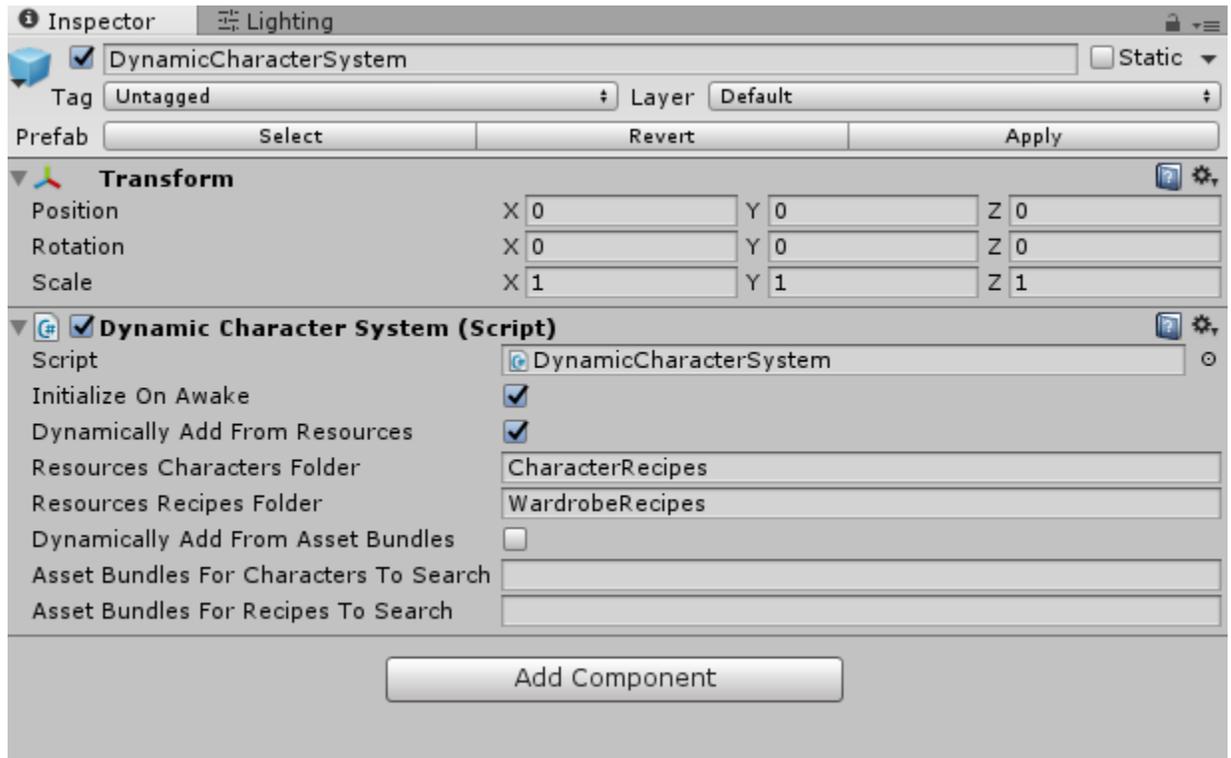
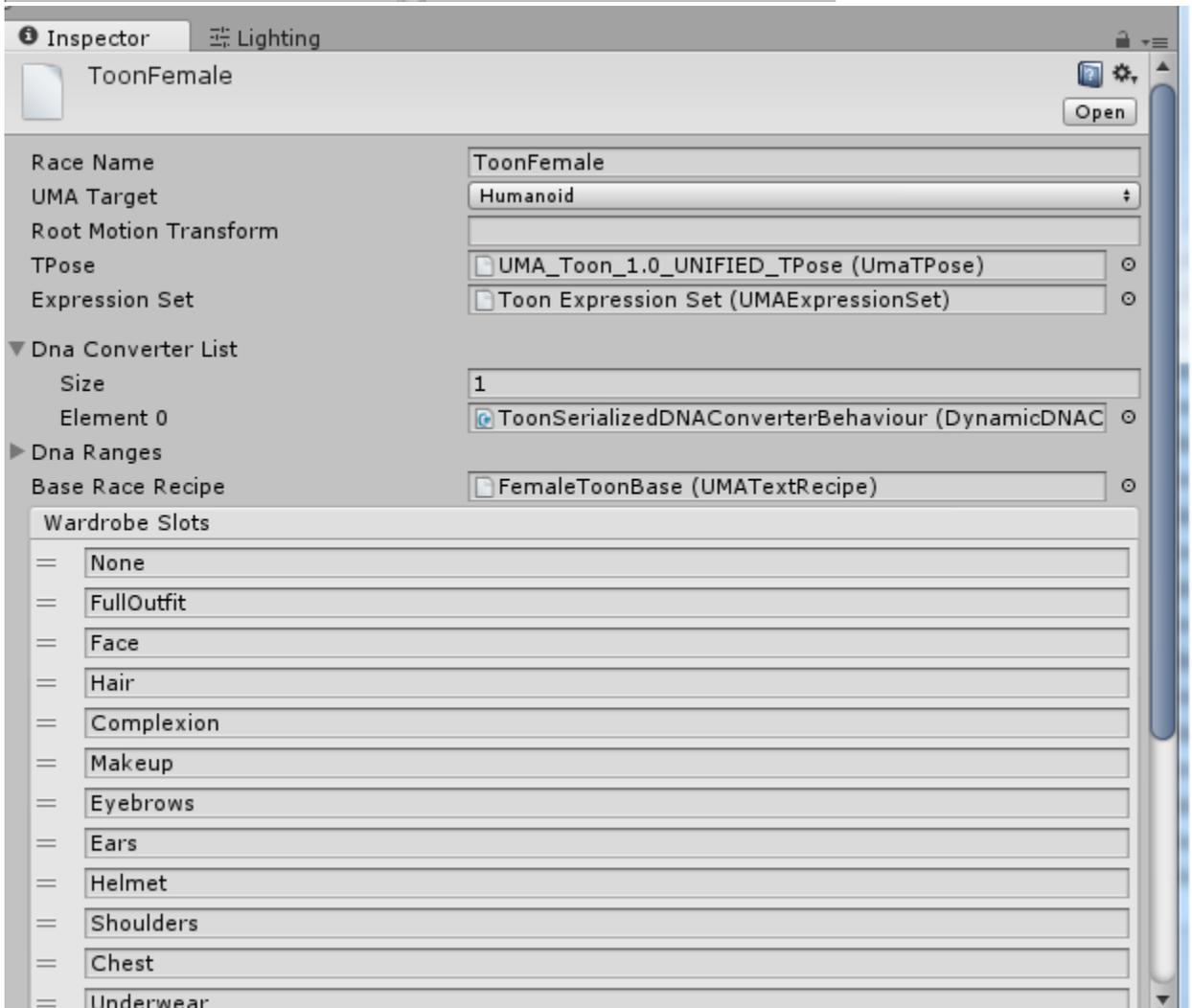
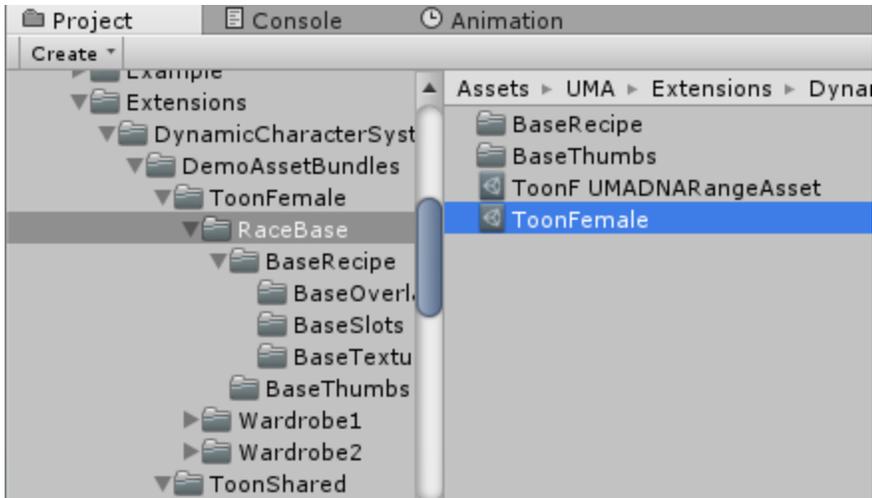


1. `DynamicCharacterSystem` will scan through `Resources` and find all the recipes that are in there

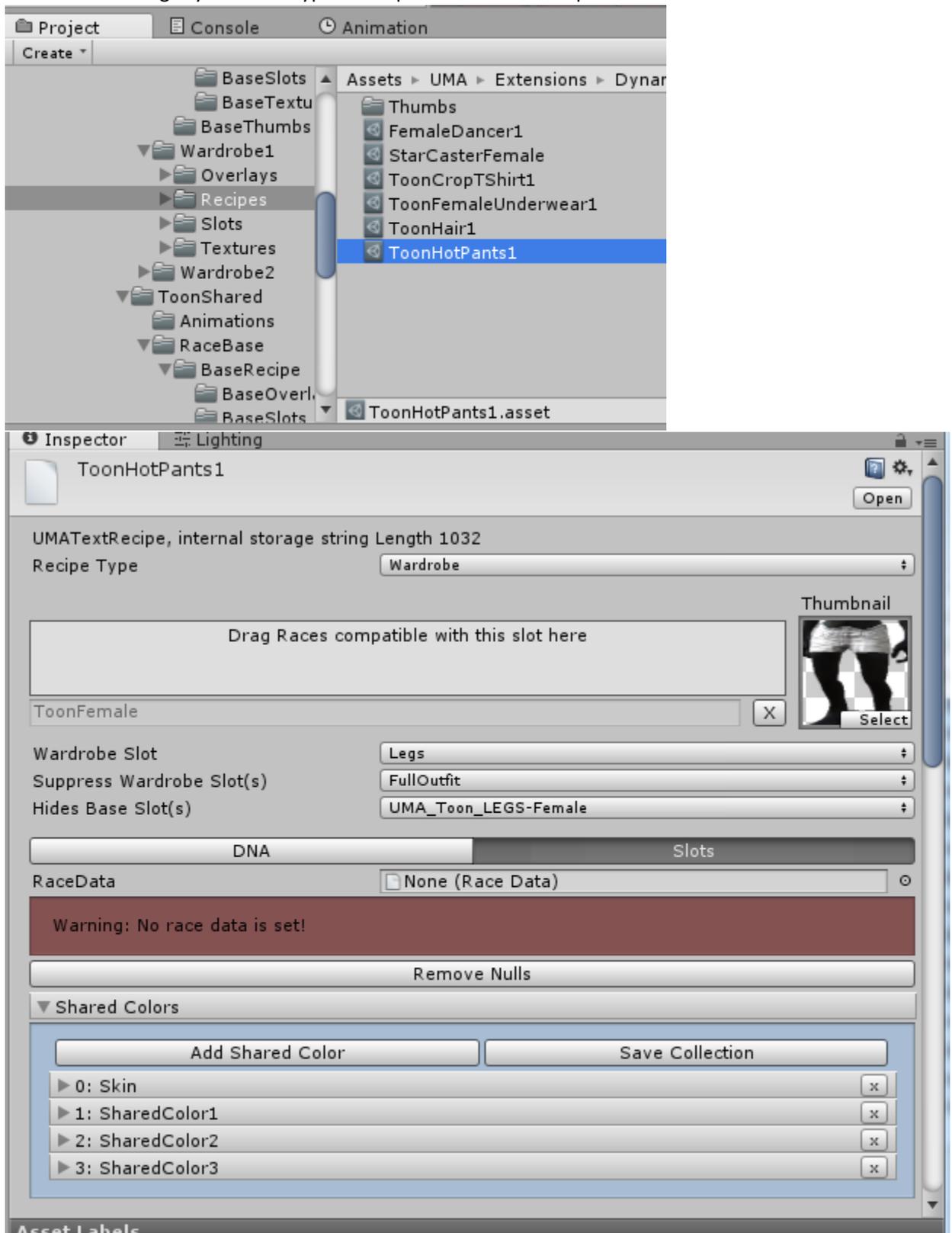
2. Under UMA_DCS, DynamicCharacterSystem set ResourcesCharacters folder and Wardrobe folder



3. Make a resources/wardroberecipes" folder and put things there.
4. The Base Recipe for the race is now directly on the RaceData
5. The "Base Race Recipe" is just a standard UMATextRecipe, it doesn't have to be in the CharacterRecipes. The Character is the end result - when you save your character off. It contains the Base+all the wardrobe items you added, all the colors, etc.
6. RaceData now has a field for the 'BaseRaceRecipe' and that is a UMARecipie that has all the stuff in it that you need to generate a 'naked' avatar of that race



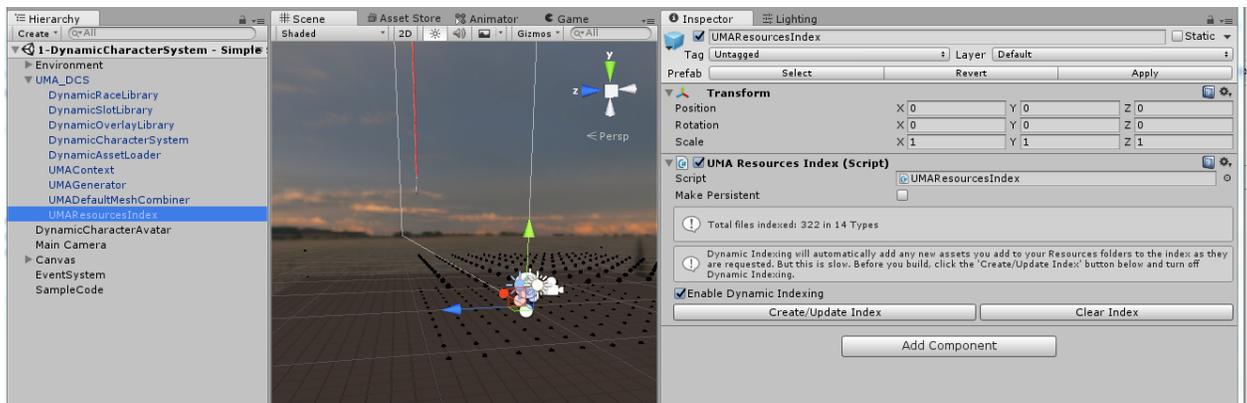
7. then there is a slightly different type of recipe- a WardrobeRecipe



so you can see it looks a bit different to a 'standard' race

so its got a recipe Type of 'wardrobe' and thats what makes this bit thats different at the top show up.

8. With the wardrobe items for HumanFemale, you would have dragged in the HumanFemale race into that drop area. that would mean this item would show up in the UI as an item HumanFemales can wear but not ToonFemales. If you had a humanFemale selected and were editing that, your dropdowns would be able to only show stuff that race can actually wear.
9. in the raceData there was a list of WardrobeSlots, in the wardrobe Recipe, 'wardrobe slot dropdown' you are saying this is a recipe for this given slot for this given race so in this case, this is a wardrobe slot for 'Legs' for the ToonFemale race.
10. On the DynamicCharacterAvatar the 'ActiveRace' dropdown will again autopopulate based on all the races in the project that it can find and then it will use that 'BaseRaceRecipe' so if there is nothing in there you will get the UMA defined in the 'BaseRaceRecipe' in the race data. but if you want your characters to start off wearing things you can just drag those wardrobe recipes in here but also be aware you can drag in starting outfits for multiple races in here. so if the user changes the race the female also ends up wearing what you have defined.
11. RaceAnimators- which is essentially the same concept, but with animators, so you could have a female idle animation and a male one



- 12.
13. when you make new content in your app, you just want to click the 'Create/Update Index' button- it makes finding the assets waaay faster