House of Earthly Delights, Harem Style

Version 1.0
by NioLiv

IMPORTANT!

Please read this readme before installing and playing the plugin. This is especially important if you're already using a nudity replacer and don't want this mod to try to override it.

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1. Description

This mod is primarily a nudity replacer for Helviane Desele and her employees and slave in the House of Earthly Delights in Suran, but all outfits are also buyable through a vendor that has been added to the same area. An alternate ESP that adds only the vendor is also available.

When using the replacer esp, the dancers wear harem style dancer outfits in different colors and slightly different cuts. Helviane Desele and Khinjarsi have been given slightly more "dressy" clothes. Also available for sale are dancer outfits in Helviane Desele's and Khinjarsi's colour schemes, the new vendor's dancer outfit and a few extra pairs of shoes.

Most of the included outfits are slightly skimpy, but not outrageously so. All clothes are suited for female characters only.

Both ESPs have been cleaned with TESAME.

2. Requirements

While this plugin has no direct dependencies, Better Bodies 2.1 or higher by Psychodog Studios, as well as either one of AlienSlof's Better Beasts or Sabregirl's Better Bodies for Beasts are required for the clothes to fit.

3. Installing and playing

Installation
Install by extracting this archive to your morrowind\data files folder.

Always make a backup of your savegame before installing any new plugin.

Alternate ESPs
As there are several other nudity replacers, there will inevitably be conflicts. This mod tries to handle that in a way that means it will override whatever replacer is used at the moment. I realize that not everyone will like this feature, so I've provided an alternate ESP that only provides the vendor, and doesn't otherwise place the clothes in-game. To use the vendor-only version, move the file

Morrowind\Data Files\DHPRnoreplace\House of Earthly Delights, Harem Style.esp
to the Morrowind\Data Files\ folder, overwriting the default plugin.

Race scripted items
The shoes are race specific. Initially, an attempt to detect the player's race is made, which determines which (stock Bethesda non-beast)race the shoes will fit for by default. If the PC's race has not been changed with enableracemenu, and the shoes are not meant for a companion of a different race, it is possible to use this default value, and start shopping immediately. If not, it is possible to change which race to buy shoes for, by "filling in" the order form next to the clothing vendor. This is done by activating it and picking a race from a menu. This can be done any number of times, and the currently chosen race is always saved.

Because of the way these scripts were set up, it is not advisable to use the console to add the shoes to the game, as that may (or may not, that depends, really) prevent them from being replaced properly.

IMPORTANT! The Better Body textures must be installed in the default directory, or there will be graphical glitches and/or crashes.

Please note that custom races are not supported at this time.

4. Credits
Bethesda Softworks for this great game, and the rounded square mesh used as world art for the skirts and the olive woolen shirt.

Resources:
Better Bodies by Psychodog Studios.
Fariel, for the layered BB textures.

Tools and tutorials:
Ghostwheel for his TESRename and NIFDuplicator utilities.
Dave Humphrey for the NifTexture utility and for his NifImporter plugin for 3DSMax.
Erik Benerdal AKA Scarabus for TESAME.
GhanBuriGhan for Morrowind Scripting for Dummies.
Silaria for her excellent tutorial on cloth folds.

Also:
A huge thank you also to Cenobite for all his help beta testing the models I made for this plugin.
Special thanks to ulfn, for his constant input and encouragement. My thanks also for his help writing a nifty little program that generates the repeating parts of the race replacement script out of one code snippet.

5. Contact
I can be reached as NioLiv via the offical boards, or by e-mailing nioliv@hotmail.com with the name of this plugin or Morrowind in the title.

6. Permissions
Reuse and editing
Please do not include this mod (or the items from it) unchanged in a larger merger, or add the items unchanged to a different vendor.

The models and textures in this mod may be used in free Morrowind mods as long as I am given credit for them. Please make sure to change the names of all used files, both models and textures, and also to change all id's to prevent conflicts. Be warned that the shoes require knowledge of scripting. The scripts in this mod may be reused, provided that all script names, global variable names and script place holder item id's are changed to prevent conflicts.

Changes done to the models themselves are among the things I like to know about beforehand. Therefore, I ask that no altered versions of the models in this mod be released without my explicit consent.

Now to something that maybe doesn't need to be said, but I will anyway: Kindly do not use my models to reuse any modder's textures or designs without their permission.

I would like these things to apply whether you are releasing your own mod or contributing to someone else's.

Uploading
Feel free to upload this to another mod hosting site, provided that
- The mod archive is uploaded unchanged and in its entirety
- That I am credited as author
- That I am notified about it

Please do not upload any altered versions of this mod without my explicit consent.

7. Known conflicts
Minimal. While it of course is impossible for NPC's to wear the clothes from different nudity replacers at the same time, this plugin can be run simultaneously with other such mods. Aside from that, no known conflicts.

8. Known issues
Shapes and clipping:
The meshes clip slightly during some animations. The wide shirt sleeves also tend to clip with other clothes.

The veils, especially the veil that covers the forehead, clip with some hairs.

Because the veils must fit around so many different head models, tend to look a little too big and "floaty" when used with smaller heads.

Slot limitations:
In order to get the veils to show up when combined with a skirt, I have followed the latest guidelines for how to use the extra slots provided by Better Bodies. This means the veils are incompatible with pants and some skirts that follow the older guidelines.

The shirts are not visible in first person view.

The veils are incompatible with stock pants and some, but not all, stock greaves. The shirts and tops are incompatible with stock boots and pants.

Other game engine limitations:
The models use alpha channels in order to show varying amounts of skin. These are ignored by the inventory paper-doll and by the enchantment saran-wrap effect.

Alpha layering issues: when used together with other alpha enabled meshes (for example hair, clothes, necklaces, nearby foliage and tapestries) they can sometimes cancel each other out, causing areas to blink in and out of existence.

All the pants, veils and all shirts except the olive and blue ones will disappear when under (pixel shaded) water. They on the other hand will become invisible when using the chameleon or invisibility effects, and may also have strange graphical glitches when enchanted.

Scripting
With the nudity replacer version, there's a short lag when entering the House of Earthly Delights for the first time. This only happens once, unless other mods that affect the five now-dressed NPCs are cleaned from the save game with Wrye Mash or a similar utility.

If the PC is in the House of Earthly Delights at the time this plugin is activated or when the savegame is cleaned, it is necessary to exit and reenter the area for the nudity replacer to work.