How to Fix Heel Height
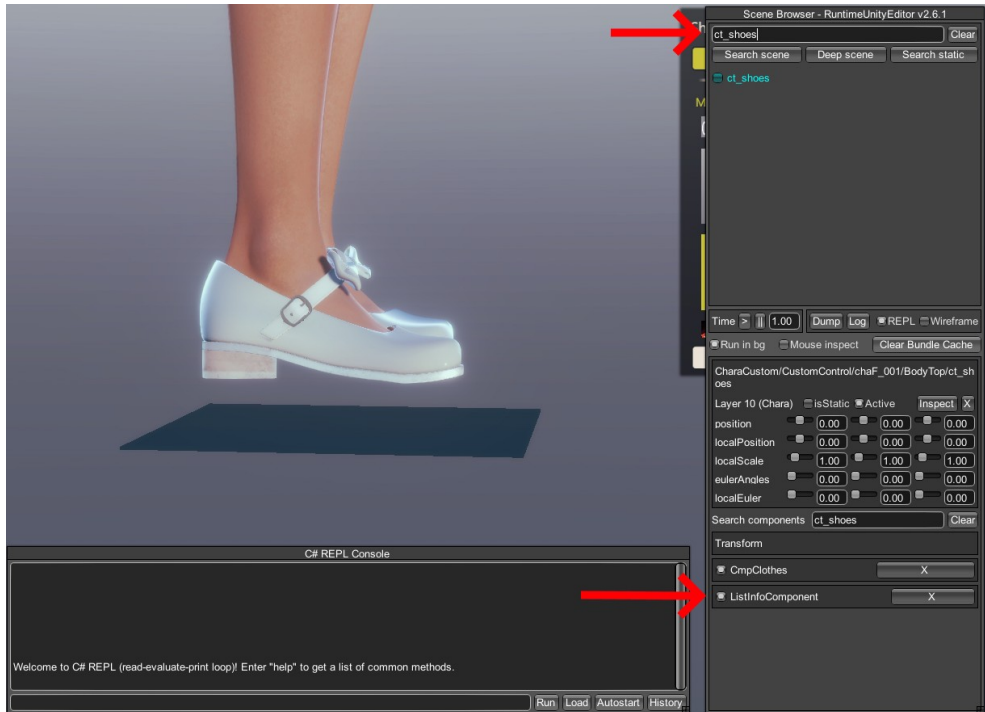
Instructions for fixing heels that either float or sink into the ground.

1) Figure out the name of the zipmod that must be edited.
   - a) Load the heel in character editor
   - b) Press F12 or PAUSE to open the Runtime Unity Editor
   - c) Search for "ct_shoes" and open "ListInfoComponent"

   - d) Select "data" then "_dictinfo". This should provide valuable information for locating the zipmod that you will need to edit.
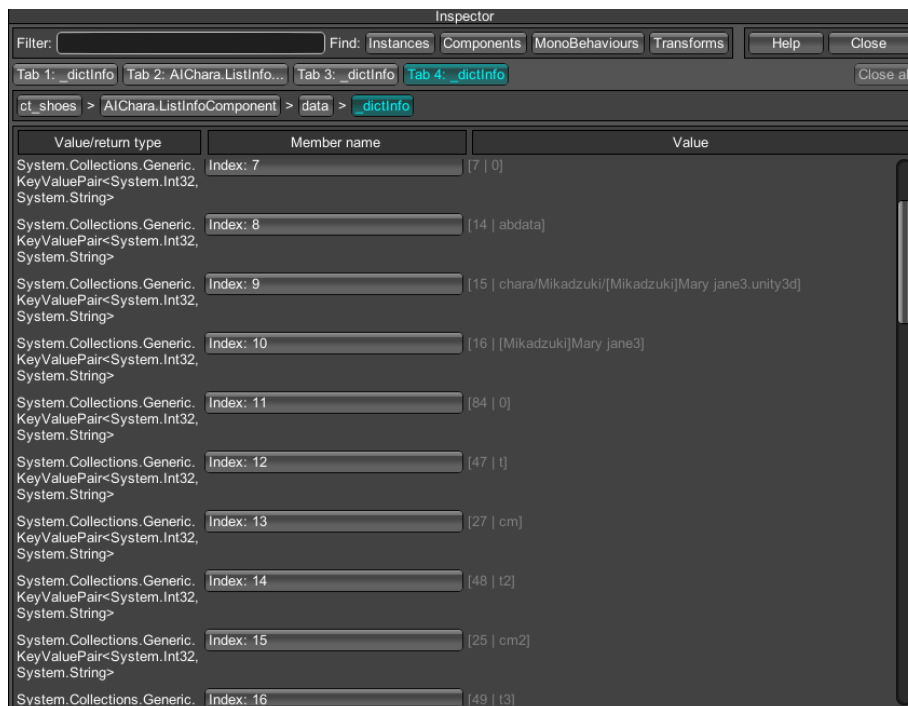
2) Figure out what the correct height value should be.
    a) In the Runtime Unity Editor, search for "chaf"
    b) Locate the cf_N_height transform
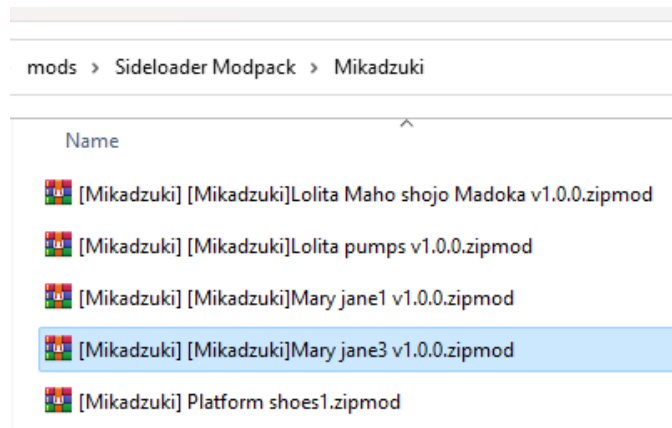   c) Locate the localPosition value for that transform.
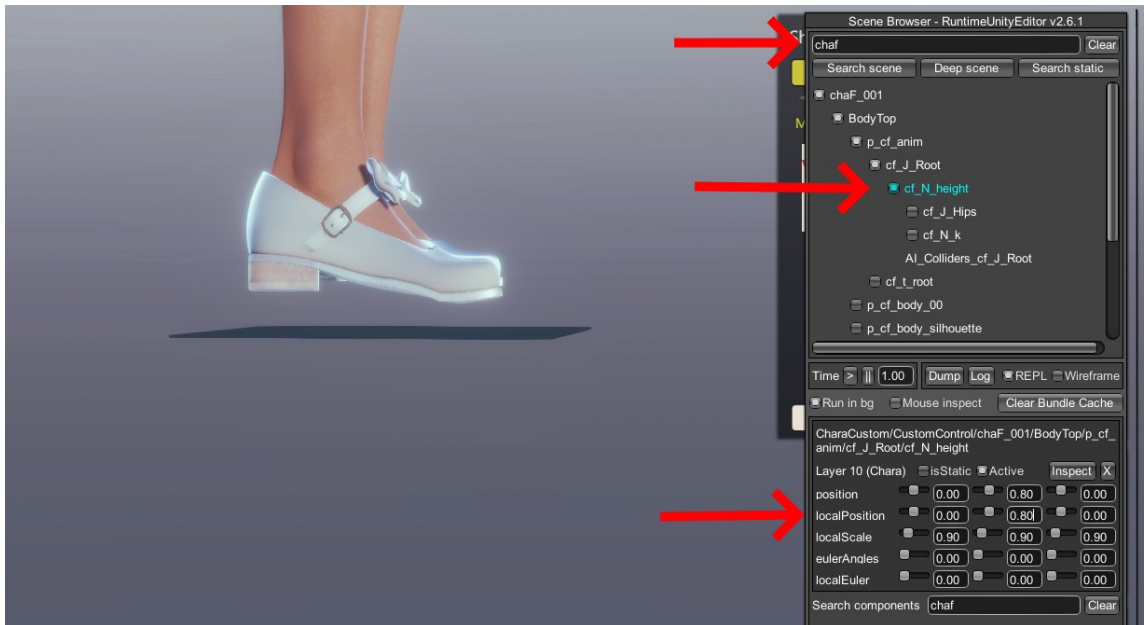
    d) adjust the Y value until the feet touch the ground indicator. Remember this value.
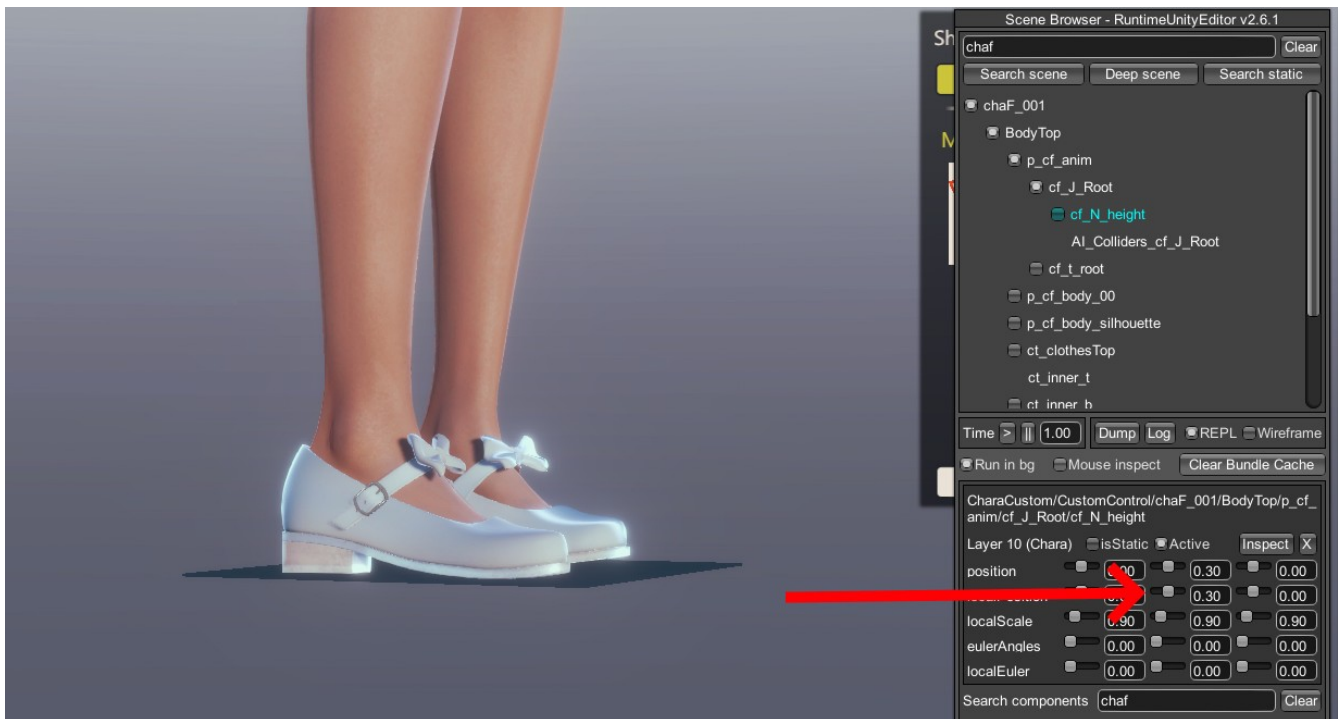
3) Edit the zipmod to correct the height offset.
     a) Using the information from step 1, locate the zipmod that you need to edit.

mods > Sideloader Modpack > Mikadzuki

Name

[Mikadzuki] [Mikadzuki]Lolita Maho shojo Madoka v1.0.0.zipmod

[Mikadzuki] [Mikadzuki]Lolita pumps v1.0.0.zipmod

[Mikadzuki] [Mikadzuki]Mary jane1 v1.0.0.zipmod

[Mikadzuki] [Mikadzuki]Mary jane3 v1.0.0.zipmod

[Mikadzuki] Platform shoes1.zipmod

     b) Open the zipmod, and then open the manifest.xml file with an editor. Notepad will do.

manifest.xml - Notepad — □ ×

File   Edit   View

```
<manifest schema-ver="1">
      <guid>Mikadzuki.Mary jane3</guid>
      <name>[Mikadzuki]Mary jane3</name>
      <version>1.0.0</version>
      <author>Mikadzuki</author>
      <description>Mary jane3</description>
      <AI_HeelsData>
            <heel id="1">
                  <root vec="0,0.8,0"/>
                  <foot01><roll vec="6,0,0" min="0,0,0" max="35,360,360"/><move vec="0,0,0"/> <scale vec="1,1,1"/></foot01>
                  <foot02><roll vec="5,0,0" min="0,0,0" max="35,360,360"/><move vec="0,0,0"/><scale vec="1,1,1"/></foot02>
                  <toes01 fixed="true"><roll vec="-18,0,0"/><move vec="0,0,0"/><scale vec="1,1,1"/></toes01>
            </heel>
      </AI_HeelsData>
</manifest>
```

     c) replace root vec line with the value you determined in step 2.

```
<manifest schema-ver="1">
      <guid>Mikadzuki.Mary jane3</guid>
      <name>[Mikadzuki]Mary jane3</name>
      <version>1.0.0</version>
      <author>Mikadzuki</author>
      <description>Mary jane3</description>
      <AI_HeelsData>
            <heel id="1">
                  <root vec="0,0.3,0"/>
                  <foot01><roll vec="6,0,0" min="0,0,0" max="35,360,360"/><move vec="0,0,0"/> <scale vec="1,1,1"/></foot01>
                  <foot02><roll vec="5,0,0" min="0,0,0" max="35,360,360"/><move vec="0,0,0"/><scale vec="1,1,1"/></foot02>
                  <toes01 fixed="true"><roll vec="-18,0,0"/><move vec="0,0,0"/><scale vec="1,1,1"/></toes01>
            </heel>
      </AI_HeelsData>
</manifest>
```

     d) Save your changes and make sure the manifest inside the zipmod has been updated.

Now when the heels are loaded, they should appear at the right height in the character editor: