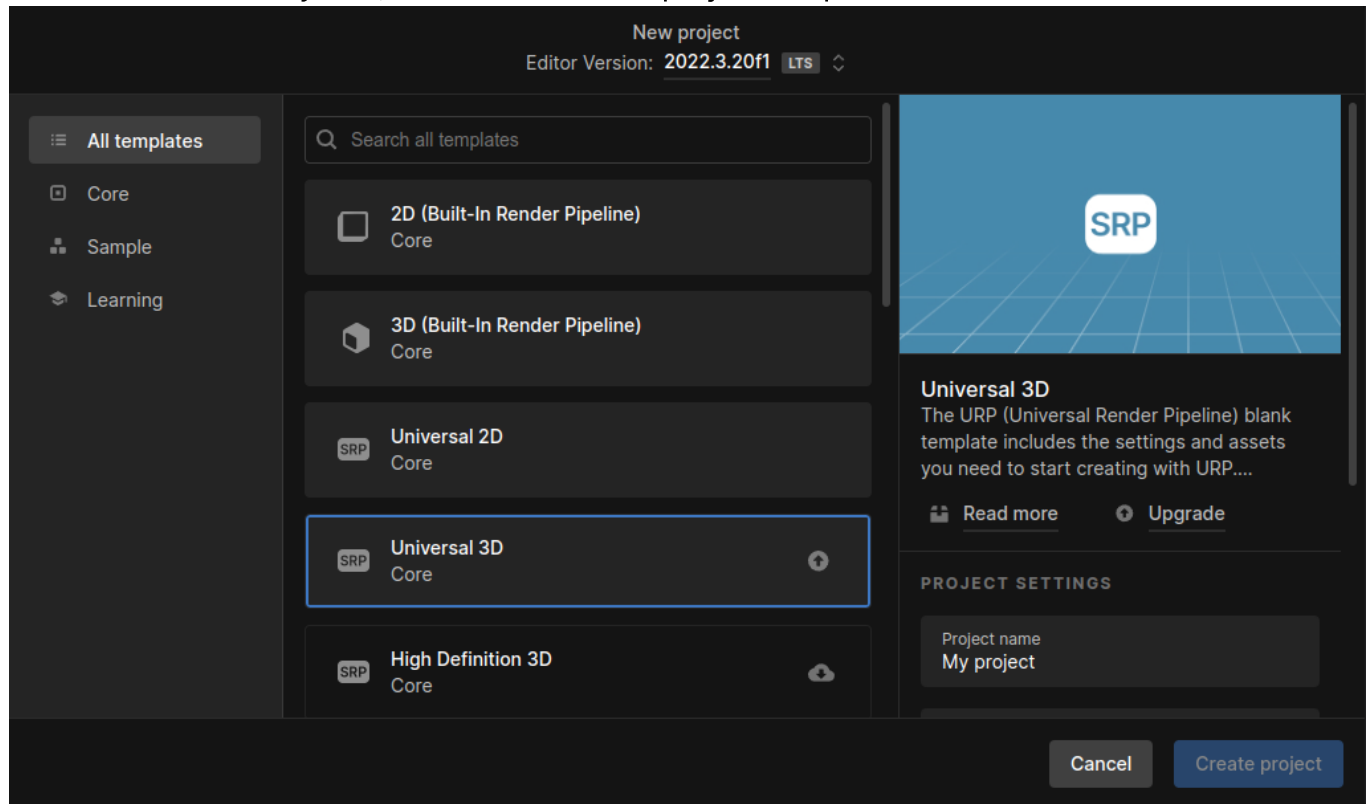
- **Studio objects** are items that can be spawned and manipulated in the studio.
- **Character objects** are items that are attached to characters, like hair, clothing, accessories and textures.
- **Scene mods** are scenes that are used as 3D backgrounds.

Features

- Studio object mods
- Character object mods
- Scene mods
- Custom code for modded objects
- Multiple modded objects in one mod
- Custom shader support
- Forward Kinematics support
- Physics Simulation support

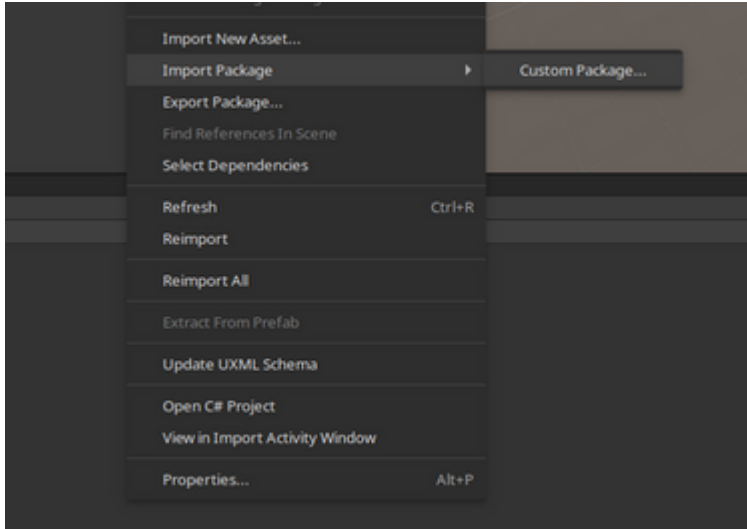
Setting up the Unity Project

Create an Unity 3D (URP) (**2022.3.20f1**) project and proceed with the next steps.
Our shaders use Unity URP, make sure that the project template is correct.

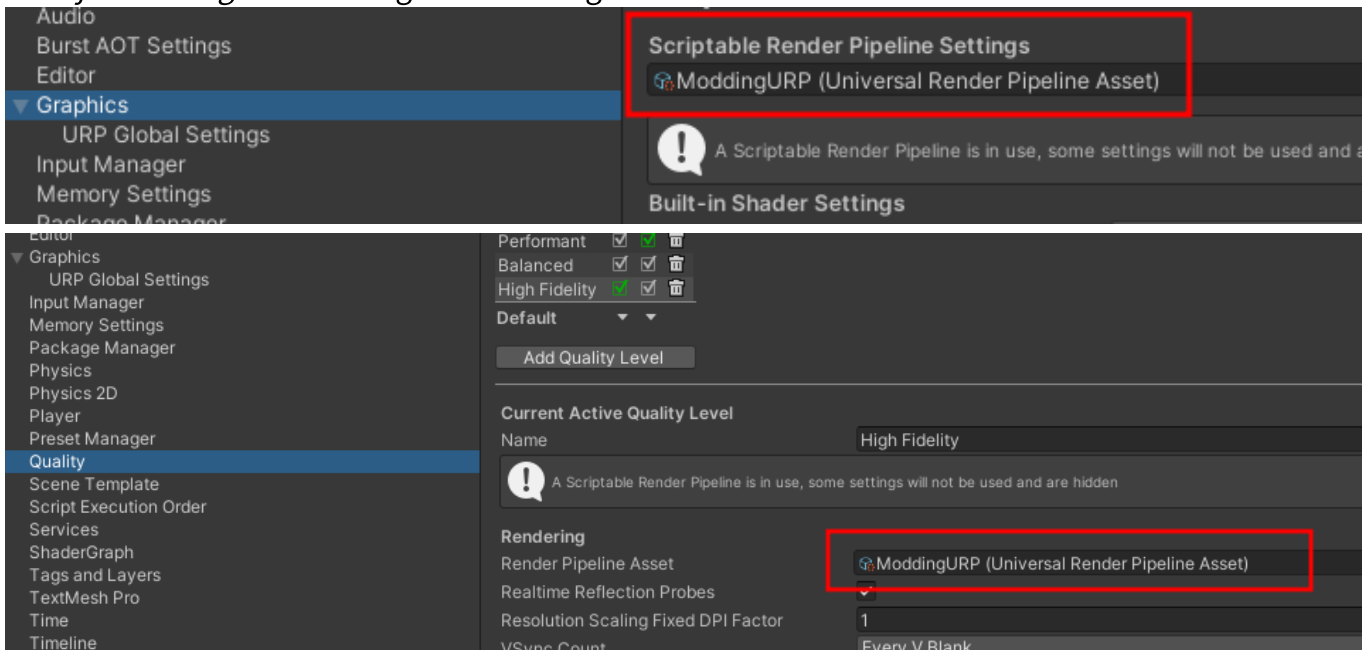


Installation

Import the included unitypackage by right clicking the Assets view -> *Import Package* -> *Custom Package...*, point it to the package.

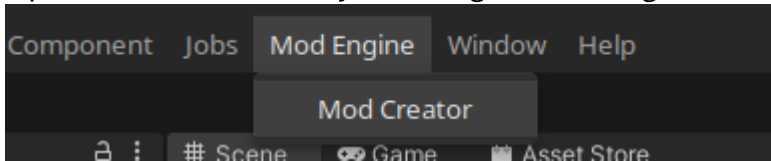


Make sure the correct URP Render Asset is active by opening the *Project Settings* by clicking *Edit* -> *Project Settings* and setting the following fields:

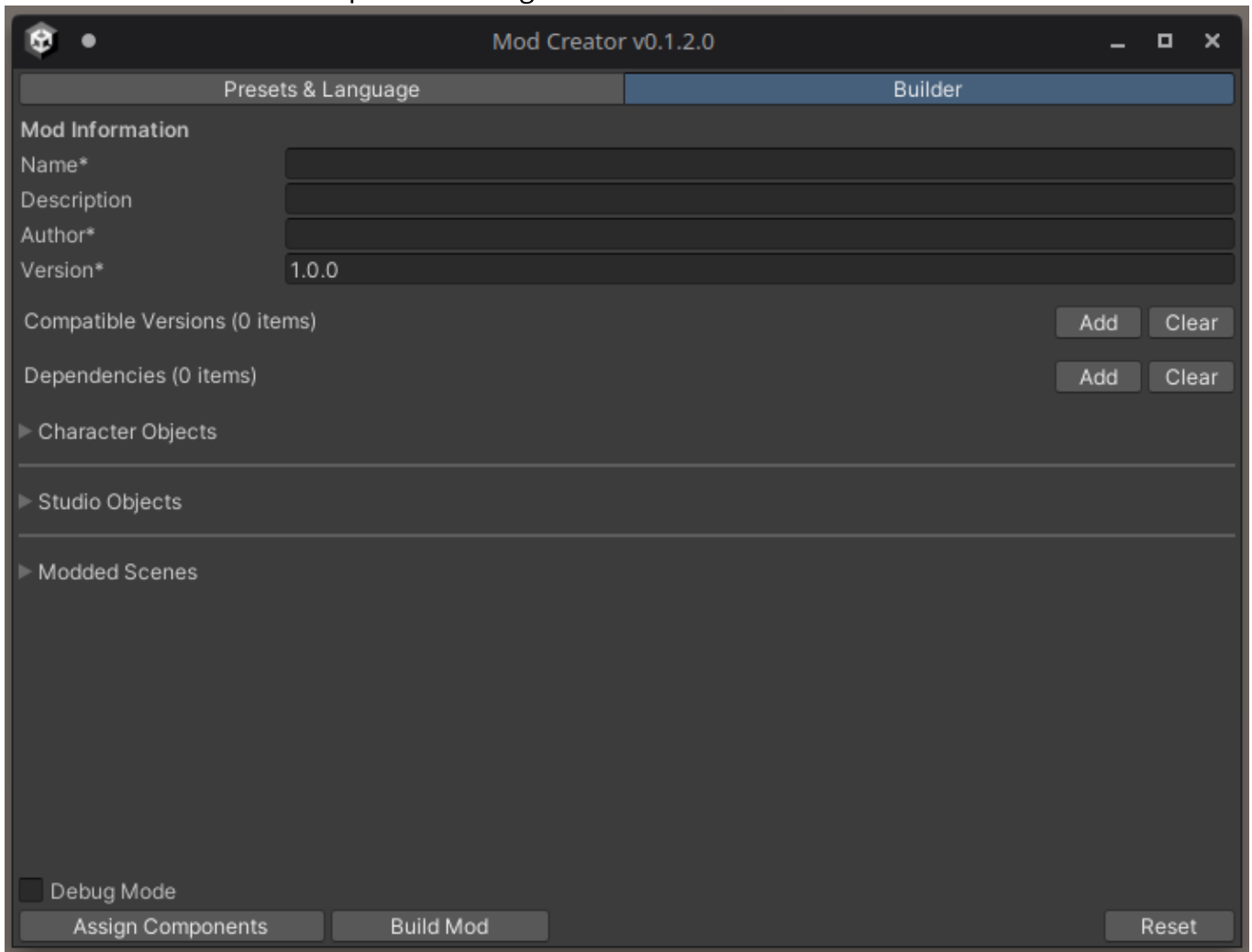


UI Overview

Open the Mod Creator by selecting the *ModEngine* -> *Mod Creator* tab.



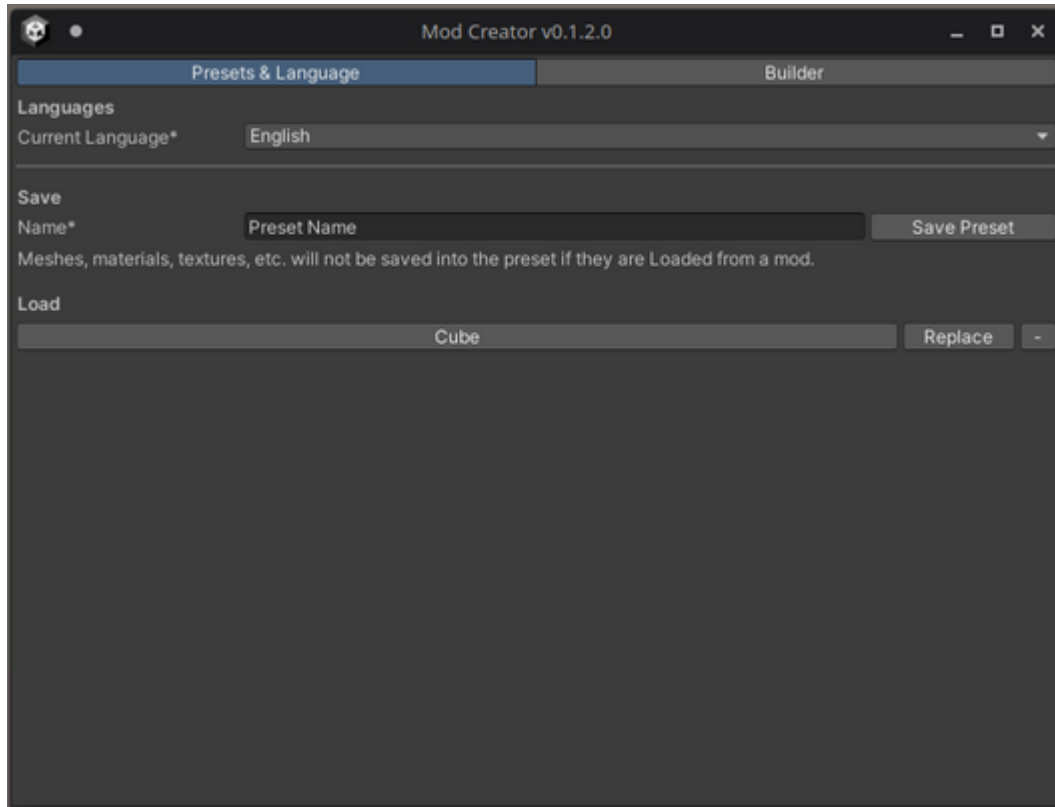
The Mod Creator window opens revealing the default view of the creator.



Presets

To make modding easier, there is an option to save and load the complete Mod Creator state by using Presets.

Using this, you can quickly update a mod by skipping most of the set up, done with a single click.



Entering a name and clicking **Save Preset** will save the current mod creator state to disk. This will save everything in the Mod Creator: basic mod info, each component set up, assigned game objects, advanced mode code, etc.

The presets reference assets in the Unity project, so any changes to the assets themselves will be reflected onto the presets.

Once there are saved presets, simply click on the name button and it will load everything associated with it.

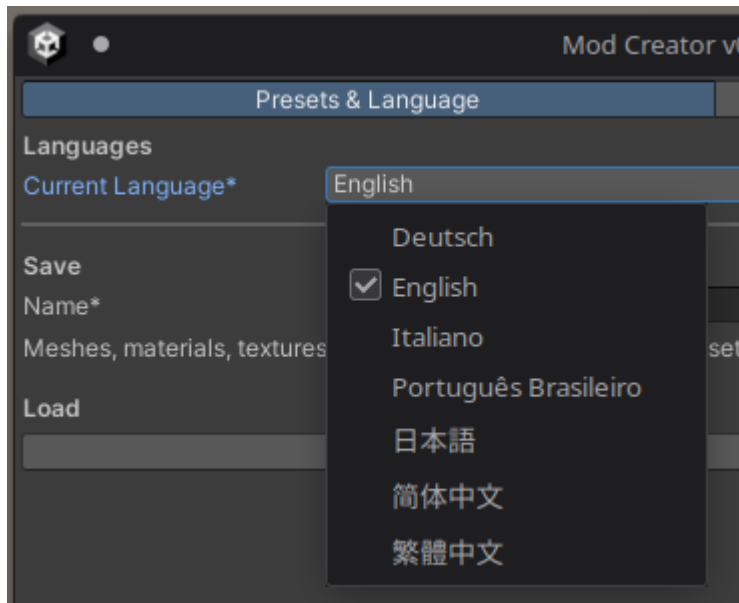
Removing the preset is done by clicking the - button next to the preset name, replacing a preset overwrites it, keeping the same name.

Closing Mod Creator will automatically save a preset ***previous_state***.

Language

We strive to support as many languages as we can in the game, that also includes the mod creator.

Selecting a language from the languages dropdown immediately applies the selected language to the entire interface.

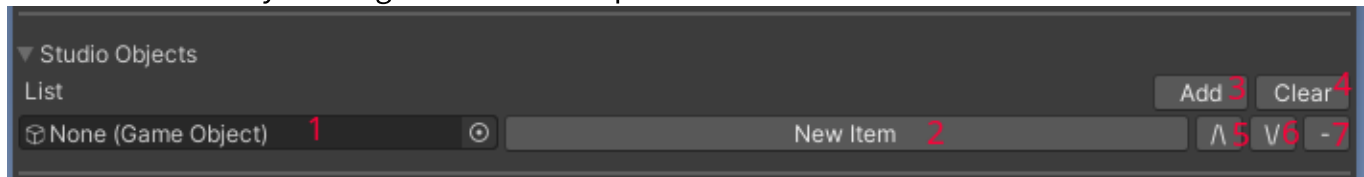


Mod Creation Setup

Enter the provided Modding Scene and open the Mod Creator.

To successfully make a mod, you need to specify its **Name**, **Author** and **Version** as a minimum. Filling in the **Description** is recommended.

Once you have set up the basic information, proceed to add a Character object, a Studio object or a Modded Scene by clicking **Add** to their respective list.

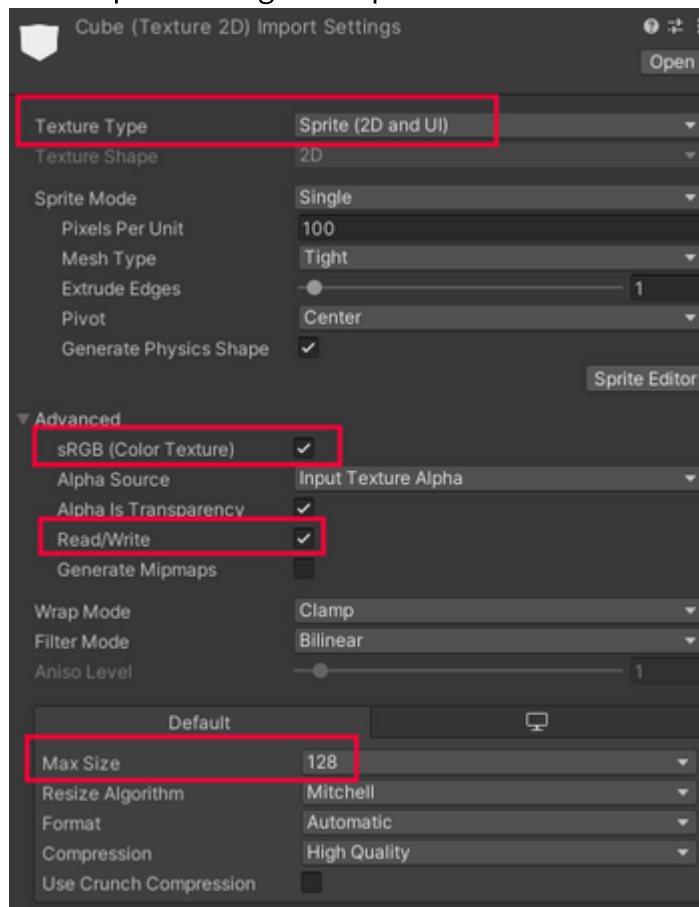


1. Reference to the mod object GameObject
2. Configuration and component information of the mod object
3. Add a mod object
4. Remove all mod objects under given category
5. Move the mod object up the list
6. Move the mod object down the list
7. Remove a mod object

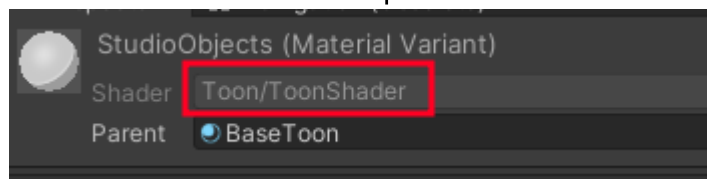
Checklist

- Make sure that the objects you will use for your mod are in the scene.
- The objects that you assign to modded objects are in the **root** of the scene.
- All meshes, images and textures used in mods are marked as `read/write` in the import window.
- Image width/height are in a multiple of 4.
- Images have `sRGB mode` enabled in the import window.
- Images using transparency have `Alpha Is Transparency` checked in their import window.
- Images have their `Compression` level set appropriately in their import window.
- Icons have their import window `Texture Type` set to `Sprite (2D and UI)`
- Icons have their import window `Max Size` set to `128` (or `256` for Modded Scenes)
- Materials use shaders that are provided in the Mod Creator package or use custom shaders in the `Mod/` namespace.
- Skinned meshes used in mods are exported without leaf bones.
- Skinned mesh armatures are named "Armature" and placed at the root of the object.
- If clothing fitting for the item does not work, make sure to `Apply Transforms` in your modelling application.

Icon import settings example:



Material used shader example:



Custom Shaders

- Make sure your custom shader is in the `Mod/` namespace or it will not be included in the mod.
- Custom shaders are built for both Windows and Linux platforms and included in the mod, loaded for the correct platform during runtime.
- If you want your shader to be editable in the Material Customizer, add `Toon/` to its namespace, for example the resulting name would be: `Mod/Toon/MyShader`

Usage of our Toon shaders is highly recommended to maintain consistent visual style and allow them to be edited in the Material Customizer during gameplay.

Proceed to the next section depending on what mod you are making.

LODs

- If you want to use LODs, make sure to have at least three, otherwise the modded object might not appear correctly on different graphics settings.
- Make sure the LOD objects are named appropriately: `LOD0` , `LOD1` , `LOD2` , etc.
- Upon building, Mod Creator will automatically create LOD groups and assign the correctly named LODs if they exist.

NSFW

All modded items must be specified if they are NSFW or not. Any items that are marked as NSFW will be hidden from the SFW mode of the game.

Transforms

Modded item transforms are serialized as they are, which means any offset of the object in the modding environment is also reflected in game.

Rotation serialized into hair is overwritten to the head bone rotation, which means any corrections should be done in the 3D software before exporting the hair mesh.

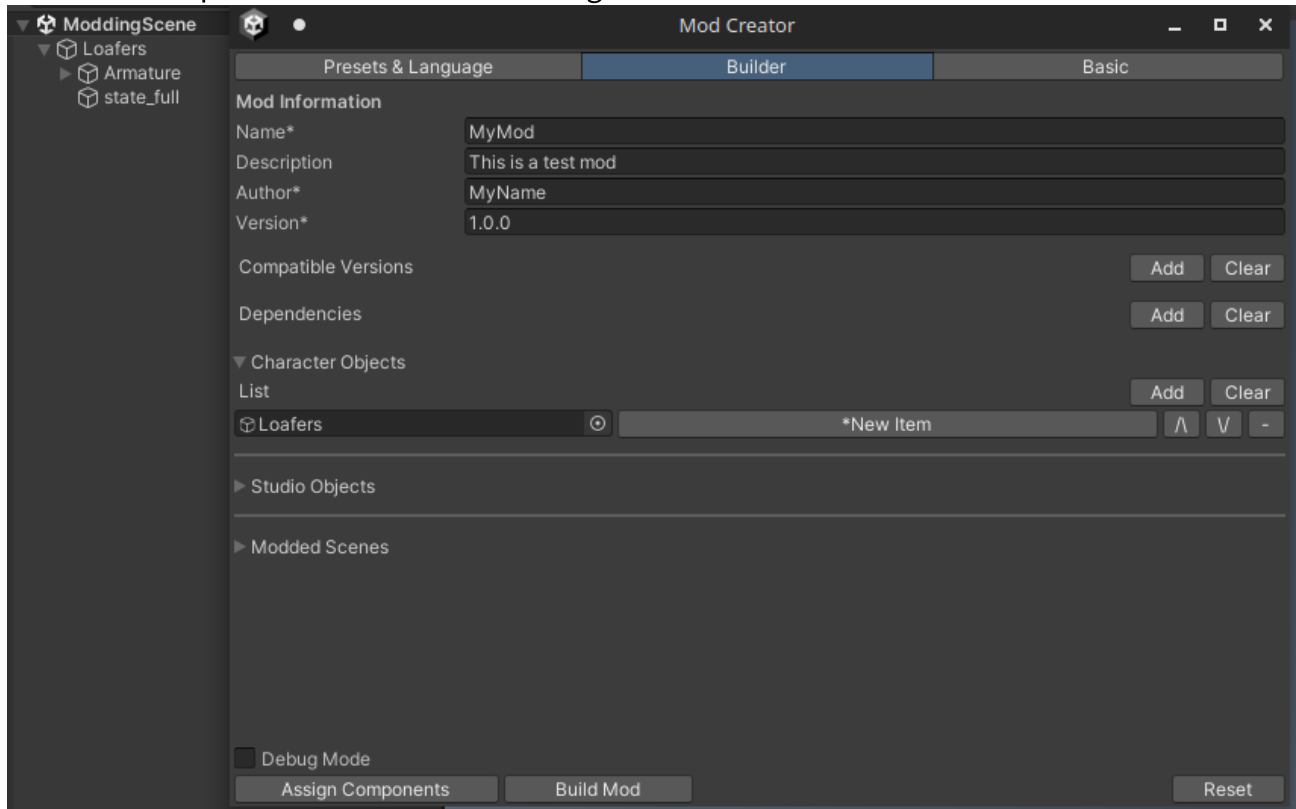
Hair and accessories are parented directly to the armature bones of the character.

If you are making an accessory that is not skinned or a hair item - make sure their fbx transform origins are at 000, otherwise they might be floating once exported in game.

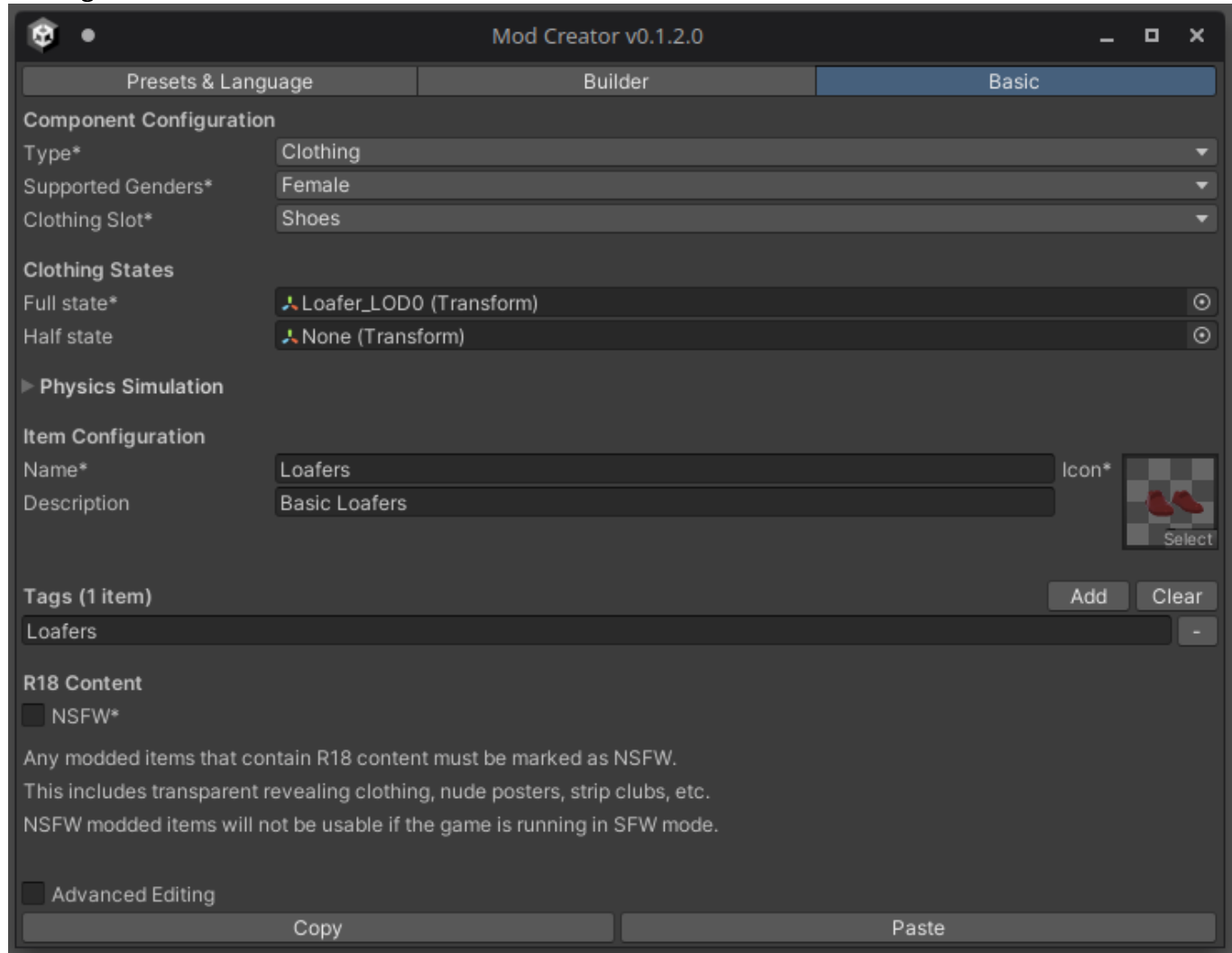
Creation of a Character Object Mod

Begin creation of a character object mod by clicking **Add** in the Character Object list.

1. Assign a GameObject by dragging one from the scene or selecting it manually. For Texture mods, create an empty GameObject and assign it instead.
2. Click the Component to select it for editing



Once the character object Component is selected, the **Basic** tab for editing the Components settings becomes available.



In the **Basic** tab you can set the objects name, description, icon and tags, types all of which will be used and visible in the game UI.

To define a character objects compatibility, you can set it to support either male or female or all genders.

Physics Simulation

Character objects that would benefit from **Physics Simulation** can utilize a `Simulation` array on clothing, accessories and hair. Please note that this feature is still experimental.

We currently rely on **Magica Cloth 2** for handling the simulation inside the game. We strive to abstract from its complex setup by offering you a simplified interface.

Multiple simulations can be run on the same character object. This means that skirt physics can run independently from, say, an oversized belt that is part of the same mesh.

Please refer to the included `Physics Simulation` document for a description of properties, usage, examples and setup of physics.

Clothing



The screenshot shows the 'Component Configuration' panel for a Clothing component. It includes dropdown menus for 'Type' (set to Clothing), 'Supported Genders' (set to Female), and 'Clothing Slot' (set to Shoes). Below these are 'Clothing States' with 'Full state' set to 'state_full (Transform)' and 'Half state' set to 'None (Transform)', each with a play button icon.

Component Configuration	
Type*	Clothing
Supported Genders*	Female
Clothing Slot*	Shoes
Clothing States	
Full state*	state_full (Transform)
Half state	None (Transform)

Specifying the clothing slot puts it to the correct category in the character creators interface.

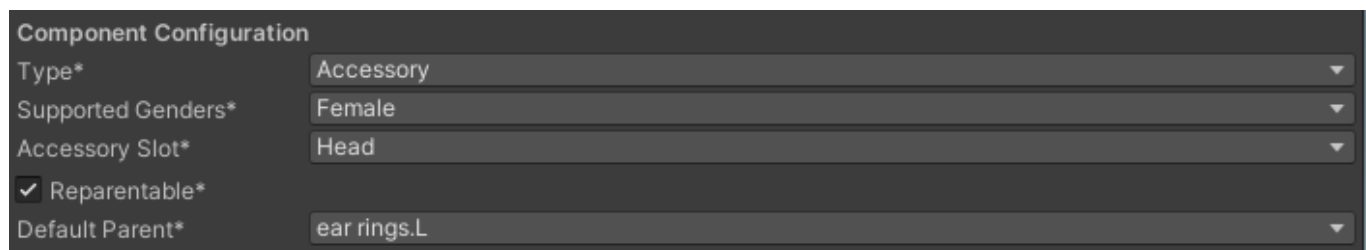
Clothing states identify what transforms should be shown or hidden when showing or partially removing clothing. These transforms should contain the mesh renderers.

The full state is what is shown when the clothing is worn normally and is required.

If you have not created a half state, there is no need to assign anything as it is optional.

Multiple states can not use the same object, so make sure the same object is not assigned to both the full and half states.

Accessory



The screenshot shows the 'Component Configuration' panel for an Accessory component. It includes dropdown menus for 'Type' (set to Accessory), 'Supported Genders' (set to Female), and 'Accessory Slot' (set to Head). There is a checked checkbox for 'Reparentable*' and a dropdown for 'Default Parent*' set to 'ear rings.L'.

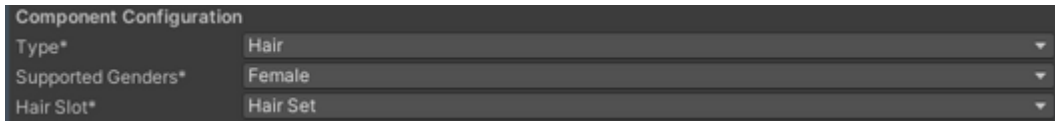
Component Configuration	
Type*	Accessory
Supported Genders*	Female
Accessory Slot*	Head
<input checked="" type="checkbox"/> Reparentable*	
Default Parent*	ear rings.L

Specifying the accessory slot puts it to the correct category in the character creators interface.

If the accessory being added does not use simulations that fully remap bones, enabling **Reparentable** parents the accessory to the specified characters armature transform by default and allows users to change the parent in game.

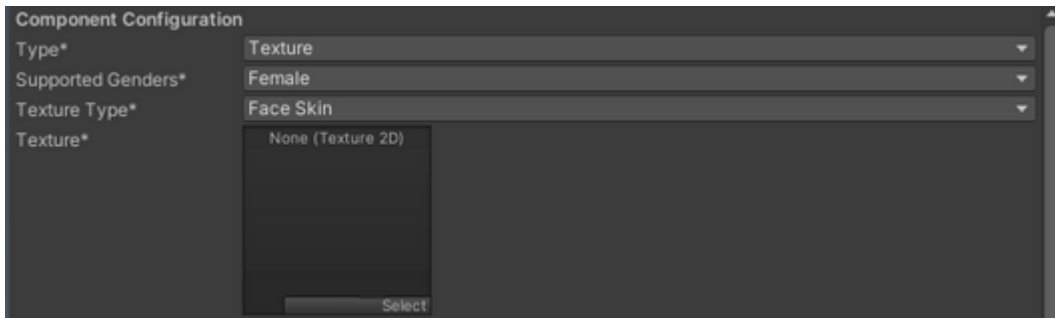
Choosing to not enable **Reparentable** will parent the accessory directly to the character, not part of any bone. This should mainly be used with full bone remapped simulations.

Hair



Specifying the hair slot puts it to the correct category in the character creators interface.

Texture



Specifying the texture type puts it to the correct category in the character creators interface.

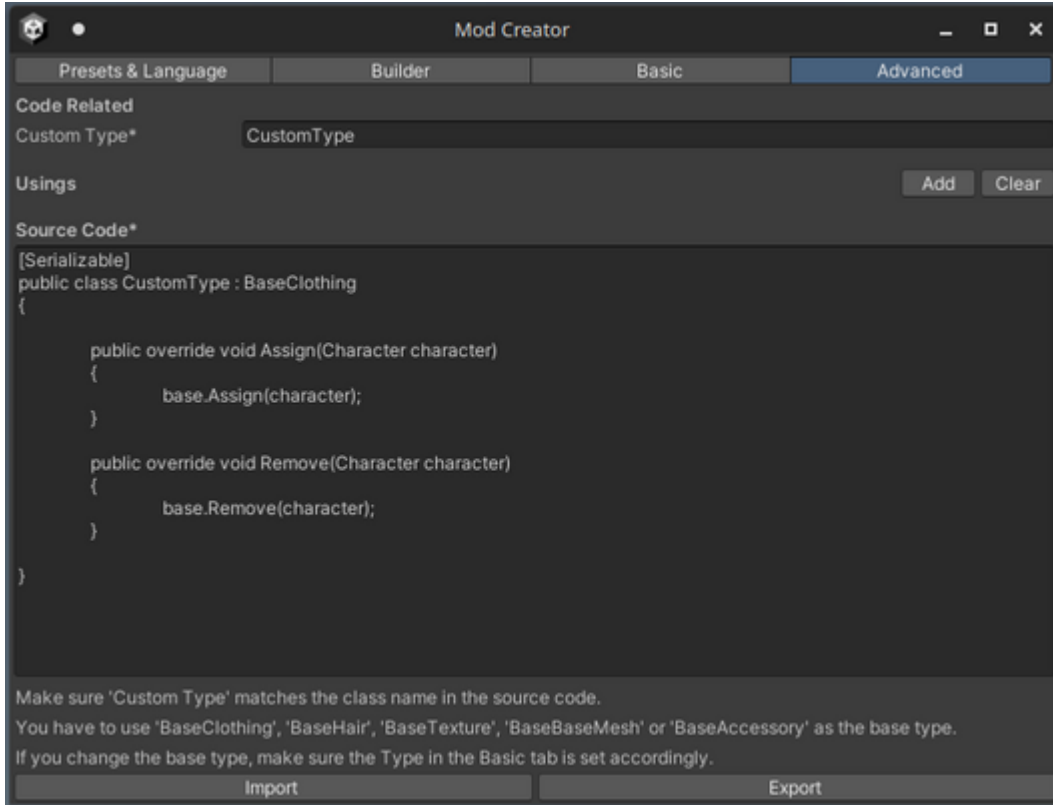
The texture assigned to the Texture field will be used and applied to the character.

Eye (Inner iris, Outer iris, Pupil) textures should be 512x512 to keep quality consistency.

Overlay texture types (including Nipples and Lips) are overlaid on top of the parent texture (face or body), so make sure unused areas are fully transparent.

Additionally, overlay texture types allow you to specify a default color which will be multiplied to them in game. A pure white color will result in the exact provided image.

Going back to the **Basic** tab, by enabling the **Advanced Editing** checkbox, an additional **Advanced** tab becomes available.



In this tab you can edit custom code for your character object component to add features or modify how it works.

You can either edit the code in the editor UI, or click the **Export** button and edit it in your IDE, and then **Import** it back to the editor.

Having **Advanced Editing** mode enabled creates a custom class for the character object, otherwise using the Base class with just changed parameters. This makes things a bit more complicated as you need to create a name for the class and set up any code accordingly.

Any instances of `using` need to be placed inside the **Usings** list.

The resulting class will be in the `Author.ModName` namespace next to other custom classes from the same mod.

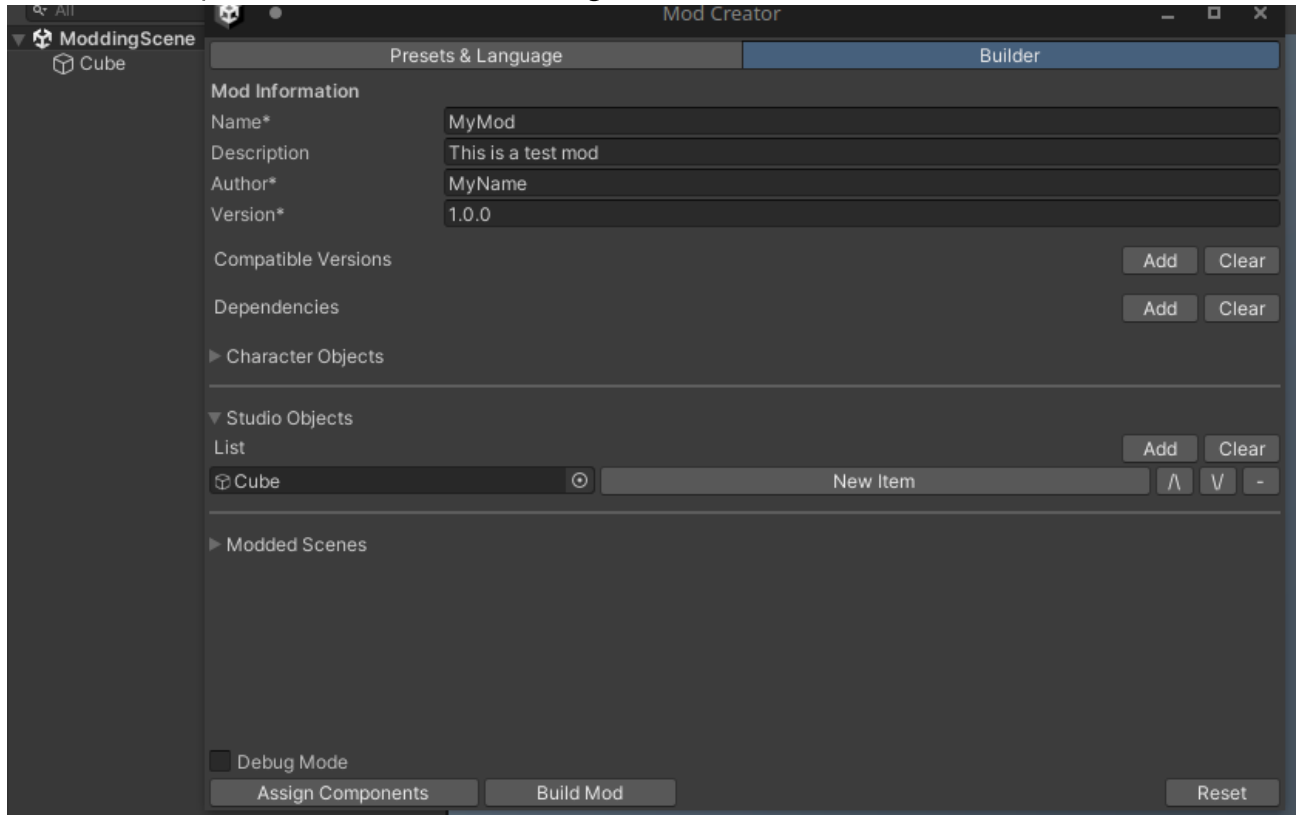
For this example, **Advanced Editing** will remain unchecked.

Upon inputting your desired values, proceed back to the **Builder** tab and repeat the steps if you want to have more character objects in the mod.

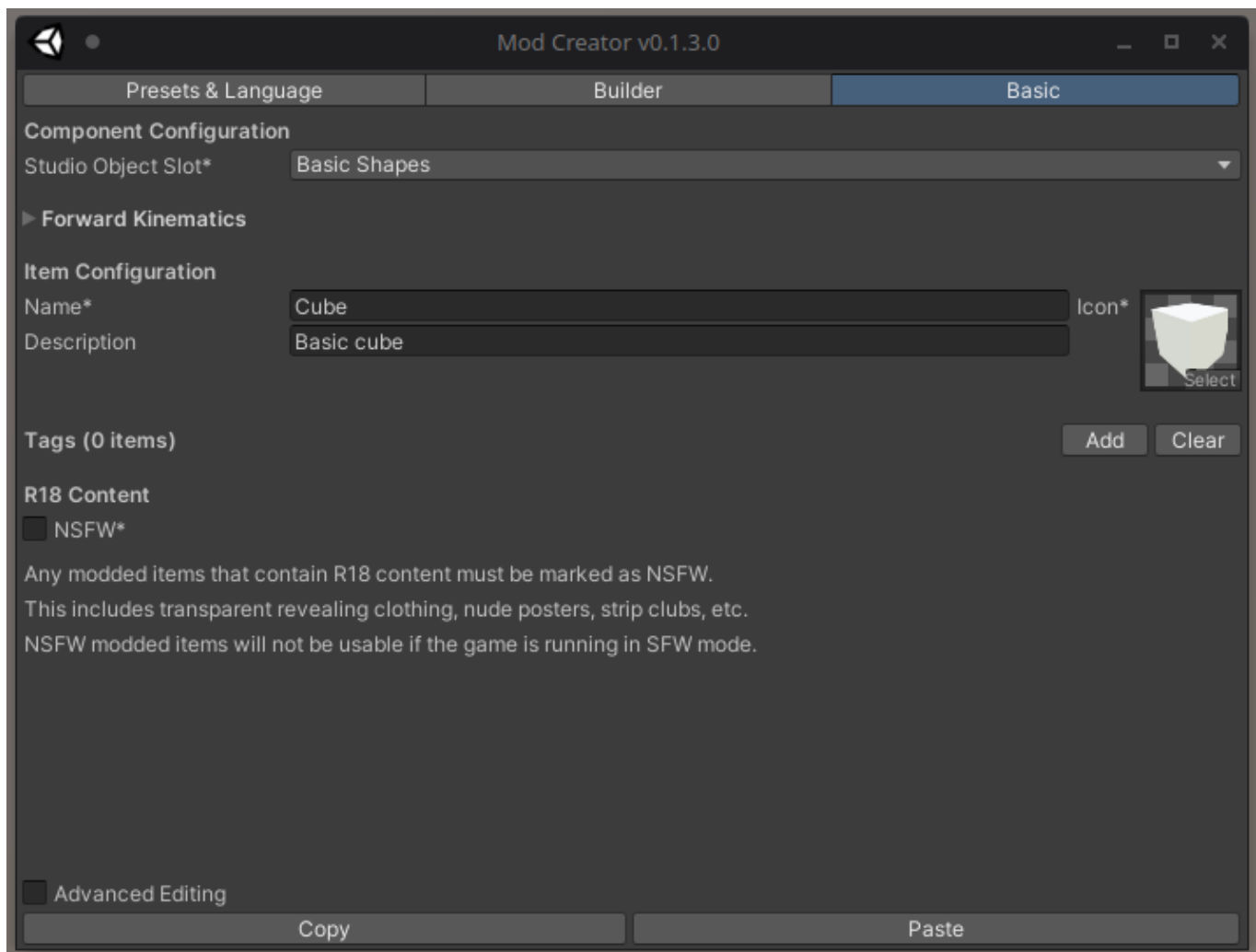
Creation of a Studio Object Mod

Begin creation of a studio mod by clicking **Add** in the Studio Object list.

1. Assign a GameObject by dragging one from the scene or selecting it manually.
2. Click the Component to select it for editing



Once the studio object Component is selected, the **Basic** tab for editing the Components settings becomes available.



In the **Basic** tab you can set the objects name, description, icon and tags, types all of which will be used and visible in the game UI.

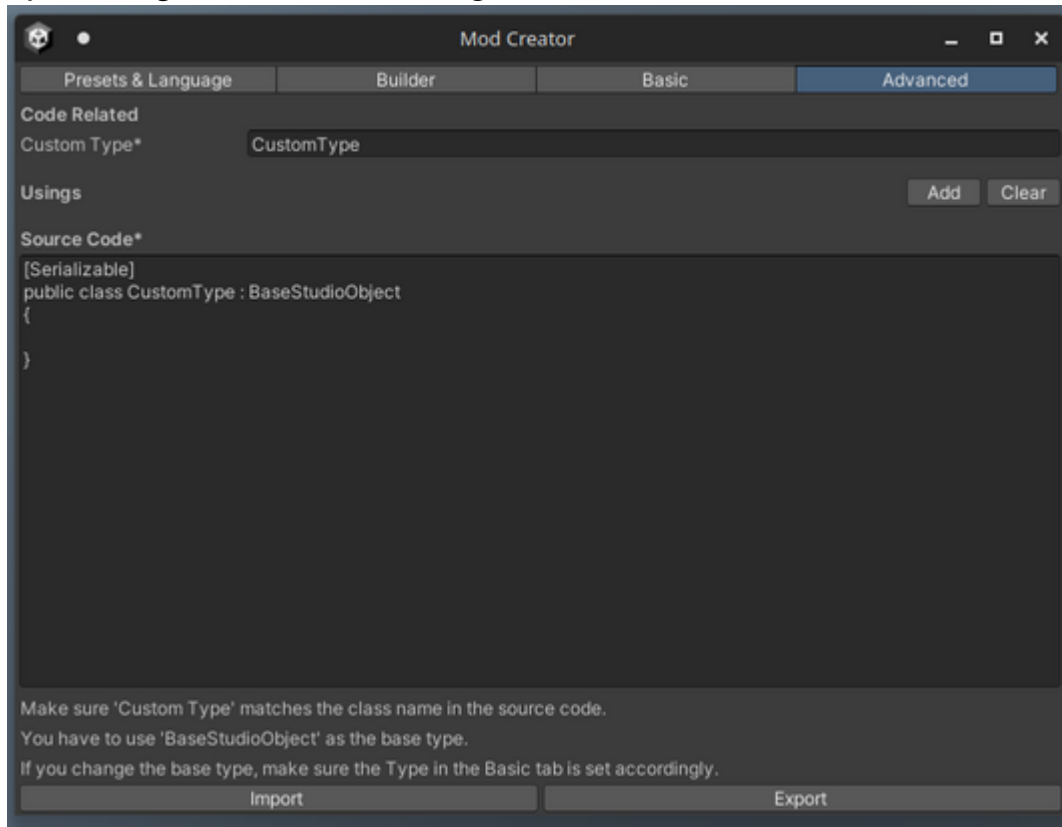
Specifying the studio object slot puts it to the correct category in the studios interface.

Forward Kinematics

Studio objects that include bones can utilize **Forward Kinematics**.

Please refer to the included [Forward Kinematics](#) document for a description of properties, usage, examples and setup of FK.

By enabling the **Advanced Editing** checkbox, an additional **Advanced** tab becomes available.



In this tab you can edit custom code for your studio object component to add features or modify how it works.

You can either edit the code in the editor UI, or click the **Export** button and edit it in your IDE, and then **Import** it back to the editor.

Having **Advanced Editing** mode enabled creates a custom class for the studio object, otherwise using the Base class with just changed parameters. This makes things a bit more complicated as you need to create a name for the class and set up any code accordingly.

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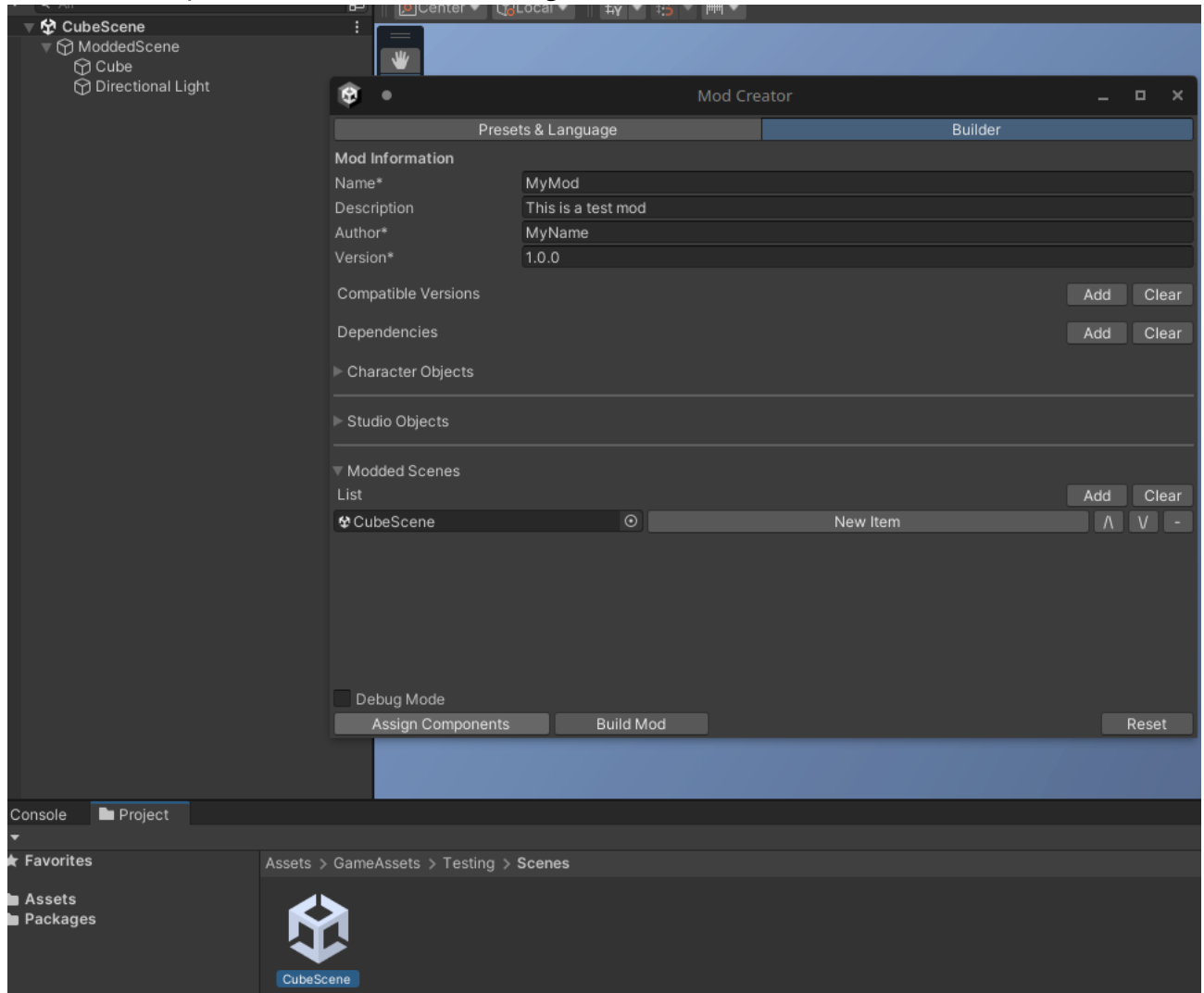
For this example, **Advanced Editing** will remain checked.

Upon inputting your desired values, proceed back to the **Builder** tab and repeat the steps if you want to have more studio objects in the mod.

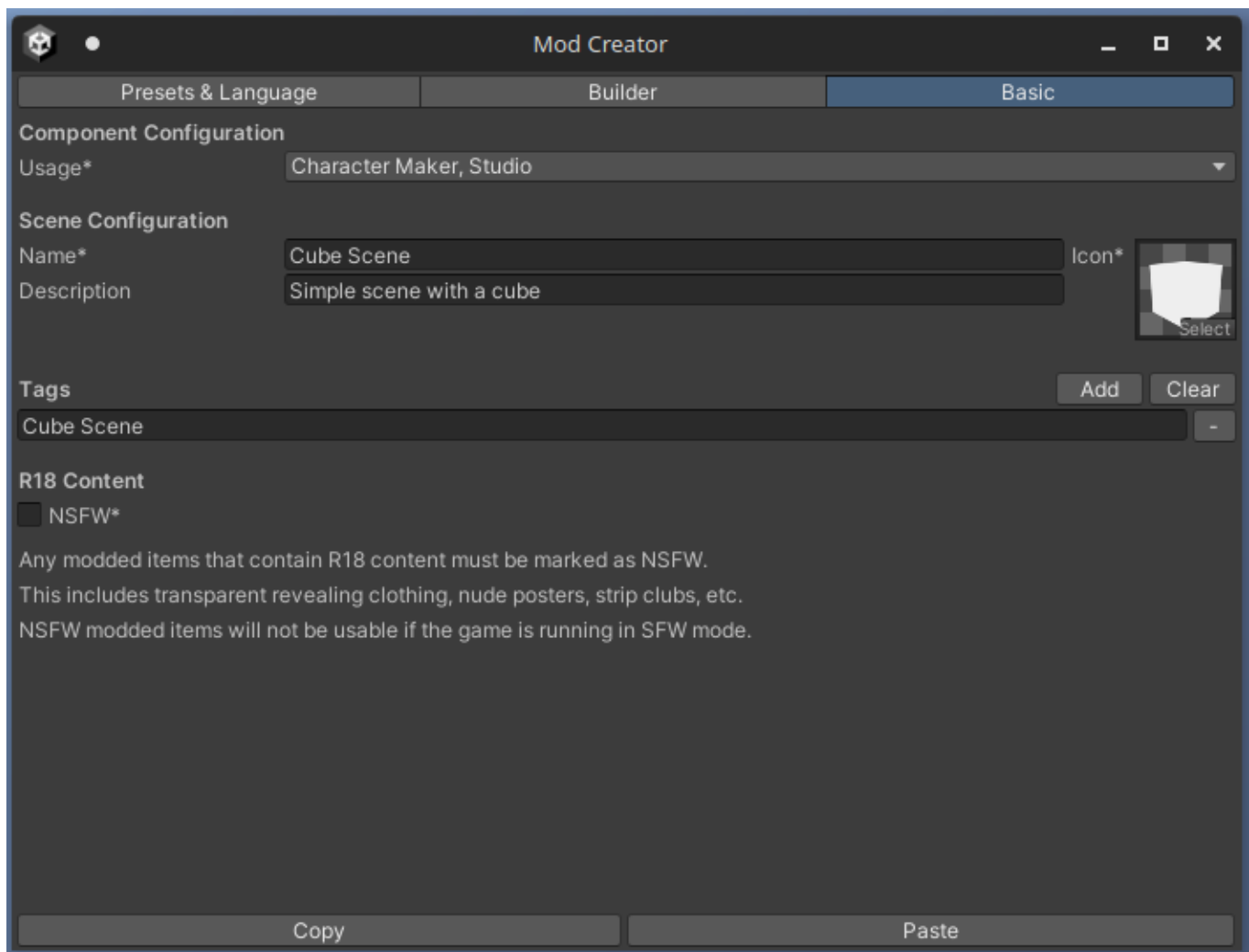
Creation of a Custom Scene Mod

Begin creation of a custom scene mod by clicking **Add** in the Modded Scenes Object list.

1. Assign a scene reference by dragging one from the project view or selecting it manually.
2. Click the Component to select it for editing



Once the modded scene object Component is selected, the **Basic** tab for editing the Components settings becomes available.



In the **Basic** tab you can set the scenes name, description, icon and tags, types all of which will be used and visible in the game UI.

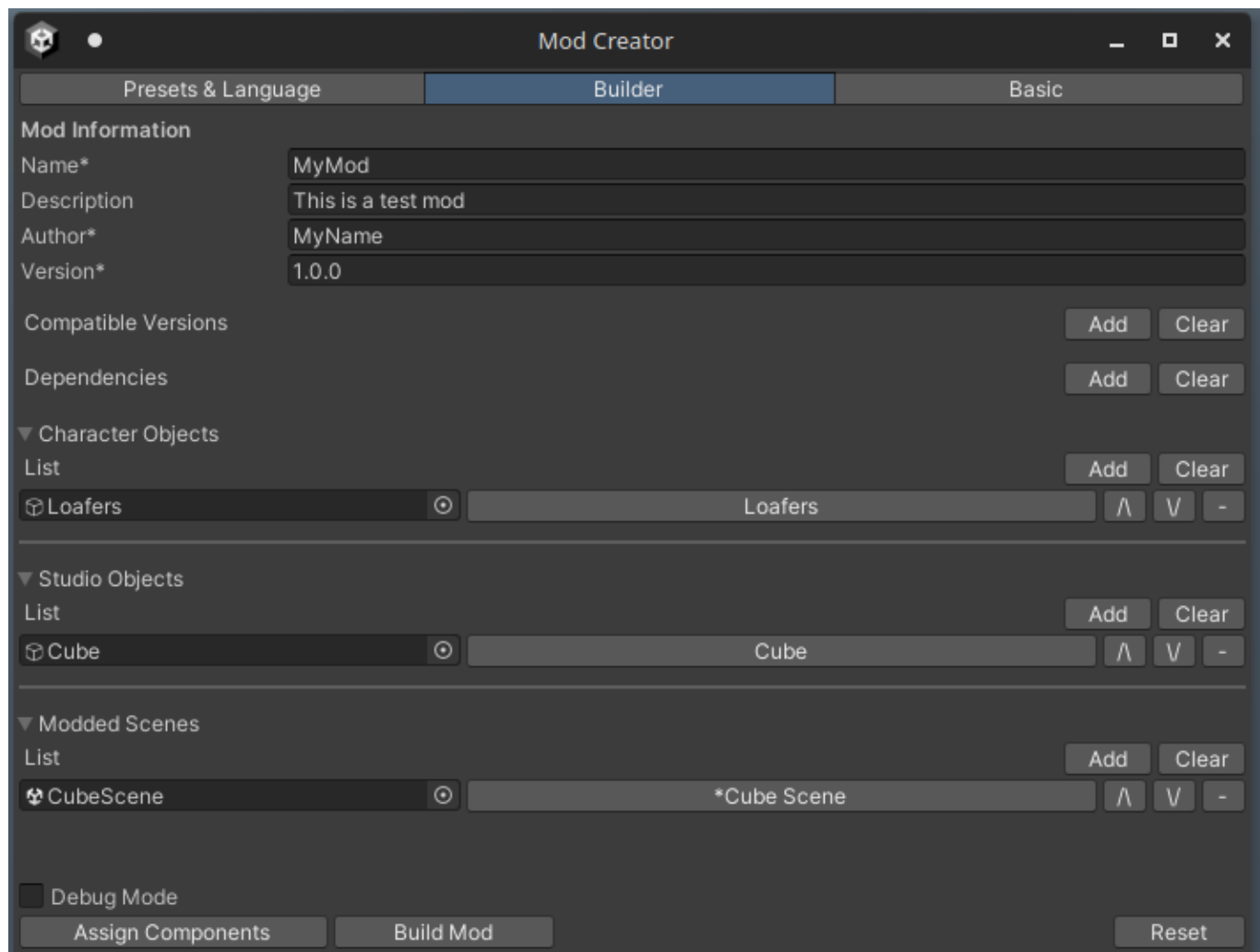
The **Usage** field indicates where the modded scene will be used. For Maker, it can be used as a 3D background, for the Studio, it can be used as a map.

The root object of the scene must be called `ModdedScene` and should contain all objects that you want the scene to contain.

Upon inputting your desired values, proceed back to the **Builder** tab and repeat the steps if you want to have more custom scenes in the mod.

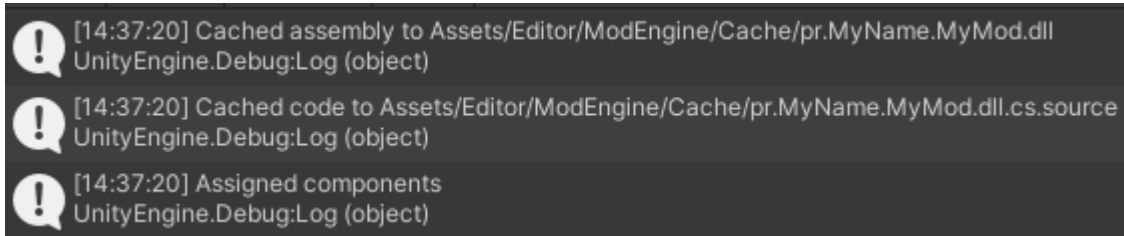
Building the Mod

Once you have set up the mod's basic information and added at least one Studio object or Character object or Modded scene, you can now build your mod.



To assign your Components to the GameObjects, click the **Assign Components** button. If you used **Advanced mode**, a custom assembly will be built and included in the mod.

Verify that the components were successfully assigned by checking the console log.



Since we used **Advanced mode** for one of the objects, a custom assembly was built and will be included in the mod. It is cached alongside its source code in the above path for later editing.

If there are no errors or other problems, you can now build the mod.

Now you are ready to click the **Build Mod** button and export the mod. Your default file browser will open, allowing you to pick a location to save your mod.

Testing the Mod

You can load a built mod by clicking the **Load Mod** button in the **Builder** tab with Debug Mode enabled. This will load a mod to the current scene so you can match the loaded values to your specified ones. Behavior in the editor may be different from the game.

Make sure to test the mod in-game by putting it in the games **mods** folder and launching the game to make sure everything works as intended.

Limitations

- Types
 - Some types may not be supported and cause the build to fail.
- Animations
 - Animations are not supported, but meshes can include blendshapes.
- Presets
 - Saving objects that are loaded in memory (loaded from a mod, created on runtime and not written to disk) is not possible and they will be ignored. This can result in missing meshes, materials, textures, etc.
- Modded scenes
 - Lighting information (lightmaps, light probes, baking etc.) is currently not supported.
- Assets
 - All meshes, textures and images must be marked as read/write, otherwise ModEngine will not be able to serialize them into a mod.
- LODs
 - Clothing fitting and clothing simulation might misbehave when multiple LODs are present. A solution is work in progress.