UMA Combinations

This article describes the available slots and overlays and possible combinations.

Modular Garnment

A modular recipe have to have a single base element.
Further partitions can be used with a single element.

Each element have to have a single overlay.
Optional add overlays can be used together with a basic overlay.

Basically the color of every overlay can be altered. Gray overlays are designed for adapting the color.

Chest Wardrobe

A single pice of chest armor can be used only.

- bodyArmor
- robe
- shirt
- hauberk

BodyArmor

Trousers are visible.
2/3 arms, allow long gloves.

slot	overlay	remark	grey
BaseSlot	BodyArmorChainmail		
	BodyArmorLeatherAdvanced		
	BodyArmorLeather		
SimpleHarnish	SimpleHarnish		
ModularBodyArmor			
Gambeson	base	base element	x
	belt	optional add	
Breastplate	bright/dark/parade	torso element	
Cuirass	bright/dark/parade	torso element	
Pauldron	(Pauldron)bright/dark/parade	shoulder element	
	leather	optional add	
PauldronBreaker	(Pauldron)bright/dark/parade	shoulder element	

slot	overlay	remark	grey
ArmPipe	(ArmPipe)bright/dark/parade	arm element	
ArmPipeHalf	(ArmPipe)bright/dark/parade	arm element	

Any other bodyArmor, dress, shirt or hauberk can be used as base element as well.

In case of a hauberk as base element with a torso element apply the following MeshHide:

- Hauberk_MeshHide_4Breastplate
- Hauberk_MeshHide_4Cuirass

Robes

Dress and robes. The base slot is a robe.
Leg wardrobe is not visible.
Boots are partially hidden.
Long arms may partially hidden under long gloves.

slot	overlay	remark	grey
BaseSlot	RobeSimpleFine	base element	x
	RobeSimpleRough	base element	x
	RobeSimpleMage	base element	x
	RobeSkapulier	optional add	x
	RobeBelt	optional add belt	
	RobeRope	optional add belt	x
	RobeSash	optional add belt	x
	RobeApplications…	optional add application	
	…FileLinen	application base element	x
	…Buttons	appliation add element	x
	…Chain		x
	…Leafs		x
Dress	DressFineLinen	base element	x
	DressBelt	optional add belt	
	DressApplications…	optional add application	
	…FineLinen	application base element	x
	…Chain	application detail element	
	…Lace		x
	DressApron	optional add apron	x

Hauberk

Short dress down to upper legs.
Leg wardrobe is partially visible. MeshHide assets may be needed.
Long arms may partially hidden under long gloves.

slot	overlay	remark	grey
BaseSlot	Chainmail	base element	
	FineLinen		x
	RoughLinen		x
	Belt	belt element	
	BeltLarge		
	ShoulderChainmail	shoulder element	
	ShoulderLeather		
	Application		
	…FineLinen	application base element	x
	…Buttons	application add element	x
	…Chain		x
	…Leafs		x
	SmithApron	apron element	

Shirt

Trousers are visible.
Long arms may partially hidden under long gloves.

slot	overlay	remark	grey
BaseSlot	BaseFineLinen	base element	x
	BaseRoughLinen		x
	ButtonUpFineLinen		x
	LacedFineLinen		x
	LacedRoughLinen		x
	Buttons	button element for buttonUp	x
	LacedLacing	lacing element for laced	x
	PatchElbow	patch element	
	Patch1		x
	Patch2		x

slot	overlay	remark	grey
	Patch3		x
	Patch4		x
	Patch5		x
	Patch6		x
	ShirtLeatherOrnated	base element	
Collar	CollarsFineLinen	collar element	x
	CollarsFur		
	CollarsSoftLeather		x
Scarf	CollarsFineLinen	collar element	x
	CollarsFur		
	CollarsSoftLeather		x

Collar and scarf can be used with any dress, hauberk or shirt.

Footwear

A single piece can be used only:

- Boots
- Shoes

Boots

Trousers are partially hidden in boots.
Boots are partially hidden by a dress.
Feet are compleatly covered.

slot	overlay	remark	grey
BaseSlot	BaseHardLeather	base element	x
	BaseSoftLeather		x
	Buckled…		
	…HardLeather	base element	x
	…SoftLeather		x
	…Clasp	mandatory for buckled base elements	
	Laced…		
	…HardLeather	base element	x
	…SoftLeather		x

slot	overlay	remark	grey
	…Holes	mandatory for laced base elements	
	…Lacing	mandatory for laced base elements	x
	BaseSole	mandatory for all boots	
	SteelCap bright/dark	optional add	
	BootsSteelBase bright/dark/parade	base element	
	BootsSteelBase leather	optional add for BootsSteelBase	
Cuff	CuffFur	cuff element	
	CuffHardLeather		x
	CuffSoftLeather		x
CalfPipe	BootsSteelAdd bright/dark/parade	calf element	
CalfPipeHalf	BootsSteelAdd bright/dark/parade	calf element	
CalfPipeSpike	BootsSteelAdd bright/dark/parade	calf element	
FootProtection	BootsSteelAdd bright/dark/parade	foot element	
Single			
SteelBoots	SteelBoots	single	

All base boots except BootsSteelBase require the sole element as last overlay in the slot.
FootProtection can be added to shoes too.

Shoes

No overlapping with trousers.
Feet are completely covered.

slot	overlay	remark	grey
BaseSlot	ShoesBuckled…		
	…HardLeather	base element	x
	…HardLeather	base element	x
	…Clasp	mandatoy add for buckled	
	ShoesLaced…		
	…HardLeather	base element	x

slot	overlay	remark	grey
	…HardLeather	base element	x
	…Holes	mandatoy add for buckled	
	…Lacing	mandatoy add for buckled	x
	ShoesSole	mandatory for all shoes	
	ShoesSteelCap Bright/Dark	optional add	

ShoesSole must be the last overlay for the slot.

Legwear

A single piece can be used only:

- LegArmor
- Trousers

Legwear is not visible under a dress.
Legwear requires a MeshHide asset under a hauberk.

LegArmor

Ends where boots begin.

slot	overlay	remark	grey
BaseSlot	LegArmorLeatherAdvanced		
	LegArmorLeather		
	LegCushion	base element	x
SteelLeggins	SteelLegginsSimple		
Modular leg armor			
KneeKap	LegArmorKneeUpper bright/dark/parade	knee element	
KneeKapSpike		knee element	
UpperLegPipe		upper leg element	
UpperLegPipeHalf		upperleg element	
LegArmorBelt	LegArmorBeltLower bright/dark/parade	belt element	
LowerLegPipe		lower leg element	
LowerLegPipeHalf		lower leg element	

Modular leg armor can be used with any legArmor baseSlot or trousers baseSlot.

Trousers

Trousers are partially covered by boots. MeshHide assets may be required.

slot	overlay	remark	grey
BaseSlot	TrousersLeather		
	trouserBelt…		
	…FineLinen	base element belt	x
	…RoughLinen	base element belt	x
	…Belt	belt element	
	trousersLaced…		
	…()	base element laced	x
	…Rope	belt element	x
	trousersGaitors	gaitor element 1 of 2	x
	trousersGaitorsLacing	gaitor element 2 of 2	x
	KneeLeather	patch element	
	Patch1		x
	Patch2		x
	Patch3		x
	Patch4		x
	SittingLeather		
Knickerbocker	KnickerbockerLower	part 1 of 3	x
	KnickerbockerUpper	part 2 of 3	x
	KnickerbockerRope	part 3 of 3	x
Adds			
Backskin	TrousersAdds	add to base or knickerbocker	
TrousersBeltBag			
TrousersBeltPouch			

Handwear

A single piece can be used only:

- Gloves
- GlovesLong

Gloves

No overlapping with any arm garment.
Hands are completely covered.

slot	overlay	remark	grey
BaseSlot	GlovesFineLinen	base element	x
	GlovesHardLeather		x
	GlovesSoftLeather		x

GlovesLong

Lower arm garment is covered. MeshHide assets may be required.
Hands are completely covered.

slot	overlay	remark	grey
BaseSlot	GlovesLongFineLinen	base element	x
	GlovesLongHardLeather		x
	GlovesLongSoftLeather		x
	GlovesLongFingerArmor bright/dark/parade	optional add	
	GlovesLongForearmPipe bright/dark/parade	optional add	
	GlovesLongArmored bright/dark/parade	optional add	
ForearmWide	bright/dark/parade	forearm element	
GlovesLongGauntlet	GlovesLongGauntletHardLeather		x
	GlovesLongGauntletSoftLeather		x
GauntletSteelSimple	GauntletSteelSimple	single element	

Headgear

Helmet

The hair is completely covered and not visible.

slot	overlay	remark	grey
BaseSlot	HelmetChainmail		
	HelmetLeather		
Modular helmet			
HelmetBand	bright/dark/parade	base element	
	leatherNeck	optional add	
HelmetCockscomb	bright/dark/parade	base element	
	leatherNeck	optional add	

slot	overlay	remark	grey
HelmetRound	bright/dark/parade	base element	
	leatherNeck	optional add	
HelmetNeckProtection	HelmetAttachments bright/dark/parade	border element	
	AttachmentsLeatherNeck	optional add	
HelmetWideBorder	HelmetAttachments bright/dark/parade	border element	
HelmetMouthGrid	HelmetMouthProtection bright/dark/parade	mouth element	
HelmetMouthProtection	HelmetMouthProtection bright/dark/parade	mouth element	
HelmetNoseProtection	HelmetAttachments bright/dark/parade	nose element	

Hats

The hair require MeshHide assets.

slot	overlay	remark	grey
HatRound	HatsLeather	base element	
	HatsLinen	base element	x
	HatsBand	optional add	x
	HatsRope	optional add	x
	HatSteelBright	base element	
	HatSteelDark	base element	
HatZylinder	Leather	base element	
	HatsLinen	base element	x
	HatsBand	optional add	x
	HatsRope	optional add	x
HatWitch	HatWitchBase	base element	x
	HatWitchBand	optional add	x
	HatWitchRope	optional add	x