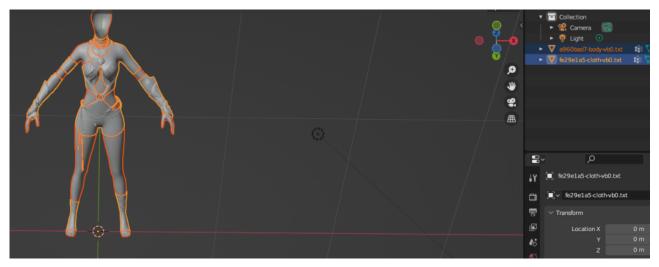
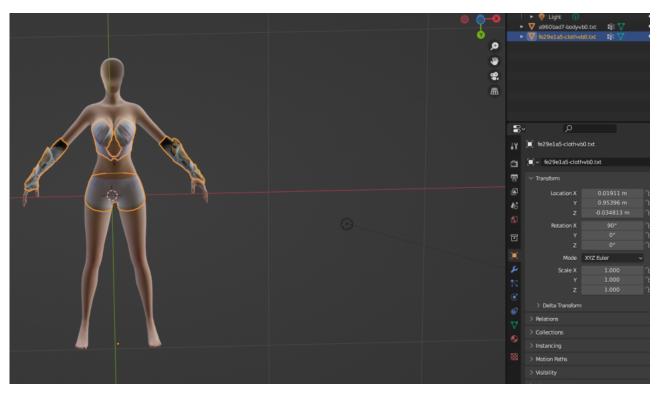
How to use split script

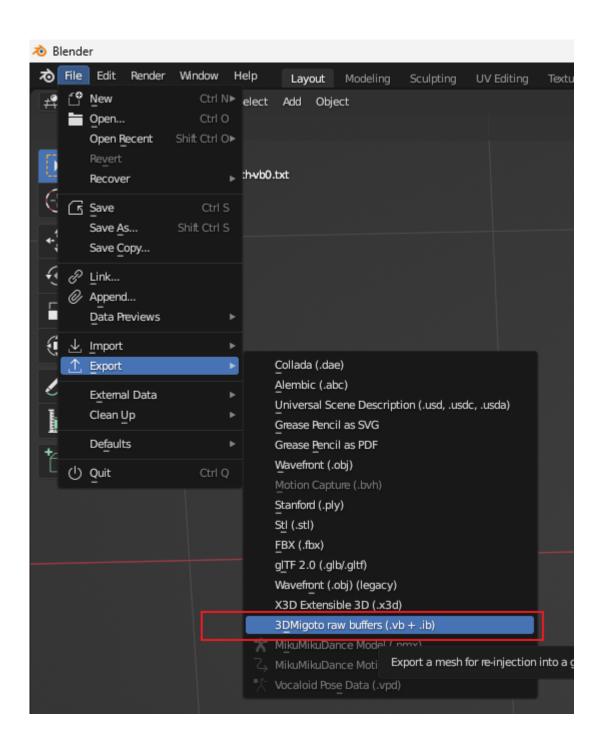
We just import the model into blender like this:

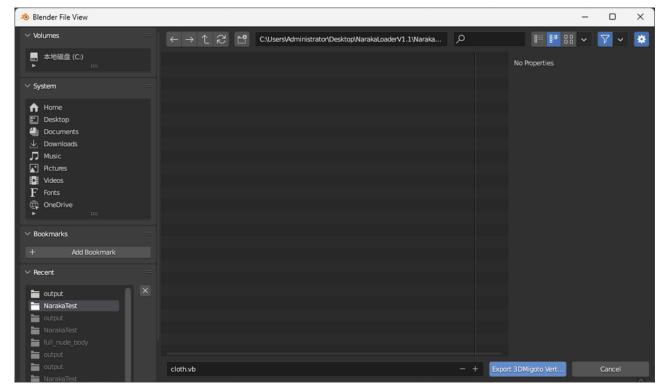


And then modify it ,delete some part:



and then export the cloth as vb file:

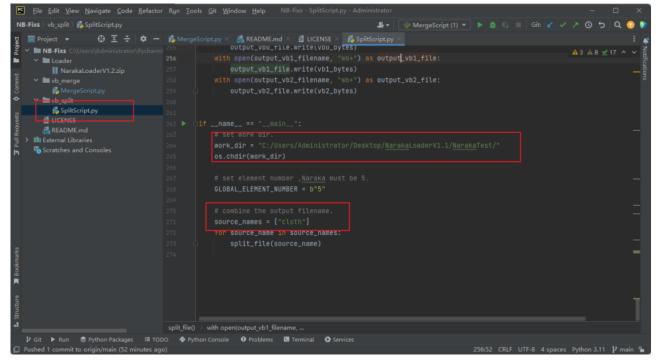




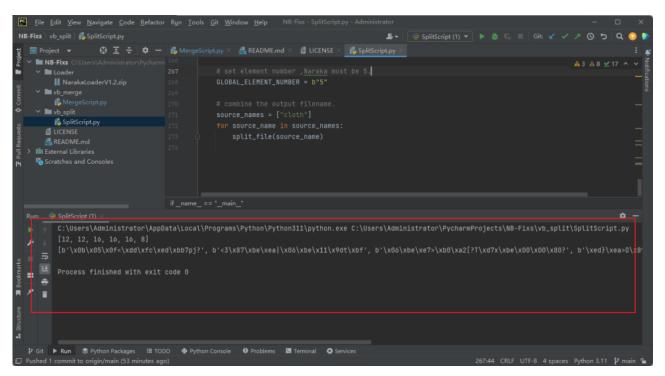
And we export it to this folder:



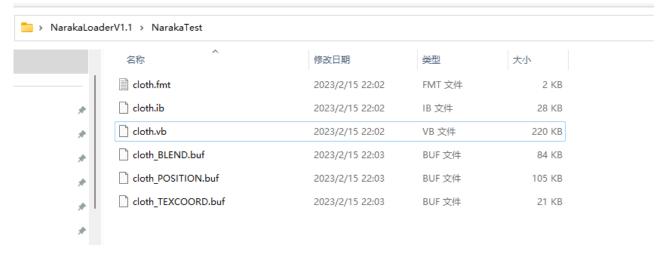
So we need to set the folder path in split script, and also set the vb file name we need to split:



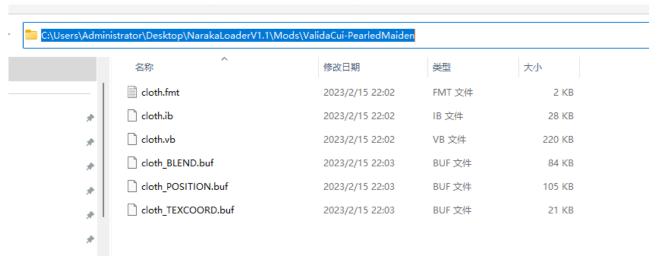
then, we can run it:



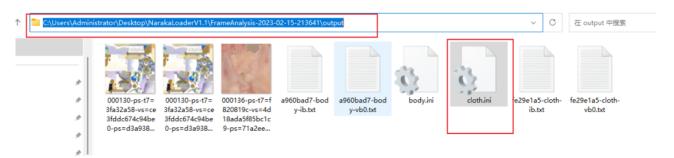
And we get these files:



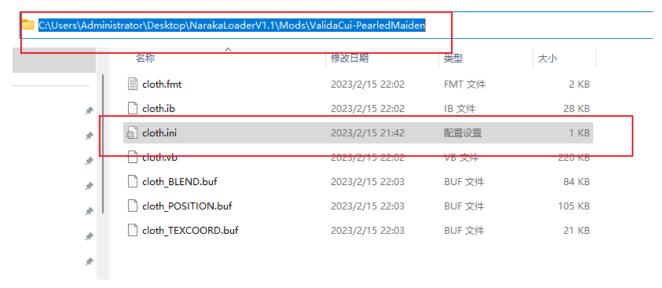
Open our Mods folder ,create a mod folder for the skin, and copy these files to the new created folder:



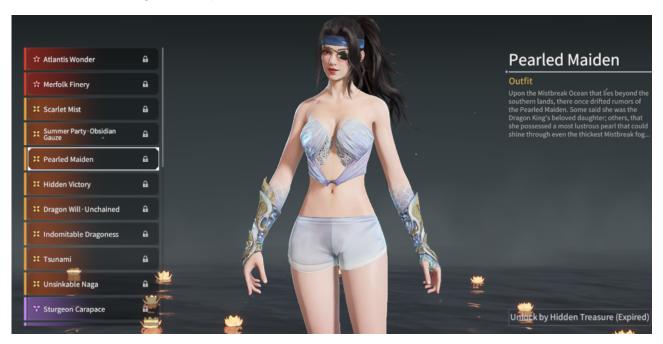
And then copy the ini file under the FrameAnalysis dump foulder's output folder:



And put it in new created mod folder:



Then we can back to game, and press F10 to reload it:



Congrats, now you know how to use split script, let's make some wonderful fix!