IKAROS-Androids ReadMe

Pre requirements --- F4SE, Looks Menu by Expired, Bodyslide, Knowledge, any mod that changes the pipboy won't work without a patch, LMCC isn't available right now and won't be as I have made custom tints and details specifically for this Race.

Make sure you have BodySlide to build them body presets, this Race uses CBBE, Atomic Beauty and Fusion Girl

You are not required to have F4SE and Looks Menu by Expired but you wont be able to select custom skins for the Race/select the face parts for morphing

How to get into the IKAROS Robotics Cell, you can do it either by going into Vault111 right by the door button there is a teleporter device simply activate it, there is also one outside Vault111 in the little control room used for calling the elevator. You can also craft the IKAROS Race Holotape and teleport using that

once you change race save the game then quit, FO4 doesn't like a new race loaded + head parts just save and quit the game then restart you should be good then

Head rear default is designed to be used with normal hairs, the hoses one is just for the hoses hair that I made
Normal hair styles may/will be a bit to small for the IKAROS head as it is a bit larger than vanilla, mostly in the scalp region. Edit it with Outfit Studio.
How to get the Holotape, go to a chem station and find the IKAROS Race Holotape and craft it

Bodyslide Info:
The IKAROS Type Alpha mesh is a seperate body entirely so you can have it as another shape if you want.

Looks Menu Info:
If you want to change the skin in the body section you have to save the preset without one of the Skins applied as once you select a skin
it resets the face to type 1 face parts, idk why but that is the work around. Setting the correct texture size of the face is very important,
if you have the _d, _n, _s all 1K then install them as that size with my FOMod installer, do be sure to check what sizes you have. It
is really recommended that you have Looks Menu by Expired so you can select different head parts to change your characters appearance.

Lore Info:

Developed by a lonely mechanical engineer, IKAROS-Androids were intended to service humans in any way imaginable. This holotape
enables the user to change into one of these androids by selecting the option and transforms the organic material into synthetic.
These androids can swim underwater forever, are immune to RADS and Poison, jump higher, have a very strong melee, have a significantly
reduced fall damage and cripple chance.

[HEAD Texture Sizes]

These are very important for the tints to work. Make sure to read carefully.

For anyone using Valkyr textures, they are 1K, so install IKAROS 1K Diff and Normal textures; 512 Spec

The tint's texture size has to match up with that of the head's respective texture (diffuse, normal or specular).
So this changes depending on vanilla textures, HD DLC 2K or 4K face mods.

All diffuse, normal map or mask textures HAVE TO BE exactly 1024x1024 large for vanilla head texture sizes to work.
All specular maps HAVE TO BE exactly 512x512 large for vanilla head texture sizes to work.
If you're using an HD face mod that changes the head's diffuse/normal texture to be 2048x2048 large, then your tints HAVE TO HAVE the same size as well.
If you're using an HD face mod that changes the head's specular maps to be 1024x1024 large, then your tints HAVE TO HAVE the same size as well.
If you're using the official HD DLC by Bethesda that changes the head's specular maps to be 1024x1024 large, then your tints HAVE TO HAVE the same size as well.
If you're using my 4K face mod sets the diffuse/normal and spec textures to 4K then your tints HAVE TO HAVE the same size as well.

Long story short, look in your basefemalehead textures folder to see what size head textures are and then use the apprpriate sizes from my mod.

Changes:
1.0 Initial Release
1.01 Fixed pipboy un-equipping after race change. Changed the default body shipped with the mod to a slimmer Atomic Beauty preset built for the default skeleton, previous was 3B bones.
1.02 Fixed Head Rear Wet mesh, added more eye options in Looks Menu
1.2 Fixed Glow parts materials, they would appear purple in strange lighting. I added all Vanilla hairs to the IKAROS race. Fixed hair colors not working right. Added New morphs that allow like 90% of hairs to work with the head, (Morph is Under Jaw Types) Custom Chibi Display case. The major head morphs like Ahegao have been moved to the Forehead Types, this allows for these to be added + you can still change the eye shape. I made some modification chips, 1 is

for Vision mods, like night vision and thermal. The other lets you change Glow parts color. The .esp is now not a master. Vortex would sometimes load IKAROS-Androids first before Fallout4.esm. All Eye Brows should work. I made custom Face Paints too. Made the Videos optional installs