```lua
--[[







        / R O C L O T H E S
        Version - 0.1
        Link - discord.gg/SD2scKR8kp

        | RoClothes Is Exploiting Script, Allowing Player To Have An Nude
BodyParts/Clothes
        Can Be Use On Any Executor

        | This Script Will Cause FPS Drop
        Because Of BodyParts/Clothes Mesh Inside Player Model

        | USE  AT  YOUR  OWN  RISK
        | WORK  IN  PROGRESS







]]

-- Instances:

local Screen = Instance.new("ScreenGui")

local RoClothes = Instance.new("Frame")

local Frame = Instance.new("Frame")
local NameText = Instance.new("TextLabel")
local ShadowNameText = Instance.new("TextLabel")

local ButtonFrame = Instance.new("Frame")

local UIListLayout = Instance.new("UIListLayout")
local Clothes = Instance.new("TextButton")
local Bundles = Instance.new("TextButton")
local Menu_2 = Instance.new("TextButton")

local PageFrame = Instance.new("Frame")

local Menu = Instance.new("Frame")
local Page_2 = Instance.new("Frame")
```

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local CurrentClothesText = Instance.new("TextLabel")
local CurrentBundleText = Instance.new("TextLabel")
local Destroy = Instance.new("TextButton")
local DelayTimeText = Instance.new("TextBox")
local Execute = Instance.new("TextButton")
local PlayerExecute = Instance.new("TextBox")
local AutoExecuteFrame = Instance.new("TextButton")
local Reset = Instance.new("TextButton")

local Clothes_2 = Instance.new("Frame")
local ClothesButton = Instance.new("ScrollingFrame")
local UIGridLayout = Instance.new("UIGridLayout")

local Bundles_2 = Instance.new("Frame")
local BundlesButton = Instance.new("ScrollingFrame")
local UIGridLayout_2 = Instance.new("UIGridLayout")

--Properties:

Screen.Name = "RoClothes"
Screen.Parent = game:GetService("CoreGui")
Screen.ZIndexBehavior = Enum.ZIndexBehavior.Sibling

RoClothes.Name = "RoClothes"
RoClothes.Parent = Screen
RoClothes.BackgroundColor3 = Color3.fromRGB(10, 18, 66)
RoClothes.BackgroundTransparency = 0.600
RoClothes.BorderSizePixel = 0
RoClothes.Position = UDim2.new(0.76805824, 0, 0.0936454907, 0)
RoClothes.Size = UDim2.new(0.214640215, 0, 0.106153853, 0)

Frame.Parent = RoClothes
Frame.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
Frame.BackgroundTransparency = 1.000
Frame.Size = UDim2.new(1, 0, 1, 0)

NameText.Name = "NameText"
NameText.Parent = Frame
NameText.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
NameText.BackgroundTransparency = 1.000
NameText.Size = UDim2.new(1, 0, 1, 0)
NameText.ZIndex = 2
NameText.Font = Enum.Font.Jura
NameText.Text = "RoClothes"
NameText.TextColor3 = Color3.fromRGB(255, 255, 255)
NameText.TextScaled = true
NameText.TextSize = 14.000
NameText.TextWrapped = true
NameText.TextXAlignment = Enum.TextXAlignment.Left

ShadowNameText.Name = "ShadowNameText"
ShadowNameText.Parent = Frame
ShadowNameText.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
ShadowNameText.BackgroundTransparency = 1.000
ShadowNameText.Position = UDim2.new(0.00200000009, 0, 0.0199999996, 0)
ShadowNameText.Size = UDim2.new(1, 0, 1, 0)
ShadowNameText.Font = Enum.Font.Jura
ShadowNameText.Text = "RoClothes"
ShadowNameText.TextColor3 = Color3.fromRGB(18, 18, 18)
```

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ShadowNameText.TextScaled = true
ShadowNameText.TextSize = 14.000
ShadowNameText.TextWrapped = true
ShadowNameText.TextXAlignment = Enum.TextXAlignment.Left

ButtonFrame.Name = "Button"
ButtonFrame.Parent = Screen
ButtonFrame.BackgroundColor3 = Color3.fromRGB(0, 0, 0)
ButtonFrame.BackgroundTransparency = 1.000
ButtonFrame.Position = UDim2.new(0.76805824, 0, 0.210675582, 0)
ButtonFrame.Size = UDim2.new(0.21464023, 0, 0.0435050167, 0)

UIListLayout.Parent = ButtonFrame
UIListLayout.FillDirection = Enum.FillDirection.Horizontal
UIListLayout.HorizontalAlignment = Enum.HorizontalAlignment.Center
UIListLayout.SortOrder = Enum.SortOrder.LayoutOrder
UIListLayout.Padding = UDim.new(0.00499999989, 0)

Clothes.Name = "Clothes"
Clothes.Parent = ButtonFrame
Clothes.BackgroundColor3 = Color3.fromRGB(10, 18, 66)
Clothes.BackgroundTransparency = 0.500
Clothes.BorderSizePixel = 0
Clothes.LayoutOrder = 2
Clothes.Size = UDim2.new(0.246000007, 0, 1, 0)
Clothes.Font = Enum.Font.Jura
Clothes.Text = "CLOTHES"
Clothes.TextColor3 = Color3.fromRGB(255, 255, 255)
Clothes.TextScaled = true
Clothes.TextSize = 14.000
Clothes.TextWrapped = true

Bundles.Name = "Bundles"
Bundles.Parent = ButtonFrame
Bundles.BackgroundColor3 = Color3.fromRGB(10, 18, 66)
Bundles.BackgroundTransparency = 0.500
Bundles.BorderSizePixel = 0
Bundles.LayoutOrder = 3
Bundles.Size = UDim2.new(0.246000007, 0, 1, 0)
Bundles.Font = Enum.Font.Jura
Bundles.Text = "BUNDLES"
Bundles.TextColor3 = Color3.fromRGB(255, 255, 255)
Bundles.TextScaled = true
Bundles.TextSize = 14.000
Bundles.TextWrapped = true

Menu_2.Name = "Menu"
Menu_2.Parent = ButtonFrame
Menu_2.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
Menu_2.BackgroundTransparency = 0.600
Menu_2.BorderSizePixel = 0
Menu_2.LayoutOrder = 1
Menu_2.Position = UDim2.new(-0.0161542464, 0, 0.181066394, 0)
Menu_2.Size = UDim2.new(0.246000007, 0, 1, 0)
Menu_2.Font = Enum.Font.Jura
Menu_2.Text = "MENU"
Menu_2.TextColor3 = Color3.fromRGB(10, 18, 66)
Menu_2.TextScaled = true
Menu_2.TextSize = 14.000
```

```
Menu_2.TextWrapped = true

PageFrame.Name = "Page"
PageFrame.Parent = Screen
PageFrame.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
PageFrame.BackgroundTransparency = 1.000
PageFrame.Position = UDim2.new(0.767014027, 0, 0.284280896, 0)
PageFrame.Size = UDim2.new(0.21533829, 0, 0.620401323, 0)

Menu.Name = "Menu"
Menu.Parent = PageFrame
Menu.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
Menu.BackgroundTransparency = 1.000
Menu.Size = UDim2.new(1, 0, 1, 0)

Page_2.Name = "Page"
Page_2.Parent = Menu
Page_2.BackgroundColor3 = Color3.fromRGB(10, 18, 66)
Page_2.BackgroundTransparency = 0.500
Page_2.BorderSizePixel = 0
Page_2.Position = UDim2.new(0.00484918151, 0, 0, 0)
Page_2.Size = UDim2.new(0.995150745, 0, 1, 0)

CurrentClothesText.Name = "CurrentClothesText"
CurrentClothesText.Parent = Page_2
CurrentClothesText.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
CurrentClothesText.BackgroundTransparency = 1.000
CurrentClothesText.Size = UDim2.new(1, 0, 0.0777357891, 0)
CurrentClothesText.ZIndex = 2
CurrentClothesText.Font = Enum.Font.Jura
CurrentClothesText.Text = "Current Clothes: School Unifrom"
CurrentClothesText.TextColor3 = Color3.fromRGB(255, 255, 255)
CurrentClothesText.TextScaled = true
CurrentClothesText.TextSize = 14.000
CurrentClothesText.TextWrapped = true

CurrentBundleText.Name = "CurrentBundleText"
CurrentBundleText.Parent = Page_2
CurrentBundleText.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
CurrentBundleText.BackgroundTransparency = 1.000
CurrentBundleText.Position = UDim2.new(0, 0, 0.0756873339, 0)
CurrentBundleText.Size = UDim2.new(1, 0, 0.0777357891, 0)
CurrentBundleText.ZIndex = 2
CurrentBundleText.Font = Enum.Font.Jura
CurrentBundleText.Text = "Current Bundle: Test"
CurrentBundleText.TextColor3 = Color3.fromRGB(255, 255, 255)
CurrentBundleText.TextScaled = true
CurrentBundleText.TextSize = 14.000
CurrentBundleText.TextWrapped = true

Destroy.Name = "Destroy"
Destroy.Parent = Page_2
Destroy.BackgroundColor3 = Color3.fromRGB(126, 0, 0)
Destroy.BackgroundTransparency = 0.600
Destroy.BorderSizePixel = 0
Destroy.LayoutOrder = 1
Destroy.Position = UDim2.new(0.018911792, 0, 0.894231796, 0)
Destroy.Size = UDim2.new(0.962176442, 0, 0.0889487267, 0)
Destroy.Font = Enum.Font.Jura
```

```
Destroy.Text = "DESTROY"
Destroy.TextColor3 = Color3.fromRGB(71, 0, 0)
Destroy.TextScaled = true
Destroy.TextSize = 14.000
Destroy.TextWrapped = true

DelayTimeText.Name = "DelayTime"
DelayTimeText.Parent = Page_2
DelayTimeText.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
DelayTimeText.BackgroundTransparency = 1.000
DelayTimeText.Position = UDim2.new(0, 0, 0.153423056, 0)
DelayTimeText.Size = UDim2.new(1, 0, 0.0784906149, 0)
DelayTimeText.Font = Enum.Font.Jura
DelayTimeText.PlaceholderText = "Delay Time After Respawn"
DelayTimeText.Text = "1"
DelayTimeText.TextColor3 = Color3.fromRGB(255, 255, 255)
DelayTimeText.TextScaled = true
DelayTimeText.TextSize = 14.000
DelayTimeText.TextWrapped = true

Execute.Name = "Execute"
Execute.Parent = Page_2
Execute.BackgroundColor3 = Color3.fromRGB(255, 0, 0)
Execute.BackgroundTransparency = 1.000
Execute.BorderSizePixel = 0
Execute.LayoutOrder = 1
Execute.Position = UDim2.new(0, 0, 0.796118617, 0)
Execute.Size = UDim2.new(1, 0, 0.0777357891, 0)
Execute.Font = Enum.Font.Jura
Execute.Text = "Execute"
Execute.TextColor3 = Color3.fromRGB(255, 0, 0)
Execute.TextScaled = true
Execute.TextSize = 14.000
Execute.TextStrokeColor3 = Color3.fromRGB(99, 0, 0)
Execute.TextStrokeTransparency = 0.000
Execute.TextWrapped = true

PlayerExecute.Name = "PlayerExecute"
PlayerExecute.Parent = Page_2
PlayerExecute.BackgroundColor3 = Color3.fromRGB(255, 0, 0)
PlayerExecute.BackgroundTransparency = 1.000
PlayerExecute.Position = UDim2.new(0.00200326019, 0, 0.635579407, 0)
PlayerExecute.Size = UDim2.new(1.00161541, 0, 0.0848519281, 0)
PlayerExecute.Font = Enum.Font.Jura
PlayerExecute.PlaceholderText = "Player To Execute (Self = Yourself)"
PlayerExecute.Text = "Self"
PlayerExecute.TextColor3 = Color3.fromRGB(255, 255, 255)
PlayerExecute.TextScaled = true
PlayerExecute.TextSize = 14.000
PlayerExecute.TextWrapped = true

AutoExecuteFrame.Name = "AutoExecute"
AutoExecuteFrame.Parent = Page_2
AutoExecuteFrame.BackgroundColor3 = Color3.fromRGB(255, 0, 0)
AutoExecuteFrame.BackgroundTransparency = 1.000
AutoExecuteFrame.BorderSizePixel = 0
AutoExecuteFrame.LayoutOrder = 1
AutoExecuteFrame.Position = UDim2.new(0, 0, 0.5466308, 0)
AutoExecuteFrame.Size = UDim2.new(1, 0, 0.0889486521, 0)
```

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AutoExecuteFrame.Font = Enum.Font.Jura
AutoExecuteFrame.Text = "Auto Execute"
AutoExecuteFrame.TextColor3 = Color3.fromRGB(0, 255, 17)
AutoExecuteFrame.TextScaled = true
AutoExecuteFrame.TextSize = 14.000
AutoExecuteFrame.TextStrokeColor3 = Color3.fromRGB(99, 20, 74)
AutoExecuteFrame.TextWrapped = true

Reset.Name = "Reset"
Reset.Parent = Page_2
Reset.BackgroundColor3 = Color3.fromRGB(255, 0, 0)
Reset.BackgroundTransparency = 1.000
Reset.BorderSizePixel = 0
Reset.LayoutOrder = 1
Reset.Position = UDim2.new(0, 0, 0.720431328, 0)
Reset.Size = UDim2.new(1, 0, 0.0756872445, 0)
Reset.Font = Enum.Font.Jura
Reset.Text = "Reset"
Reset.TextColor3 = Color3.fromRGB(255, 38, 38)
Reset.TextScaled = true
Reset.TextSize = 14.000
Reset.TextStrokeColor3 = Color3.fromRGB(99, 0, 0)
Reset.TextStrokeTransparency = 0.000
Reset.TextWrapped = true

Clothes_2.Name = "Clothes"
Clothes_2.Parent = PageFrame
Clothes_2.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
Clothes_2.BackgroundTransparency = 1.000
Clothes_2.Size = UDim2.new(1, 0, 1, 0)
Clothes_2.Visible = false

ClothesButton.Name = "Button"
ClothesButton.Parent = Clothes_2
ClothesButton.Active = true
ClothesButton.BackgroundColor3 = Color3.fromRGB(0, 0, 0)
ClothesButton.BackgroundTransparency = 1.000
ClothesButton.BorderSizePixel = 0
ClothesButton.Size = UDim2.new(1.00110924, 0, 1, 0)
ClothesButton.CanvasSize = UDim2.new(0, 0, 0.5, 0)
ClothesButton.ScrollBarThickness = 0

UIGridLayout.Parent = ClothesButton
UIGridLayout.SortOrder = Enum.SortOrder.LayoutOrder
UIGridLayout.CellSize = UDim2.new(0.300000012, 0, 0.174999997, 0)

Bundles_2.Name = "Bundles"
Bundles_2.Parent = PageFrame
Bundles_2.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
Bundles_2.BackgroundTransparency = 1.000
Bundles_2.Size = UDim2.new(1, 0, 1, 0)
Bundles_2.Visible = false

BundlesButton.Name = "Button"
BundlesButton.Parent = Bundles_2
BundlesButton.Active = true
BundlesButton.BackgroundColor3 = Color3.fromRGB(0, 0, 0)
BundlesButton.BackgroundTransparency = 1.000
BundlesButton.BorderSizePixel = 0
```

```
BundlesButton.Size = UDim2.new(1.00110924, 0, 1, 0)
BundlesButton.CanvasSize = UDim2.new(0, 0, 0.5, 0)
BundlesButton.ScrollBarThickness = 0

UIGridLayout_2.Parent = BundlesButton
UIGridLayout_2.SortOrder = Enum.SortOrder.LayoutOrder
UIGridLayout_2.CellSize = UDim2.new(0.300000012, 0, 0.174999997, 0)


---------GUI

local IS = game:GetService("InsertService")
local UIS = game:GetService("UserInputService")

local Player = game.Players.LocalPlayer

local DarkerColorPercentage = 17.75
local Darker2ColorPercentage = 32.75

local AutoExecute = true
local DelayTime = 1

local CTRL = false

local CurrentClothes = "School Unifrom"
local CurrentBundle = "Test"

local AllConnect = {}

local CurrentPartList = {
      ["Player"] = {
            ["Organ"] = {

            },
            ["Clothes"] = {

            },
            ["Accessory"] = {

            },
      }
}

local HumanoidAccessoryName = {
      "HairAccessory",
      "BackAccessory",
      "FaceAccessory",
      "FrontAccessory",
      "HatAccessory",
      "NeckAccessory",
      "ShouldersAccessory",
      "WaistAccessory",
}

local Bundle = {
      ["nil"] = "nil",
      ["Test"] = {
            ["Body Color"] = {
                  ["HeadColor3"] = Color3.fromRGB(255, 204, 153),
                  ["LeftArmColor3"] = Color3.fromRGB(255, 204, 153),
```

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                    ["RightArmColor3"] = Color3.fromRGB(255, 204, 153),
                    ["LeftLegColor3"] = Color3.fromRGB(255, 204, 153),
                    ["RightLegColor3"] = Color3.fromRGB(255, 204, 153),
                    ["TorsoColor3"] = Color3.fromRGB(255, 204, 153),
                },
                ["Accessory"] = {
                    ["HairAccessory"] = {
                        5920341268,
                        6441537838,
                        6472725579
                    },
                }
        },
        ["Black1"] = {
                ["Body Color"] = {
                    ["HeadColor3"] = Color3.fromRGB(255, 204, 153),
                    ["LeftArmColor3"] = Color3.fromRGB(255, 204, 153),
                    ["RightArmColor3"] = Color3.fromRGB(255, 204, 153),
                    ["LeftLegColor3"] = Color3.fromRGB(255, 204, 153),
                    ["RightLegColor3"] = Color3.fromRGB(255, 204, 153),
                    ["TorsoColor3"] = Color3.fromRGB(255, 204, 153),
                },
                ["Accessory"] = {
                    ["HairAccessory"] = {
                        7392396295,
                        7863333749,
                        7675263201
                    },
                }
        },
        ["Brown1"] = {
                ["Body Color"] = {
                    ["HeadColor3"] = Color3.fromRGB(255, 204, 153),
                    ["LeftArmColor3"] = Color3.fromRGB(255, 204, 153),
                    ["RightArmColor3"] = Color3.fromRGB(255, 204, 153),
                    ["LeftLegColor3"] = Color3.fromRGB(255, 204, 153),
                    ["RightLegColor3"] = Color3.fromRGB(255, 204, 153),
                    ["TorsoColor3"] = Color3.fromRGB(255, 204, 153),
                },
                ["Accessory"] = {
                    ["HairAccessory"] = {
                        7284085462,
                        6441537838,
                    },
                }
        }
    }
}

local BodyPartSize = {
    ["Head"] = Vector3.new(2, 1, 1),
    ["Torso"] = Vector3.new(2, 2, 1),
    ["Left Arm"] = Vector3.new(1, 2, 1),
    ["Left Leg"] = Vector3.new(1, 2, 1),
    ["Right Arm"] = Vector3.new(1, 2, 1),
    ["Right Leg"] = Vector3.new(1, 2, 1),
    ["HumanoidRootPart"] = Vector3.new(2, 2, 1),
}

local Clothes = {
```

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["nil"] = "nil",
["School Unifrom"] = {
    ["Weld"] = {
            [1] = "School Shirt",
            [2] = "School Collor",
            [3] = "School Bow",
            [4] = "Skirt 2",
            [5] = "School Left Arm",
            [6] = "School Right Arm",
            [7] = "Panty",
            [8] = "Left Sock",
            [9] = "Right Sock",
            [10] = "Right Shoe",
            [11] = "Left Shoe",
    },
    ["Unvisible"] = {
            "Left Nipple",
            "Right Nipple"
    }
},
["Bikini"] = {
    ["Weld"] = {
            [1] = "Bra",
            [2] = "Panty"
    }
},
["Bodyless Clothes"] = {
    ["Weld"] = {
            [1] = "Bodyless Shirt",
            [2] = "Bodyless Neck",
            [3] = "Bodyless Right Arm",
            [4] = "Bodyless Left Arm"
    }
},
["Dress"] = {
    ["Weld"] = {
            [1] = "Dress Bra",
            [2] = "Dress Rope",
            [3] = "Dress Skirt In",
            [4] = "Dress Skirt Out",
    },
    ["Unvisible"] = {
            "Left Nipple",
            "Right Nipple"
    }
},
["Birdly Dress"] = {
    ["Weld"] = {
            [1] = "Birdly Dress",
            [2] = "Birdly Dress Bottom",
            [3] = "Birdly Dress Sling",
            [4] = "Birdly Dress Mail 1",
            [5] = "Birdly Dress Mail 2",
            [6] = "Birdly Dress Mail 3",
            [7] = "Birdly Dress Right Sleeve",
            [8] = "Birdly Dress Right Sleeve 2",
            [9] = "Birdly Dress Left Sleeve",
            [10] = "Birdly Dress Left Sleeve 2",
            [11] = "Right Shoe",
```

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                [12] = "Left Shoe",
            },
            ["Unvisible"] = {
                "Left Nipple",
                "Right Nipple"
            }
        },
        ["Apron"] = {
            ["Weld"] = {
                [1] = "Apron 1"
            }
        },
        ["Apron 2"] = {
            ["Weld"] = {
                [1] = "Apron 2"
            }
        },
        ["Killer Sweater"] = {
            ["Weld"] = {
                [1] = "Killer Sweater",
                [2] = "Killer Sweater Tie",
                [3] = "Killer Sweater Neck",
            }
        },
        ["Cow Bikini"] = {
            ["Weld"] = {
                [1] = "Cow Bra",
                [2] = "Cow Panty",
            },
            ["Unvisible"] = {
                "Left Nipple",
                "Right Nipple"
            }
        },
    }


-- PARTLIST FUNCTION
local function TurtleTexture(ObjectInstance, Character, Extra)
    for i = 1, 6 do
        local Texture = Instance.new("Texture", ObjectInstance)
        Texture.Color3 = Color3.fromRGB(255,255,255)
        Texture.Texture = "http://www.roblox.com/asset/?id=187645444"
        Texture.Transparency = 0.3

        if i == 1 then
            Texture.Face = "Left"
        elseif i == 2 then
            Texture.Face = "Right"
        elseif i == 3 then
            Texture.Face = "Back"
        elseif i == 4 then
            Texture.Face = "Front"
        elseif i == 5 then
            Texture.Face = "Bottom"
        elseif i == 6 then
            Texture.Face = "Top"
        end
    end
```

```lua
end
--rbxassetid://739677490

local function AreolaDecalCreate(ObjectInstance, Character, Extra)
	for i = 1, 2 do
		local Decal = Instance.new("Decal", ObjectInstance)
		Decal.Color3 = Color3.fromRGB(255, 167, 169)
		Decal.Texture = "http://www.roblox.com/asset/?id=6667257628"
		Decal.Face = "Left"
		Decal.Name = "Areola Decal".." "..tostring(i)
	end
end
--


local PartList = {
	-- BODY PARTS
	["Torso"] = {
		["Instance"] = "Mesh",
		["Name"] = "Torso Mesh",
		["MeshId"] = "rbxassetid://6867647037",
		["Size"] = Vector3.new(2.04, 2.06, 1.06),
		["CFrame"] = CFrame.new(-0.000350952148, -2.38418579e-07,
0.000198364258, 1, -6.42401909e-10, 5.82085699e-11, 6.44266418e-10, 1, 3.74475617e-
20, -5.82085699e-11, -5.42651863e-23, 1),
		["Transparency"] = 0,
		["Material"] = Enum.Material.SmoothPlastic,
		["Color"] = {
			["Tone"] = "Base",
			["Color"] = "Parent"
		},
		["Parent"] = {
			[1] = "Torso"
		},
		["ParentTransparency"] = 1,
	},
	["Left Leg"] = {
		["Instance"] = "Mesh",
		["Name"] = "Left Leg Mesh",
		["MeshId"] = "rbxassetid://7332360863",
		["Size"] = Vector3.new(1.213, 2.18, 1.201),
		["CFrame"] = CFrame.new(-0.0349998474, 0.0629999638, 0.0440006256, -
4.37113883e-08, 0, -1, 0, 0.999999881, 0, 1, 0, -4.37113883e-08),
		["Transparency"] = 0,
		["Material"] = Enum.Material.SmoothPlastic,
		["Color"] = {
			["Tone"] = "Base",
			["Color"] = "Parent"
		},
		["Parent"] = {
			[1] = "Left Leg"
		},
		["ParentTransparency"] = 1,
	},
	["Right Leg"] = {
		["Instance"] = "Mesh",
		["Name"] = "Right Leg Mesh",
		["MeshId"] = "rbxassetid://7332415457",
		["Size"] = Vector3.new(1.213, 2.18, 1.201),
```

```
                ["CFrame"] = CFrame.new(0.0359992981, 0.0627000332, 0.0440006256, -
        4.37113883e-08, 0, -1, 0, 0.999999881, 0, 1, 0, -4.37113883e-08),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = "Parent"
                },
                ["Parent"] = {
                        [1] = "Right Leg"
                },
                ["ParentTransparency"] = 1,
        },
        ["Left Arm"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Left Arm Mesh",
                ["MeshId"] = "rbxassetid://11617989163",
                ["Size"] = Vector3.new(1, 2, 1),
                ["CFrame"] = CFrame.new(0.0349998474, 0, 0, -1, 0, -8.74227766e-08, 0,
        0.999999881, 0, 8.74227766e-08, 0, -1),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = "Parent"
                },
                ["Parent"] = {
                        [1] = "Left Arm"
                },
                ["ParentTransparency"] = 1,
        },
        ["Right Arm"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Right Arm Mesh",
                ["MeshId"] = "rbxassetid://11617988681",
                ["Size"] = Vector3.new(1, 2, 1),
                ["CFrame"] = CFrame.new(-0.0349998474, 0, 0, -1, 0, -8.74227766e-08, 0,
        0.999999881, 0, 8.74227766e-08, 0, -1),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = "Parent"
                },
                ["Parent"] = {
                        [1] = "Right Arm"
                },
                ["ParentTransparency"] = 1,
        },
        ["Left Butt"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Left Butt",
                ["MeshId"] = "rbxassetid://11617724988",
                ["Size"] = Vector3.new(1.252, 1.239, 1.263),
                ["CFrame"] = CFrame.new(-0.531555176, -0.661998034, 0.129226685, 1,
        2.98645908e-08, 1.74390627e-10, 3.05830561e-08, 1, -6.57889021e-12, -1.74855186e-
        10, 7.97256705e-12, 1),
                ["CFrame1"] = CFrame.new(0, 0.299999952, -0.199996948, 1, 3.02283389e-
        08, -2.32314168e-13, 3.02283354e-08, 1, 6.96942504e-13, -2.32314168e-13,
```

```
6.96947708e-13, 1),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                    ["Tone"] = "Base",
                    ["Color"] = "Parent"
            },
            ["Parent"] = {
                    [1] = "Torso"
            },
    },
    ["Right Butt"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Right Butt",
            ["MeshId"] = "rbxassetid://11617724536",
            ["Size"] = Vector3.new(1.252, 1.239, 1.263),
            ["CFrame"] = CFrame.new(0.532000005, -0.662, 0.128999993, 1, -
2.12292619e-08, 1.744625e-10, 2.12292619e-08, 1, -6.7945506e-12, -1.744625e-10,
6.7945545e-12, 1),
            ["CFrame1"] = CFrame.new(0, 0.299999952, -0.199996948, 1, 2.08745412e-
08, -1.60427227e-13, 2.0874543e-08, 1, 4.81281681e-13, -1.60427227e-13,
4.81285151e-13, 1),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                    ["Tone"] = "Base",
                    ["Color"] = "Parent"
            },
            ["Parent"] = {
                    [1] = "Torso"
            },
    },
    ["Left Breast"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Left Breast",
            ["MeshId"] = "rbxassetid://10191869504",
            ["Size"] = Vector3.new(1.15, 1.403, 0.98),
            ["CFrame"] = CFrame.new(-0.24647522, 0.635473013, -0.450714111,
0.320851892, 0.223421842, -0.920400262, -0.184720367, 0.967879057, 0.170553446,
0.928941607, 0.115294278, 0.351816386),
            ["CFrame1"] = CFrame.new(0.200012207, 0.400001526, -1.52587891e-05, 1,
0, 0, 0, 1, 0, 0, 0, 1),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                    ["Tone"] = "Base",
                    ["Color"] = "Parent"
            },
            ["Parent"] = {
                    [1] = "Torso"
            },
            ["Function"] = AreolaDecalCreate,
    },
    ["Right Breast"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Right Breast",
            ["MeshId"] = "rbxassetid://10191869504",
            ["Size"] = Vector3.new(1.15, 1.403, 0.98),
            ["CFrame"] = CFrame.new(0.24647522, 0.635471106, -0.450698853, -
```

```lua
0.320868134, -0.223423854, -0.920394123, -0.184720367, 0.967879057, -0.170553446,
0.928935945, 0.115290381, -0.351832479),
            ["CFrame1"] = CFrame.new(0.200012207, 0.400005341, 0, 1, 0, 0, 0, 1, 0,
0, 0, 1),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                ["Tone"] = "Base",
                ["Color"] = "Parent"
            },
            ["Parent"] = {
                [1] = "Torso"
            },
            ["Function"] = AreolaDecalCreate,
        },
        ["Left Nipple"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Nipple",
            ["MeshId"] = "rbxassetid://10191870666",
            ["Size"] = Vector3.new(0.129, 0.067, 0.129),
            ["CFrame"] = CFrame.new(-0.572320938, -0.203241348, -0.00150680542, -
0.000297784485, 0.999854326, 0.017070163, -0.982211769, 0.00291293068, -0.18775411,
-0.187776476, -0.0168224256, 0.982067704),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                ["Tone"] = "Base",
                ["Color"] = Color3.fromRGB(255, 167, 169)
            },
            ["Parent"] = {
                [1] = "Torso",
                [2] = "Left Breast",
            },
        },
        ["Right Nipple"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Nipple",
            ["MeshId"] = "rbxassetid://10191870666",
            ["Size"] = Vector3.new(0.129, 0.067, 0.129),
            ["CFrame"] = CFrame.new(-0.572320938, -0.203234434, 0.00150489807, -
0.000296547514, 0.999854326, -0.0170696471, -0.982211947, 0.0029140336, 0.18775323,
0.187775597, 0.0168216899, 0.982067883),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                ["Tone"] = "Base",
                ["Color"] = Color3.fromRGB(255, 167, 169)
            },
            ["Parent"] = {
                [1] = "Torso",
                [2] = "Right Breast",
            },
        },
        ["Pussy Closed"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Pussy Closed",
            ["MeshId"] = "rbxassetid://10191889916",
            ["Size"] = Vector3.new(0.82, 0.876, 0.825),
            ["CFrame"] = CFrame.new(-0.00103759766, -0.925573111, -0.0344238281, -
```

```
1, 0, 0, 1.1765762e-13, 1, 0, 0, 0, -1),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = "Parent"
                },
                ["Parent"] = {
                        [1] = "Torso",
                },
        },
        ["Clitoris Closed"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Clitoris",
                ["MeshId"] = "rbxassetid://10191889881",
                ["Size"] = Vector3.new(0.016, 0.032, 0.013),
                ["CFrame"] = CFrame.new(0, -0.0782728195, 0.396118164, 1, 0, 0, 0, 1,
0, 0, 0, 1),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = Color3.fromRGB(255, 167, 169)
                },
                ["Parent"] = {
                        [1] = "Torso",
                        [2] = "Pussy Closed",
                },
        },
        ["Vulva Closed"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Vulva",
                ["MeshId"] = "rbxassetid://10191890182",
                ["Size"] = Vector3.new(0.049, 0.339, 0.569),
                ["CFrame"] = CFrame.new(-9.15527344e-05, -0.231252432, 0.116136551, 1,
0, 0, 0, 1, 0, 0, 0, 1),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = Color3.fromRGB(255, 167, 169)
                },
                ["Parent"] = {
                        [1] = "Torso",
                        [2] = "Pussy Closed",
                },
        },
        ["Vagina Closed"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Vagina",
                ["MeshId"] = "rbxassetid://10191890130",
                ["Size"] = Vector3.new(0.048, 0.357, 0.555),
                ["CFrame"] = CFrame.new(-9.15527344e-05, -0.218520164, 0.12276268, 1,
0, 0, 0, 1, 0, 0, 0, 1),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = Color3.fromRGB(255, 89, 89)
```

```lua
            },
            ["Parent"] = {
                    [1] = "Torso",
                    [2] = "Pussy Closed",
            },
        },
        -- CLOTHES PARTS
        ["School Shirt"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Shirt",
                ["MeshId"] = "rbxassetid://8708773284",
                ["Size"] = Vector3.new(1.95, 1.237, 2.063),
                ["CFrame"] = CFrame.new(-0.000431060791, 0.395723343, -0.401777267, -
4.4567679e-07, 4.7127628e-06, -1, 1.06013331e-05, 1, 4.71275825e-06, 1, -
1.06013313e-05, -4.4572667e-07),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = Color3.fromRGB(248, 248, 248)
                },
                ["Parent"] = {
                        [1] = "Torso",
                },
        },
        ["School Collor"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Collor",
                ["MeshId"] = "rbxassetid://8708773488",
                ["Size"] = Vector3.new(1.833, 0.681, 2.05),
                ["CFrame"] = CFrame.new(0.0488710403, 0.292836428, -0.00204086304, 1, -
7.24058646e-06, -2.78201196e-06, 8.68098778e-06, 0.999997139, -1.66889549e-06,
2.3908276e-06, -1.04128333e-06, 1.00000143),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = Color3.fromRGB(17, 17, 17)
                },
                ["Parent"] = {
                        [1] = "Torso",
                        [2] = "Shirt",
                },
        },
        ["School Bow"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Bow",
                ["MeshId"] = "rbxassetid://8708773674",
                ["Size"] = Vector3.new(0.87, 1.255, 1.917),
                ["CFrame"] = CFrame.new(-0.598809242, -0.0214169025, -0.00198173523, 1,
-7.24058646e-06, -2.78201196e-06, 8.68098778e-06, 0.999997139, -1.66889549e-06,
2.3908276e-06, -1.04128333e-06, 1.00000143),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = Color3.fromRGB(117, 0, 0)
                },
                ["Parent"] = {
```

```
                    [1] = "Torso",
                    [2] = "Shirt",
            },
        },
        ["Skirt 1"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Skirt",
                ["MeshId"] = "rbxassetid://8609086938",
                ["Size"] = Vector3.new(1.85, 1.405, 2.619),
                ["CFrame"] = CFrame.new(-0.0003657341, -0.680291414, 0.209050179, -
2.56359476e-06, -2.94868323e-06, -1.00000048, -2.50712965e-05, 0.999999046, -
3.85198973e-06, 1, 2.55514824e-05, 1.07363007e-07),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = Color3.fromRGB(17, 17, 17)
                },
                ["Parent"] = {
                        [1] = "Torso",
                },
        },
        ["Skirt 2"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Skirt",
                ["MeshId"] = "rbxassetid://11389496406",
                ["Size"] = Vector3.new(2.666, 1.507, 2.062),
                ["CFrame"] = CFrame.new(0.0089969635, -0.731234312, 0.254065514, -
1.00000048, 2.71013369e-06, 3.48198853e-07, 1.80675625e-06, 0.999999046,
9.60324201e-07, -4.78581001e-07, 1.44048965e-06, -1),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = Color3.fromRGB(17, 17, 17)
                },
                ["Parent"] = {
                        [1] = "Torso",
                },
        },
        ["School Left Arm"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Left Arm Clothes",
                ["MeshId"] = "rbxassetid://6866262171",
                ["Size"] = Vector3.new(1.089, 0.983, 1.051),
                ["CFrame"] = CFrame.new(0.0661993027, 0.520326853, -0.0129756927,
1.00000048, -1.04140906e-06, -1.81135113e-06, 1.94476547e-06, 0.99999845, -
9.16555291e-06, -8.59671673e-07, 9.64573155e-06, 1),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = Color3.fromRGB(248, 248, 248)
                },
                ["Parent"] = {
                        [1] = "Left Arm",
                },
        },
        ["School Right Arm"] = {
```

```lua
            ["Instance"] = "Mesh",
            ["Name"] = "Right Arm Clothes",
            ["MeshId"] = "rbxassetid://6866262171",
            ["Size"] = Vector3.new(1.089, 0.983, 1.051),
            ["CFrame"] = CFrame.new(-0.0382242203, 0.517343521, -0.0129766464,
1.00000048, -1.04142589e-06, -1.81130395e-06, 1.9447823e-06, 0.99999845, -
9.16538193e-06, -8.59718853e-07, 9.64556057e-06, 1),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                ["Tone"] = "Base",
                ["Color"] = Color3.fromRGB(248, 248, 248)
            },
            ["Parent"] = {
                [1] = "Right Arm",
            },
        },
        ["Bra"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Bra",
            ["MeshId"] = "rbxassetid://11381019021",
            ["Size"] = Vector3.new(1.86, 1.101, 1.868),
            ["CFrame"] = CFrame.new(0.00900268555, 0.499922037, -0.390037537, -1,
5.42022599e-06, -8.69745577e-07, 5.42022826e-06, 1, -2.88098545e-06, 8.69729888e-
07, -2.88098977e-06, -1),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                ["Tone"] = "Base",
                ["Color"] = Color3.fromRGB(248, 248, 248)
            },
            ["Parent"] = {
                [1] = "Torso",
            },
        },
        ["Panty"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Panty",
            ["MeshId"] = "rbxassetid://11377850676",
            ["Size"] = Vector3.new(1.783, 1.12, 1.484),
            ["CFrame"] = CFrame.new(-1.90734863e-06, -0.912999868, 0.160000801, -1,
5.42022508e-06, -1.01899627e-06, 5.42022826e-06, 1, -2.88098499e-06, 1.01898058e-
06, -2.88099e-06, -1),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                ["Tone"] = "Base",
                ["Color"] = Color3.fromRGB(248, 248, 248)
            },
            ["Parent"] = {
                [1] = "Torso",
            },
        },
        ["Apron 1"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Apron",
            ["MeshId"] = "rbxassetid://6491183076",
            ["Size"] = Vector3.new(1.893, 2.61, 1.989),
            ["CFrame"] = CFrame.new(7.62939453e-06, -0.251567364, -0.391598701, -
```

```
1.83562111e-06, 1.28747515e-05, 1, -6.72226906e-06, 1, -1.28747643e-05, -1, -
6.72229271e-06, -1.83553448e-06),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.Sand,
            ["Color"] = {
                    ["Tone"] = "Base",
                    ["Color"] = Color3.fromRGB(231, 231, 236)
            },
            ["Parent"] = {
                    [1] = "Torso",
            },
    },
    ["Apron 2"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Apron",
            ["MeshId"] = "rbxassetid://11405661031",
            ["Size"] = Vector3.new(2.001, 3.588, 1.835),
            ["CFrame"] = CFrame.new(0, -0.756999969, -0.472000122, -1, -
3.24366835e-12, 1.50995803e-07, 3.24366835e-12, 1, -4.8978031e-19, -1.50995803e-07,
0, -1),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                    ["Tone"] = "Base",
                    ["Color"] = Color3.fromRGB(117, 0, 0)
            },
            ["Parent"] = {
                    [1] = "Torso",
            },
    },
    ["Bodyless Shirt"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Shirt",
            ["MeshId"] = "rbxassetid://9867233353",
            ["Size"] = Vector3.new(2.121, 0.538, 1.158),
            ["CFrame"] = CFrame.new(1.71661377e-05, 0.797148228, 0.00380325317, 1,
6.32340789e-06, -1.3013792e-07, -6.32385991e-06, 1, -4.80156132e-07, 1.3065187e-07,
4.80156814e-07, 1),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.Sand,
            ["Color"] = {
                    ["Tone"] = "Base",
                    ["Color"] = Color3.fromRGB(17,17,17)
            },
            ["Parent"] = {
                    [1] = "Torso",
            },
            ["Function"] = function(ObjectInstance, Character, Extra)
                    for i = 1, 6 do
                            local Texture = Instance.new("Texture", ObjectInstance)
                            Texture.Color3 = Color3.fromRGB(255,255,255)
                            Texture.Texture = "http://www.roblox.com/asset/?
id=187645444"
                            Texture.Transparency = 0.3

                            if i == 1 then
                                    Texture.Face = "Left"
                            elseif i == 2 then
                                    Texture.Face = "Right"
```

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                        elseif i == 3 then
                                Texture.Face = "Back"
                        elseif i == 4 then
                                Texture.Face = "Front"
                        elseif i == 5 then
                                Texture.Face = "Bottom"
                        elseif i == 6 then
                                Texture.Face = "Top"
                        end
                end
        end,
    },
    ["Bodyless Neck"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Neck",
            ["MeshId"] = "rbxassetid://4342469442",
            ["Size"] = Vector3.new(1.312, 0.301, 1.354),
            ["CFrame"] = CFrame.new(0.00418663025, 1.09489012, 0.00360298157, 1, -
5.37213937e-12, 6.13908924e-12, -5.37213937e-12, 1, -1.63373362e-23, 6.13908924e-
12, -1.63373346e-23, 1),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.Sand,
            ["Color"] = {
                    ["Tone"] = "Base",
                    ["Color"] = Color3.fromRGB(17,17,17)
            },
            ["Parent"] = {
                    [1] = "Torso",
            },
            ["Function"] = TurtleTexture,
    },
    ["Bodyless Right Arm"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Right Sleeve",
            ["MeshId"] = "rbxassetid://9867233367",
            ["Size"] = Vector3.new(1.175, 1.87, 1.133),
            ["CFrame"] = CFrame.new(-0.0374875069, 0.0970358849, 0, 1, 6.3234088e-
06, -1.30139284e-07, -6.32385809e-06, 0.999999881, -4.80156075e-07, 1.30650506e-07,
4.80156814e-07, 1),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.Sand,
            ["Color"] = {
                    ["Tone"] = "Base",
                    ["Color"] = Color3.fromRGB(17,17,17)
            },
            ["Parent"] = {
                    [1] = "Right Arm",
            },
            ["Function"] = TurtleTexture,
    },
    ["Bodyless Left Arm"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Left Sleeve",
            ["MeshId"] = "rbxassetid://9867233360",
            ["Size"] = Vector3.new(1.175, 1.87, 1.133),
            ["CFrame"] = CFrame.new(0.0415430069, 0.0967195034, 0.0065574646, 1,
6.3234138e-06, -1.30144741e-07, -6.32385309e-06, 0.999999881, -4.80156075e-07,
1.30645049e-07, 4.80156814e-07, 1),
            ["Transparency"] = 0,
```

```lua
                ["Material"] = Enum.Material.Sand,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = Color3.fromRGB(17,17,17)
                },
                ["Parent"] = {
                        [1] = "Left Arm",
                },
                ["Function"] = TurtleTexture,
        },
        ["Dress Bra"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Bra",
                ["MeshId"] = "rbxassetid://8811986211",
                ["TextureId"] = "http://www.roblox.com/asset/?id=395191839",
                ["Size"] = Vector3.new(2.054, 1.488, 2),
                ["CFrame"] = CFrame.new(1.90734863e-05, 0.295036316, -0.409999847,
6.08214521e-07, 1.17440368e-05, -1, 2.40081545e-06, 1, 1.17440377e-05, 1, -
2.4008225e-06, 6.08186326e-07),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = Color3.fromRGB(163, 162, 165)
                },
                ["Parent"] = {
                        [1] = "Torso",
                },
        },
        ["Dress Rope"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Rope",
                ["MeshId"] = "rbxassetid://8811988447",
                ["Size"] = Vector3.new(1.463, 0.492, 1.826),
                ["CFrame"] = CFrame.new(7.62939453e-06, -0.292956591, -0.172002792,
6.08214521e-07, 1.17440368e-05, -1, 2.40081545e-06, 1, 1.17440377e-05, 1, -
2.4008225e-06, 6.08186326e-07),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = Color3.fromRGB(204, 187, 198)
                },
                ["Parent"] = {
                        [1] = "Torso",
                },
        },
        ["Dress Skirt In"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Skirt In",
                ["MeshId"] = "rbxassetid://8811988165",
                ["Size"] = Vector3.new(2.052, 1.423, 2.684),
                ["CFrame"] = CFrame.new(3.81469727e-06, -0.948948383, 0.077996254,
6.08214521e-07, 1.17440368e-05, -1, 2.40081545e-06, 1, 1.17440377e-05, 1, -
2.4008225e-06, 6.08186326e-07),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
```

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                    ["Color"] = Color3.fromRGB(204, 187, 198)
                },
                ["Parent"] = {
                    [1] = "Torso",
                },
        },
        ["Dress Skirt Out"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Skirt Out",
                ["MeshId"] = "rbxassetid://8811987828",
                ["TextureId"] = "http://www.roblox.com/asset/?id=395191839",
                ["Size"] = Vector3.new(2.139, 1.438, 2.702),
                ["CFrame"] = CFrame.new(7.62939453e-06, -0.83894968, 0.0949964523,
6.08214521e-07, 1.17440368e-05, -1, 2.40081545e-06, 1, 1.17440377e-05, 1, -
2.4008225e-06, 6.08186326e-07),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                    ["Tone"] = "Base",
                    ["Color"] = Color3.fromRGB(163, 162, 165)
                },
                ["Parent"] = {
                    [1] = "Torso",
                },
        },
        ["Birdly Dress"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Dress",
                ["MeshId"] = "rbxassetid://8533956808",
                ["Size"] = Vector3.new(2.55, 2.649, 2.777),
                ["CFrame"] = CFrame.new(7.62939453e-06, -0.255959034, -0.136188507, -
5.48989405e-08, -1.88403271e-09, -1, -4.65476489e-07, 1, -1.88494753e-09, 1,
4.65473931e-07, -5.48980879e-08),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                    ["Tone"] = "Base",
                    ["Color"] = Color3.fromRGB(34, 34, 34)
                },
                ["Parent"] = {
                    [1] = "Torso",
                },
        },
        ["Birdly Dress Bottom"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Dress Bottom",
                ["MeshId"] = "rbxassetid://8533957053",
                ["Size"] = Vector3.new(2.253, 1.889, 3.177),
                ["CFrame"] = CFrame.new(0.0135879517, -0.964025736, 0.237159729, -
5.42543361e-08, 1.51019786e-09, -1, -4.65476489e-07, 1, -1.88494731e-09, 1,
4.92539243e-07, -5.55426922e-08),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                    ["Tone"] = "Base",
                    ["Color"] = Color3.fromRGB(219, 219, 219)
                },
                ["Parent"] = {
                    [1] = "Torso",
```

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                },
                ["Function"] = TurtleTexture,
        },
        ["Birdly Dress Sling"] = {
                ["Instance"] = "Mesh",
                ["Name"] = "Sling",
                ["MeshId"] = "rbxassetid://8533957545",
                ["Size"] = Vector3.new(2.003, 1.454, 1.783),
                ["CFrame"] = CFrame.new(-0.0349998474, 0.305000067, -0.469562531, -
4.3711843e-08, -1.44881884e-09, -1, -4.69112194e-07, 1, -1.44980017e-09, 1,
4.69109466e-07, -4.37109335e-08),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = Color3.fromRGB(202, 203, 209)
                },
                ["Parent"] = {
                        [1] = "Torso",
                },
        },
        ["Birdly Dress Mail 1"] = {
                ["Instance"] = "Part",
                ["Name"] = "Mail 1",
                ["Shape"] = Enum.PartType.Cylinder,
                ["Size"] = Vector3.new(0.313, 0.762, 0.704),
                ["CFrame"] = CFrame.new(0.0663223267, -0.0400261879, 0.839624405,
0.57357651, -7.94940647e-08, 0.819150627, 0.819151998, -5.04924913e-07, -
0.573575318, 4.75954096e-07, 1, -2.35058806e-07),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = Color3.fromRGB(202, 203, 209)
                },
                ["Parent"] = {
                        [1] = "Torso",
                },
        },
        ["Birdly Dress Mail 2"] = {
                ["Instance"] = "Part",
                ["Name"] = "Mail 2",
                ["Shape"] = Enum.PartType.Cylinder,
                ["Size"] = Vector3.new(0.308, 0.727, 0.693),
                ["CFrame"] = CFrame.new(0.653236389, 0.786733389, 0.835962296,
0.57357651, -7.94940647e-08, 0.819150627, 0.819151998, -5.04924913e-07, -
0.573575318, 4.75954096e-07, 1, -2.35058806e-07),
                ["Transparency"] = 0,
                ["Material"] = Enum.Material.SmoothPlastic,
                ["Color"] = {
                        ["Tone"] = "Base",
                        ["Color"] = Color3.fromRGB(202, 203, 209)
                },
                ["Parent"] = {
                        [1] = "Torso",
                },
        },
        ["Birdly Dress Mail 3"] = {
                ["Instance"] = "Part",
```

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            ["Name"] = "Mail 3",
            ["Shape"] = Enum.PartType.Cylinder,
            ["Size"] = Vector3.new(2.126, 0.704, 0.681),
            ["CFrame"] = CFrame.new(0.355201721, 0.356162071, 0.838983536,
0.57357651, -7.94940647e-08, 0.819150627, 0.819151998, -5.04924913e-07, -
0.573575318, 4.75954096e-07, 1, -2.35058806e-07),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                ["Tone"] = "Base",
                ["Color"] = Color3.fromRGB(34, 34, 34)
            },
            ["Parent"] = {
                [1] = "Torso",
            },
        },
        ["Birdly Dress Right Sleeve"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Right Sleeve",
            ["MeshId"] = "rbxassetid://8477756263",
            ["Size"] = Vector3.new(1.068, 1.202, 1.052),
            ["CFrame"] = CFrame.new(-0.0390014648, -0.245999813, 0.00850009918,
1.13686838e-13, 3.7566391e-13, 1, 3.41060459e-13, 0.999999881, 1.25221285e-13, -1,
-1.02318154e-12, -3.41060513e-13),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                ["Tone"] = "Base",
                ["Color"] = Color3.fromRGB(219, 219, 219)
            },
            ["Parent"] = {
                [1] = "Right Arm",
            },
            ["Function"] = TurtleTexture,
        },
        ["Birdly Dress Right Sleeve 2"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Right Sleeve 2",
            ["MeshId"] = "rbxassetid://8533957322",
            ["Size"] = Vector3.new(1.059, 0.947, 1.152),
            ["CFrame"] = CFrame.new(-0.0125274658, -0.134218693, 0.00903892517, -
4.9860995e-07, -1.62974948e-06, -0.999995708, -9.83640348e-06, 0.99999845, -
2.19345497e-06, 1.00000191, 1.45387166e-05, -7.21604636e-07),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                ["Tone"] = "Base",
                ["Color"] = Color3.fromRGB(34, 34, 34)
            },
            ["Parent"] = {
                [1] = "Right Arm",
            },
        },
        ["Birdly Dress Left Sleeve"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Left Sleeve",
            ["MeshId"] = "rbxassetid://8477756263",
            ["Size"] = Vector3.new(1.068, 1.202, 1.052),
            ["CFrame"] = CFrame.new(0.0390014648, -0.250999689, 0.00899982452, -
```

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4.37112746e-08, -3.23716395e-13, 1, -1.59999963e-05, 0.999999881, 1.25221299e-13, -
1, -1.6e-05, -4.37117293e-08),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                    ["Tone"] = "Base",
                    ["Color"] = Color3.fromRGB(219, 219, 219)
            },
            ["Parent"] = {
                    [1] = "Left Arm",
            },
            ["Function"] = TurtleTexture,
    },
    ["Birdly Dress Left Sleeve 2"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Left Sleeve 2",
            ["MeshId"] = "rbxassetid://8533957322",
            ["Size"] = Vector3.new(1.059, 0.947, 1.152),
            ["CFrame"] = CFrame.new(0.0060005188, -0.133999825, 0.00899982452, -
4.37106387e-08, 2.26175061e-07, 1, 2.81108601e-06, 0.999999881, -2.26174407e-07, -
1, 2.81108487e-06, -4.37117293e-08),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                    ["Tone"] = "Base",
                    ["Color"] = Color3.fromRGB(34, 34, 34)
            },
            ["Parent"] = {
                    [1] = "Left Arm",
            },
    },
    ["Right Shoe"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Right Shoe",
            ["MeshId"] = "rbxassetid://6860788547",
            ["Size"] = Vector3.new(1.108, 0.771, 1.15),
            ["CFrame"] = CFrame.new(-7.62939453e-06, -0.689962208, 0.0800008774, -
4.37113883e-08, 0, -1, 0, 1, 0, 1, 0, -4.37113883e-08),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                    ["Tone"] = "Base",
                    ["Color"] = Color3.fromRGB(34, 34, 34)
            },
            ["Parent"] = {
                    [1] = "Right Leg",
            },
    },
    ["Left Shoe"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Left Shoe",
            ["MeshId"] = "rbxassetid://6860787685",
            ["Size"] = Vector3.new(1.108, 0.771, 1.15),
            ["CFrame"] = CFrame.new(-7.62939453e-06, -0.689962208, 0.0800008774, -
4.37113883e-08, 0, -1, 0, 1, 0, 1, 0, -4.37113883e-08),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                    ["Tone"] = "Base",
```

```
                ["Color"] = Color3.fromRGB(34, 34, 34)
            },
            ["Parent"] = {
                [1] = "Left Leg",
            },
        },
    },
    ["Right Sock"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Right Sock",
            ["MeshId"] = "rbxassetid://6721517477",
            ["Size"] = Vector3.new(1.296, 1.524, 1.189),
            ["CFrame"] = CFrame.new(0.0279846191, -0.307503283, 0.0619983673, -
4.37113883e-08, 0, 1, 0, 1, 0, -1, 0, -4.37113883e-08),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                ["Tone"] = "Base",
                ["Color"] = Color3.fromRGB(237, 234, 234)
            },
            ["Parent"] = {
                [1] = "Right Leg",
            },
            ["Function"] = TurtleTexture,
    },
    ["Left Sock"] = {
            ["Instance"] = "Mesh",
            ["Name"] = "Left Sock",
            ["MeshId"] = "rbxassetid://6721513769",
            ["Size"] = Vector3.new(1.296, 1.524, 1.189),
            ["CFrame"] = CFrame.new(-0.0279998779, -0.307499111, 0.0620002747, -
4.37113883e-08, 0, 1, 0, 1, 0, -1, 0, -4.37113883e-08),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Color"] = {
                ["Tone"] = "Base",
                ["Color"] = Color3.fromRGB(237, 234, 234)
            },
            ["Parent"] = {
                [1] = "Left Leg",
            },
            ["Function"] = TurtleTexture,
    },
    ["Killer Sweater"] = {
            ["Instance"] = "Mesh",
            ["CFrame"] = CFrame.new(1.14440918e-05, -0.0547757149, -0.143913269, -
1.00000191, 8.13039424e-06, -2.1779843e-07, 4.51686174e-06, 0.999996185, -
4.80170343e-07, -3.03737522e-07, 1.44048386e-06, -1),
            ["Color"] = {
                ["Color"] = Color3.fromRGB(215, 215, 215),
                ["Tone"] = "Base"
            },
            ["Material"] = Enum.Material.SmoothPlastic,
            ["MeshId"] = "rbxassetid://10080455422",
            ["Name"] = "Sweater",
            ["Parent"] = {
                [1] = "Torso"
            },
            ["Size"] = Vector3.new(2.621, 2.224, 2.378),
            ["Transparency"] = 0,
```

```
                ["Function"] = TurtleTexture
        },
        ["Killer Sweater Tie"] = {
                ["Instance"] = "Mesh",
                ["CFrame"] = CFrame.new(-6.48498535e-05, 0.589792967, -0.781671524, -1,
3.46809134e-06, 1.14109309e-06, 3.61355137e-06, 0.984807909, 0.173647463, -
5.21532229e-07, 0.173647463, -0.984807909),
                ["Color"] = {
                        ["Color"] = Color3.fromRGB(215, 215, 215),
                        ["Tone"] = "Base"
                },
                ["Material"] = Enum.Material.SmoothPlastic,
                ["MeshId"] = "rbxassetid://4729777667",
                ["Name"] = "Tie",
                ["Parent"] = {
                        [1] = "Torso",
                        [2] = "Sweater"
                },
                ["Size"] = Vector3.new(0.645, 1.120, 0.144),
                ["Transparency"] = 0
        },
        ["Killer Sweater Neck"] = {
                ["Instance"] = "Mesh",
                ["CFrame"] = CFrame.new(-7.62939453e-06, 1.13563347, -0.154616356, -1,
3.61355274e-06, 6.08947687e-07, 3.6135516e-06, 1, -1.92066636e-06, -6.08954679e-07,
-1.92066432e-06, -1),
                ["Color"] = {
                        ["Color"] = Color3.fromRGB(163, 162, 165),
                        ["Tone"] = "Base"
                },
                ["Material"] = Enum.Material.SmoothPlastic,
                ["MeshId"] = "rbxassetid://4342469442",
                ["Name"] = "Neck",
                ["Parent"] = {
                        [1] = "Torso",
                        [2] = "Sweater"
                },
                ["Size"] = Vector3.new(1.209999918937683, 0.18462184071540833,
1.2289236783981323),
                ["Transparency"] = 0
        },
        ["Cow Bra"] = {{
                ["CFrame"] = CFrame.new(-0.00286865234, 0.475341082, -0.362598419, -
6.51926314e-07, 1.17439922e-05, 1.00000191, -2.4008159e-06, 0.999996185, -
8.13043971e-06, -1, -4.80170684e-07, -1.30372001e-07),
                ["Color"] = {
                        ["Color"] = Color3.fromRGB(248, 248, 248),
                        ["Tone"] = "Base"
                },
                ["Instance"] = "Mesh",
                ["Material"] = Enum.Material.Fabric,
                ["MeshId"] = "rbxassetid://6297176322",
                ["Name"] = "Bra",
                ["Parent"] = {
                        [1] = "Torso"
                },
                ["Size"] = Vector3.new(1.8829039335250854, 1.1392192840576172,
1.8722314834594727),
                ["TextureId"] = "rbxassetid://12038926049",
```

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            ["Transparency"] = 0
        }
        },
        ["Cow Panty"] = {
            ["CFrame"] = CFrame.new(5.7220459e-06, -0.986361265, 0.0423326492, -
1.30375597e-07, 8.13039424e-06, 1.00000191, -4.80171025e-07, 0.999996185, -
4.51686174e-06, -1, 1.44048408e-06, 3.91160427e-07),
            ["Color"] = {
                ["Color"] = Color3.fromRGB(248, 248, 248),
                ["Tone"] = "Base"
            },
            ["Instance"] = "Mesh",
            ["Material"] = Enum.Material.Fabric,
            ["MeshId"] = "rbxassetid://6297229742",
            ["Name"] = "Panty",
            ["Parent"] = {
                [1] = "Torso"
            },
            ["Size"] = Vector3.new(1.1498957872390747, 0.9570162296295166,
1.8741321563720703),
            ["TextureId"] = "rbxassetid://12038931250",
            ["Transparency"] = 0
        }
}

local MetaClothes = {
        __index = {
            ["Name"] = "Clothes",
            ["TextureId"] = "",
            ["DoubleSided"] = false,
            ["Size"] = Vector3.new(1,1,1),
            ["CFrame"] = CFrame.new(0,0,0),
            ["CFrame1"] = CFrame.new(0,0,0),
            ["Transparency"] = 0,
            ["Material"] = Enum.Material.SmoothPlastic,
            ["Shape"] = Enum.PartType.Block,
            ["Color"] = {
                ["Tone"] = "Base",
                ["Color"] = Color3.fromRGB(163, 162, 165)
            },
            ["Parent"] = {
                [1] = "Torso",
            },
            ["Function"] = function()
            end,
        }
}

-----------------------FUNCTION

local function CurrentPartListAdd(Name)
        if not CurrentPartList[Name] then
            CurrentPartList[Name] = {
                ["Organ"] = {

                },
                ["Clothes"] = {

                },
```

```lua
				["Accessory"] = {

				}
			}
		end
	end

	local function ButtonCreate(ButtonName, ButtonParent)
		local TextButton = Instance.new("TextButton")
		TextButton.Name = ButtonName
		TextButton.Parent = ButtonParent
		TextButton.BackgroundColor3 = Color3.fromRGB(10, 18, 66)
		TextButton.BackgroundTransparency = 0.500
		TextButton.BorderSizePixel = 0
		TextButton.Size = UDim2.new(0, 200, 0, 50)
		TextButton.Font = Enum.Font.Jura
		TextButton.Text = ButtonName
		TextButton.TextColor3 = Color3.fromRGB(255, 255, 255)
		TextButton.TextScaled = true
		TextButton.TextSize = 14.000
		TextButton.TextWrapped = true

		if ButtonName == "nil" then
			TextButton.LayoutOrder = -1
		end

		return TextButton
	end

	local function Weld(MeshDetail, Character, Extra)
		setmetatable(MeshDetail, MetaClothes)

		local INSTANCE = MeshDetail["Instance"]
		local NAME = MeshDetail["Name"]

		local SIZE = MeshDetail["Size"]
		local CFRAME = MeshDetail["CFrame"]
		local CFRAME1 = MeshDetail["CFrame1"]
		local TRANSPARENCY = MeshDetail["Transparency"]
		local MATERIAL = MeshDetail["Material"]
		local COLOR = MeshDetail["Color"]
		local PARENT = MeshDetail["Parent"]
		local PARENTTRANSPARENCY = MeshDetail["ParentTransparency"]
		local FUNCTION = MeshDetail["Function"]

		local MESHID = MeshDetail["MeshId"]
		local TEXTUREID = MeshDetail["TextureId"]
		local DOUBLESIDED = MeshDetail["DoubleSided"]

		local SHAPE = MeshDetail["Shape"]

		local BodyPart = Character:FindFirstChild(PARENT[1])

		local XMultiply = BodyPart.Size.X / BodyPartSize[PARENT[1]].X
		local YMultiply = BodyPart.Size.Y / BodyPartSize[PARENT[1]].Y
		local ZMultiply = BodyPart.Size.Z / BodyPartSize[PARENT[1]].Z

		local ObjectInstance
```

```
local Parent = Character

for Index = 1, #PARENT do
    Parent = Parent:FindFirstChild(PARENT[Index])
end

if PARENTTRANSPARENCY ~= nil then
    Parent.Transparency = PARENTTRANSPARENCY
end

if INSTANCE == "Mesh" then
    ObjectInstance = IS:CreateMeshPartAsync(MESHID,
Enum.CollisionFidelity.Box, Enum.RenderFidelity.Performance)

    ObjectInstance.TextureID = TEXTUREID
    ObjectInstance.DoubleSided = DOUBLESIDED
elseif INSTANCE == "Part" then
    ObjectInstance = Instance.new("Part")
    ObjectInstance.Shape = SHAPE
end

local Color

if COLOR["Color"] == "Parent" then
    Color = Parent.Color
else
    Color = COLOR["Color"]
end

local H,S,V = Color:ToHSV()

if COLOR["Tone"] == "Darker" then
    Color = Color3.fromHSV(H,S,V+(-DarkerColorPercentage * V/100))
elseif COLOR["Tone"] == "Darker2" then
    Color = Color3.fromHSV(H,S,V+(-Darker2ColorPercentage * V/100))
end

ObjectInstance.Color = Color

ObjectInstance.CanCollide = false
ObjectInstance.CanQuery = false
ObjectInstance.CanTouch = false
ObjectInstance.Massless = true

ObjectInstance.Name = NAME
ObjectInstance.Size = Vector3.new(SIZE.X * XMultiply, SIZE.Y * YMultiply,
SIZE.Z * ZMultiply)
ObjectInstance.Transparency = TRANSPARENCY
ObjectInstance.Material = MATERIAL

local WeldInstance = Instance.new("Weld", ObjectInstance)
WeldInstance.Name = NAME.." Weld"
WeldInstance.Part0 = Parent
WeldInstance.Part1 = ObjectInstance

WeldInstance.C0 = CFrame.new(CFRAME.Position.X * XMultiply, CFRAME.Position.Y
* YMultiply, CFRAME.Position.Z * ZMultiply) * CFRAME.Rotation
WeldInstance.C1 = CFrame.new(CFRAME1.Position.X * XMultiply,
CFRAME1.Position.Y * YMultiply, CFRAME1.Position.Z * ZMultiply) * CFRAME1.Rotation
```

```
        ObjectInstance.Parent = Parent

        FUNCTION(ObjectInstance, Character, Extra)

        return ObjectInstance
end

local function CharacterFunction(Character)
        local CharacterAttachment = {}

        for _, v in pairs(Character:GetDescendants()) do
                if v:IsA("Accessory") and CurrentBundle ~= "nil" then
                        local Handle = v:FindFirstChildOfClass("Part")

                        Handle.Transparency = 1
                elseif v:IsA("Attachment") and v.Parent.Name ~= "Handle" then
                        CharacterAttachment[v.Name] = v
                end
        end

        return CharacterAttachment
end

local function BodyColorsFunction(Character, SelectBundle)
        local BodyColors = Character:FindFirstChildOfClass("BodyColors") or
Instance.new("BodyColors", Character)

        for i, v in pairs(Bundle[SelectBundle]["Body Color"]) do
                BodyColors[i] = v
        end
end

local function AccessoryLoaderFunction(Character, CharacterAttachment,
SelectBundle)
        CurrentPartListAdd(Character.Name)

        local Human = Character:FindFirstChildOfClass("Humanoid")

        local HumanoidDescription = Instance.new("HumanoidDescription", game)
        local AccessoryLoaderModel = Instance.new("Model", game)
        local HumanoidAccessoryLoader = Instance.new("Humanoid",
AccessoryLoaderModel)

        for Type, List in pairs(Bundle[SelectBundle]["Accessory"]) do
                local First = true

                for i, v in pairs(List) do
                        if First == true then
                                HumanoidDescription[Type] = v
                                First = false
                        else
                                HumanoidDescription[Type] = HumanoidDescription[Type]..",
"..v
                        end
                end
        end

        HumanoidAccessoryLoader:ApplyDescription(HumanoidDescription)
```

```
        task.wait(1)

        for _, Name in pairs(HumanoidAccessoryName) do
            HumanoidDescription[Name] = ""
        end

        for _, v in pairs(AccessoryLoaderModel:GetChildren()) do
            if v:IsA("Accessory") then
                task.spawn(function()
                    local CAccessory = v:Clone()
                    local CHandle = CAccessory:FindFirstChildOfClass("Part")
                    local CAttachment =
CHandle:FindFirstChildOfClass("Attachment")
                    local CSpecialMesh =
CHandle:FindFirstChildOfClass("SpecialMesh")

                    CurrentPartList[Character.Name]["Accessory"]
[CAccessory.Name] = CAccessory

                    local CParentAttachment =
CharacterAttachment[CAttachment.Name]
                    local HandleParent = CParentAttachment.Parent

                    local XMultiply = HandleParent.Size.X /
BodyPartSize[HandleParent.Name].X
                    local YMultiply = HandleParent.Size.Y /
BodyPartSize[HandleParent.Name].Y
                    local ZMultiply = HandleParent.Size.Z /
BodyPartSize[HandleParent.Name].Z

                    local CAttachCF = CAttachment.CFrame

                    CHandle.Size = Vector3.new(CHandle.Size.X * XMultiply,
CHandle.Size.Y * YMultiply, CHandle.Size.Z * ZMultiply)
                    CHandle.CanCollide = false
                    CHandle.CanQuery = false
                    CHandle.CanTouch = false
                    CHandle.Massless = true

                    CSpecialMesh.Scale = Vector3.new(CSpecialMesh.Scale.X *
XMultiply, CSpecialMesh.Scale.Y * YMultiply, CSpecialMesh.Scale.Z * ZMultiply)
                    CAttachment.CFrame = CFrame.new(CAttachCF.Position.X *
XMultiply, CAttachCF.Position.Y * YMultiply, CAttachCF.Position.Z * ZMultiply) *
CAttachCF.Rotation

                    Human:AddAccessory(CAccessory)
                    v:Destroy()

                    local Weld = Instance.new("Weld", CHandle)
                    Weld.Part0 = CHandle
                    Weld.Part1 = CParentAttachment.Parent

                    Weld.C0 = CAttachment.CFrame
                    Weld.C1 = CParentAttachment.CFrame
                end)
            end
        end

        HumanoidDescription:Destroy()
```

```lua
		AccessoryLoaderModel:Destroy()
	end

local function CharacterExecute(Character)
		CurrentPartListAdd(Character.Name)

		local Human = Character:FindFirstChildOfClass("Humanoid")
		local Head = Character:WaitForChild("Head")
		local Face = Head:WaitForChild("face")

		local TShirt = Character:FindFirstChildOfClass("ShirtGraphic")
		local Shirt = Character:FindFirstChildOfClass("Shirt")
		local Pant = Character:FindFirstChildOfClass("Pants")
		local Extra = {["TShirt"] = TShirt, ["Shirt"] = Shirt, ["Pant"] = Pant}

		local CharacterAttachment = CharacterFunction(Character)

		if CurrentBundle ~= "nil" then
			BodyColorsFunction(Character, CurrentBundle)
			AccessoryLoaderFunction(Character, CharacterAttachment, CurrentBundle)
		end

		local TORSO = Weld(PartList["Torso"], Character, Extra)
		local LEFTLEG = Weld(PartList["Left Leg"], Character, Extra)
		local RIGHTLEG = Weld(PartList["Right Leg"], Character, Extra)
		local LEFTARM = Weld(PartList["Left Arm"], Character, Extra)
		local RIGHTARM = Weld(PartList["Right Arm"], Character, Extra)
		local LEFTBUTT = Weld(PartList["Left Butt"], Character, Extra)
		local RIGHTBUTT = Weld(PartList["Right Butt"], Character, Extra)
		local LEFTBREAST = Weld(PartList["Left Breast"], Character, Extra)
		local RIGHTBREAST = Weld(PartList["Right Breast"], Character, Extra)
		local LEFTNIPPLE = Weld(PartList["Left Nipple"], Character, Extra)
		local RIGHTNIPPLE = Weld(PartList["Right Nipple"], Character, Extra)
		local PUSSYCLOSED = Weld(PartList["Pussy Closed"], Character, Extra)
		local CLITORISCLOSED = Weld(PartList["Clitoris Closed"], Character, Extra)
		local VULVACLOSED = Weld(PartList["Vulva Closed"], Character, Extra)
		local VAGINACLOSED = Weld(PartList["Vagina Closed"], Character, Extra)

		CurrentPartList[Character.Name]["Organ"]["Torso"] = TORSO
		CurrentPartList[Character.Name]["Organ"]["Left Leg"] = LEFTLEG
		CurrentPartList[Character.Name]["Organ"]["Right Leg"] = RIGHTLEG
		CurrentPartList[Character.Name]["Organ"]["Left Arm"] = LEFTARM
		CurrentPartList[Character.Name]["Organ"]["Right Arm"] = RIGHTARM
		CurrentPartList[Character.Name]["Organ"]["Left Butt"] = LEFTBUTT
		CurrentPartList[Character.Name]["Organ"]["Right Butt"] = RIGHTBUTT
		CurrentPartList[Character.Name]["Organ"]["Left Breast"] = LEFTBREAST
		CurrentPartList[Character.Name]["Organ"]["Right Breast"] = RIGHTBREAST
		CurrentPartList[Character.Name]["Organ"]["Left Nipple"] = LEFTNIPPLE
		CurrentPartList[Character.Name]["Organ"]["Right Nipple"] = RIGHTNIPPLE
		CurrentPartList[Character.Name]["Organ"]["Pussy Closed"] = PUSSYCLOSED
		CurrentPartList[Character.Name]["Organ"]["Clitoris Closed"] = CLITORISCLOSED
		CurrentPartList[Character.Name]["Organ"]["Vulva Closed"] = VULVACLOSED
		CurrentPartList[Character.Name]["Organ"]["Vagina Closed"] = VAGINACLOSED

		if CurrentClothes ~= "nil" then
			for i, v in pairs(Clothes[CurrentClothes]["Weld"]) do
				local ClothesPart = Weld(PartList[v], Character, Extra)
				CurrentPartList[Character.Name]["Clothes"][v] = ClothesPart
			end
```

```lua
            if Clothes[CurrentClothes]["Unvisible"] ~= nil then
                  for i, v in pairs(Clothes[CurrentClothes]["Unvisible"]) do
                        CurrentPartList[Character.Name]["Organ"][v].Transparency =
1
                  end
            end
      end

      Face.Transparency = 1
end

-----------------------CHARACTER CONNECT

local CharacterConnect = Player.CharacterAdded:Connect(function(Character)
      if AutoExecute then
            repeat task.wait(0.5) until Character.Parent ~= nil
            task.wait(DelayTime)

            CharacterExecute(Character)
      end
end)

local UISBeganConnect = UIS.InputBegan:Connect(function(Keycode, Process)
      if Process then return end

      if Keycode.KeyCode == Enum.KeyCode.LeftControl then
            CTRL = true
      elseif Keycode.KeyCode == Enum.KeyCode.Up then
            if CTRL then
                  Screen.Enabled = not Screen.Enabled
            end
      end
end)

local UISEndConnect = UIS.InputEnded:Connect(function(Keycode, Process)

      if Keycode.KeyCode == Enum.KeyCode.LeftControl then
            CTRL = false
      end
end)

-----------------------GUI

for _, Button in pairs(ButtonFrame:GetChildren()) do
      if Button:IsA("TextButton") then
            Button.MouseButton1Click:Connect(function()
                  for _, Page in pairs(PageFrame:GetChildren()) do
                        if Page:IsA("Frame") then
                              Page.Visible = false
                        end
                  end

                  for _, Button in pairs(ButtonFrame:GetChildren()) do
                        if Button:IsA("TextButton") then
                              Button.BackgroundColor3 = Color3.fromRGB(10, 18, 66)
                              Button.TextColor3 = Color3.fromRGB(255,255,255)
                        end
                  end
```

```
                        local Page = PageFrame:WaitForChild(Button.Name)
                        Page.Visible = true

                        Button.BackgroundColor3 = Color3.fromRGB(255,255,255)
                        Button.TextColor3 = Color3.fromRGB(10, 18, 66)
                end)
        end
end

local ExecuteConnect = Execute.MouseButton1Click:Connect(function()
        local ExecutePlayer = game.Players:FindFirstChild(PlayerExecute.Text)

        if ExecutePlayer then
                local ExecuteCharacter = ExecutePlayer.Character

                if ExecuteCharacter then
                        CharacterExecute(ExecuteCharacter)
                end
        elseif not ExecutePlayer and PlayerExecute.Text == "Self" then
                if Player.Character then
                        CharacterExecute(Player.Character)
                end
        end
end)

local ResetConnect = Reset.MouseButton1Click:Connect(function()
        local ExecutePlayer = game.Players:FindFirstChild(PlayerExecute.Text)

        if not ExecutePlayer and PlayerExecute.Text == "Self" then
                ExecutePlayer = Player
        end

        local PartListPlayer = CurrentPartList[ExecutePlayer.Name]

        if PartListPlayer and ExecutePlayer.Character then
                local OrganList = PartListPlayer["Organ"]
                local ClothesList = PartListPlayer["Clothes"]
                local AccessoryList = PartListPlayer["Accessory"]

                if OrganList then
                        for _, v in pairs(OrganList) do
                                v:Destroy()
                        end
                end

                if ClothesList then
                        for _, v in pairs(ClothesList) do
                                v:Destroy()
                        end
                end

                if AccessoryList then
                        for _, v in pairs(AccessoryList) do
                                v:Destroy()
                        end
                end

                for _, v in pairs(ExecutePlayer.Character:GetDescendants()) do
```

```lua
                    if v:IsA("Accessory") then
                            local Handle = v:FindFirstChildOfClass("Part")

                            Handle.Transparency = 0
                    elseif v:IsA("Decal") and v.Name == "face" then
                            v.Transparency = 0
                    elseif v:IsA("BasePart") and v.Name ~= "HumanoidRootPart" then
                            if BodyPartSize[v.Name] then
                                    v.Transparency = 0
                            end
                    end
            end
       end
end)

local DestroyConnect = Destroy.MouseButton1Click:Connect(function()
       local BreakerInstance = Instance.new("BoolValue", game)
       BreakerInstance.Name = "RoClothesBreaker"
end)

local DelayTimeConnect =
DelayTimeText:GetPropertyChangedSignal("Text"):Connect(function()
       if tonumber(DelayTimeText.Text) then
               DelayTime = tonumber(DelayTimeText.Text)
       end
end)

local AutoExecuteConnect = AutoExecuteFrame.MouseButton1Click:Connect(function()
       AutoExecute = not AutoExecute

       if AutoExecute == false then
               AutoExecuteFrame.TextColor3 = Color3.new(1,0,0)
       else
               AutoExecuteFrame.TextColor3 = Color3.new(0,1,0)
       end
end)

for i, v in pairs(Bundle) do
       local BButton = ButtonCreate(i, BundlesButton)

       local BBConnect = BButton.MouseButton1Click:Connect(function()
               CurrentBundle = BButton.Name
               CurrentBundleText.Text = "Current Bundle: "..CurrentBundle
       end)

       table.insert(AllConnect, BBConnect)
end

for i, v in pairs(Clothes) do
       local CButton = ButtonCreate(i, ClothesButton)

       local CBConnect = CButton.MouseButton1Click:Connect(function()
               CurrentClothes = CButton.Name
               CurrentClothesText.Text = "Current Clothes: "..CurrentClothes
       end)

       table.insert(AllConnect, CBConnect)
end
```

```
-----------------------BREAKER

table.insert(AllConnect, CharacterConnect)
table.insert(AllConnect, UISBeganConnect)
table.insert(AllConnect, UISEndConnect)
table.insert(AllConnect, ExecuteConnect)
table.insert(AllConnect, ResetConnect)
table.insert(AllConnect, DelayTimeConnect)
table.insert(AllConnect, DestroyConnect)

local BREAKER = Instance.new("BoolValue")
BREAKER.Name = "RoClothesBreaker"
BREAKER.Parent = game.Workspace

task.wait(2.5)

if BREAKER.Parent ~= nil then
      BREAKER:Destroy()
end

task.spawn(function()
      while task.wait(0.5) do
            local BreakerObject = game:FindFirstChild("RoClothesBreaker")

            if BreakerObject ~= nil then
                  for _, Connect in pairs(AllConnect) do
                        Connect:Disconnect()
                  end

                  Screen:Destroy()

                  BreakerObject:Destroy()
                  print("RoClothes Disconnect")
                  break
            end
      end
end)
```