
Subject: Script for All clothing and Tattoos?
Posted by [Ragnin](#) on Wed, 14 Oct 2015 13:52:00 GMT
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I've been trying to find scripts that adds all clothing and Tattoos.

```
I got all hairstyles and makeup using
Debug.AddAllInventoryItemsF2
Debug.AddAllInventoryItems
Debug.AddAllHairstyles
```

```
But
Debug.AddAllClothingSuits
Debug.AddAllClothingF2
```

does not seem to work for adding cloths. and could find no command to give all tattoos.

Subject: Re: Script for All clothing and Tattoos?
Posted by [Artofeel](#) on Wed, 14 Oct 2015 20:04:58 GMT
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```
try
local allObjects = {
  'ObjectTattooSuitSE1',
  'ObjectTattooSuitSE2',
  'ObjectTattooSuitSE3'
  --etc
}

for key,value in pairs(allObjects) do
  if Inventory.GetNumberOfItemsOfType(GetLocalHero(), value) == 0 then
    Inventory.AddItemOfType(GetLocalHero(), value)
    GUI.DisplayReceivedItem(value)
  end
end
```

and objects that I have found, some of them may not exist, so be careful

```
Objects
ObjectTattooSuitSE1
ObjectTattooSuitSE2
ObjectTattooSuitSE3
ObjectTattooSuitSE4
ObjectTattooSuitSE5
ObjectTattooSuitSE6
ObjectTattooSuitSE7
ObjectTattooSuitDweller
ObjectTattooSuitGuild
```

ObjectTattooSuitOldKingdom
ObjectTattooSuitMilitary
ObjectTattooSuitAuroran
ObjectTattooSuitRoyal
ObjectTattooSuitNature

ObjectSuitAuroranF
ObjectSuitAuroranM
ObjectSuitChicken
ObjectSuitGypsyF
ObjectSuitGypsyM
ObjectSuitKing
ObjectSuitMasqueradeF
ObjectSuitMasqueradeM
ObjectSuitMilitaryM
ObjectSuitPrince
ObjectSuitPrincePractical
ObjectSuitPrincess
ObjectSuitPrincessPractical
ObjectSuitPyjamasF
ObjectSuitPyjamasM
ObjectSuitQueen
ObjectSuitRenegadeF
ObjectSuitRenegadeM
ObjectSuitSkillF
ObjectSuitSkillM
ObjectSuitStrengthF
ObjectSuitStrengthM
ObjectSuitWillF
ObjectSuitWillM
ObjectSuitCook
ObjectSuitScotF
ObjectSuitScotM
ObjectSuitSandFury
ObjectSuitDog
ObjectSuitReaverIndM

ObjectSuitBandit
ObjectSuitCultist
ObjectSuitGypsyFemale
ObjectSuitGypsyMale
ObjectSuitHighwayman
ObjectSuitLuciensGuard
ObjectSuitMascot
ObjectSuitMiddleClassFemale
ObjectSuitMiddleClassMale
ObjectSuitMonk
ObjectSuitPoorFemale

ObjectSuitPoorMale
ObjectSuitPoshFemale
ObjectSuitPoshMale
ObjectSuitRanger
ObjectSuitSpartan
ObjectSuitHotDate
ObjectSuitWhoreFemale
ObjectSuitWhoreMale
ObjectSuitWill
ObjectSuitWizard
ObjectSuitYearOut

ObjectHairF3Pixie
ObjectHairF3Afro
ObjectHairF3Cornrows
ObjectHairF3Standard
ObjectHairF3ShortPonyTail
ObjectHairF3ShortFringed
ObjectHairF3Mohawk
ObjectHairF3LongThick
ObjectHairF3BaldDread
ObjectHairF3Bob
ObjectHairF3Long
ObjectHairF3LongBun
ObjectHairF3ShortBun
ObjectHairF3TiedBun
ObjectHairF3YoungHero
ObjectHairFrankenbride

Subject: Re: Script for All clothing and Tattoos?
Posted by [Ragnin](#) on Thu, 15 Oct 2015 02:19:01 GMT
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Didn't work. Even tried adding each piece by itself using 'ObjectClothingGlovesAuroranF' as an example.

Subject: Re: Script for All clothing and Tattoos?
Posted by [Artofeel](#) on Fri, 16 Oct 2015 13:38:43 GMT
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then your script is broken
try to add
GUI.DisplayMessageBox("My script is loaded!")

to the end of file
if msgbox is not showing up, then something wrong

Subject: Re: Script for All clothing and Tattoos?
Posted by [Ragnin](#) on Fri, 16 Oct 2015 19:03:08 GMT
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Well don't I feel dumb. Screwed up putting in the lists. Forgot the "," at the end of each one. lol sorry about that. Though on the item list you provided didn't work. I had to add each piece of the suit individually.

ex. being

```
'ObjectTattooChestGuild'  
'ObjectTattooArmLeftGuild'  
'ObjectTattooArmRightGuild'  
'ObjectTattooFaceGuild'  
'ObjectTattooBackGuild'  
'ObjectTattooLegLeftGuild'  
'ObjectTattooLegRightGuild'  
'ObjectTattooBackGuild2'
```

That gave me all the guild tattoos. Thank you for you help.
