

This guide will help you understand how coloring works in Tekken 7

I will begin with breaking down how to determine

- What is colorable
- What Material Instances (MI) are associated with a specific color
- Where to find the MI order in the CCI
-

Step 1: Find a cci you want to use. Initially you will want to see how many color slots are available and see if that matches your needs. If it does you will then

Need to consider how many different MI's you are using but we'll get into that later.

In this example I pulled up the Silk Coat upper body outfit.

I see there are 3 color slots available

I then assign very obvious colors so that I can screen shot it to reference later



Next I open up Umodel and I look for the MESH that is associated with the CCI. Keep in mind that this item is common (used for many characters) and will be Located in the “cmn” folder.

In umodel I navigate to the Silk Coat mesh folder which is called cmn_bdu_justacourps

In case you didn't know, the syntax is as follows for most items

Character Name – cmn (common)

Category Slot – bdu (body upper)

Item Name – justacourps

```

Package : /Game/Character/Item/Meshes/cmn/Upper/cmn_bdu_justaucorps/Meshes/SK_CH_lei_bdu_justaucorps.uasset
Class : SkeletalMesh
Object : SK_CH_lei_bdu_justaucorps

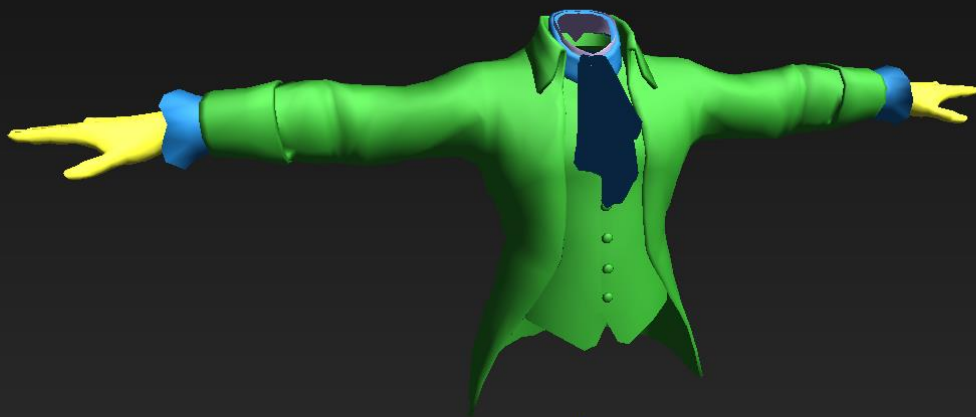
Skeleton: SKT_CH_base_Skeleton
LOD : 1/1
Verts : 4316
Tris : 6350
UV Set : 1/4
Colors : present
Bones : 214

```

```

0: MI_CH_cmn_bdu_justaucorps_01 (MaterialInstanceConstant), 1186 tris
1: MI_CH_cmn_bdu_justaucorps (MaterialInstanceConstant), 2998 tris
2: MI_CH_lei_skin_neck (MaterialInstanceConstant), 116 tris
3: MI_CH_lei_skin_arm (MaterialInstanceConstant), 156 tris
4: MI_CH_lei_skin_hand (MaterialInstanceConstant), 1894 tris

```



Once I select the mesh to view I then hit “M” to reveal the materials assigned to the mesh. In this example there are 5 materials.

3 of the materials are for the skin that is showing so I don’t care about those. The other materials are at 0: justacourp_01 and 1: is justacourps. By hovering Over the material names they will become highlighted on the mesh.

So now I know that this CCI will give me 3 color options on two separate MI’s. Now I need to figure out just how they are laid out.

Click on one of the MI’s and it will take you to the MI details

```

Package : /Game/Character/Item/Meshes/cmn/Upper/cmn_bdu_justaucorps/Material/MI_CH_cmn_bdu_justaucorps_01.uasset
Class : MaterialInstanceConstant
Object : MI_CH_cmn_bdu_justaucorps_01

```

```

MaterialInstanceConstant 'MI_CH_cmn_bdu_justaucorps_01'

```

```

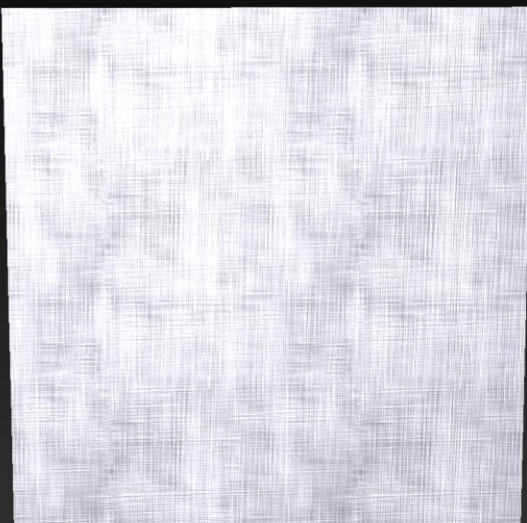
Texture parameters:
DetailDiffuse = T_CH_cloth01_D
DetailNormal = T_CH_cloth01_N
DiffuseMap = T_CH_cmn_upb_justaucorps_01_D
NormalMap = T_CH_cmn_upb_justaucorps_01_N
Normal = T_CH_cmn_upb_justaucorps_01_N
Scalar parameters:
detail_diffuse_pow = 0
detail_normal_pow = 0.5
Detail_Normal_Scale = 1.5
detail_roughness_pow = 10
Metallic = 0.5
RoughnessMax = 0.8
RoughnessMin = 0.5
RefractionDepthBias = 0
Vector parameters:
Colors01 = 0.93 0.93 0.93 1

```

```

... Parent
Material 'MI_CH_Base_mechanicu_mess'
Textures[0] = T_CH_cloth01_D
Textures[1] = T_CH_cloth01_N
Textures[2] = T_CH_FabricBase01_D
Textures[3] = T_CH_FabricBase01_N
Textures[4] = T_CH_FabricBase01_M
Textures[5] = T_CH_play
Textures[6] = T_CH_NullPattern
Texture parameters:
Normal = T_CH_FabricBase01_N
NormalMap = T_CH_FabricBase01_N
DiffuseMap = T_CH_FabricBase01_D
specular = T_CH_play
DetailNormal = T_CH_cloth01_N
DetailDiffuse = T_CH_cloth01_D
Scalar parameters:
Metallic = 0.2
RoughnessMax = 0.8
RoughnessMin = 0.5
Is Alisa Head = 0
Dynamic enable Alisa Recover = 0
PlayerNumber = 0
Is Alisa Left Arm = 0
specular = 1
Detail_Normal_Scale = 2
detail_normal_pow = 0.5
Normal_Power = 1
Multiply = 1
detail_diffuse_pow = 0
detail_roughness_pow = 10
Stamp Rotate = 0.5
Pattern Scale LR2 = 0.7
Pattern Scale LR1 = 0.7
Pattern Scale UV2 = 0.3
Pattern Scale UV1 = 0.3
Pattern Tiling = 1
Pattern Alpha = 1
Pattern Saturation = 0

```



This is for MI 0 which is the scarf and cuffs. When I click on the MI it takes me to the details page. If there is no info on the lefthand side then hit “M” to make it show up. In this example the image is just a plane cloth sheet which is pretty simple since there’s not much need for anything else on a cuff and neck scarf. But I still don’t know what colors to use for the mask. So now with the details showing you can dig deeper by clicking on the mask texture on the left. It will have a suffix of “_M” and typically be next to name called “MaskMap” or something that says mask.

To save space I’m not putting a picture but just letting you know it’s a solid red texture image.

OK so this is telling me that red is the control color for the CCI slot of 0.

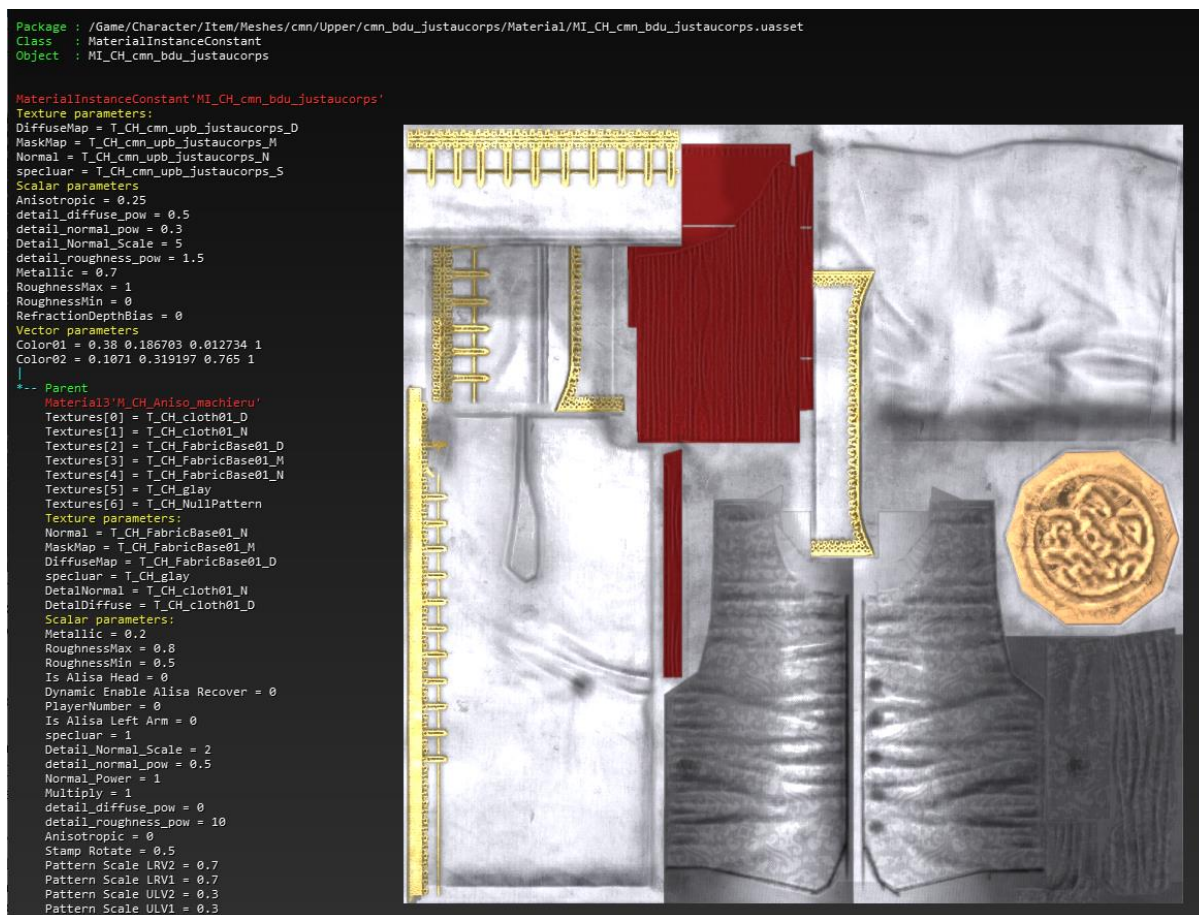
IT DOES NOT MATTER WHAT MI you put in this slot of the CCI, the mask texture you associate with the MI must be red to be colorable in game.

If you don’t want the whole texture you will be using to colorable then make sure you cover the parts you want to be able to color as red and the rest transparent.

So now if I put everything together I now know the following

- Color Slot 01 matches up to MI slot 0
- MI slot 0 reacts to a red mask
- Color Slot 02 and 03 by default both match up to MI slot 1

We still need to know what the triggers are for MI slot 1 so we’ll repeat the process and select the next MI.

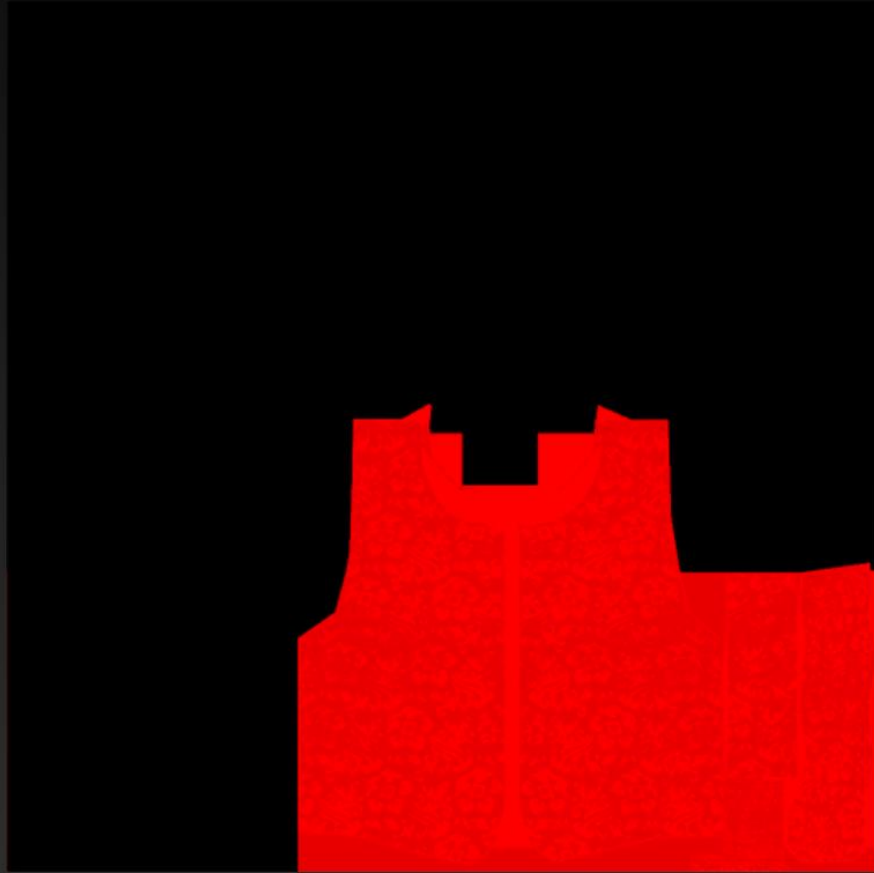


This is much more interesting. The image shown is a flat image of the texture and I have no idea what belongs where so I will need to compare the image in umodel with the screenshot from the game and the image for the mask.

```
Package : /Game/Character/Item/Meshes/cmn/Upper/cmn_bdu_justaucorps/Texture/T_CH_cmn_upb_justaucorps_M.uasset
Class   : Texture2D
Object  : T_CH_cmn_upb_justaucorps_M

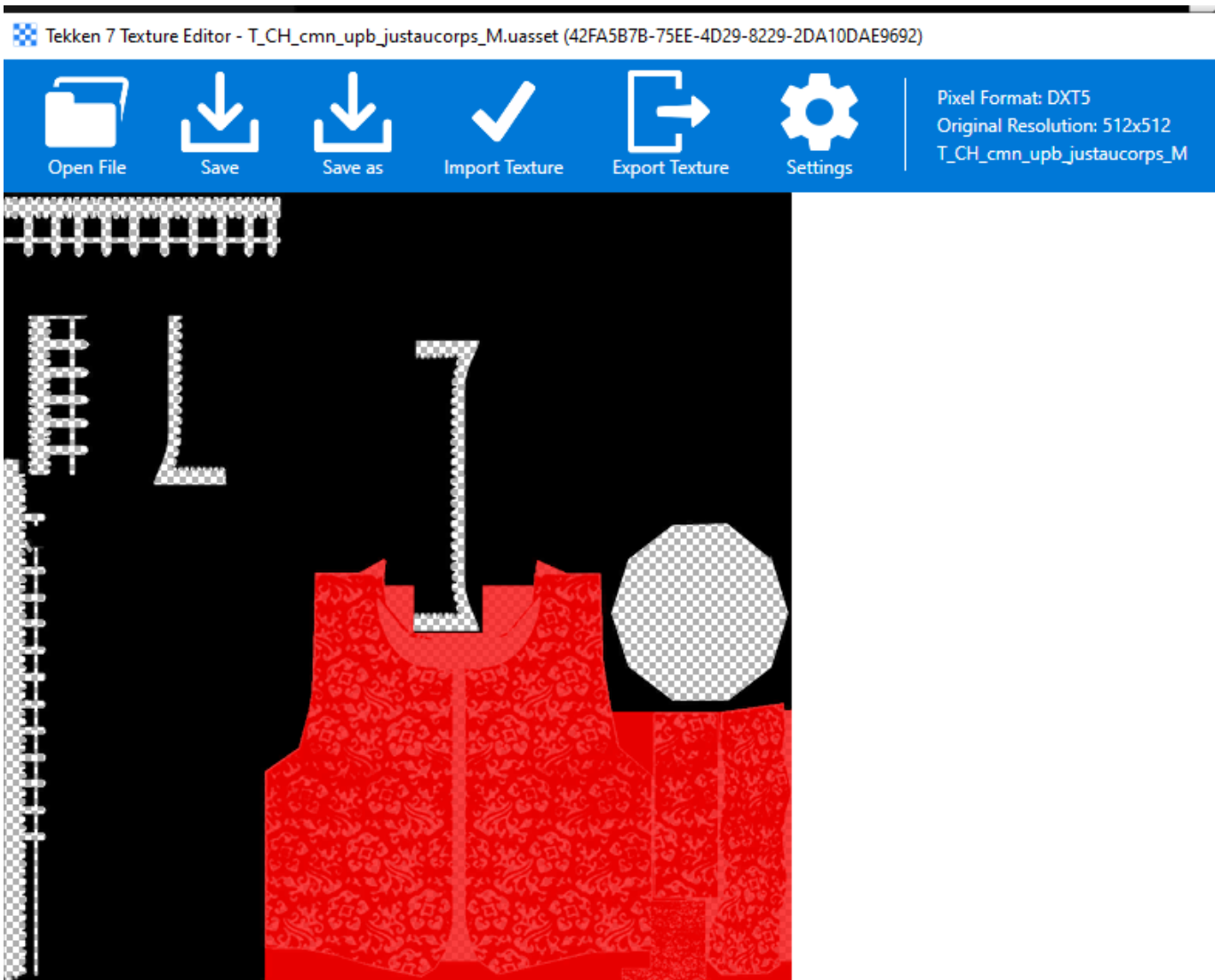
Width   : 512
Height  : 512
Format  : PF_DXT5
```

```
Texture2D'T_CH_cmn_upb_justaucorps_M'
```



This seems pretty simple. When I compare the images, I can assume that the lower red part matches up to vest so everything else must be covered by the Dark.

There is another important thing to note in this example which is the Format. This mask format is a DXT_5 which basically means that that it contains Some transparency. The reason for it is that the game doesn't want to color over the gold-colored parts of the image so I can assume that those areas Are cut out. I will need to use different software to view the texture to be sure. I will then extract the image by exporting it or saving the package. In This case I'll save the package and then view it in the Tekken 7 Texture Editor tool.



My assumptions were correct. If you will be doing stuff to this jacket you'd want to export this image so that you could avoid messing up the color of the gold trim.

Now when I compare this second mask map to the game screenshot and the diffuse image I can see that the red color is for the vest
Which is controlled by Color Slot 2

OK so we should have almost all of the info that we need.

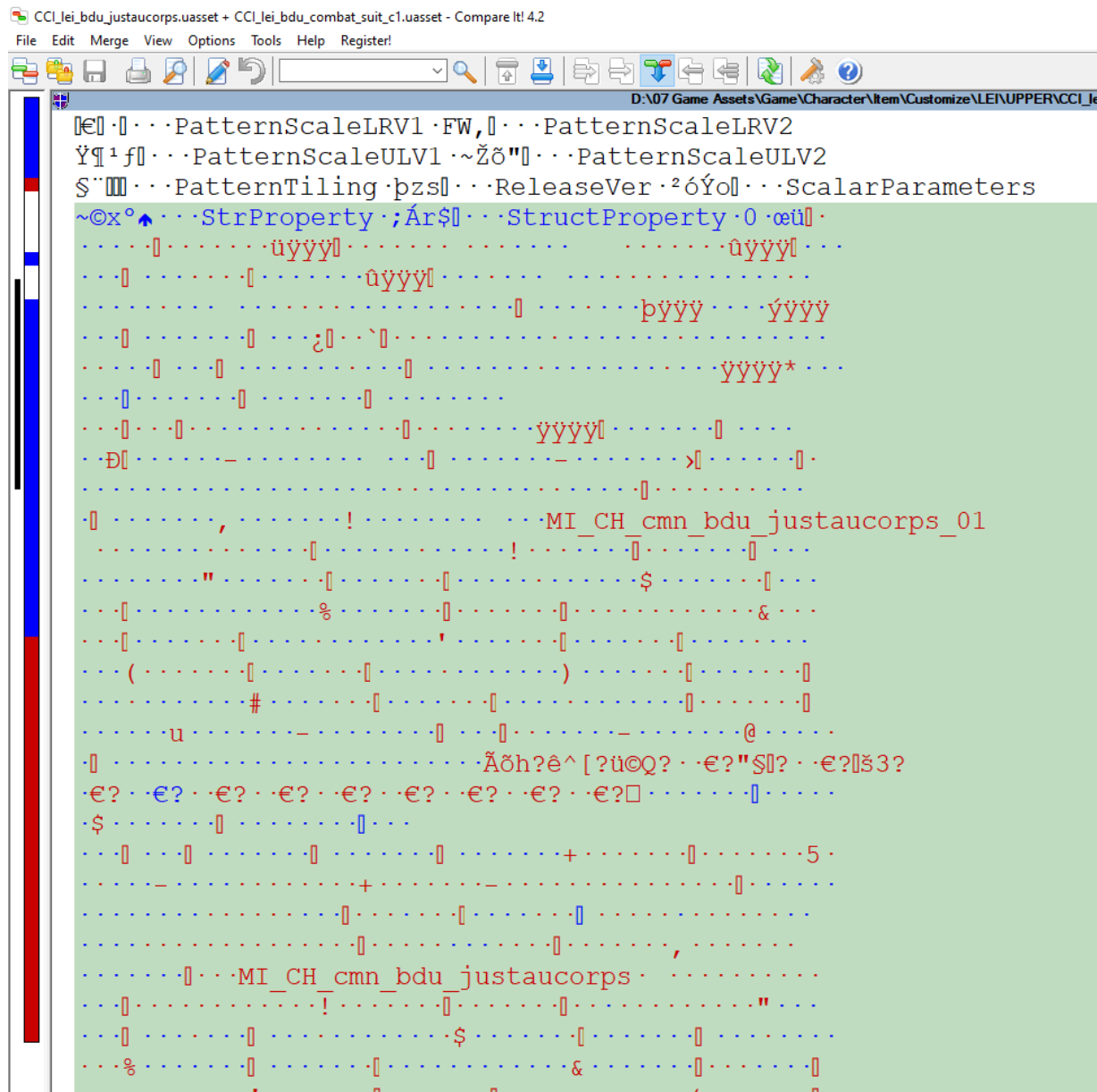
- Color Slot 01 matches up to MI slot 0
- MI slot 0 reacts to a red mask
- Color Slot 02 and 03 by default both match up to MI slot 1
- MI slot 1 reacts to red and black
 - o Red – Color Slot 1
 - o Black – Color Slot 2

The last thing I want to do is check the actual CCI file and I can do that with a hex editor like HxD or asset viewer like CompareIt (free on the Google)
If you haven't done so already you of course will need the CCI.

NOTE: If you are trying to manipulate somebody else's mod then you will need to be able to figure out what their CCI is originally based on as it

Could be a swapped version that no longer matches the name that it currently holds. I will not help with that.

That being said let's take a look at the CCI in CompareIt



So we see that there are only 2 MI's listed in the data at the bottom of the CCI. So we know that if we replace a MI in slot 1 of

The CCI it will need to have a red mask to be colorable and for other it will need to be red or black.

I don't know if it's required but I typically include all colors that are from the original mask even if I'm not using them by

Making them into a little block that doesn't cover any of the image I want to see but the game still picks up on the color in the Mask.

This process can be applied to any of the CCI's except for ones that are not colorable by default or are hair items that don't

Use multiple colors.

In some cases, an MI may be controlled by another MI. This often happens in full body outfits where there is a top and bottom

That don't share the same texture. Those can get a bit tricky and I may do another guide on those in the future.

Now that you know how this works you can find CCI's that have the color and MI setups that suit you and you can map them

For future use.

For example, I know that the tropical swimsuit for females has 1 MI and 4 color slots (Red, Black, Blue, and Green). If I want a

Quick colorable CCI then I can just grab that one and swap it as I see fit. Other CCI's use many more MI's and all of the MI's

Are essentially just one color so you can map that if it will suit your needs. I think the gothic Lolita outfit is like that.

There is a guide on the discord about hex coloring if you want to change the default values of a color.