

TSS NoArmor

Guide

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Guide for Admin

Requirements

Before Tailor Smooth System, you will need to install and configure :

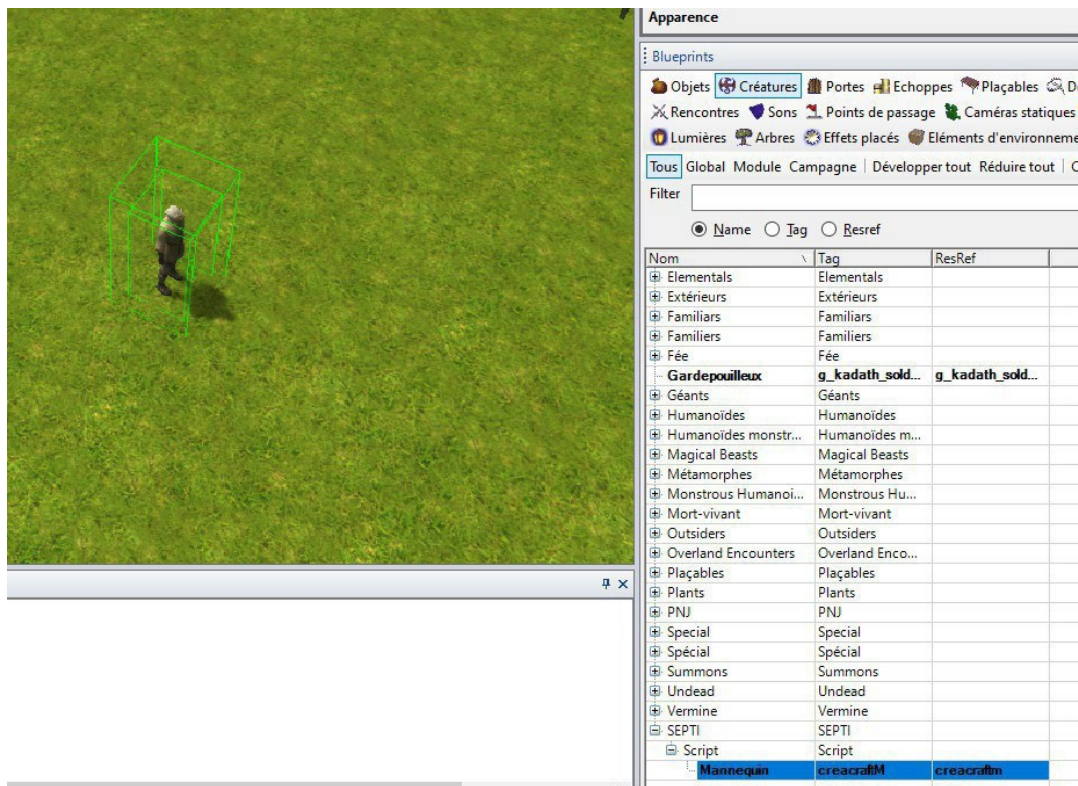
- [xp_aspectManager](#)

Installation of TSS_NoArmor

Import the erf to your module. (or put every NSS and blueprint in it).

Add the contents of the various Add_ToHak folders to one of your Hak.

Now, you can add a Mannequin where you want:



Change on it the "OnConversation" script to sept_tsna_launch

Extra Configurations

Translations

In order to help translation, every text used by the system (including the ones in GUI) are stored in `sept_tssna_translate.NSS`. The package came with some translation (`sept_tssna_fr`, `_german` and `spanish.NSS`). Just replace the content of the base file by the content of the one you want. Nothing more to do. No XML to change. No other script to read. Easy isn't it ?

Configurations

In case you want to change some behavior of TSSNA, several configurable functions have been grouped in the `"sept_tssna_include"` file.

This allows you to adapt the system to some of your needs without difficulty. Some basic code behaviors and examples are already provided in it.

On top of the file you have two definition that can interest you :

- The launching script
- The mannequin blueprint

You also have, on this script:

- `Sept_TSSNA_AllowedToViewVisualType` : Change it to choose if the `VisualType` should be allowed for the creature or not.
- `TSSNA_IsTypeAllowed` : Change it to define what a character can change about itself or not.