Advanced Penumbra Item Converter

This tool is intended to allow converting clothing items and accessories within a Penumbra mod while preserving mod options. Please use the regular built-in Item Swapper if you do not require these options to be preserved, as that is less prone to errors.

Note that this tool is unable to read game data of any sort, so it will be unable to write metadata changes that were not explicitly set on the modded item beforehand.
Example: A pair of short boots without explicit meta is moved to a set of long boots. As a result, the knees will likely get hidden. You can manually fix this ingame.
Similarly, some models may not show ingame if the new item uses different racial versions, for example if it lacks a female version, the old male item will be shown. You can easily fix this with manual metadata edits in the "Meta Manipulations" tab in Penumbra.
I've basically hit the limits of what I can do here as an external tool without access to game data. Similar limitations apply for items with different variants (-2 as an ending to it's item code for instance), you may need to set the material set of the new item to match that of the old item.
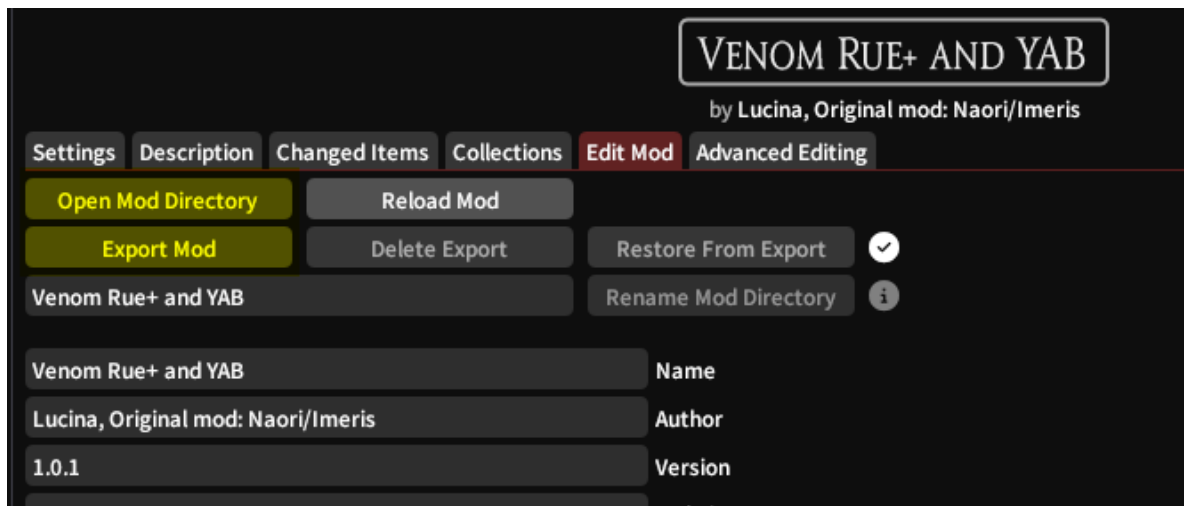
I'll provide an example with this mod here, containing a few outfit toggles as well as a swappable model / body size.
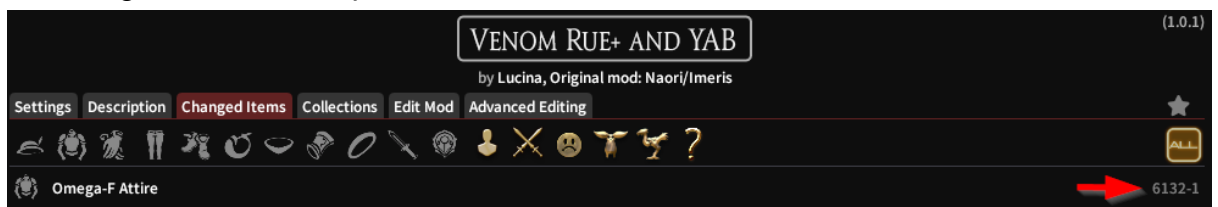

Usage:

1. Open the executable file.
2. Select the mod / item you'd like to convert in-game in Penumbra and switch to the "Edit Mod" Tab. Click "Open Mod Directory" and copy the folder path in the
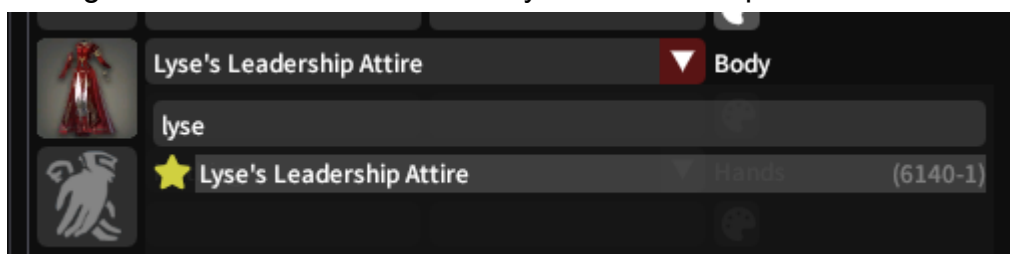
file explorer that opens.

3. The conversion through the script happens in place, please create a backup of the mod first in case anything goes wrong. You can do so in Penumbra in-game with the "**Export Mod**" button on the "Edit Mod" page and import the backup with "Restore From Export" if necessary.

4. Click "Browse…" in the top right corner of the converter and select the folder path of the mod / item you'd like to convert (located inside your Penumbra folder). You can copy paste the path here from step 2.

5. Go in-game and check the item ID on the "Changed Items" tab, the number is on the right, in this example that is "6132".

   Type this number into the "Original Item ID" window.

6. Open Glamourer and find the game item that you want to put the modded item on and note it's ID. In my example I want to move the mod from the "Omega-F Attire" with ID "6132" to "Lyse's Leadership Attire" with ID "6140".

7. Type this new item ID into the "Target Item ID" window.
   Since this item primarily occupies the body slot, select "Body" in the "Item Slot" dropdown. We are converting an item for tall females, therefore we select Midlander female on the race dropdown.
   Note that 99% of female clothing uses Midlander Female as it's base. You almost never want to select another female race here other than for headgear

and earrings. Male is a little bit more complicated, check the item naming scheme on the model (.mdl file) in Penumbra in-game if you're unsure.

8. Click "Run Conversion". The script now looks for model files that matches our selected parameters. Typically confirm that selection.
9. The script now shows a preview with all expected changes that it could identify as a result of changing the previously selected model file. You can untick files here if necessary.
10. Hit "OK" after making your selection (by default this selects everything, which should be fine in most instances).
11. Unless the script runs into any errors that should be it. Hit "**Reload Mod**" in Penumbra and reload your character, then equip the target item and try any of the mod options / toggles to see if it worked. You'll note that the "Changed Items" tab updated. Repeat for other item slots as necessary.