PNG Setting:

Raw: Do nothing

System Decoder: Try to load some build-in plugins then extract. If raw output data is corrupted, please use this way. Not 100% stable at present.(eg: 恋がさくころ桜どき)

PSB Package:(PSB Binary Package)

Raw: Do nothing

Decompile Script: Decompile binary data in script segment.

Unpack Image: Try to unpack images in PSB package

Unpack Animation: Try to unpack images(animation data) in PSB package

Dump Text: only extract essential text for translation

Full Unpack:

Text Decryption:

Raw: Do nothing

Text: Try to use Krkr standard decryption.

TLG Image:

Raw:Do nothing

Build-in Decoder: Use build-in decoder, save images as 32bit bmp files.

System: Try to load some build-in plugins then extract(save images as png files). If the tlg files are unknown format, please use this way. But not 100% stable at present.

PNG: Use build-in decoder, save images as png files.

Pack Setting:

Folder: Select a folder to pack. All sub-folders in this folder will be ignored.

PS: Many people ask me why sub-folders will be ignored.

If you just want to make a patch, just put files into the same path.

Ori Pack: Select an original xp3 package from target game. In usual, system will select a package automatically.

Out Pack: Input file name for your new package.( Create it if not exists)

Process:

Open Debugger: Show some information.

--By X’moe