

- If you **already have a custom Power Armor Skeleton**, simply **add** the missing **bones**. This is needed to create cross-compatibility between race mods.

Name	Value
5 NiNode	Txt COM [7]
▷ 6 bhkNPCCollisionObject	
▷ 8 NiNode	Txt Pelvis [8]
▲ 44 NiNode	Txt SPINE1 [37]
▲ 45 NiNode	Txt SPINE2 [38]
▲ 46 NiNode	Txt Chest [39]
▷ 47 bhkNPCCollisionObject	
▷ 48 NiNode	Txt LArm_Collarbone [40]
▲ 90 NiNode	Txt Neck [78]
▲ 91 NiNode	Txt HEAD [79]
▷ 94 bhkNPCCollision...	
95 NiNode	Txt Helmet_Armor [80]
96 NiNode	Txt Head_skin [81]
▲ 92 NiNode	Txt BlazeHEAD [150]
93 NiNode	Txt BlazeHead_skin [151]
97 NiNode	Txt Face_skin [82]
98 NiNode	Txt Neck_skin [83]
99 NiNode	Txt Neck1_skin [84]
146 NiNode	Txt Chest_skin [128]
147 NiNode	Txt LBreast_skin [129]
151 NiNode	Txt Chest_Rear_Skin [133]
148 NiNode	Txt RBreast_skin [130]
152 NiNode	Txt Chest_Upper_skin [134]
▷ 100 NiNode	Txt RArm_Collarbone [85]

- Firstly, you need to **know the bones you want to add**. Open up the skeleton.nif from the desired Race Mod.

5 NiNode	Txt Root [8]
▲ 6 NiNode	Txt COM [9]
▷ 7 bhkNPCCollisionObject	
▷ 9 NiNode	Txt Pelvis [10]
▲ 38 NiNode	Txt SPINE1 [32]
▷ 39 bhkNPCCollisionObject	
▲ 40 NiNode	Txt SPINE2 [33]
▷ 41 bhkNPCCollisionObject	
▲ 42 NiNode	Txt Chest [34]
▷ 43 bhkNPCCollisionObject	
▷ 44 NiNode	Txt LArm_Collarbone [35]
▲ 87 NiNode	Txt Neck [71]
▷ 91 bhkNPCCollisionObject	
▲ 88 NiNode	Txt HeadResize [133]
▲ 89 NiNode	Txt HEAD [72]
▷ 93 bhkNPCCollisi...	
▷ 92 NiNode	Txt SnocHEAD [134]
90 NiNode	Txt Head_skin [73]
96 NiNode	Txt Neck_skin [75]
97 NiNode	Txt Neck1_skin [76]
▷ 98 NiNode	Txt RArm_Collarbone [77]
137 NiNode	Txt L_RibHelper [5]

- Find the necessary bones (In most cases, the custom HEAD bone)
- **Go back to the POWER ARMOR Skeleton.**

- Go down the Branch until **you find HEAD bone. Add a NiNode**. (Right Click > Node > Attach Node > NiNode)

4 NiNode	Root [6]
5 NiNode	COM [7]
6 bhkNPCCollisionObject	
8 NiNode	Pelvis [8]
44 NiNode	SPINE1 [37]
45 NiNode	SPINE2 [38]
46 NiNode	Chest [39]
47 bhkNPCCollisionObject	
48 NiNode	LArm_Collarbone [40]
90 NiNode	Neck [41]
91 NiNode	HEAD [42]
94 bhkNPCCollision...	
95 NiNode	Helme [43]
96 NiNode	Head [44]
97 NiNode	Face_s [45]
92 NiNode	BlazeH [46]
98 NiNode	Neck_ [47]
99 NiNode	Neck1 [48]
100 NiNode	RArm_Collarbone [85]
141 NiNode	Pauldron_Armor [123]
144 NiNode	Back_Armor [126]
146 NiNode	Chest_skin [128]
147 NiNode	LBreast_skin [129]

Transform
 Optimize
 File Offset
 Flags
 Block
 Node

Attach Node
 Attach Effect
 Attach Extra Data
 Attach Parent Node

- Rename the NiNode to your **custom HEAD bone**.

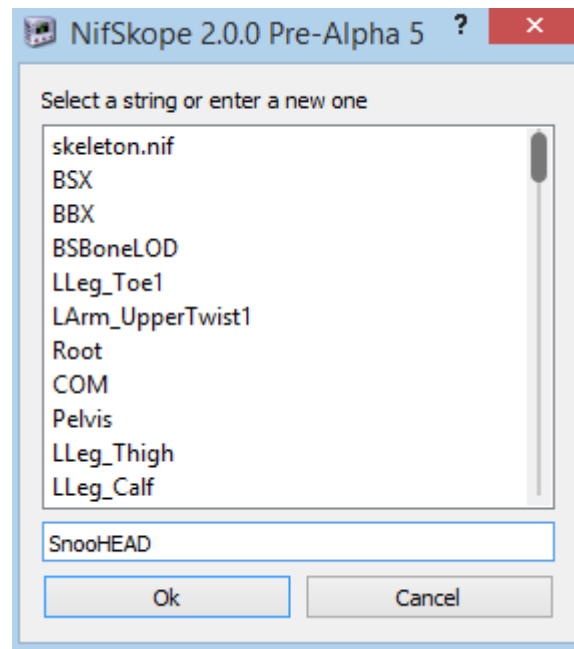
92 NiNode	Text
99 NiNode	Text Neck_skin [83]
100 NiNode	Text Neck1_skin [84]
147 NiNode	Text Chest_skin [128]
148 NiNode	Text LBreast_skin [129]
149 NiNode	Text RBreast_skin [130]
152 NiNode	Text Chest_Rear_Skin [133]
153 NiNode	Text Chest_Upper_skin [134]
101 NiNode	Text RArm_Collarbone [85]
142 NiNode	Text Pauldron_Armor [123]
145 NiNode	Text Back_Armor [126]
150 NiNode	Text Wheel [131]
154 NiNode	Text Neck_Low_skin [135]
155 NiNode	Text Spine2_skin [136]
156 NiNode	Text UpperBelly_skin [137]
157 NiNode	Text Spine2_Rear_skin [138]

Block List
 Archive Browser

Block Details

Name	Value
Skyrim Shader Type	Default
Name	Text
Num Extra Data List	0
Extra Data List	None
Controller	None

File Offset
 Edit String Index
 Block



- Then **right click** on the **Custom Head Bone (SnooHEAD)** and **add the custom Head_skin bone (SnooHead_skin)**

46 NiNode	Txt Chest [39]
▷ 47 bhkNPCollisionObject	
▷ 48 NiNode	Txt LArm_Collarbone [40]
▲ 90 NiNode	Txt Neck [78]
▲ 91 NiNode	Txt HEAD [79]
▷ 96 bhkNPCollision...	
97 NiNode	Txt Helmet_Armor [80]
98 NiNode	Txt Head_skin [81]
▲ 92 NiNode	Txt SnooHEAD [152]
93 NiNode	Txt SnooHead_skin [153]
99 NiNode	Txt Face_skin [82]
▷ 94 NiNode	Txt BlazeHEAD [150]
100 NiNode	Txt Neck_skin [83]
101 NiNode	Txt Neck1_skin [84]
148 NiNode	Txt Chest_skin [128]
149 NiNode	Txt Breast_skin [129]

And you're done.

CONGLATURATIONZ!11!!!!

COMIC SANSSSSSSS!!!

