Beast

- Pretty self-explanatory, just one skin here

Bishop

- X-treme Gear is still called Space Suit because it was before I decided to change the name

- The files that have the name "X-Treme" are for his X-Treme X-Men (comics) skin

- 1801\_bits.png goes with the X-Treme Gear skin and is the texture for the extra accessories

- Modern and X-Treme Gear/Space Suit use the same 3D head model

- Original and Classic use the same 3D head model

- Decimation, AOA, X-Treme X-Men, and Ultimate have unique 3D head models

Colossus

- Ultimate MUA1 uses the Ultimate XML2 texture, since they're identical

- The skins named "09XX\_u\_..." are the unarmored skins. They use the same exact model as the armored counterparts, so you can just add the textures to another slot and switch them out between exports

- Ultimate MUA1 Dark uses the same model as Ultimate MUA1

- 0901\_bits.png is the texture for the accessories in the X-Treme Gear skin

- Astonishing and Astonishing Alt use the same 3D head model

- Outback and Muir Island/Retro use the same 3D head model

- All the Ultimate skins (XML1, XML2, MUA1, unarmored, dark) use the same 3D head model

- AOA, Gladiator, Original, and X-Treme Gear all use unique 3D head models

Cyclops

- Ultimate XML2 (Dark) and Ultimate XML2 share the same model (and 3D Head)

- Ultimate XML1 and X-Treme Gear share a 3D Head

- The X-Treme Gear skin’s texture is still called Space Suit, but the file is called X-Treme Gear

- All other skins use unique 3D Head models

Deapool

- Assassin and X-Men share the same model

- Classic and the boss version of classic share the same texture

- X-Force and Classic share a 3D head

- X-Men and Assassin share a 3D head

Emma Frost

- All skins that have a cape use the same texture as the Astonishing skin

- Diamond form skins use the same models as their human form counterparts

- Diamond form skins have texture names that start with “d\_”

- Diamond form skins don’t need 3D heads

- You may need to reduce the diamond form skins to 64x64 for them to work on GameCube. You may also need to only do versions without cel shading

- Astonishing and Generation X share a 3D head

- Ultimate XML1, New X-Men, and X-Treme Gear share a 3D Head

Gambit

- Original/90s, Muir Island, Thieves’ Guild, and X-Treme X-Men all share a 3D head

- Ultimate and X-Treme Gear share a 3D head

- All other models are unique

Iceman

- Ultimate XML1 and its human version share a model. The Icy form outline is blue, and the human form outline is black, so you'll need to switch the outline color as well.

- Ultimate XML2 and its human version have different models

- Modern has 2 separate outlines in 2 different colors. If this makes the skin file too big, it may need to be switched to only use 1 outline on the GameCube

- 0801\_bits goes with the X-Treme Gear skin

- 90s and Ultimate XML2 Human use the same 3D Head model

- Ultimate XML2 and Classic use the same 3D head model

- Ultimate XML1 and Ultimate XML1 human use the same 3D head model

- Original and AOA use unique 3D head models

Iron Man

- Classic and Classic Dark share a skin model and a 3D Head model

- all the armor pickup models use the Heroes Return texture, except for the gauntlets which have their own texture

- you may not need to resize the gauntlet texture

- to export non-cel shaded gauntlets, you can a) select the main model only (not the outline) and go to file>export as and export as an IGB, or b) save it as a separate file and delete the cel shading. Either works

- Everything else has distinct models/textures

Jean Grey

- All phoenix skins share a model

- Phoenix skins and 90s share a 3D head

- Everything else is separate

Juggernaut

- Modern, Classic, 90s, X-Men, and Astonishing share a skin and 3D head

- Modern unmasked and classic unmasked share a skin and 3D head

- all others are separate

Magneto

- Ultimate XML1 and Ultimate XML1 No Helm share a texture and a cape texture

- Ultimate XML2 and Ultimate XML2 No Helm share a cape texture

- Ultimate XML2 and Classic share a 3D head model

- 80s and X-Men share a 3D head model

Nightcrawler

- Original and Excalibur share models

- Original, Excalibur, 2000s, Astonishing, Ultimate XML1, and X-Treme Gear share a 3D Head

- Ultimate XML2 and Ultimate MUA1 share a 3D Head

- You can try downsizing the texture of the tail, but I doubt it’ll make any difference. Right now it’s already at 26 kB for the cel shaded version and 21 kB for the no cel version. You can just copy them from the PC actors folders

Professor X

New X-Men and Savage Land share a 3d head

All other files are unique

Pyro

- Modern Unmasked and AOA share a 3D head

- Modern and Classic share a 3D head

- all others unique

Rogue

- Outback and 90s share a 3D Head

- Ultimate XML1, Ultimate XML2, and X-Treme Gear share a 3D head

- all others unique

Sabretooth

- Everything has a unique model

Scarlet Witch

- Everything has a unique model

Storm

- All textures/models are unique

Stryfe

- only one skin, so it's self explanatory. The cape is a separate texture. You can reduce the cape to 64x64 and it should be good. Reducing it further won't do much. If it's still too big, it may need to be removed

Sunfire

- Ultimate XML2 and Ultimate XML2 unmasked share a texture

Toad

- Ultimate and Ultimate (Brown) use the same model

- 90s and Original use the same model

- Classic uses the same 3D head model as 90s and Original

Wolverine

* All skins have different models
* 0301\_bits goes with X-Treme Gear
* Ultimate XML1, Ultimate XML2, and X-Treme Gear share 3D head models. All others are different