

## How to swap Effect Items in Tekken 7

What you'll need: (I have links to most if not all of the necessary applications on my Basic Info page of my Github Wiki)

- U4pak – to pak the finished mod
  - An asset viewer (e.g. CompareIt or Hex editor)
  - UassetRenamer
  - The game files you want to use.
    - o For this tutorial I'm going to use the Effect Item for Devil Jin and a particle file.
    - o Best if you've already unpack'd all of the game files.
  - Optional – NinjaTool, Text2FileFolder.exe
1. Locate the Effect Character Item (ECI) asset you want to change. I'm using DVJ's default which can be found at: D:\quickbms\out\TekkenGame\Content\Character\Item\EItem\EItem\DVJ\ECI\_DVJ\_unique\_0.uasset. Copy it to a workspace. NEVER USE THE ONLY COPY OR RISK LOSING IT IF YOU MESS UP.
  2. Open the asset file with the viewer and see what you want to change.

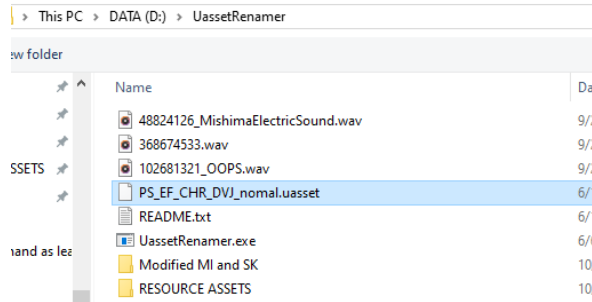
```
.....\3.../Game/Character/Item/EffectItem/DVJ/ECI DVJ unique
äöËo<.../Game/Effect/TK75/Character/dvj/Particle/PS_EF_CHR_DVJ_beam
\jB.../Game/Effect/TK75/Character/dvj/Particle/PS_EF_CHR_DVJ_beamcharge
p"´B.../Game/Effect/TK75/Character/dvj/Particle/PS_EF_CHR_DVJ_chargedball
fšò`A.../Game/Effect/TK75/Character/dvj/Particle/PS_EF_CHR_DVJ_chargedhit
ypÆ*=.../Game/Effect/TK75/Character/dvj/Particle/PS_EF_CHR_DVJ_nomal
)ôjfl.../Script/CoreUObject·øI->.../Script/Engine
```

3. What we are going to swap is the Particle asset for his normal heavy hit; the classic electric. By looking at the asset we also know where the original file is (/Game/Effect/TK75/Character/dvj/Particle) and common sense says that heihachi's would likely be in the same area except in the "../hei/..". The other thing to notice is for ECI files the path in the asset leads to a file with \_0 or \_1 etc. on it. This will be important to know when swapping these assets.
4. Now that you know what you want to swap, copy the name of just the asset and rename the ECI asset.
  - a. ECI\_DVJ\_unique\_0.uasset > renamed to > PS\_EF\_CHR\_DVJ\_nomal.uasset
5. Open up UassetRenamer and go to the folder that has the particle you want to use. I'm going to grab the PS\_EF\_CHR\_HEI\_sf\_normal.uasset rather ...HEI\_normal because this is actually a bigger spark than the normal one. Select it and hit Open.

> This PC > DATA (D:) > quickbms > out > TekkenGame > Content > Effect > TK75 > Character > hei > Particle

File name	Date modified	Type	Size
PS_EF_CHR_HEI_normal.uasset	7/17/2020 5:12 PM	UASSET File	24 KB
PS_EF_CHR_HEI_sf_normal.uasset	7/17/2020 5:12 PM	UASSET File	23 KB
PS_EF_CHR_HEI_sf_unique1.uasset	6/14/2020 9:43 PM	UASSET File	23 KB
PS_EF_CHR_HEI_sf_unique2.uasset	6/14/2020 9:43 PM	UASSET File	23 KB
PS_EF_CHR_HEI_sf_unique3.uasset	6/14/2020 9:43 PM	UASSET File	23 KB
PS_EF_CHR_HEI_sf_unique4.uasset	6/14/2020 9:43 PM	UASSET File	23 KB
PS_EF_CHR_HEI_unique1.uasset	6/14/2020 9:43 PM	UASSET File	24 KB
PS_EF_CHR_HEI_unique2.uasset	6/14/2020 9:43 PM	UASSET File	24 KB
PS_EF_CHR_HEI_unique3.uasset	6/14/2020 9:43 PM	UASSET File	24 KB
PS_EF_CHR_HEI_unique4.uasset	6/14/2020 9:43 PM	UASSET File	24 KB
PS_EF_ITM_Hei_PatoLight.uasset	6/14/2020 9:44 PM	UASSET File	11 KB
PS_EF_STORY_HEI_Charge.uasset	7/17/2020 5:12 PM	UASSET File	101 KB

6. Now navigate back to the asset you renamed. As we can see, I haven't removed the \_0 from the file name. If I were to select and hit Open tselect it and hit Open.



7. I will now have a new file called PS\_EF\_CHR\_HEI\_sf\_nomal-new.uasset. I can delete the asset I initially renamed to reduce confusion (PS\_EF\_CHR\_DVJ\_normal.uasset).

8. I now need to rename the new file to the original assets name.

- a. PS\_EF\_CHR\_HEI\_sf\_nomal-new.uasset > renamed to > ECI\_DVJ\_unique\_0.uasset
- b. You can open up an asset view to see the changes.

```

.....\..\..\..\Game\Character\Item\EffectItem\DVJ\ECI_DVJ_unique
ãðËo<.../Game/Effect/TK75/Character/dvj/Particle/PS_EF_CHR_DVJ_beam
\jB.../Game/Effect/TK75/Character/dvj/Particle/PS_EF_CHR_DVJ_beamcharge
lp"B.../Game/Effect/TK75/Character/dvj/Particle/PS_EF_CHR_DVJ_chargeball
fšò'A.../Game/Effect/TK75/Character/dvj/Particle/PS_EF_CHR_DVJ_chargehit
ybE*0.../Game/Effect/TK75/Character/hei/Particle/PS_EF_CHR_HEI_sf_nomal
8 3d.../Script/CoreUObject.0I->.../Script/Engine

```

9. It's now time to pak it up and test it in the game.
  - a. If you are using the ninja tool you will need to remove the "\_0" first and then go to the pak file folder, add the "\_0" back, and repak it by with the tool using a file that doesn't require this step.
  - b. If you are using U4pak then create the folders to replicate the ECI's file path
    - i. Mod\_Name\_P > TekkenGame > Content > Character > Item > EffectItem > DVJ
    - ii. Make sure your asset still has the "\_0" on it and proceed to pak it up.
  - c. You can also use an app called Text2FileFolders
    - i. You can simply go to the folder that holds the original asset you wanted to change.
    - ii. Copy the file path from the top of your windows explorer
    - iii. Paste it into the manual folder option and add the Mod\_Name\_P \ before the "... \TekkenGame\"
    - iv. Create the folder then put your modded asset in the folder.
10. Put the new pak folder in your ~mods folder and test in game.

#### EXTRA: Non-exclusive list of additional particle asset locations

1. D:\quickbms\out\TekkenGame\Content\Effect\TK75\Common\Particle
  - a. holds all of the shared particle effects
2. D:\quickbms\out\TekkenGame\Content\Effect\TK75\Character
  - a. Holds char folders that each have their own particle effects
3. D:\quickbms\out\Effect\TK75\Verk\Particle
  - a. Holds aura particle effects from season 2 and 3