Particle Effect Swap Demo

LAR's Special Togoblade Item with AK's Rage Art Effect

Prerequisites:

- Access to the game files
- Umodel and basic knowledge of its use
- CompareIt or Hex editor to view the asset info
- UassetRenamer and basic knowledge of its use

1. Create a Temporary folder to keep all of your assets in. I have "Working" folders for this purpose. You don't want to be looking for this stuff all over and or risk messing up an extracted/game file.
   a. Optional: Make a copy of uasseternamer.exe and place it into this working folder.
2. Determine the particle you want to change. In this case putting the RA hit effect (dark thunder clouds) to replace Lar's Togoblade Item Effect.
3. Grab the Effect Character Item (ECI) asset for the char you want to edit. In this case it's Lars.
   a. If not already extracted get the asset via umodel and put it in your working folder.
   b. General effect items are found here: Game/Character/Item/EffectItem/LAR/ECI_LAR_unique_0 and save the package.
   c. Character Item (CI) that have hit effects are typically found in the character's CI. For this example, it's found here: Game/Character/Item/CharacterItem/LAR/LOWER_ACC/CI_lar_opl_togoblade_IA
4. Grab the Effect Character Item for the char that has the effect you want. In this case it's Armor King (AKI)
   a. Repeat steps 2a and 2b but for AK.
   b. The effect we want is from AK's Rage animation and would be referenced in his basic ECI.
5. With a uasset viewer (e.g. CompareIt), open the ECI for the char you want to have the new effect. You will be looking for the Particle System (PS) you want to replace. Not all of the names are easy to identify so it may take some trial and error.

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6. Take note of the file asset names on a notepad. PS_EF_LAR_togoblade and PS_EF_LAR_togobladeyarare
7. Now that we know what will be replaced let's look at AK's ECI to see what PS we will need to grab.
8. Open AK's ECI with your asset viewer.

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9. I know that RA is the one we want but you can safely assume that any PS with RA in it is associated with a Rage Art effect.
    a. Take note of the FILEPATH for this item because we need to grab it from your extracted files or umodel.
       Game/Effect/TK75/Character/aki/Particle/PS_EF_CHR_AKI_RA00
10. Put the PS asset in the Working Folder.

11. At this point you should have the following:
    a. The ECI or CI for the character you want to have the new effect
    b. The PS asset that will be given to the character
    c. The names of the PS (effects) you want to replace.

12. So now you will do a UassetRenamer Filepath swap. By replacing the PS in Lar's Togoblade CI with AK's RA00 PS.
    a. If you got here and ignored the Prerequisite….go and un-ignore it since I'm not explaining it here.
    b. One thing to note is that if you are swapping two things with very similar names that it's best practice to swap the longer named one first so that uasset doesn't just remove a line of code rendering the asset unusable. So in this case I will swap PS_EF_LAR_togobladeyarare BEFORE I swap PS_EF_LAR_togoblade. You can also use hex by renaming the longer asset within the file…saving…swapping…renaming the changed asset back to it's original name.
    c. Once items filepaths are swapped just rename back to the original ECI/CI name and pak it up.
    d. You can check to see it if looks good with your asset viewer. We want it to have all of the same lines of code (e.g. CI, SK, AB, and two PS)

13. NinjaTool struggles sometimes with assets that end in _## when the internal info doesn't also have _##

a. ECI's like the unique ones that end in _01 for example ECI_LAR_unique_0 only say ECI_LAR_unique within the asset data so it causes problems. For those ones just use u4pak itself to make your mod.
b. This CI doesn't have that issue so you can simply open NinjaTool...Open Create Mod...Name it with a _P at the end...drag and drop only the new CI you made...and save it (with pak checked). Done