

|

Browse...



☐ effect

☐ fighter

☐ sound

☐ ui

Initial Slot:

Final Slot:

Move

Duplicate

Delete

Show Log



Smash Ultimate Mod Helper

File Tools Options

C:\Users\Abbas\D

Falco
Ganondorf
Marth
Pichu
Young Link

Show Log

Choose Base Slots



Falco

Slot 08: 03 ▾

Slot 09: 04 ▾

Ganondorf

Slot 08: 06 ▾

Slot 09: 06 ▾

Marth

Slot 08: 05 ▾

Slot 09: 05 ▾

Pichu

Slot 08: 01 ▾

Slot 09: 01 ▾

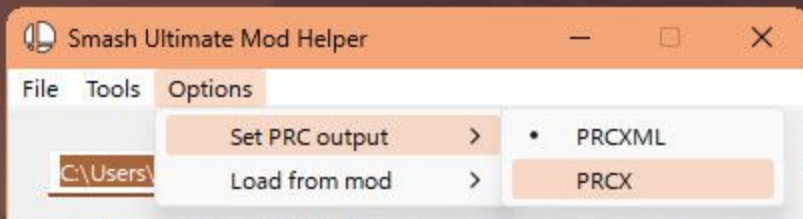
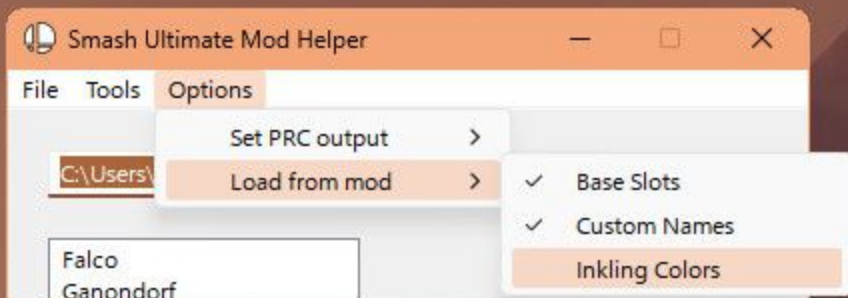
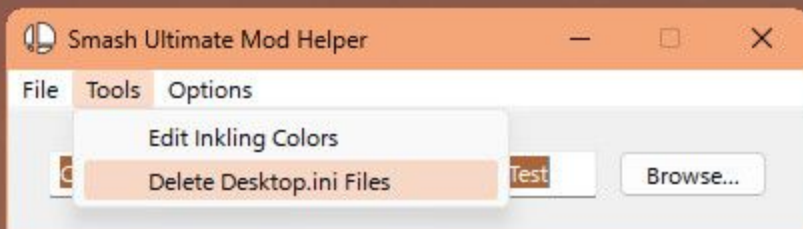
Young Link

Slot 08: 00 ▾

Slot 09: 01 ▾

OK

Cancel





Smash Ultimate Mod Helper



File Tools Options

C:\Users\Abbas\Documents\Switch\Temp\Test

Browse...

Link

Show L

Choose Inking Colors



General Effect Color | Roller Color | Slot Number



00 ▾

05 ▾

06 ▾



04 ▾

+

04 ▾

OK

Cancel

Make Selection



Characters	Max Slots	Slot	CSS Name	CSP Name	VS/Results Name	Boxing Ring Name	Custom Announcer
Lucina	10	c00	Name	Name	NAME	Stage Name	Default
		c09		Name	NAME	Stage Name	Default
Peach	8	c00	Name	Name	NAME	Stage Name	Default
		c01		Name	NAME	Stage Name	Default
		c02		Name	NAME	Stage Name	Default
		c03		Name	NAME	Stage Name	Default
		c04		Name	NAME	Stage Name	Default
		c05		Name	NAME	Stage Name	Default
		c06		Name	NAME	Stage Name	Default
		c07		Name	NAME	Stage Name	Default

Note: A slot's name can be left default if CSS/CSP/VS/Stage are not modified.

OK

Cancel

Make Selection



Characters	Max Slots	Slot	CSS Name	CSP Name	VS/Results Name	Boxing Ring Name	Custom Announcer
Pyra	9	c08		Name	NAME	Stage Name	Default
Rex	9						
Mythra	9	c08		Name	NAME	Stage Name	Default
Pyra/Mythra	Unique	c08 P/M		Name	NAME		Default
		c08 M/P		Name	NAME		Default
Inkling	8	c00	Name	Name	NAME	Stage Name	Default

Note: A slot's name can be left default if CSS/CSP/VS/Stage are not modified.

OK

Cancel