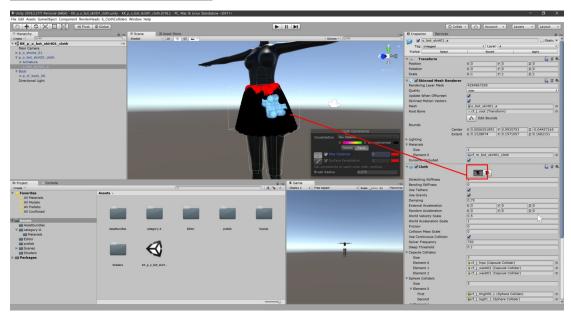
## ClothCollider Guide for KK, EC and KKS

## 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 100+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

Al 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.

```
manifest.xml
   1 F<manifest schema-ver="1">
                 <guid>p_o_bot_skirt01_cloth</guid>
                 <name>p_o_bot_skirt01_cloth</name>
  3
                 <version>1.0</version>
  5
                 <author>pocat</author>
                 <description>p_o_bot_skirt01_cloth converted to sideloader format.</description>
   6
                 <website>https://www.pixiv.net/users/22016009</website>
   7
   8
  9
              <ClothColliders>
                 <cloth id="8816" category="co_bot" clothName="o_bot_skirt01_a">
 10 =
 11
                     <SphereCollider Pair.
 12
                         <first boneName="cf_j_thigh00_L" radius="0.11" center="0.00, 0.00, -0.03" />
                         <second boneName="cf_j_leg01_L" radius="0.075" center="0.00, 0.00, -0.02" />
 13
 14
                      </SphereColliderPair>
 15
                      <SphereColliderPair>
 16
                         <first boneName="cf_j_thigh00_R" radius="0.11" center="0.00, 0.00, -0.03" />
 17
                         <second boneName="cf_j_leg01_R" radius="0.075" center="0.00, 0.00, -0.02" />
 18
                      </SphereColliderPair>
 19
                      <SphereColliderPair>
                         <first boneName="cf_j_siri_L" radius="0.11" center="0.00, 0.02, 0.03" />
 20
 21
                      </SphereColliderPair>
 22
                      <SphereColliderPair>
 23
                         <first boneName="cf_j_siri_R" radius="0.11" center="0.00, 0.02, 0.03" />
 24
                      </SphereColliderPair>
                      <\!\!\text{CapsuleCollider boneName} = "cf\_j\_hips" \ radius = "0.115" \ center = "0.00, -0.11, -0.03" \ height = "0.34" \ direction = "0" \ / > 1000 \ direction = "0" \ direction
 25
 26
                      <CapsuleCollider boneName="cf_j_waist01" radius="0.07" center="0.00, 0.00, -0.02" height="0.24" direction="1" />
 27
                      <CapsuleCollider boneName="cf_j_waist02" radius="0.11" center="0.00, 0.00, -0.03" height="0.36" direction="0" />
 28
                  </cloth>
 29
               </ClothColliders>
30
```