

Intro

Hello everyone and welcome to my guide on how to mod in sfx for Godzilla Unleashed!

You will need these tools provided in this link:

-uber-extract

-wiimusyx-extract

-Audacity with the addons needed in order to open and export .dsp files

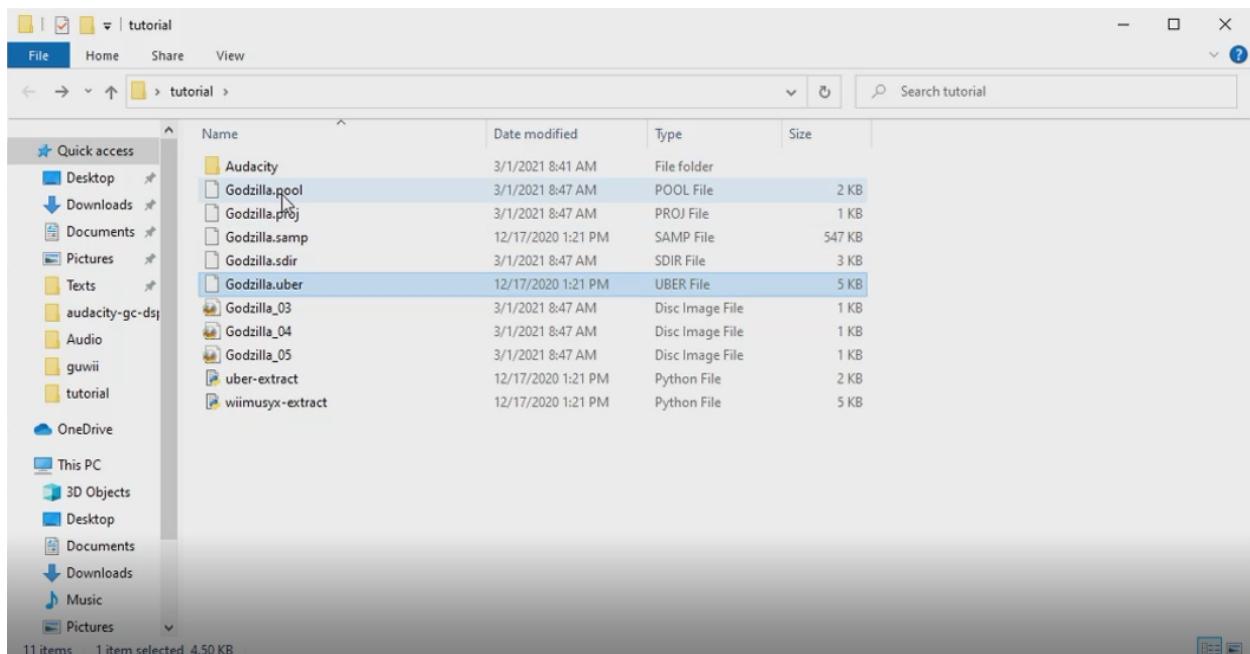
https://www.mediafire.com/file/cqb0dz4qwxqlmq/GU_SFX_Tools.zip/file

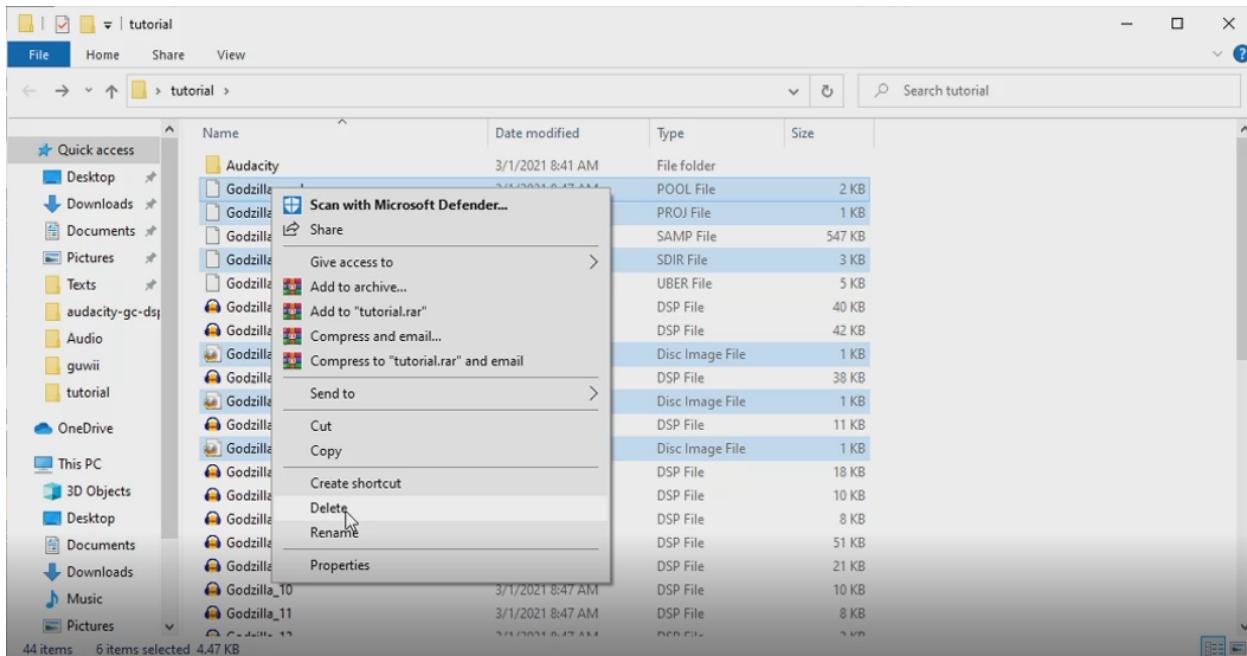
-WiiScrubber: <https://www.mediafire.com/file/mfgkzdudz9dy6mb/WiiScrubber.zip/file>

You will also need a hex editor such as HxD which can be downloaded here:

<https://mh-nexus.de/en/downloads.php?product=HxD20>

First, place the uber file into the uber-extract script. Then place the sdir file into the wiimusyx-extract script. You can delete the sdir, proj, pool, and any disc image files as they won't be needed.

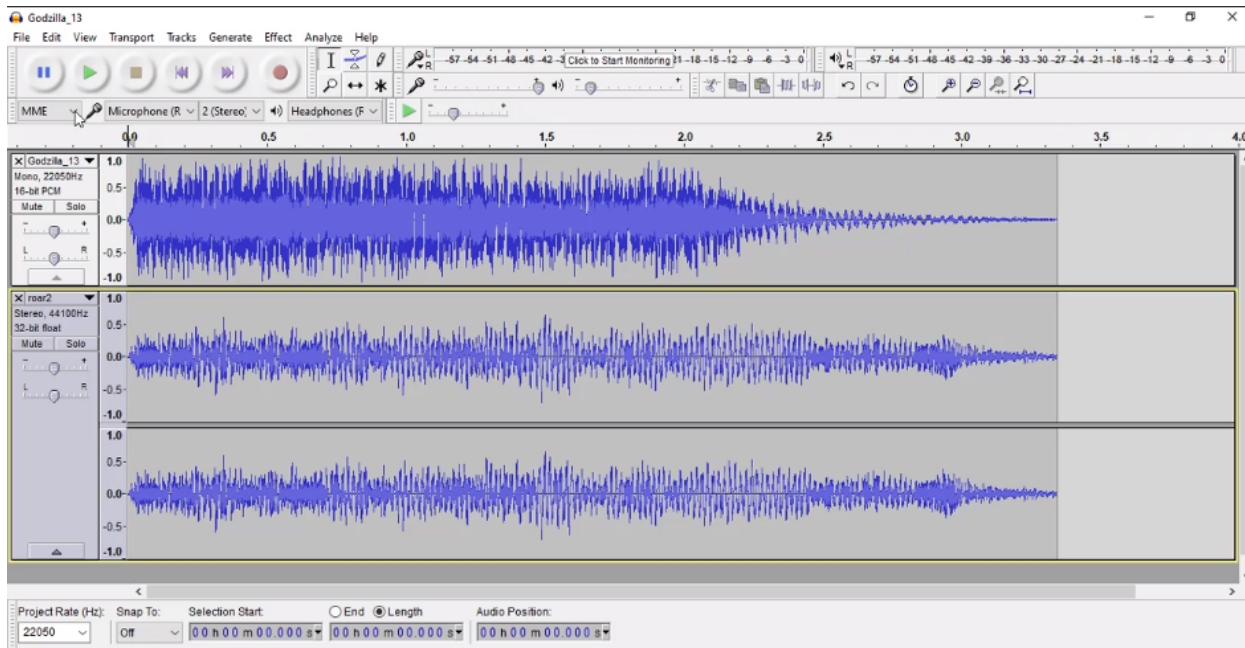




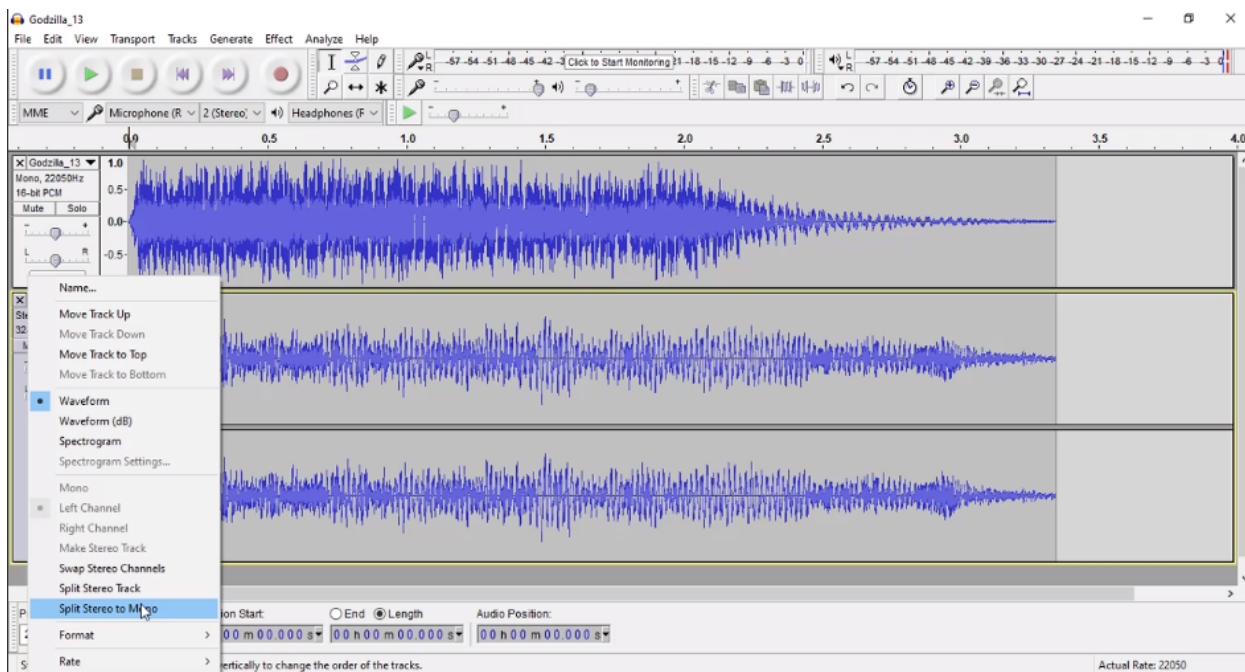
I will be using Godzilla 2000's intro roar as an example which is called **Godzilla_13.dsp**

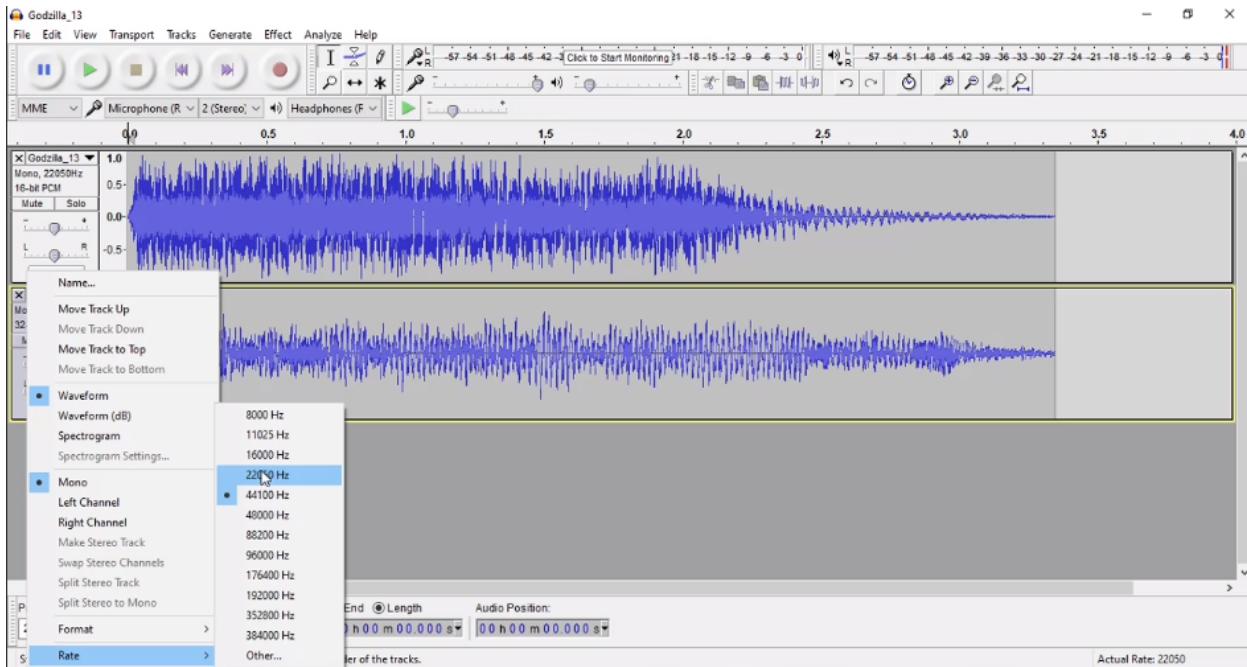
Audacity

Open up the **dsp** file and the **wav/mp3/etc** file you want to replace it with in audacity.

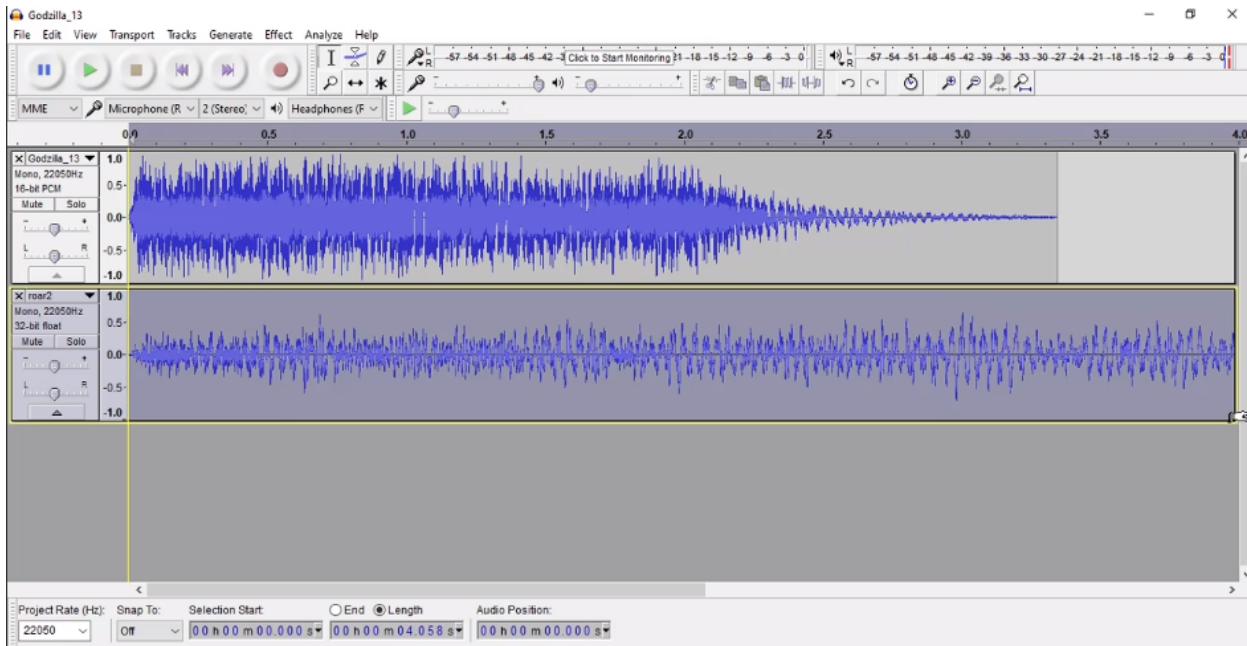


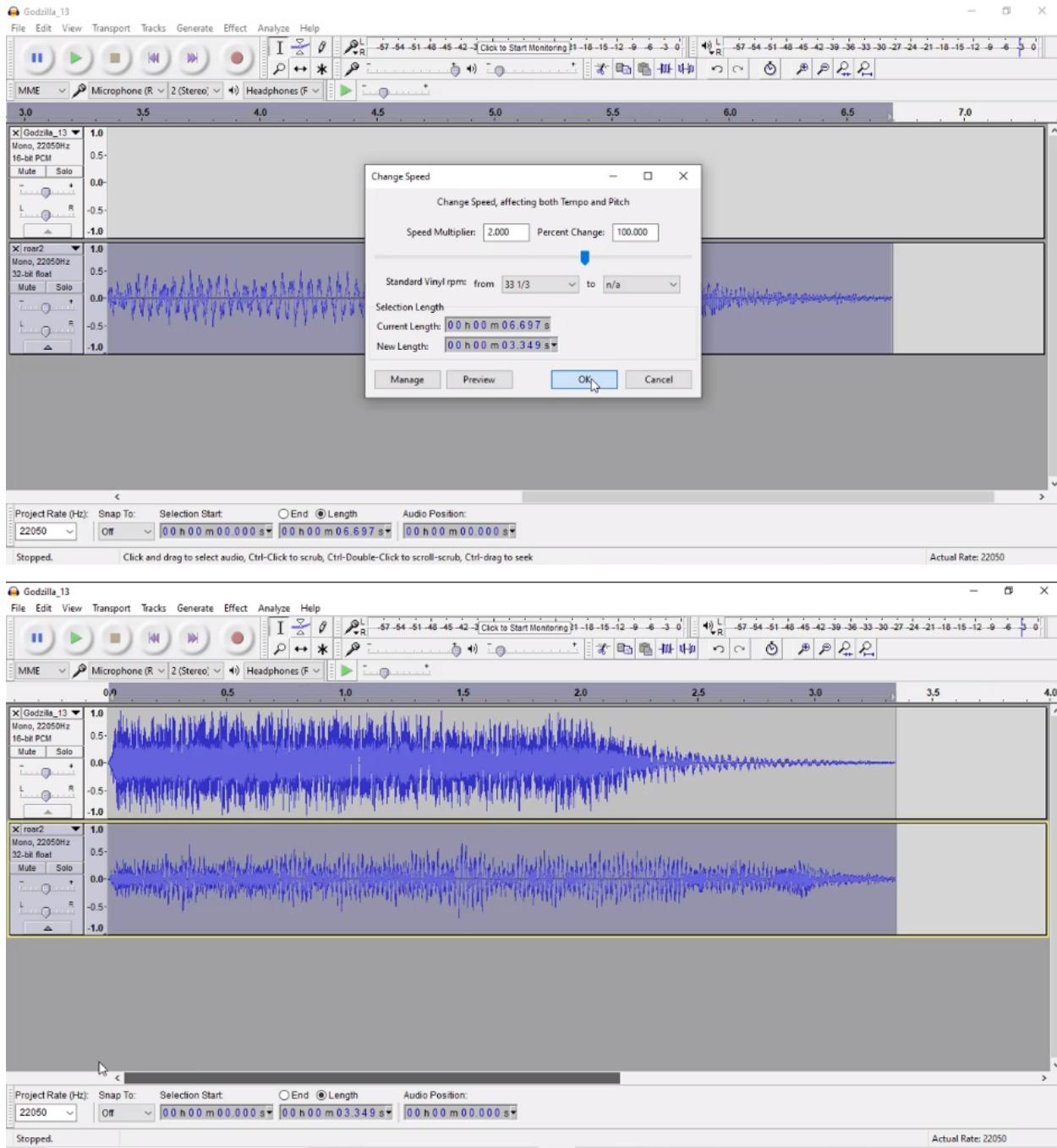
As you can see, the wav file I am using has stereo and a rate of 44100 hz compared to the dsp file's 22050 hz. I recommend making the sound file you are adding in the same as the dsp file you want to change in order to avoid any potential issues. To do this, I first split the track to mono and deleted one of the channels (doesn't matter which one). Then I changed the rate from 44100 hz to 22050 hz.



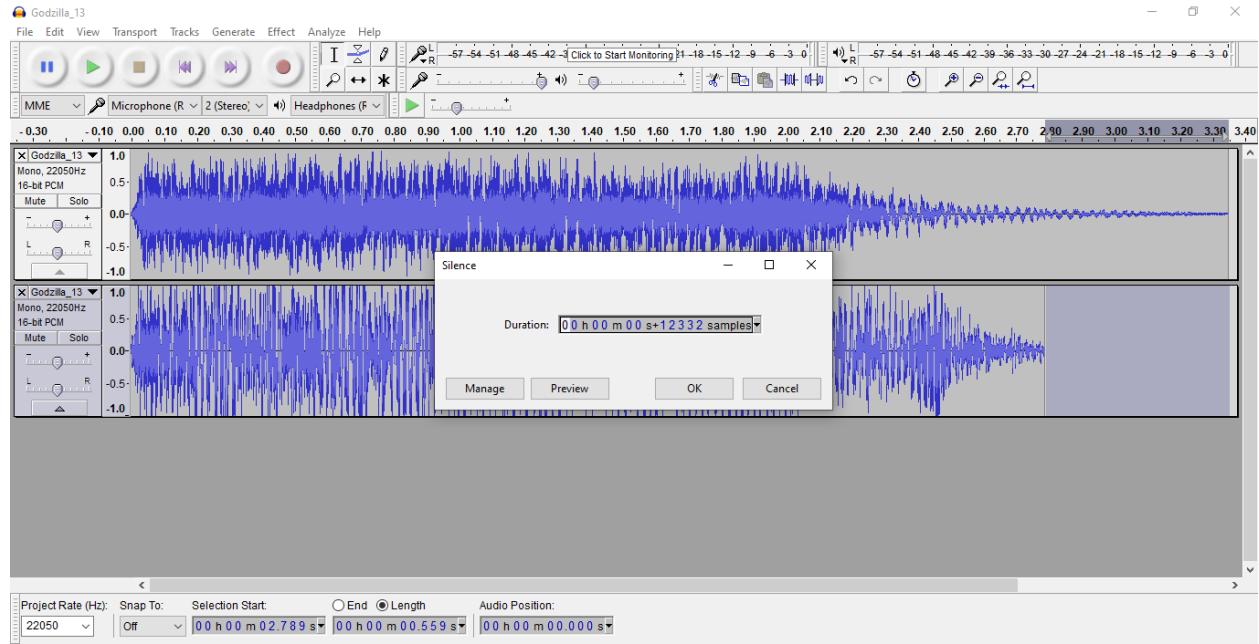


This will cause the audio to be distorted. To fix this, left click and drag to select the audio file and go to Effect → Change Speed. Put “100” in Percent Change and press OK. (You might need to play around with this if your starting rate is different).

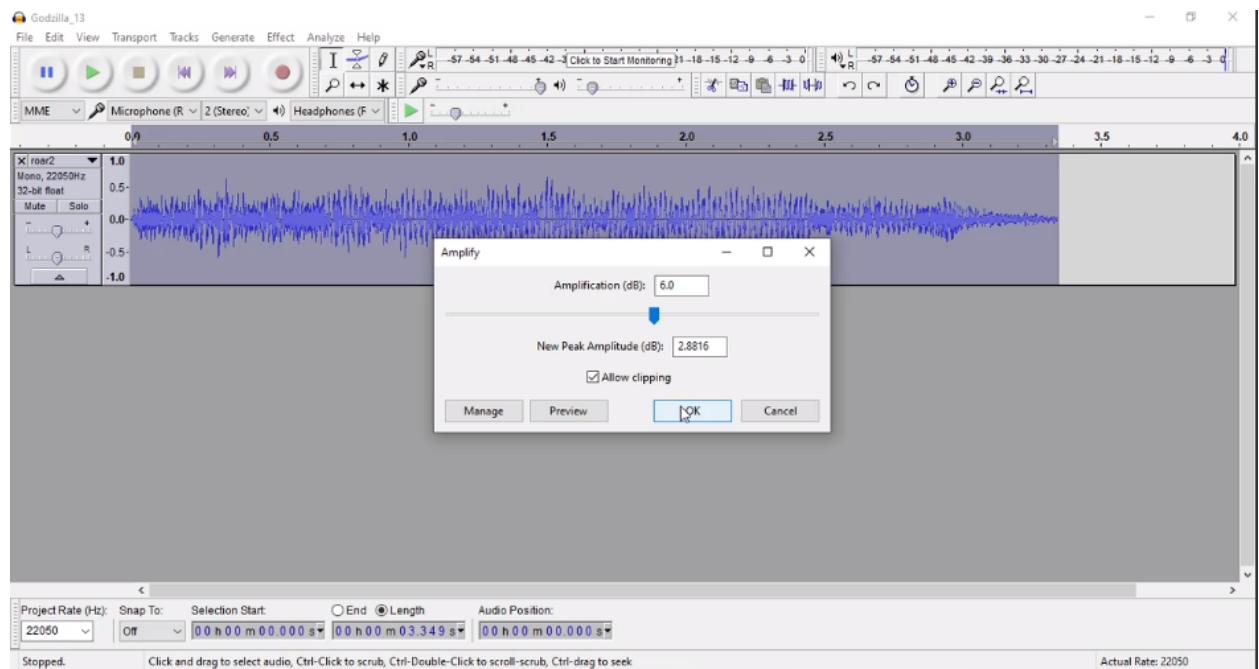




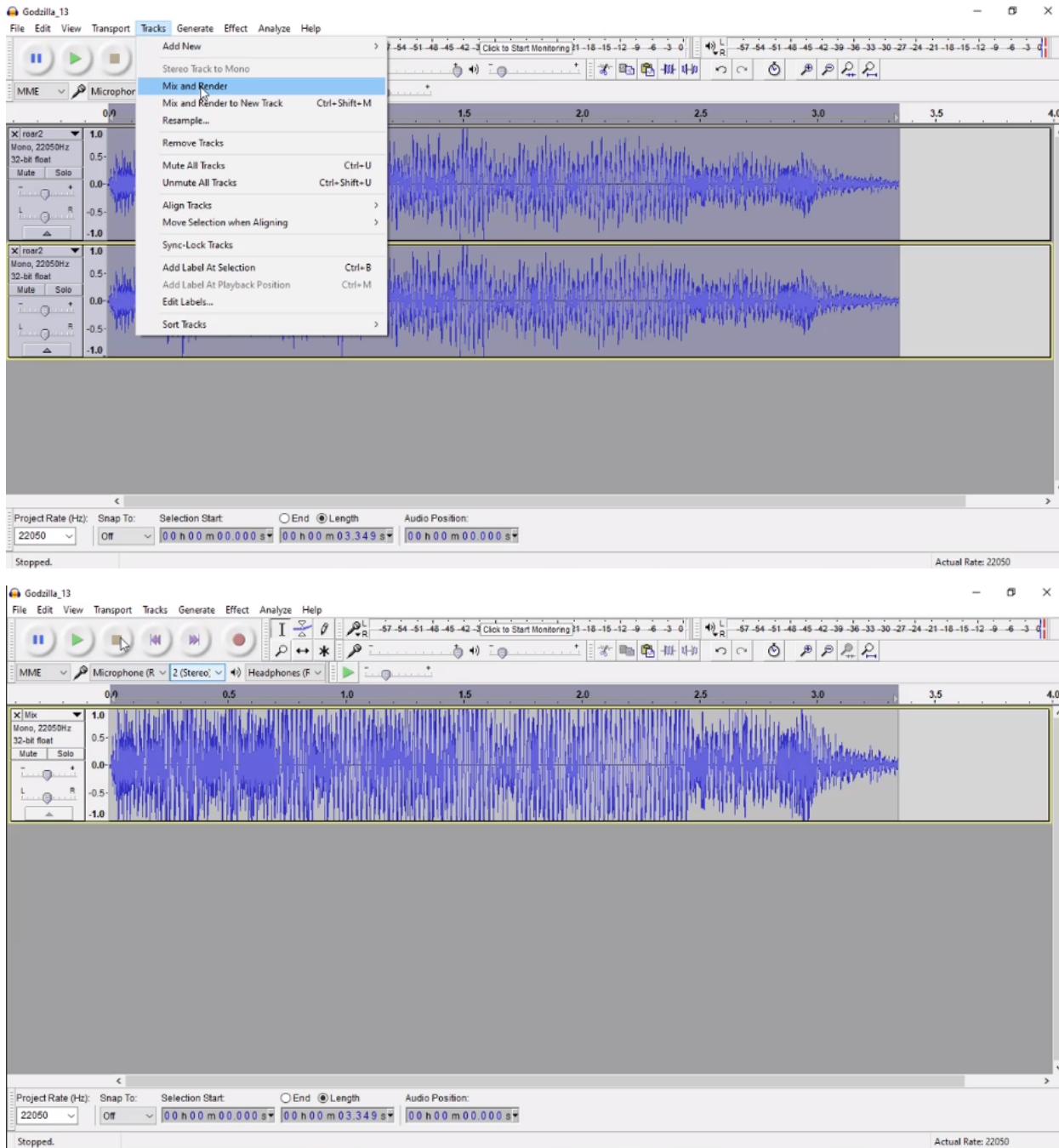
You should also make sure the audio file you are using is the same length as the dsp file. If your audio file is shorter than the dsp file, then select the end of your file to the end of the dsp file and go to Generate → Silence to fill it in.



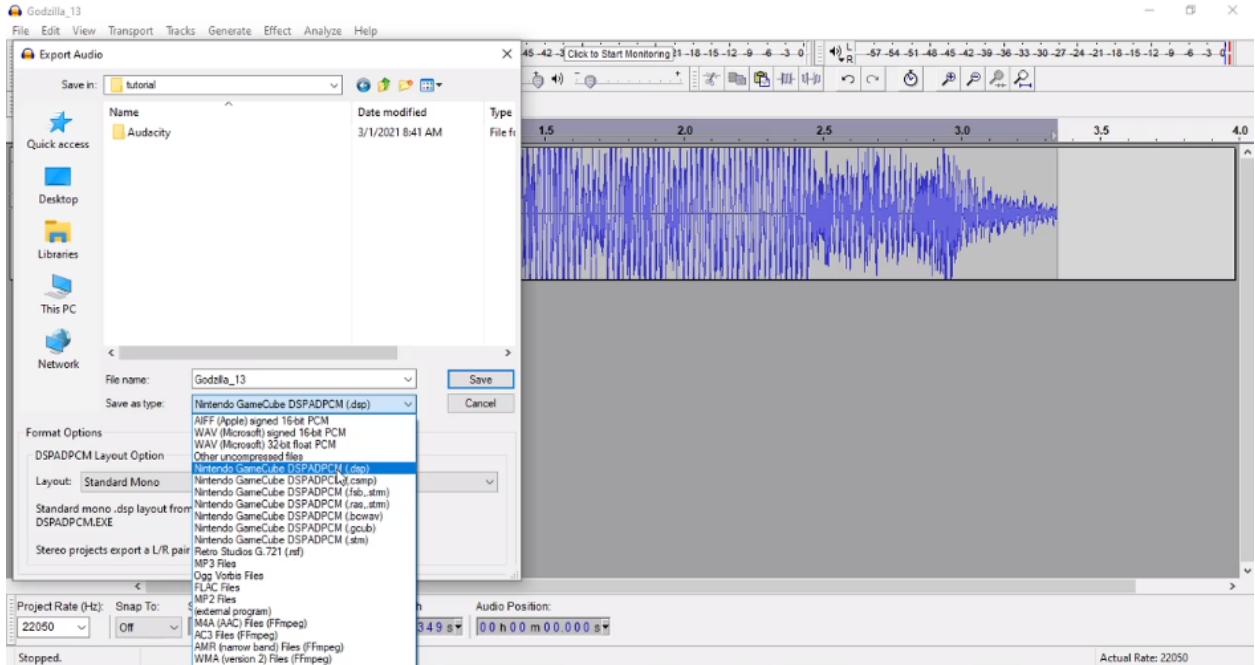
I also recommend increasing the volume of your audio file as it tends to be quiet in game.
To increase volume, you can go to Effect → Amplify.



If the audio in game is still too low, you can also try copy and pasting the audio file, select both of the channels, and go to Tracks → Mix and Render to combine them into one loud track.



Once you are finished with the audio file you can go ahead and save it in .dsp format.



HxD

Oh boy, time for some hex editing! Open up the samp file and the original Godzilla_13.dsp file with HxD.

HxD - [C:\Users\Andrew\Desktop\tutorial\Audacity\Godzilla_13.dsp]

File Edit Search View Analysis Tools Window Help

Godzillasamp Godzilla_13.dsp

Offset(h) 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F Decoded text

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00000000 00 01 20 0B 00 01 49 A1 00 00 86 22 00 00 00 00 ... k.I;..V"...
00000010 00 01 20 0B 00 01 49 A1 00 00 86 22 00 00 00 00 .....0q
00000020 0C 3A FA B6 00 E8 F9 0A 0E 98 F8 EF OC 11 F9 5A .*g..80...9e..02
00000030 0D A6 F9 A1 0D C5 F8 CB 0E F7 47 00 00 00 56 .-14.E#4.-0g..0v
00000040 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
00000050 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
00000060 16 5E 01 10 0E D1 10 13 25 FE 23 EE 13 57 FE 33 04...R..ap#1.W.3
00000070 35 10 4E FB 06 72 FT 0A 05 26 33 F9 12 2E ED 16 3E VNO.r#8.430..1.>
00000080 15 0E FA C5 4E A1 74 DB 26 01 44 32 23 30 0E 05 .x#N;c#s.D2#0...
00000090 56 4E FB 06 72 FT 0A 05 26 33 F9 12 2E ED 16 3E VNO.r#8.430..1.>
000000A0 56 0E BD 02 43 F8 F3 FE 06 BC F0 46 44 1C 02 2E V.M.Cobj..4#FD...
000000B0 26 0F AF 23 34 08 E3 BA 17 15 1D F4 26 2A BO 2C .#4.#...#4*",
000000C0 63 B3 D8 04 F9 B2 20 35 29 0D F0 DE F0 3B F4 .f#f0..0#k...3#h#p#
000000D0 27 E1 01 20 22 DC 3F 91 37 E0 73 AF 74 8D FF F0 .@..?#7@#t.y#
000000E0 27 16 6F FD 61 00 0C 37 E0 05 61 0C A9 33 E6 .o#ba..7a.a.#3e
000000F0 27 02 FE 64 EB 0E C2 18 30 FE 13 3A 80 .Y#de.A.0#p:
00000100 08 0E AF E1 33 44 2E 58 EF 34 20 GR F3 30 EF ..-l#3D.X#4 E#01
00000110 28 35 FE 00 24 0E 8F 36 27 69 A9 EF 12 D9 AB (50#6..6#1#0.0#K
00000120 68 BE 29 5B AE 4D DF CC 08 98 23 43 EF 07 0B h#4[8#01..#W#C1..
00000130 67 9B 94 FE 22 2C 26 80 08 F1 2E EF 17 76 32 FF g..b#1#e..a..i..v2y
00000140 18 F1 02 65 F9 B2 20 35 29 0D F0 DE F0 3B F4 .f..e#1..5).0#8#6
00000150 68 EA 65 BC 63 F2 DA 10 67 FE 47 E9 F4 A# B#18 h#4#c#0..gsG#0#'.
00000160 49 EF 31 1E DF FB D# 41 68 C# DE E# 80 74 09 B# 111.s#0#h#h#p#et.*
00000170 18 3D 9# 75 1E CC A# C# 19 0# 2E C# 12 41 EA F# .=u..I..A..i..k#8
00000180 59 01 41 AC A# 23 FD 2# 69 0# OD AF F# 69 F# 1Y.A. #$/1..-7#8#
00000190 69 E3 12 01 1# E1 F# 77 0# 50 F# C9 EF D# 73 S# 1Y...A#W..P#S#i#o#s#R
000001A0 29 E3 33 CC ED 0# EE F# 39 0# 77 F# D# 3# FB 0# )#3#1..lp9.w#b#D#0.
000001B0 49 54 4# 53 2# 5C 1# 1# 6# C# E# 2# 3# 0# 42 4# CC I#F#S'\..i#i#..B#I
000001C0 02 2# 3# 43 5# 31 0# 1# 1# 10 53 7# B# 2# 24 3# L# 9# .#C#V1...#s#*#1#
000001D0 49 4# 57 4# B# 1# 50 5# 0# 7# K# E# 4# D# E# 2# 7# 4# 8# E# I#F#H#p#A..y#M#A#W#Z
000001E0 79 51 0# 42 D# 0# 3# D# 1# DC A# 2# 1# 1# D# 2# 3# 6# F# y#Q.B#G#U#..#6.
000001F0 59 CF 1# 3# 0# 77 C# D# 2# 4# 1# 7# 2# 3# 7# 2# 7# 9# 8# Y..w#O#T..d#s#y"
00000200 7A 3# 55 AC E# 1# FD 0# E# 4# 0# 2# 5# AF 4# F# 0# 8# F# 1# z#7#D..w#y..0.."\`0..h#b
00000210 29 CE 6# 60 F# 1# CO 2# 4# 6# C# DB 1# C# 56 CA FE )#g..R#..E#i#U..v#p
00000220 49 B1 3C A# 1# 2# 2# 2# 1# EE AD C# D# 4# F# 1# C# 8# I#z<../*1..E#0#0..h
00000230 59 0# 0# 6# 3# AE 5# 8# 4# C# E# 4B 8# 1# F# 1# Y..B#e...#0#i#L#K...

```

Special editors

Data inspector

Binary (8 bit) 01010110

Int8	go_to:	86
UInt8	go_to:	86
Int16	go_to:	24150
UInt16	go_to:	24150
Int24	go_to:	89686
UInt24	go_to:	89686
Int32	go_to:	268525142
UInt32	go_to:	268525142
Int64	go_to:	1373827744676273750
UInt64	go_to:	1373827744676273750

AnsiChar / char8_t V

WideChar / char16_t

UTF-8 code point V 1#U-0056

Single (Float32) 2.55134379561229E-29

Double (Float64) 7.622267217323E-217

OLETIME 12/30/1899

FILETIME 6/28/5954 9:47:47 AM

DOS date 2/22/2027

DOS time 11:50:44 AM

DOS time & date Invalid

time_t (32 bit) 7/5/1978 10:19:02 PM

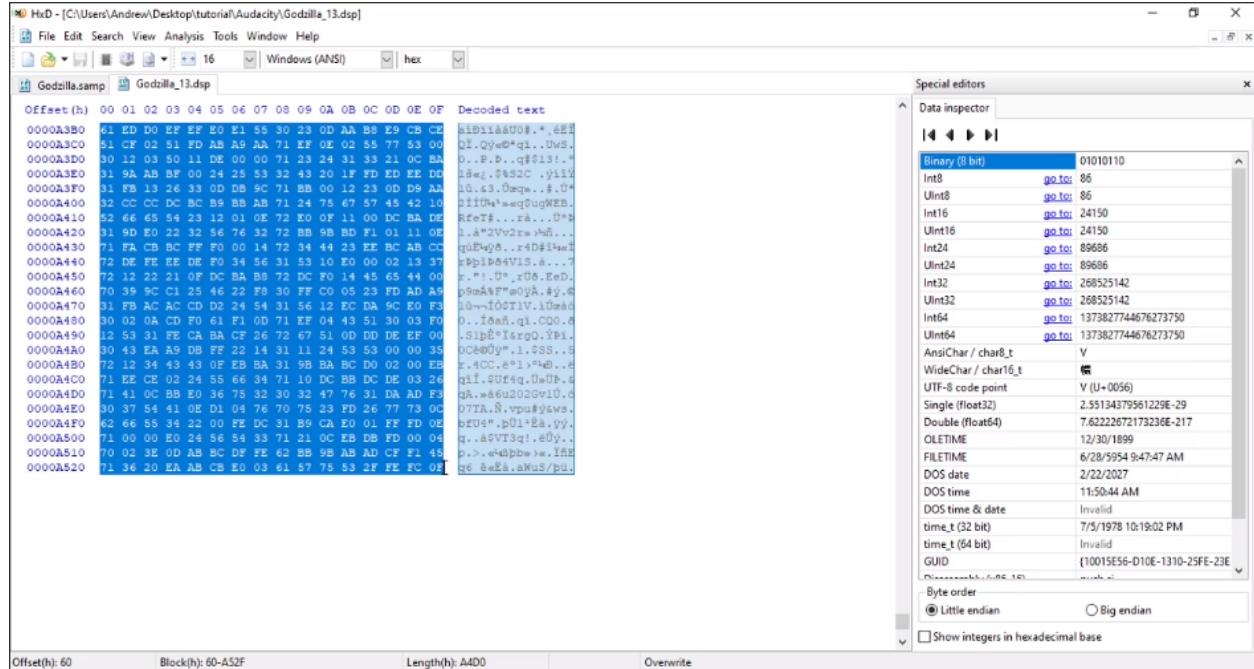
time_t (64 bit) Invalid

GUID {10015E56-D10E-1310-25FE-23E

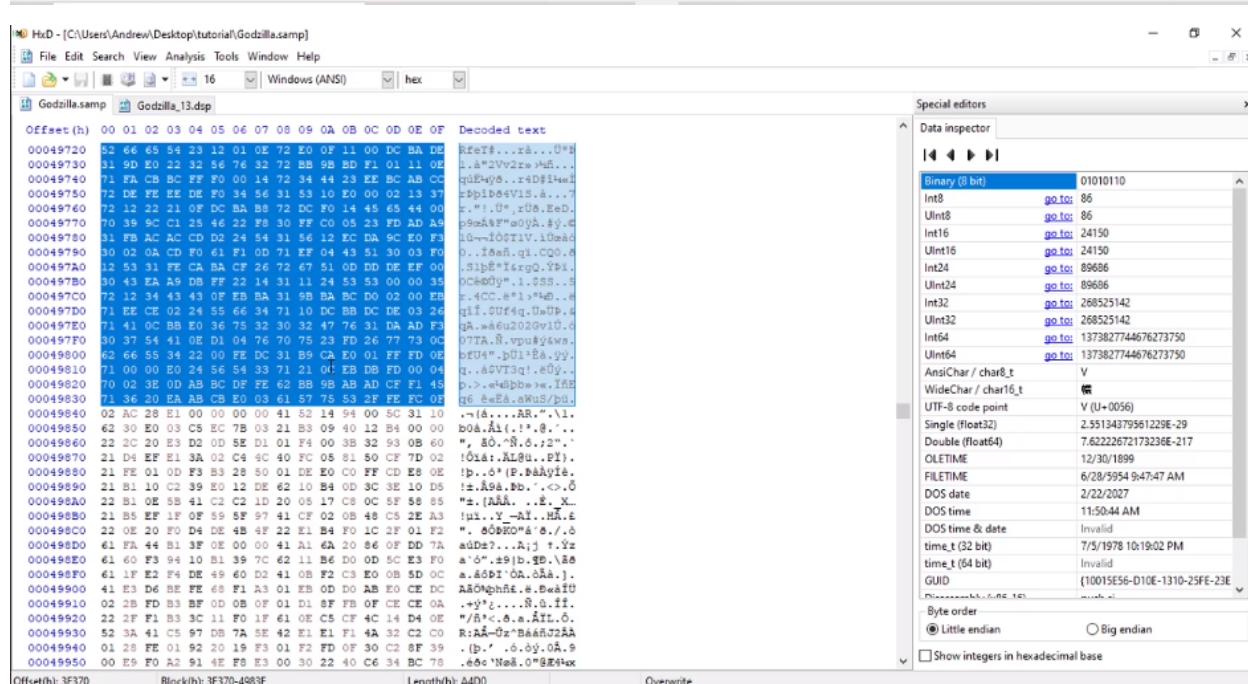
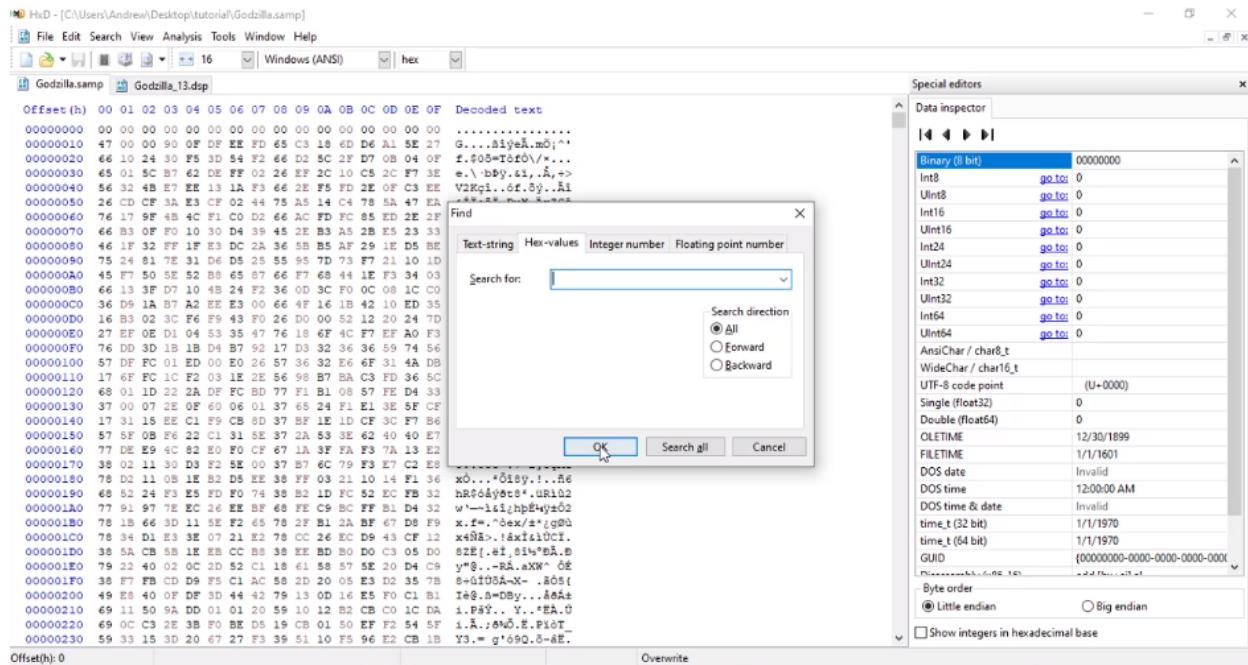
Byte order Little endian Big endian

Show integers in hexadecimal base

In the original dsp file, select all of the hex from offset 60 all the way to the end of the file.
 (Click at the start of offset row 60, then scroll all the way down, and left click + shift at the end of the last row to quickly select it all).



Then copy that, go back to the samp file, and hit ctrl+f. Under the “Hex-values” tab, paste the hex in the search box and click OK.



Now open the edited Godzillla.dsp file and copy its hex from offset 60 to the end of the file like with the original. Make sure the files are of the same length which you can see at the bottom! (In my example, you can see the length is A4D0). Then go to the samp file, right click on the selected hex, and click on "paste write" to replace it and press save. (Sometimes, your edited file may be a few bytes smaller/larger than the original dsp file.

If the edited dsp file is smaller, then copy its hex from offset 60 to the end of the file and in the samp file only replace that amount while filling the rest with “00”s. If the edited dsp file is bigger, then copy its hex only from offset 60 to the same length of the original dsp and replace it in the samp file.)

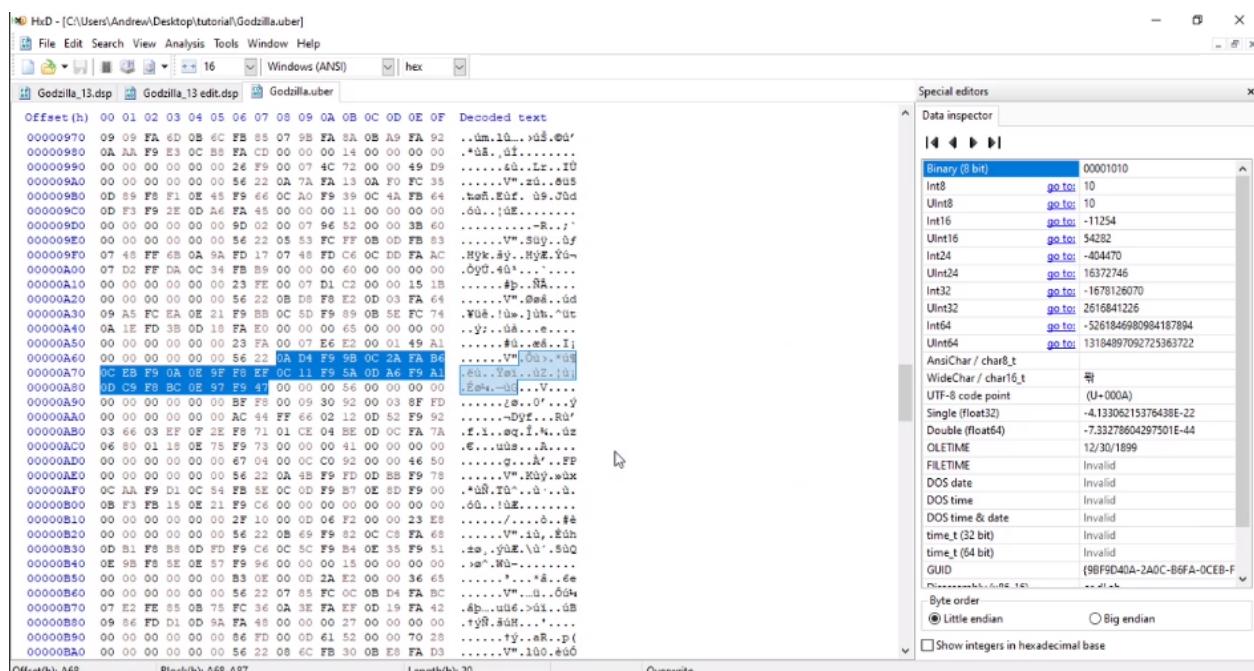
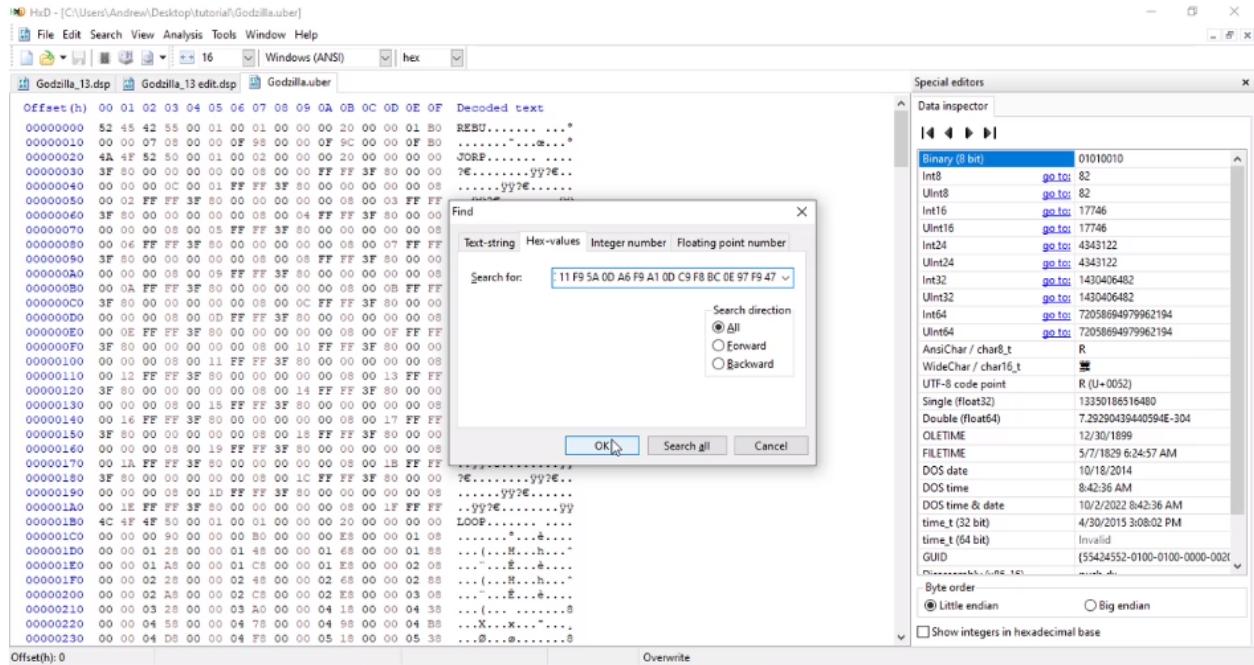
The screenshots show the HxD Hex Editor interface. The top window (Godzill_13.edit.dsp) has its offset set to 60 and displays the first 60 bytes of the file. A context menu is open over these bytes, with the 'Copy' option highlighted. The bottom window (Godzill.samp) also shows the same file at offset 60, with its context menu also open over the first 60 bytes.

The screenshot shows the HxD Hex Editor interface with the following details:

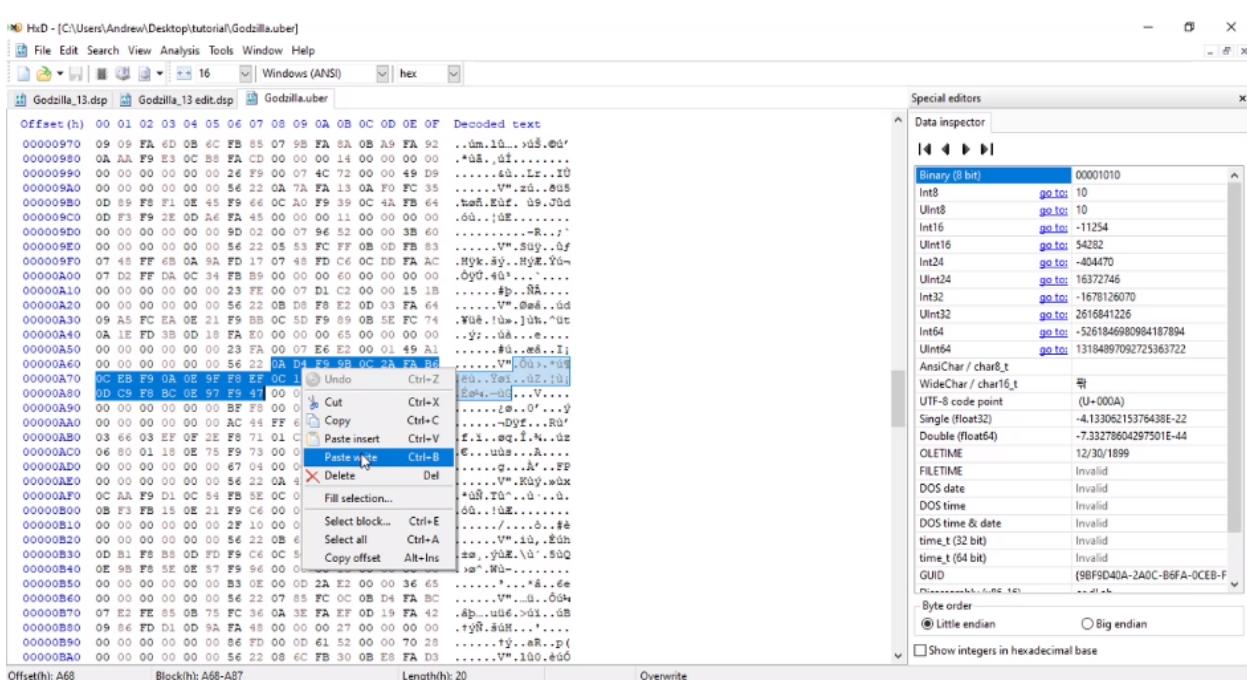
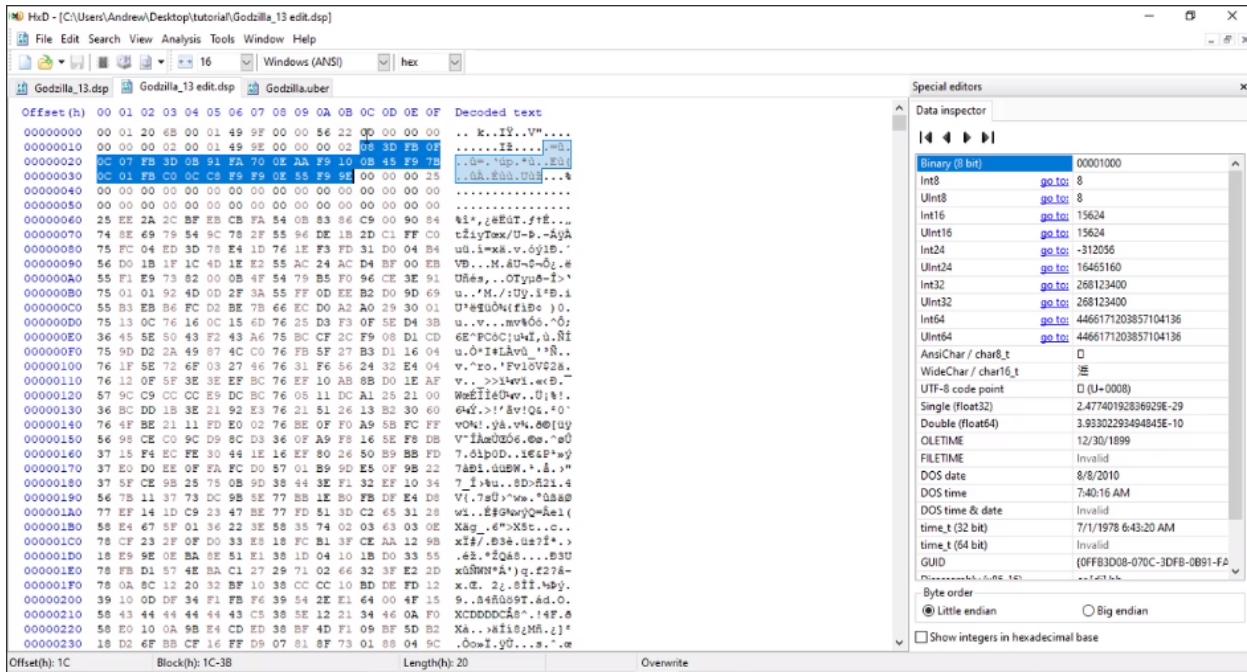
- File menu:** File, Edit, Search, View, Analysis, Tools, Window, Help.
- Toolbar:** Save, Undo, Redo, Find, Replace, Windows (ANSI), hex.
- Left pane:** Hex dump of the file, showing offsets from 0x00 to 0x49840.
- Right pane:**
 - Data inspector:** Shows memory locations and their values, such as Int8, UInt8, Int16, UInt16, Int24, UInt24, Int32, UInt32, Int64, UInt64, AnsiChar, WideString, and UTF-8 code point.
 - Special editors:** Shows various data types: Binary (8 bit), Int8, UInt8, Int16, UInt16, Int24, UInt24, Int32, UInt32, Int64, UInt64, AnsiChar / char8_t, WideString / char16_t, and UTF-8 code point.

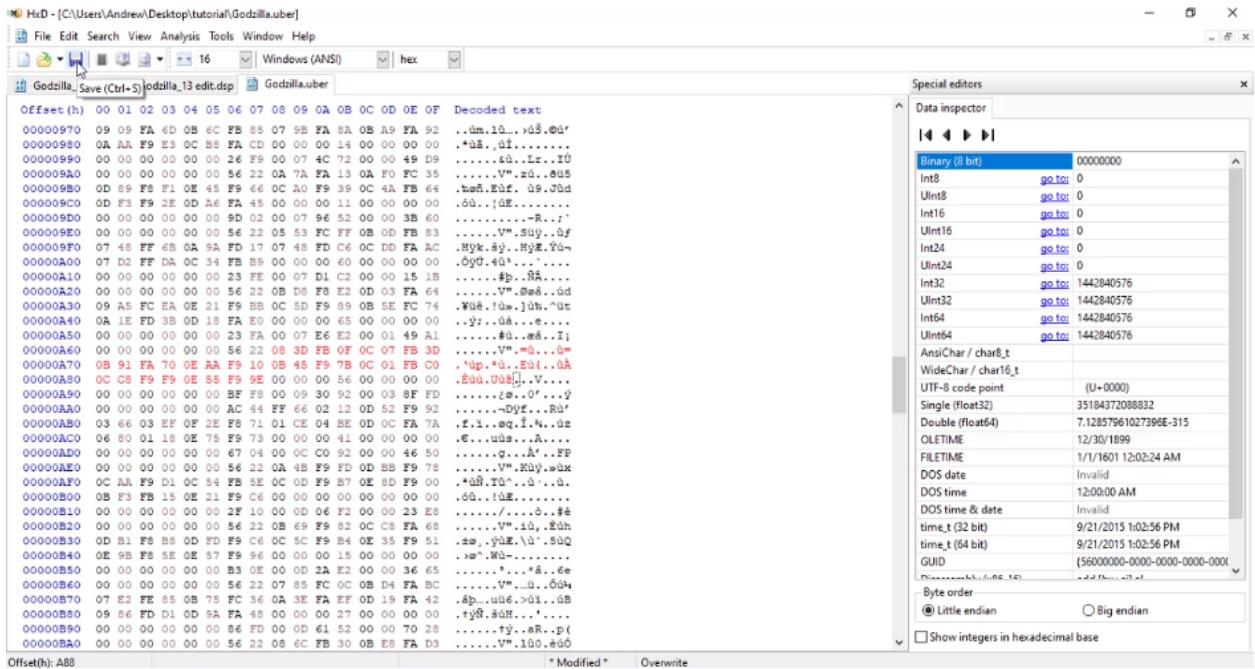
Now for the uber file!

Copy from the last 4 bytes in offset row 10 to before the last 4 bytes in the offset row 30, (1C-3B), in the original dsp file and find it in the uber file like you did with the samp file as shown below. (It should always be at a length of 20).



Now do the same with the edited dsp file, "paste write" over the original hex in the uber file, and hit save.

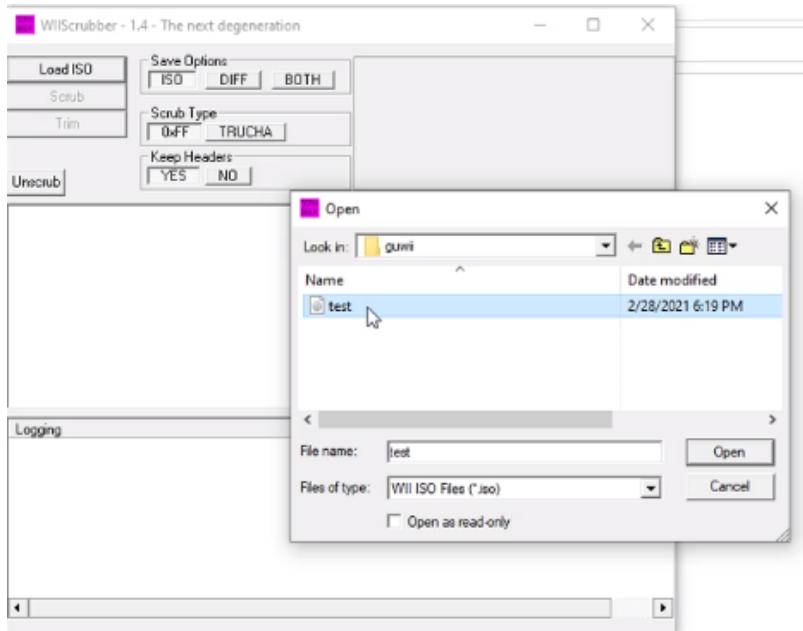




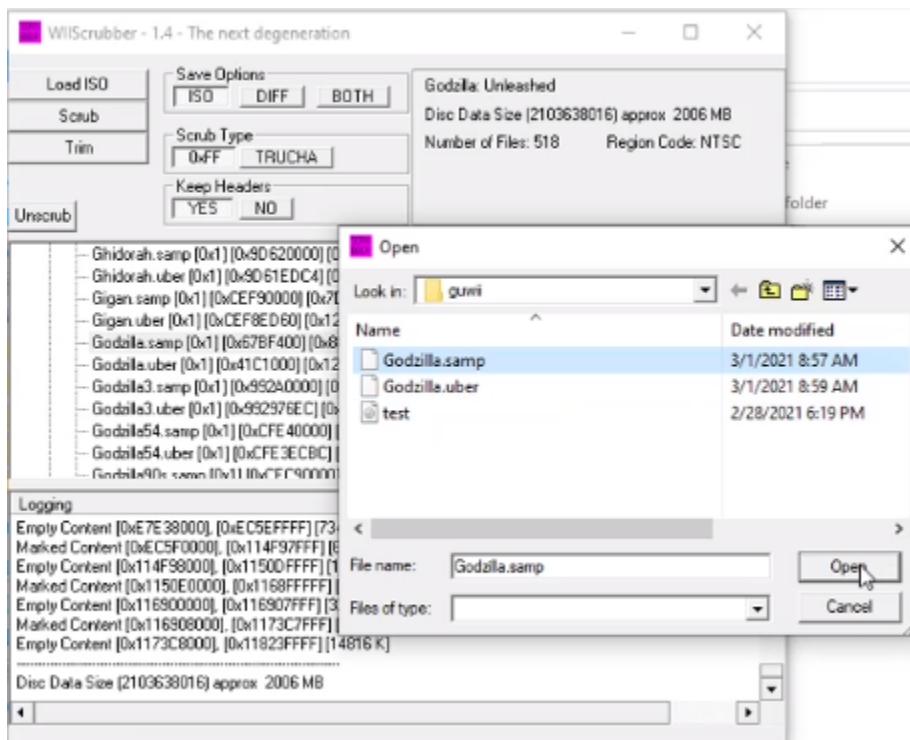
And you're done! You can delete the .bak files as you wont be needing those. All that's left now is putting them in the game.

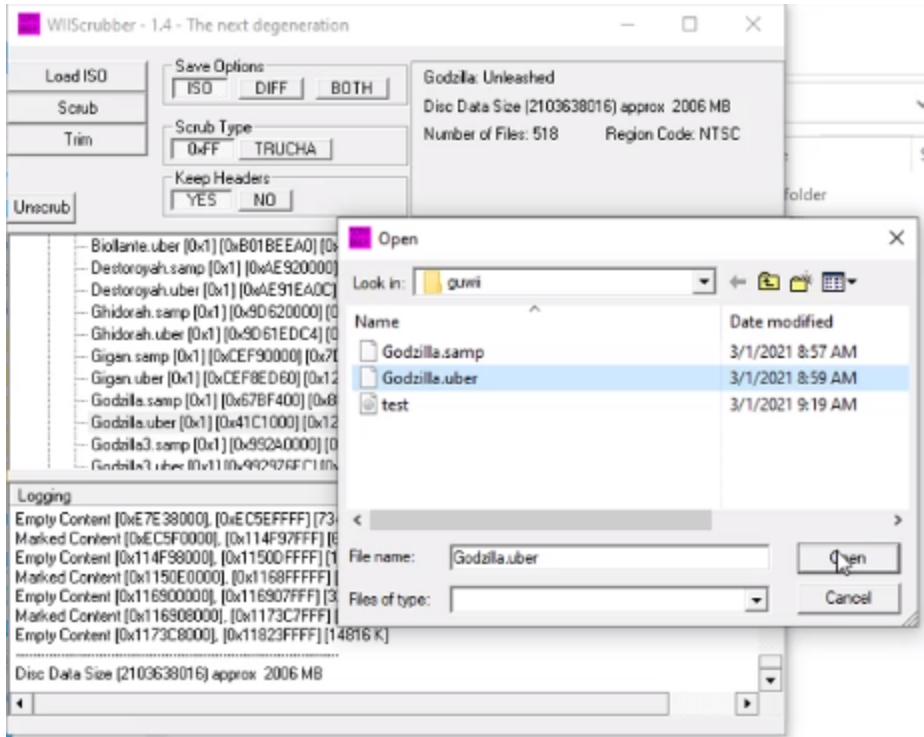
WiiScrubber

Open WiiScrubber and load your Godzilla Unleashed iso file.



**Next, go to Partition: 1 → Audio and replace the samp and uber files with your edited ones.
(Make sure the file names are the same).**





Once they have been replaced, you can close WiiScrubber and test them out in game with Dolphin!