

General Info

-It was made for vbrawl, and I had and have no intention of making it 1-1 with Ultimate's moveset;

-Those are the settings the model was imported into BC, by increasing this number you can lower the node count and lag, but making the model rig worse. You'll have to fix all materials, shaders and visibility bones, in this case.

Model	
Blender Bone Fix	False
Force Counterclockwise Primiti	False
Model Type	Character
Model Version	9
Set Original Path	False
Weight Precision	0.02
Tristripper	
NumNodes	
607	

That's the node count.

-It had some wii exclusive bug I hopefully fixed, but I had to redo everything in a new file and something might have been left behind;

-I won't do cosmetics as usual. Feel free to do whatever you want, no need to ask me anything.

-Soundpack was made considering the base soundbank expansion volume as 100;

-I'll publish a video soon™ explaining a bit how to use him. Until then, I won't be replying to questions regarding that;

-The attacks were all approved by the council and won't be remade. Besides you had 2 years to complain/suggest and you didn't



-Feel free to edit whatever you want, as long as you have in mind that's your trouble entirely;

-I didn't backport *all* the animations I could because filesize... I'm now aware I probably could have ported everything because I can but I didn't... and now I'm too lazy to do it.

Needed Gecko Codes

-Soundbank and Effect.pac Expansion Codes

<http://ssbbhack.web.fc2.com/index.html>

Memory Extention for FighterXResource1 [Dantarion, ASF1nk]

- * 04421B44 00580000
- * 04421E0C 00580000
- * 04422474 00580000
- * 04421B64 00580000
- * 04421E2C 00580000
- * 04421B84 00580000
- * 04421EAC 00580000
- * 04421BA4 00580000
- * 04421ECC 00580000

Memory Extention for FighterXResource2 [Dantarion]

- * 04421B54 00091E80
- * 04421B74 00091E80
- * 04421B94 00091E80
- * 04421BB4 00091E80
- * 04421E1C 00091E80
- * 04421E3C 00091E80
- * 04421EBC 00091E80
- * 04421EDC 00091E80

Shield/Reflector Fix for Unstoppable Articles V2[cats?]

- * C2AAFD64 00000011
- * 92620000 2C040008
- * 41820070 3FE01ABE
- * 63FF11ED 827C0358
- * 7C13F800 41820058
- * 827C0380 7C13F800
- * 4182004C 827C03A8
- * 7C13F800 41820040
- * 827C03BC 7C13F800
- * 41820034 827C03CC
- * 7C13F800 41820028
- * 809C03D8 7C04F800
- * 4182001C 827C06B8
- * 7C13F800 41820010
- * 827C0720 7C13F800
- * 40A20008 38800002
- * 82620000 70800013
- * 60000000 00000000

Angle 0x200 and 0x201 are inwards and outwards sending autolinks [Eon]

- * C276B57C 0000000C
- * 4182005C 2C040200
- * 41820010 2C040201
- * 4182002C 48000048
- * C0080020 C0280080
- * EC010028 C0280024
- * C0480084 EC220828
- * D0060000 D0260004
- * 48000024 C0080020
- * C0280080 EC000828
- * C0280024 C0480084
- * EC211028 D0060000
- * D0260004 00000000

Hitbox Object Passed as extra Arg to getDamageAngle [Eon]

- * C276D948 00000002
- * 7FC3F378 7FE6FB78
- * 60000000 00000000
- * C276CCF8 00000002
- * 7E439378 7E669B78
- * 60000000 00000000
- * C276DF8C 00000002
- * 90C10010 80C50000
- * 60000000 00000000
- * C276E03C 00000002
- * FCC0E090 81010010
- * 60000000 00000000

Unstoppable Articles generalised [Eon, catscatscats99]

- * C28E59A8 00000014
- * 7C7F1B78 54800739
- * 40820088 5480077B
- * 41820014 881F00A4
- * 5400CFFE 28000001
- * 41820070 9421FFF0
- * 7C0802A6 90010014
- * 93C1000C 7C9E2378
- * 80630060 806300D8
- * 80630064 3C802000
- * 60840004 81830000
- * 818C0018 7D8903A6
- * 4E800421 3C801ABE
- * 608411ED 7C032000
- * 7FC4F378 83C1000C
- * 80010014 7C0803A6

- * 38210010 40820014
- * 3D80808E 618C5AE4
- * 7D8903A6 4E800420
- * 7FE3FB78 70800013
- * 60000000 00000000

Pointer Wizardry v1.1 [Eon]

- * C27ACE9C 00000088
- * 7C600774 2C000015
- * 41800430 2C00001D
- * 41810428 4800000D
- * 38000064 4800041C
- * 9421FF00 BC410020
- * 7C0802A6 90010104
- * 7C700774 7FEFFB78
- * 823D0008 8A310002
- * 3A400002 3A600000
- * 2C100016 4182000C
- * 2C100019 40820008
- * 3A520001 2C10001A
- * 41800050 3A7F0008
- * 3A10FFFB 3DC08000
- * 7C137000 4180011C
- * 3DC08180 39CEFFFC
- * 7C137000 40810020
- * 3DC09000 7C137000
- * 41800100 3DC09400
- * 39CEFFFC 7C137000
- * 418100F0 7C128800
- * 4080001C 82730000
- * 7E459378 480000ED
- * 7E73FA14 3A520001
- * 4BFFFFAC 38A00001
- * 3BE00001 4800027D
- * 2C100015 41820028
- * 2C100016 41820034
- * 2C100017 41820048
- * 2C100018 41820050
- * 2C100019 41820058
- * 4800032C 83F30000
- * C0330000 38A00000
- * 48000241 48000318
- * 38A00002 4800008D
- * 82730000 7E7FF838
- * 38A00000 48000225
- * 480002FC 38A00000
- * 48000071 93F30000
- * 480002EC 38A00000
- * 480000E9 93F30000

* 480002DC 38A00000
* 48000185 2C1F0000
* 40820020 38A00002
* 48000041 81D30000
* 7FFFF8F8 7DDFF838
* 93F30000 480002B0
* 38A00002 48000025
* 81D30000 7DDFFB78
* 93F30000 48000298
* 38A00001 3BE00000
* 480001B1 48000288
* 7DC802A6 38000000
* 7FA3EB78 90010250
* 38810250 98010254
* 819D0000 818C0020
* 7D8903A6 4E800421
* 80610250 80030000
* 2C000000 40820010
* 80610250 83E30004
* 4800023C 2C000002
* 40820010 80610250
* 83E30004 48000228
* 2C000005 40820220
* 7DE37B78 80810250
* 80840004 38A00000
* 3D808079 398C7104
* 7D8903A6 4E800421
* 7C7F1B78 480001F8
* 7DC802A6 38000000
* 7FA3EB78 90010250
* 38810250 98010254
* 819D0000 818C0020
* 7D8903A6 4E800421
* 80610250 80030000
* 2C000001 40820044
* 80A10250 3C004330
* 3C8080AD 3C6080AD
* 80A50004 90010278
* 6CA08000 C8447A60
* 9001027C C0037A58
* C8210278 EC211028
* EFE10024 D3E1027C
* 83E1027C 48000180
* 2C000005 40820178
* 7DE37B78 80810250
* 80840004 38A00000
* 3D808079 398C6F14
* 7D8903A6 4E800421
* D021027C 83E1027C
* 4800014C 7DC802A6

* 38000000 7FA3EB78
* 90010250 38810250
* 98010254 819D0000
* 818C0020 7D8903A6
* 4E800421 80610250
* 80030000 2C000003
* 40820010 80610250
* 83E30004 48000108
* 2C000005 40820100
* 7DE37B78 80810250
* 80840004 38A00000
* 3D80807B 398CCCDC
* 7D8903A6 4E800421
* 7C7F1B78 480000D8
* 7DC802A6 3BC00000
* 7FA3EB78 93C10248
* 38810248 9BC1024C
* 819D0000 818C0020
* 7D8903A6 4E800421
* 80610248 80030000
* 2C000005 408200A0
* 80610248 83C30004
* 819D0000 88630004
* 7063000F 2C030001
* 4182002C 2C030002
* 41820040 819C0000
* 7F83E378 7FE4FB78
* 7FC5F378 818C001C
* 7D8903A6 4E800421
* 4800005C 819C0000
* 7F83E378 7FC4F378
* 818C003C 7D8903A6
* 4E800421 48000040
* 2C1F0000 40820020
* 819C0000 7F83E378
* 7FC4F378 818C0054
* 7D8903A6 4E800421
* 4800001C 819C0000
* 7F83E378 7FC4F378
* 818C0050 7D8903A6
* 4E800421 7DC803A6
* 4E800020 80010104
* 7C0803A6 B8410020
* 38210100 4E800020
* 60000000 00000000
* 047ACE78 2C000033

Known (sort of) Issues

-The bug regarding the water shuriken I mentioned is currently "patched", not fixed. His animation will be a little odd while landing; a functional problem was replaced with an aesthetic one;

-The other issues I mentioned in the first psa video. They are more "*game weaknesses*" than issues, but still...

-You will star KO yourself if you use the fs too close to the upper death boundary, just as anyone you hit with the fs;

<https://cdn.discordapp.com/attachments/613964468304609300/922990210692816907/Untitled.mp4>

-I've found occasions where down-b will teleport you instantly to the same spot you use it instead of calling a new substitute, I have yet to track down what causes that;

-Despite my poll, Shadow Sneak was removed during shielding because it caused a wii bug only where it crashed. I found the issue but I'd literally rework every single file of the psa to make it work;

-Water used by aerial up-b will crash if it hits bosses. That's not a bug I can fix, it's the angle's code problem;

-I found out about using other files as a resource for effects late after the psa development had started, therefore some gfx (the ones in the motion) will suffer from the unloading bug.

It basically is a bug where the graphic bank ID conflicts with itself. It happens right after you choose the character at selection screen. So if one player picks frog, that bank is linked to that player. Brawl is stupid, so if another player picks frog, it won't load it again, but as soon as first player picks another character while second player still has frog chosen, it won't check if someone else is using it either, it will unload the bank and second player's graphics won't show up in game. This is fixable by second player picking anyone else before frog.

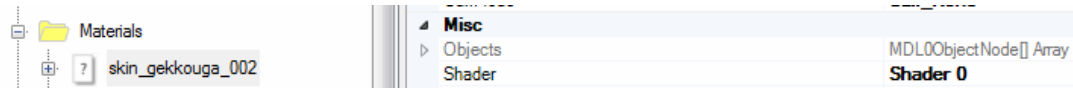
This doesn't mean you can't have 4 frogs in the fight. Just remember that if the first player changes character after all the others picked, all the others will have to change it to someone else and picking frog again.

This happens between any of the player ports. Yea it took me more time than it should to realize that, but that's life. As far as I know, there are currently no fix for this issue.

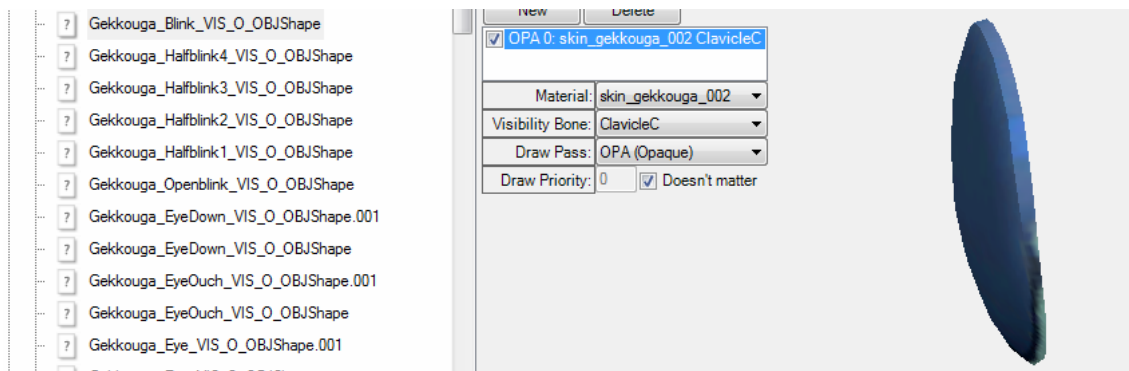
Reimporting the model

This is not needed, just in case you want to reduce lag. At least, this works for any model of any psa, if you ever need this again.

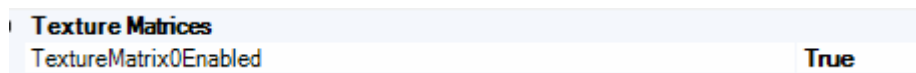
Export all materials and shaders, reimport the model (changing the weight precision), and reimport those.



Each material uses a shader. Those won't be assigned automatically, so add shaders first, then the materials, and assign each one manually.
Unused shaders will be automatically deleted by BC.



The visibility bone will be lost as well. Check the original file and assign it as they were before for every object.



Also turn on the matrix texture as they were before as well.

Yeah, it's easy and an annoyance. But know that I did this all over 30 times and I don't feel sorry for you. Like... not in the slightest.

Changelist

A few ported anims.

Won't repeat all what I said in youtube, so just to summarize, none of the know issues were fixed and the mentioned key things for this fake protean are still missing. I don't intend to update this again anytime soon, if ever.

Credits

- [Eon](#), [catscatscats](#), [Joji](#), [Dantarion](#) and [ASF1ink](#) for those gecko codes;
Extra thanks for [catscats](#) for answering my pokemon doubts
and [Eon](#) for finding a lot of new psa commands
- [Richard Qian](#), from where I got the texture recolors;
- [Kitsu/Lilith](#) for inspiring me to find a way to optimize animations;
- [WarioTails](#) for providing me 3DS graphics, teaching me how to bake textures and give me hints on how to use some Ultimate modding tools;
- [GoldenNickXT](#) for the multimaterial hint using BC, warning me about Unite models' release and emotional support with birb images;
- [Atma](#) for testing the psa in the wii, making 1 recolor and recording several small videos showcasing details about the moveset, bugs found and porting some anims;
- [Ely](#) for porting anims as well;
- Somewhat [Yutaka](#) for figuring out other files could be used for graphic effects;
- [KJP](#) because I think I used his Mario memory debugs file for some guidance (I tend to do things the harder way first...);
- [PussPuss](#) for doing nothing at all;
- My counsil for answering (and not) my many questions along the way ([Wiitato](#), [Nick](#), [Ely](#), [Atma](#), [Joker](#))

