Magic for photos

What will happen here

What will we need (software, guides, files)

The basic structure of photo determinations (anims, nodes, conflict)

1 2 3

Edit triggers for someone able to sit:

EDIT PLACEMENT!

6 – oh wow look how are they placed by default 7 looks familiar right?

If you need cond then edit one u got, if you need bool – clone one!

4 – I use bools I added for ingame menu but you can use mission counter of some particular trigger you found or added across the game. Delete the conditional check if you added bools!

After that trigger there is a sequence that swaps chosen one with Liara, check it uses the right node (if u edit one existing – no troubles)

5 here is the logic that swaps node encounters, previously given by sequences for other rows, no need to edit it now but might be useful if you want someone else to sit. Yay, done!

EDIT ANIMATION!

**Lets dive into struct:**

8 – here are animations for possible Lis stored! Lets dive right in and see why sometimes they rotate heads and sometimes not

9 – right-click and open, we will look at shep one as it presents all the basics we need.

10 – structure of interps – what is that anyway? How is one of these two deployed?

11 – Here is the answer, open interpData in pcc editor and roll down here. It is a sequence inside the sequence, that builds up like this! You cant visualize it properly so yep, I recommend to draw schemes for some selfhelp

Yep, cool, seq in seq, why the fuk is it needed, how is it attached to the animations or how is it triggered?

12 – plot checks connections!

13 – the other side of plot link and how it is connected to scenes… ALWAYS CHECK BOTH SIDES TO MAKE THIS WORK! The connection is both-sided!!!!! So U D BETTER DRAW CONNECTIONS FOR URSELF

14 – do you see connection between interp and groups now?

15 - and now we connect interpgroups here too.

16 – finally, animations! To be sure what is happening here go read anim guide. The main difference here is that non-romanced male shep is just sitting in some poses, and the romanced shep is not just posed but has some gestures – head gestures that make him turn right, in this particular case.

**Ok I got it lets edit**

* No head rotations for shep what do I need to cut off

17 trash this all (entry and children) u don’t need this

18 no bad refs!

19 debugging. If all is ok – save, if not – go and delete whatever is needed to be deleted.

* No gazing at shepard coming from squadmate nearby!

For all squaddies who are not liara and traynor you need to do this if you get rid of romantic shit in the postures. Why? Bcs ability to put em on sofa is bonded with head rotations and we don’t need one to trigger at all. No head rotations!!!

As for traynor – you can do the same as for Shep (her alt is also on a couch.) For Liara – oh boy, it is a completely different story, posted in another sub-chapter. So whatchado? Lets take ash to see.

20 change the trigger for activating the sofa placement – just drop here different numbers (whatever u need) and you will be fine. I put bool I added for ingame menu, you can take any bool u wanna to.

Lets swap her movements. What can we use instead?

* Liara unromanced sit down (interpgroup 37 of her interpdata)
* Traynor unromanced (interpgroup 37 of her interpdata)
* Unromanced shep (interpgroop 37 be careful abt male-female sits, they r different)

BUT u cant delete head movements otherwise game crashes.

My recipe for female characters is:

Steal all the anim posture properties from fShep  
Steal the head anim and properties from liara

And for males:

Steal anim posture props from mShep OR non romanced Liara

Steal head anim from liara

21 – sets of settings borrowed from fshep and non-romd lia to be applied for Ash

And if you save this after these mods – you will get Ash who is not turning her head while sitting next to Shepard, if her bool is triggered. Yay!

But if you leave it like this, Liara will clip in the sofa, as it was shown earlier. And… Now we come up to the fun part.

* Moody liara and what do we need to do with her

The problem with liara is her being the default couch neighbor. Rhat is why she got 3 CHECKS instead of 1. And 3 poses to be put in.

22 – scheme of Liara-s posture

So if you detach the whole history away from romance story, you have to rewrite it to the new scheme.  
  
That is what I did:  
  
23. This is just an example, you van invent your solution, the thing is it must be complete, without loops, gaps and such. DON’T TOUCH MY BOOLEANS GET UR OWN! The default bool meaning is false that s why false bool is liara sitting – it allows us to keep her default.

Well… no you did it.  
Yet you only did it for the made photo and need to repeat the changes in party\_LOC\_INT conclusion sequence if we talk abt poses and in PARTY.pcc seq if we take plasing. For both rowdy and relaxed. Hurraaaay….

Getting a new opportunity to sit:

* Animation: clone someone same gender as a new sitter and got animation
* Clone into interpdata37 anim from familyphoto
* Trash not needed anim 37
* Edit condition of trigger
* Check for bugs
* Save
* Placement:
* Ann dew line in the determineli yay