

# ClothCollider Guide for KK, EC and KKS

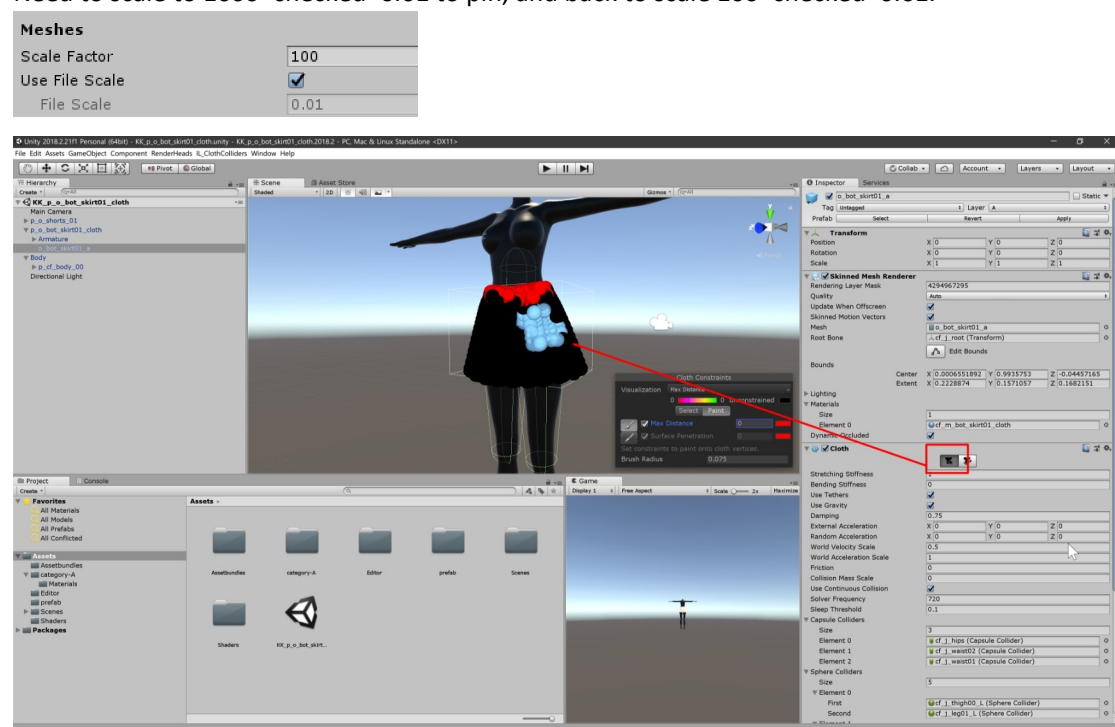
## — The differences between KK and AI

1. You need to delete skirt bones of KK skirts because they will not be used by the cloth simulation. Different colliders will also be used, as explained in the full guide.

2. You have to use .unity3d exported by Unity 5.6.2f1. You also need to use the “ClothColliderInfoExportWindow\_KK\_EC\_KKS.cs” version of the editor script.

3. Cloth pin bug in Unity 2018.2.21f1.

Need to scale to 1000+checked+0.01 to pin, and back to scale 100+checked+0.01.



4. Need 1 more Capsule Collider in the middle of the skirt to prevent skirt puncture into the body.

5. Difference in manifest

AI and HS2 use different category IDs (for example “co\_bot”). You have to use the correct version of ClothColliderInfoExportWindow for your game to get the correct IDs.

