Making pieces appear/disappear in FFvsTR with Nifskope:

- The first step is to build the skope, in my case I've skoped a character with a fiery FX on the right hand. My aim is that this FX appears only during one animation. At this moment, if I open the CharacterTool2, it shows the FX in every animation.

  It's very important to know the name of the FX node (or mesh piece), in this case it is named "Flames" (It's important if it has capital letters or not).

- The second step is to hide the FX for the idle animation in the keyframes file using Nifskope:

1.- When we select the NiControlledSequence of the idle animation (**1**), we can see in the "Block details window" (**1**) the number of controlled blocks (**2**) for this animation. In this set of keyframes there are 35 controlled blocks, the first one is Bip01 and the last one is aura (this can vary depending on the keyframes file). Later we will have to add a new controlled block for the FX because there isn't one for it.
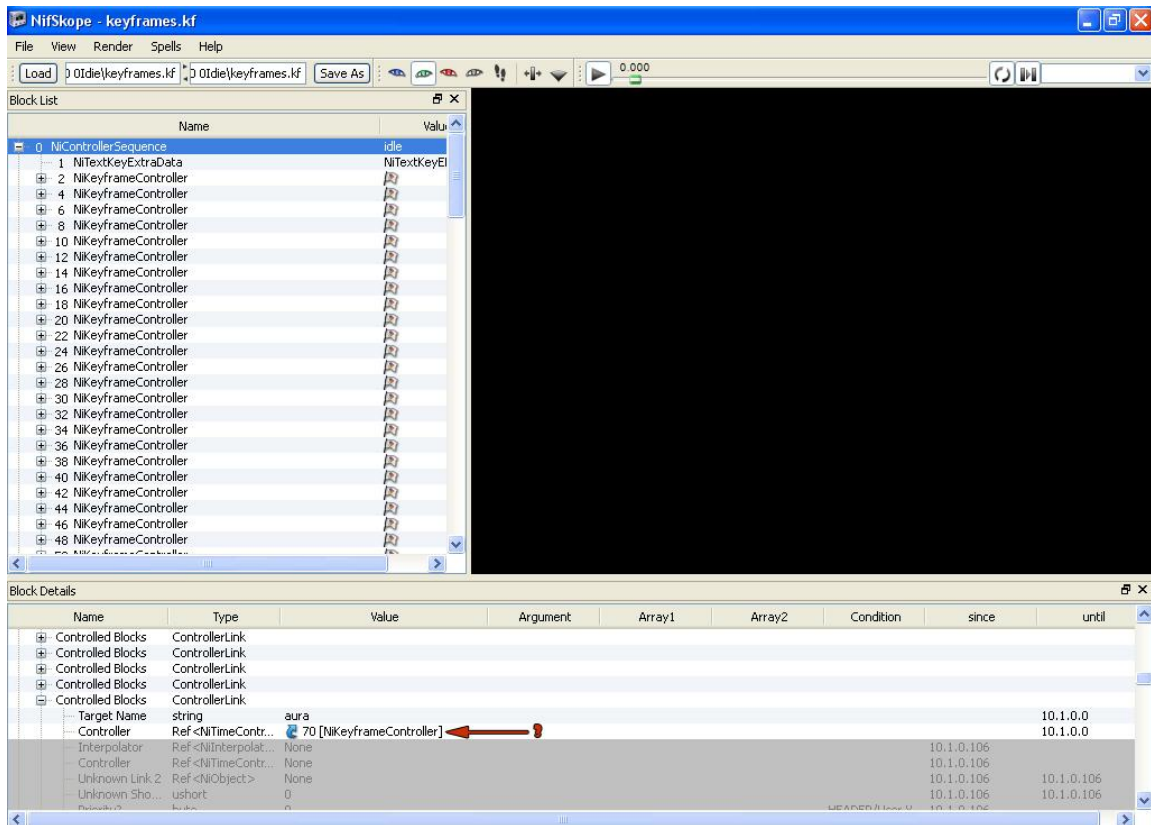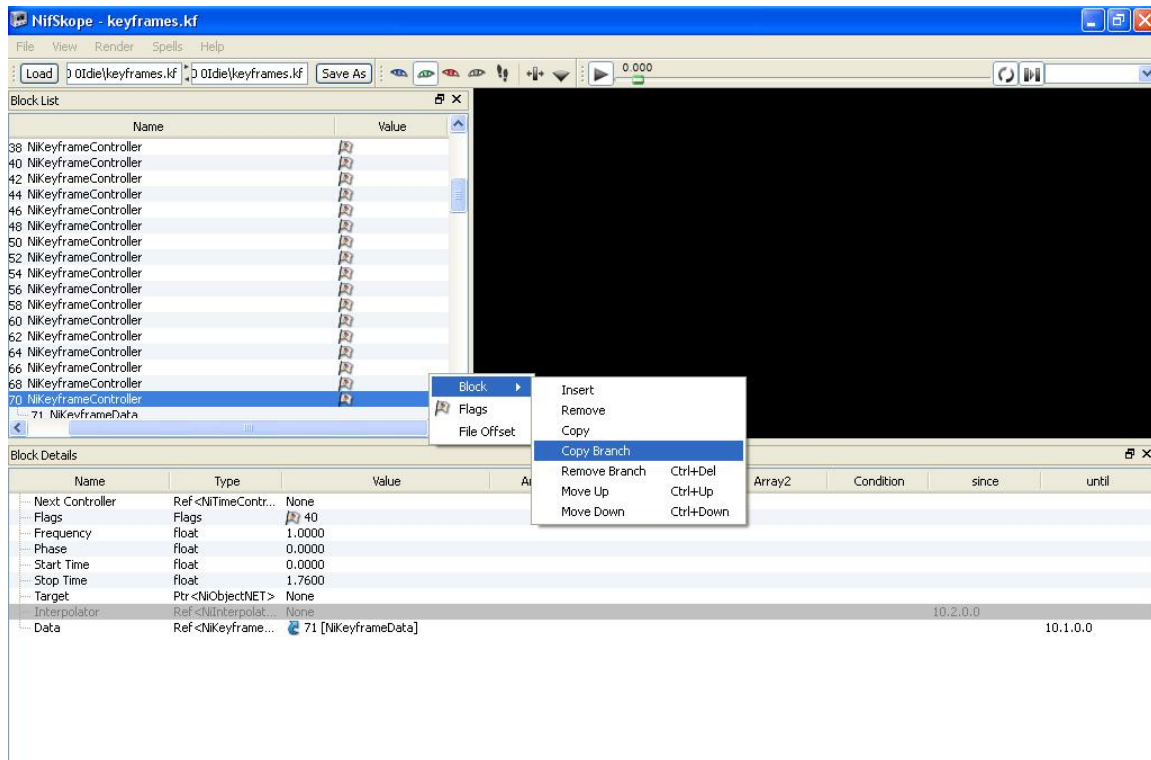
2.- Every Controlled blocks has a Target name and a Controller (the controller points to a NiKeyframeController node (**3**)).


3.- When we click on the blue arrow next to the Controller, we go to the NiKeyframeController node corresponding to that Controller. This node is who controls the behavior of the Controlled block. We right click on it and select "Block > Copy branch".
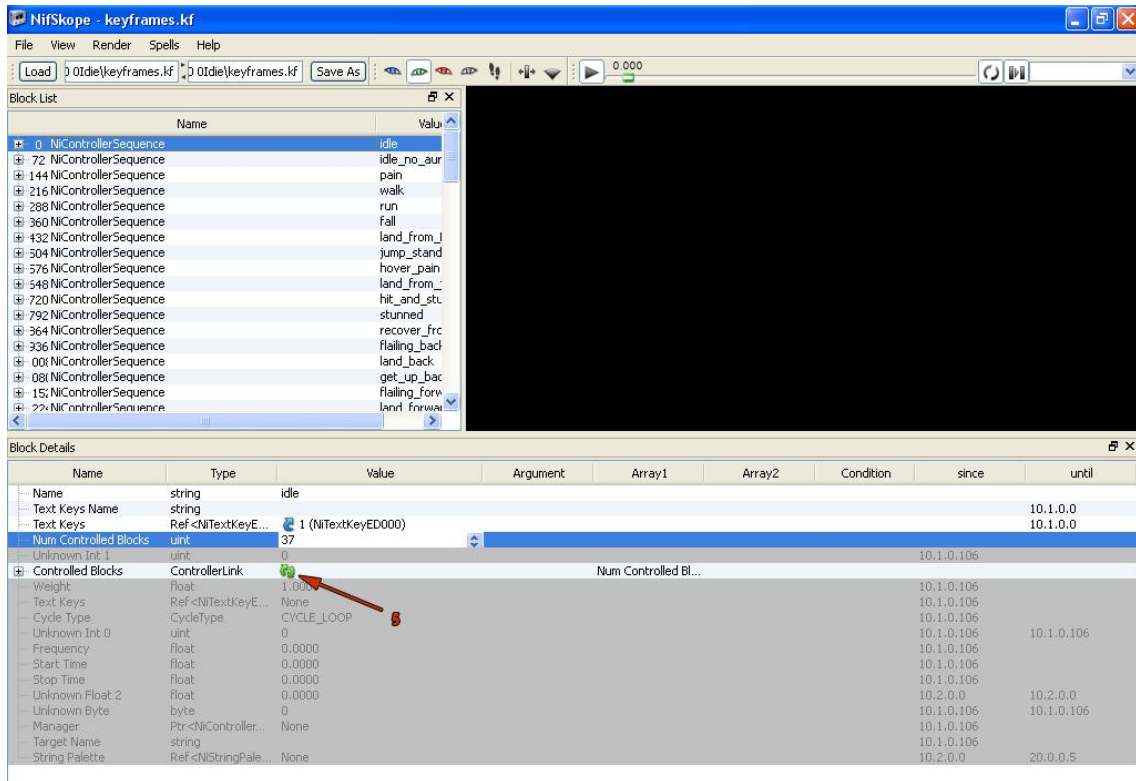
4.- Then right click on the Idle NiControlledSequence Idle to select Paste Branch.
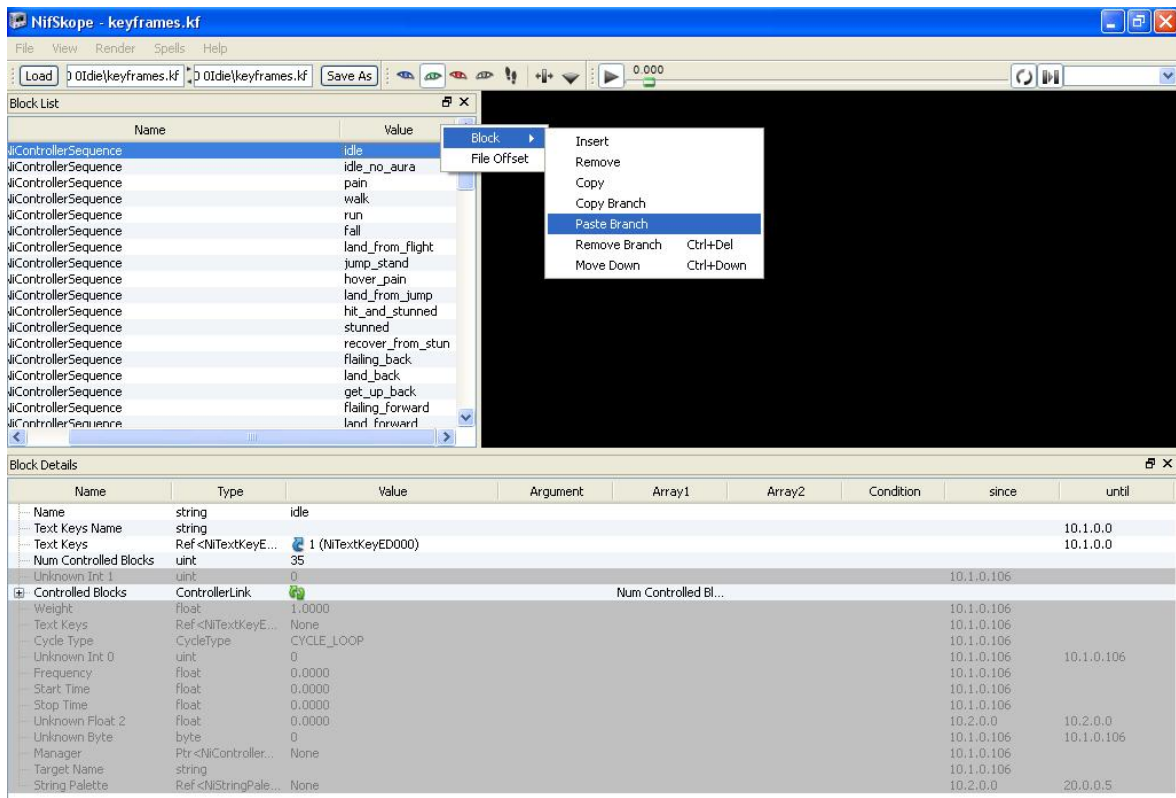
5.- A new NiKeyframeController node will appear on the bottom of the block list, we have to look at its number (4). In my case is 5872.
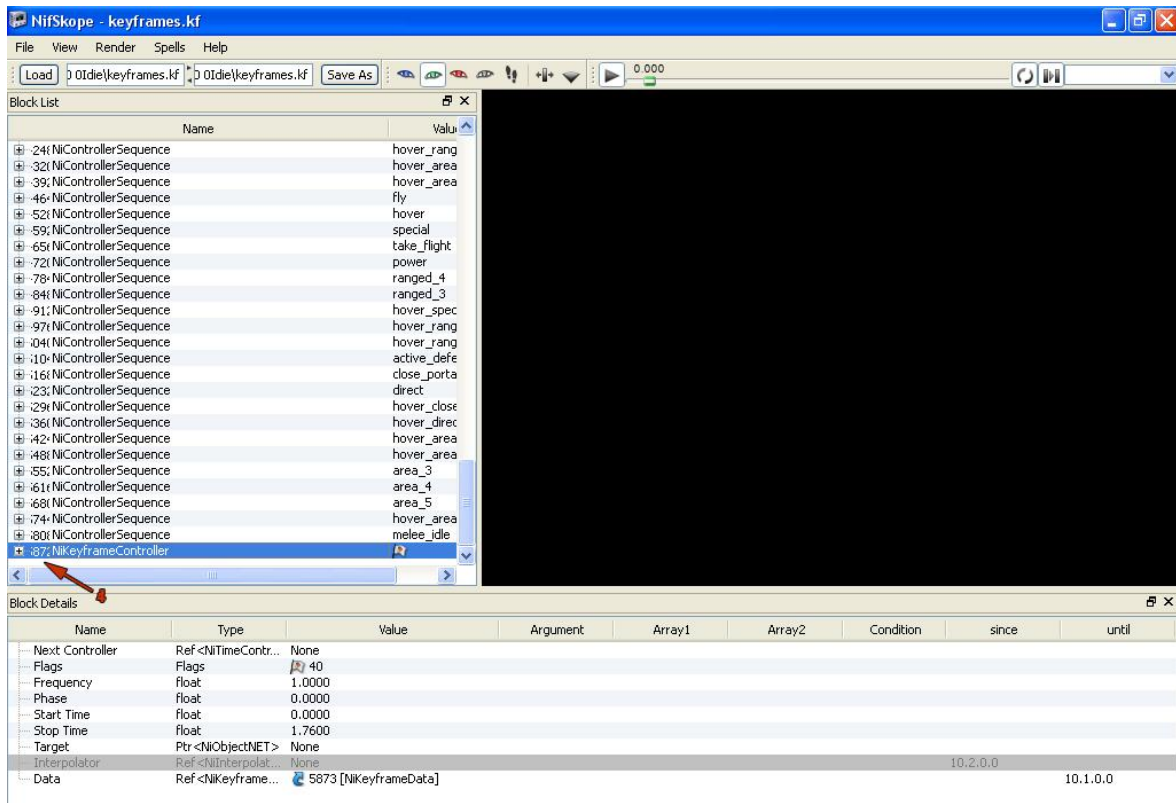
6.- We go back to the Idle NiControlledSequence and change the number of Controlled blocks from 35 to 36 and click on the green arrows to refresh the data (**5**).


7.- Now, we have a new Controlled Block at the bottom, we have to name it with the same name of the part in the skope that we want to hide. In my case it will be "Flames". It's very important that they have the same spelling in the .nif and in the keyframes.
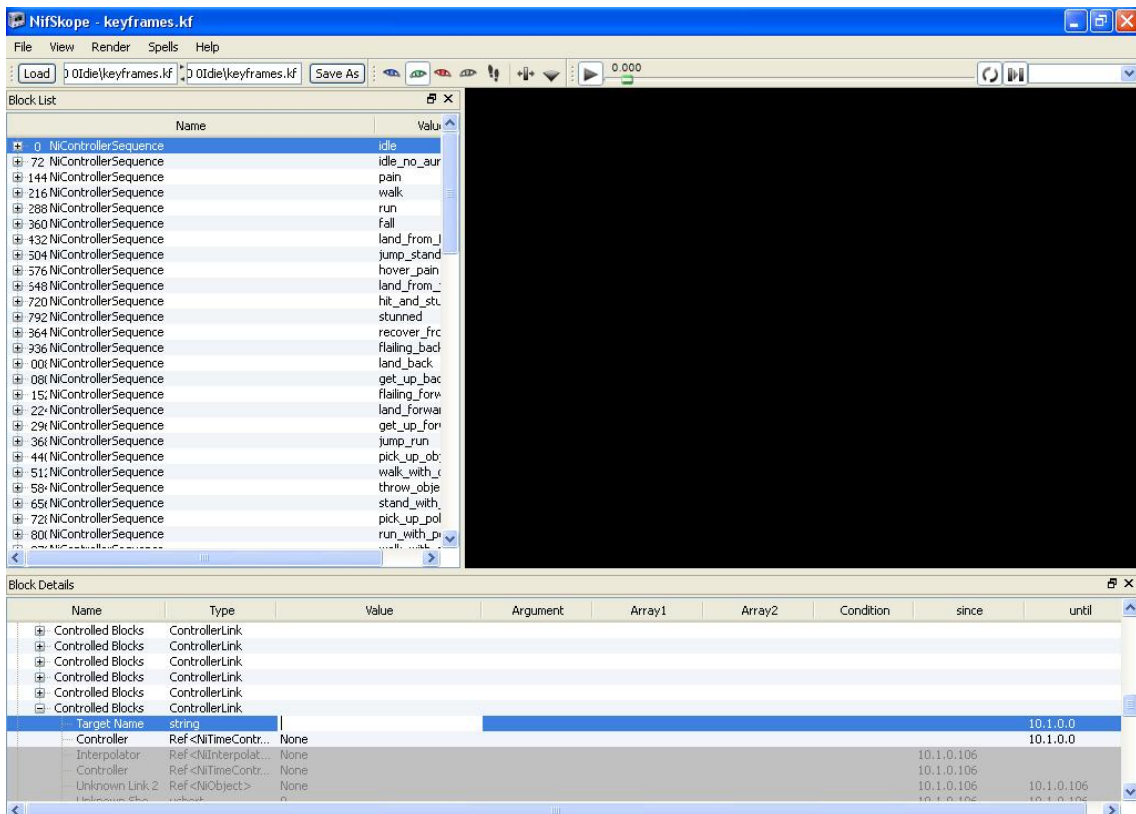
8.- We have to assign a NiKeyframeController to the Controlled block, so we put in the Value of the number of the one that we pasted before (5872 in my case) in the Value of the Controller (**6**).
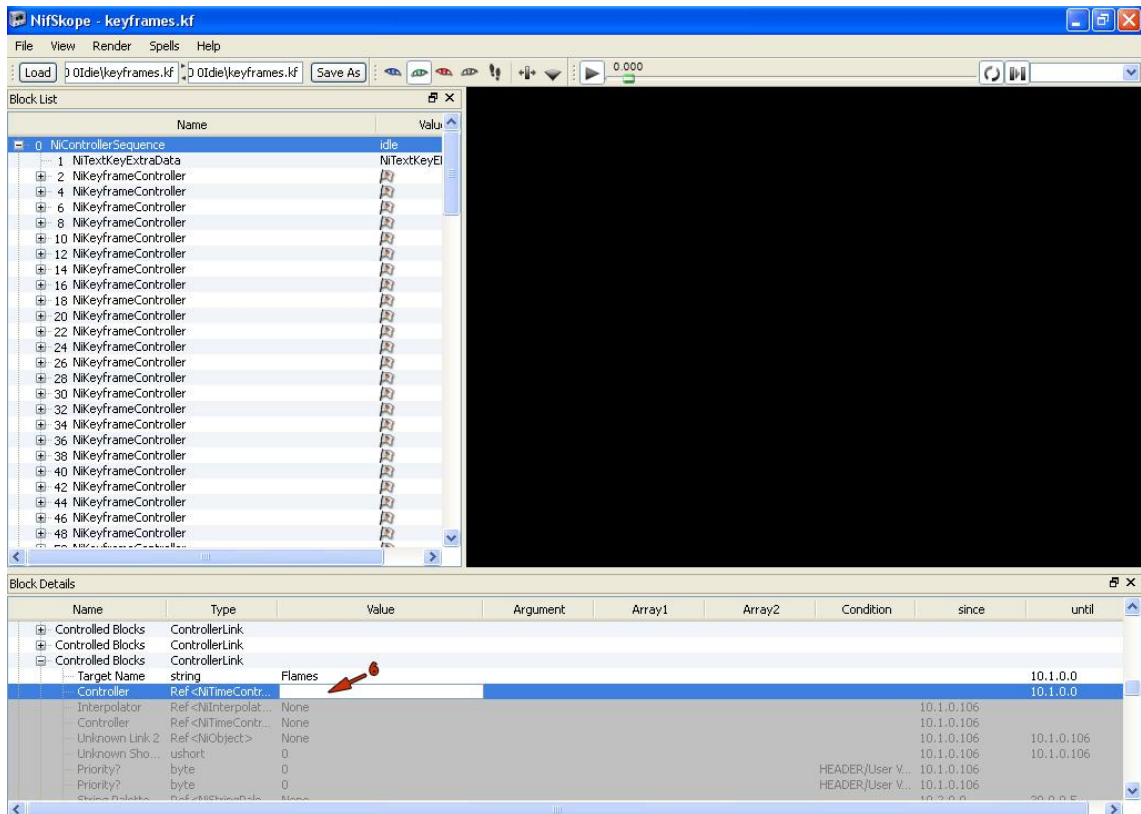

9.- Clicking on the blue arrow next to it, we go to that NiKeyframeController. It has a branch called NiKeyframeData (**7**).
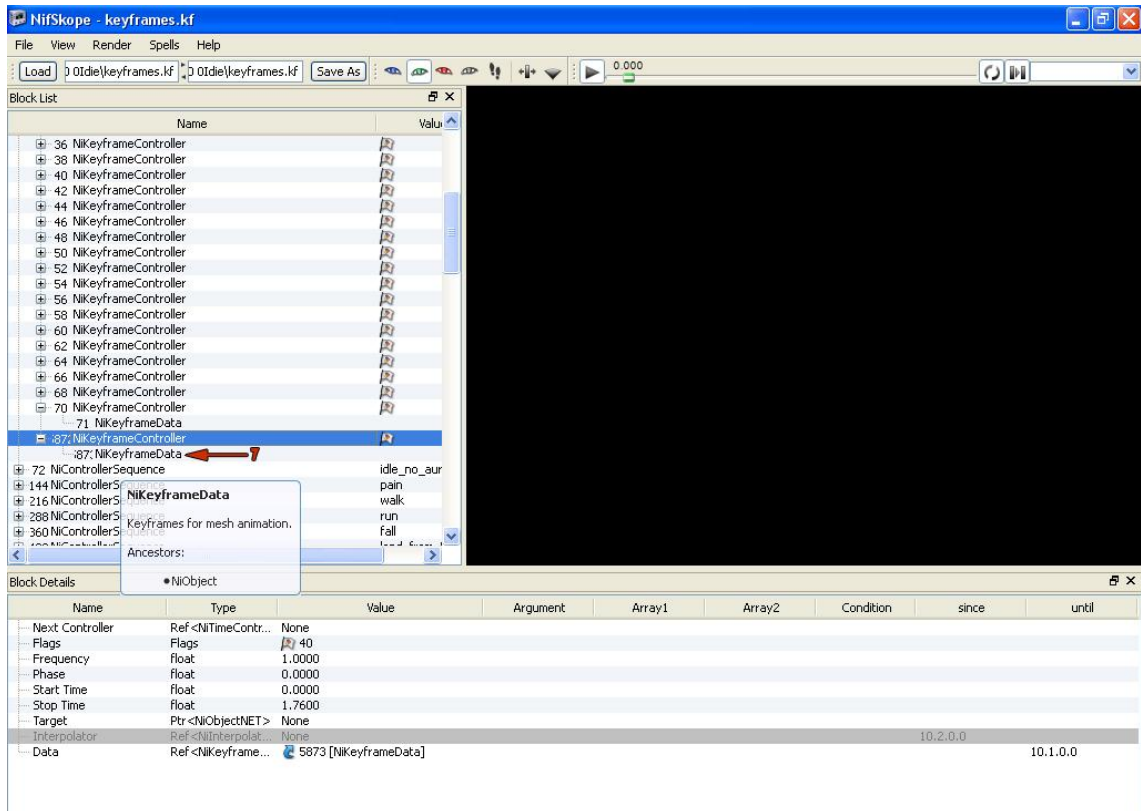
10.- If we click on it, we can see at the block details window a keyGroup called Scales (**8**).
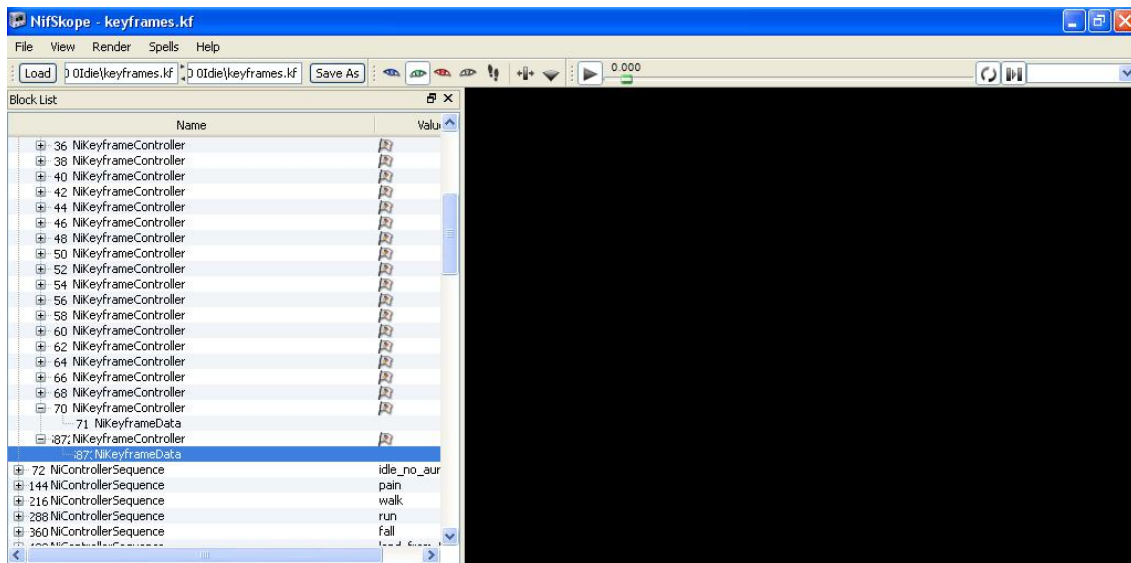

11.- There are two keys in the scales for this animation. Time 0.00 with a value of 1.00 (**9**) (that means that in time 0:00, the FX would be visible in a scale of 1.0) and 1.76 with a value of 1.00 (that means that in time 1:76, the Flames FX would be visible in a scale of 1.0). As the idle animation lasts for 1.76 seconds, the FX is visible during all the animation. If we change those values of 1.00 for 0.00, the FX will be invisible during all the animation.
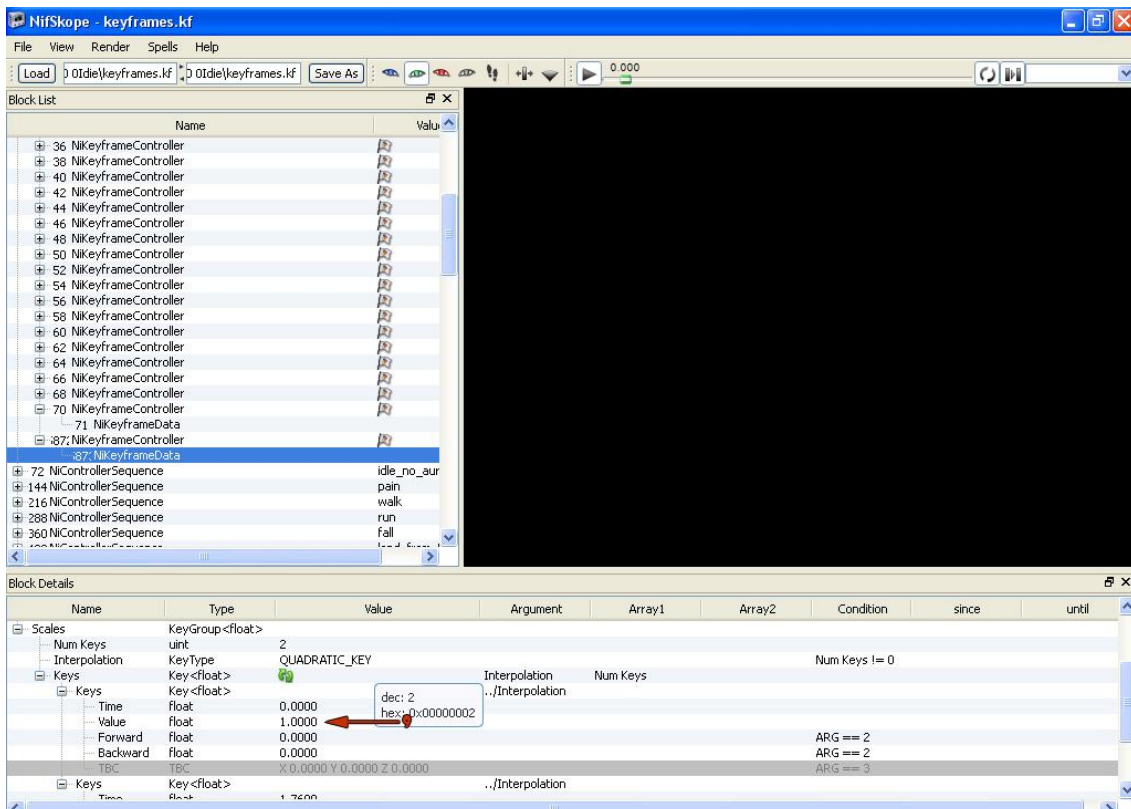
- Now, if we open the CharacterTool2, the FX doesn't appear during the idle animation, and it won't appear in the other animations neither unless we change the scales in them.

12.- The next step will be to make visible the FX during one ranged animation, so we have to repeat for the ranged animation steps 1-10. After doing that, we should have a NiKeyframeController for the Flames FX in the ranged animation. We have to modify the scales.

13.- There will be two keys in the scales for this animation. In my case they are: one for time 0.00 with a value of 1.00 (that means that in time 0:00, the FX would be visible in a scale of 1.0) and 1.28 with a value of 1.00 (that means that in time 1:28, the Flames FX would be visible in a scale of 1.0). We need more keys to make the FX appear and disappear during the ranged animation, so we have to change the 2 value of Num Keys (**10**) for 6 and refresh data (green arrows).
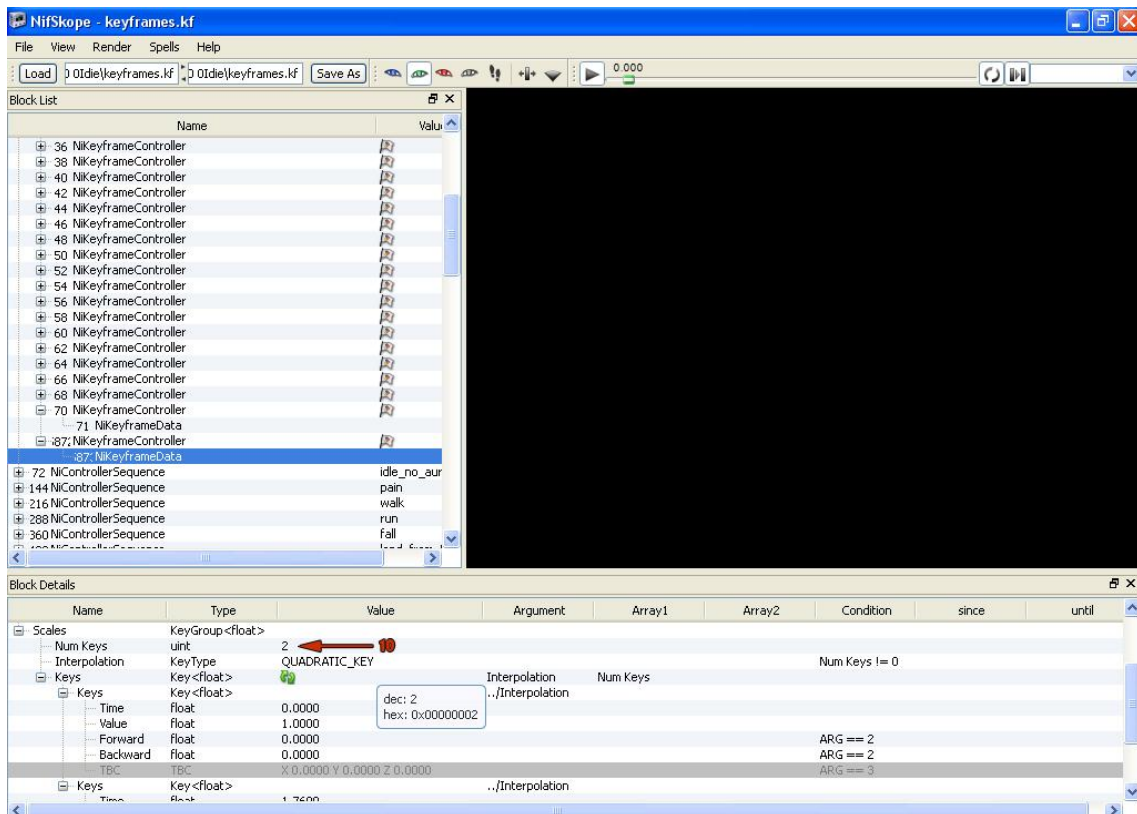
14.- The reason to have 6 keys in the scales, is because the scaling happens gradually, if one key sets a value of 0.0 in time 0.0 and the next key sets a value of 1.0 in time 1.0, it means that the FX would start to grow at time 0.01 until reach the scale 1.0 at time 1.0.

Having 6 keys, we can set them like this (for example):
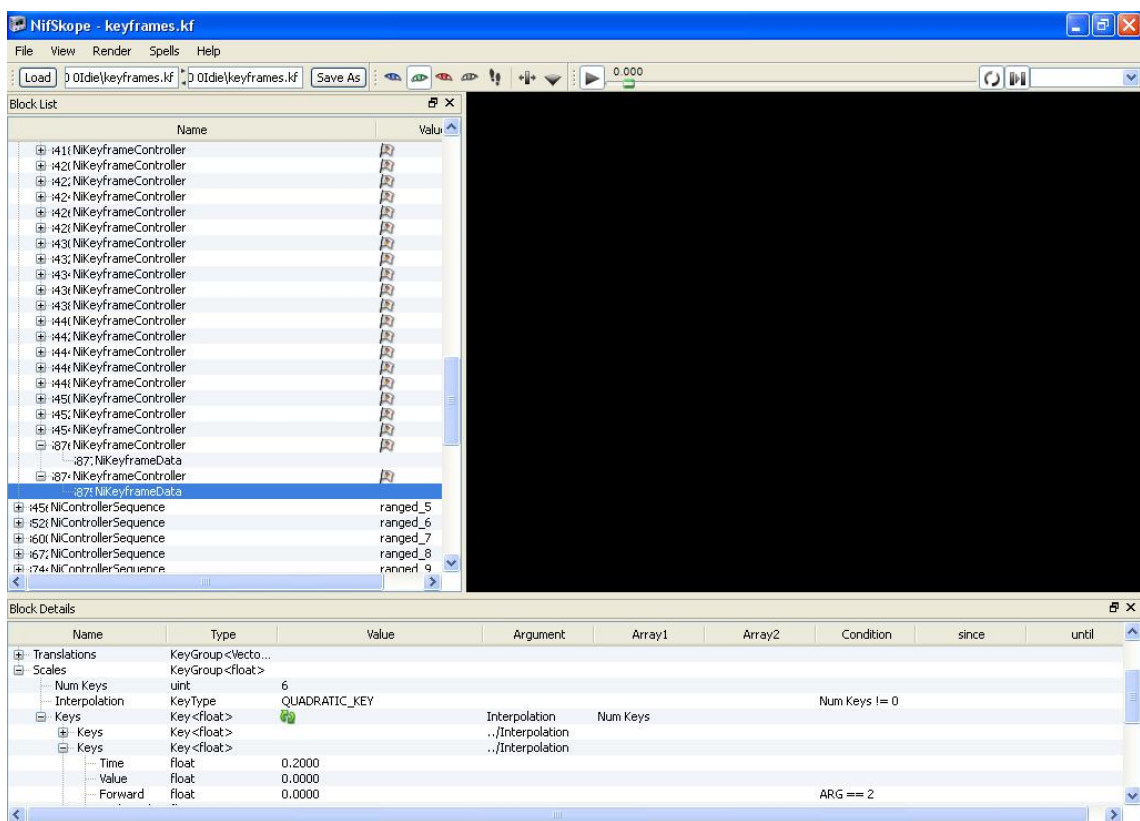
Time = 0.00 ------ Value = 0.00 (invisible)

Time = 0.20 ------ Value = 0.00 (still invisible)

Time = 0.25 ------ Value = 1.00 (Suddenly appears between time 0.20 and time 0.25)

Time = 1.05 ------ Value = 1.00 (visible)

Time = 1.10 ------ Value = 0.00 (Suddenly disappears between time 1.05 and time 1.10)

Time = 1.28 ------ Value = 0.00 (Invisible. It's important that the last time value is the one that the animation lasts).

At this moment if we select the character in the CharacterTool2, it won't shows the FX in the Idle animation, but if we select the ranged animation, the FX will appear between 0.20 and 1.10 seconds.

If we don't want that the FX appears in more animations we should repeat steps 1-11 for the rest of the animations, because if the ranged animation is not ended (because the character is stunned or falls) the FX won't disappear (until the character is in idle animation again). Sometimes it's enough with doing it in the most important animations (idle, melee_idle, fall, stunned, walk, hover, fly…).