

# Models

- Model Effect Paths
- Configuring LoMA
- Structure of Model

# Model Effect Paths

.smd file (SkinModelPath:)

files located at .\Game\element\models.pck.files

.ski files (AddiSkinPath:)

files located at .\Game\element\models.pck.files\Models

.wav files (FxFilePath:)

files located at .\Game\element\sfx.pck.files\sfx

.gfx files (FxFilePath:)

files located at .\Game\element\gfx.pck.files\gfx

.att files (AtkPath:)

files located at .\Game\element\gfx.pck.files\gfx\skillattack

About animation:

.ecm files links to animation by CombineActName. In .smd file there's name, and link to animation file (in 8 version of smd file).

About effects:

.att files links to .gfx files, and that's how it works.

# Configuring LoMA

Models should be **below MOXTVersion: 67** (anything 67 does not work)  
Use MODFIX for these and change version to 60 or 59 or lower

CustomData  
AtkOrient  
PSFileVersion  
GfxRotWithModel

## **Downgrading from MOXTVersion: 71**

MOXTVersion: 71, 1.5.5 only supports 67. To downgrade these, remove lines that say "AudioEventGroupEnable: 1", "ParticleBonesCount: 0" and "GfxUseFixedPoint: 0" and then obviously change the version number on the 1st line.

AudioEventGroupEnable: 1  
ParticleBonesCount: 0  
GfxUseFixedPoint: 0

These settings are listed multiple times in the .ecm file and need to be removed with Notepad or Notepad++

# Structure of Model

.smd = Skeleton Model

.ski = Skin Information

.bon = Bone Model

.stck = Skeleton Track Animation

.phy = Not currently used

.ecm = link gfx (effects) to items/equipements.

- Model Description .smd (v5, v6, v8)
  - contains pathes to the seperated files
  - contains animation blocks with start\_sample and end\_sample (stored in bon file or in seperated stck files)
- Skeleton Bones .bon (v5, v6)
  - contains bones + properties
  - contains animation samples (position + quaternions) for each bone for all animation (directly concateneted, splited by start-end sample from .smd animation blocks)
  - contains hooks (for gfx / other models i.e. player) & hook matrices
- Skin Mesh .ski (v8, v9)
  - contains textures
  - contains material properties
  - contains vertices & polygons
- Seperated Bone Animation .stck (v1)
  - belongs to .bon file but was outsourced since .bon v6 to make editing of single animations easier
  - contains animation samples (positions and quaternions) for each bone for a single animation