



# Colour Modding Guide

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If you aren't coming from it, join the MBTL Palette Gallery server at this discord url: <https://discord.gg/zU3HdnwVJ3> for installation assistance, palette sharing, and palette viewing.

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This guide was edited by AyanamiRei0 edited from the UNICLR Color Modding guide originally written by Sera from the UNICLR Color Center. Assistance and assets were provided by u4ick. Should this guide prove ineffective, please ask for assistance in the [#installation-assistance](#) channel in the Palette Gallery discord server.

Special thanks to pluot and Eiton for creating tools to mod this game without them this wouldn't be possible.

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## **Intro / Master Requirements**

Every part of the tutorial will require you to have these two programs downloaded:

- Winrar or 7zip (<https://www.rarlab.com/download.htm>,  
<https://www.7-zip.org/download.html>)
- Notepad++ (<https://notepad-plus-plus.org/>)

They're all free, and you can download them from the sites linked above.

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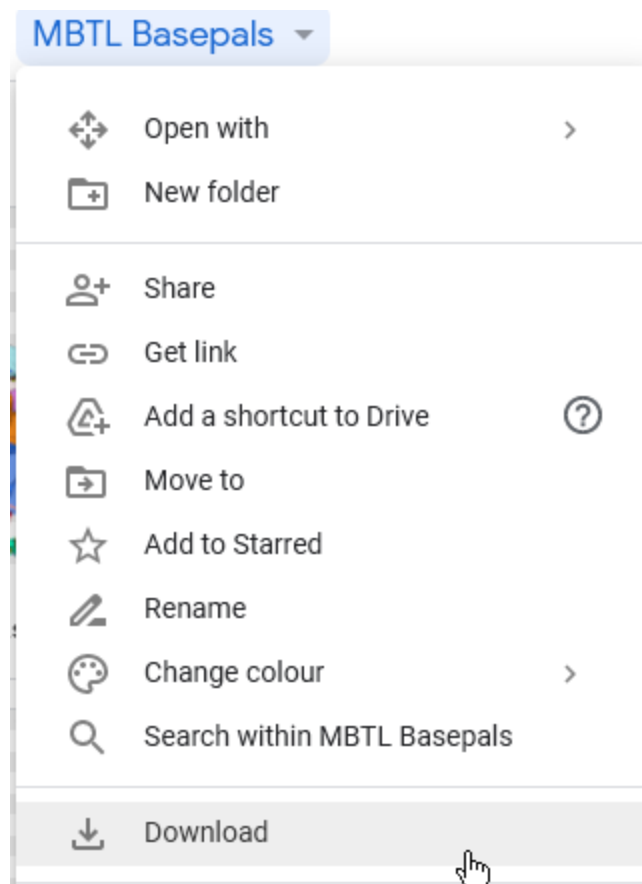
## **Making a Palette**

1. Download the basepal files:

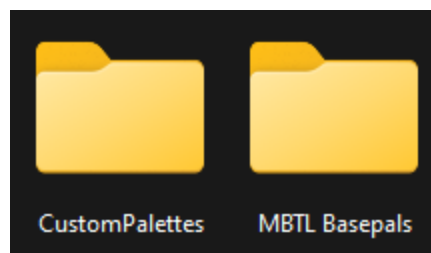
<https://drive.google.com/drive/folders/1njaCMKUHIr3ccKs2g17fXuirF9Q1V62V>

These files contain an organized graphic of a handful of the character's sprites. You'll be using these to create your palettes,

and they update live time.

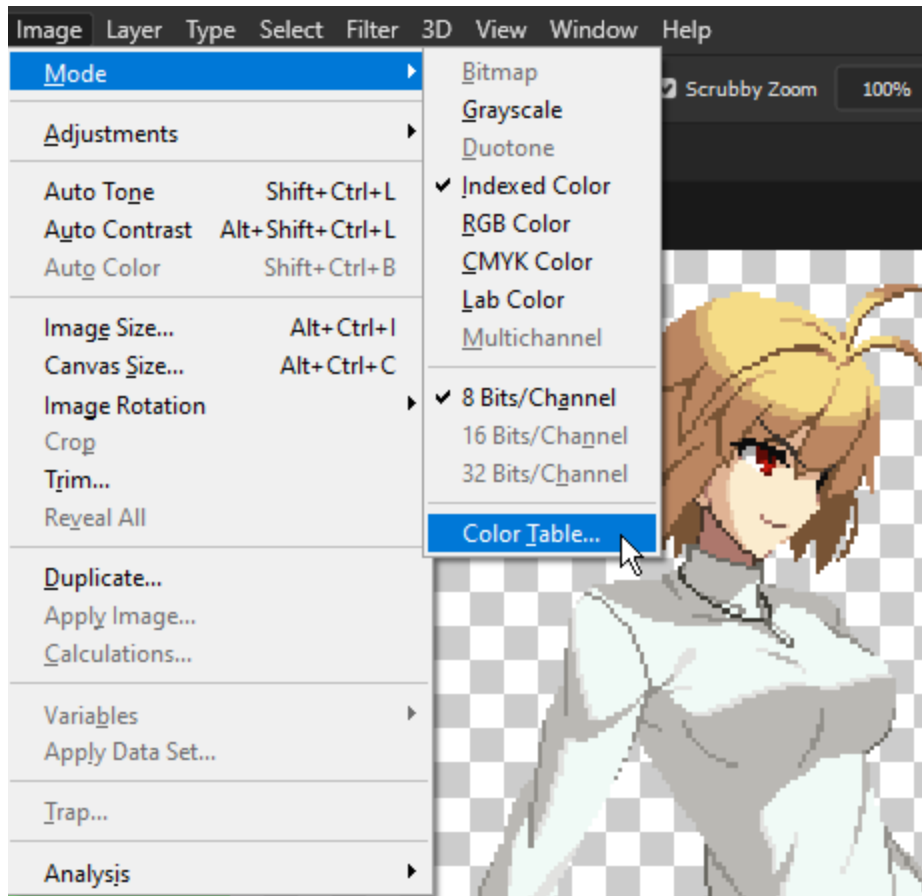


2. Extract the folder into a memorable location using WINRAR/7ZIP. I recommend putting them inside a sub folder, with the main folder containing all of your palette needs.

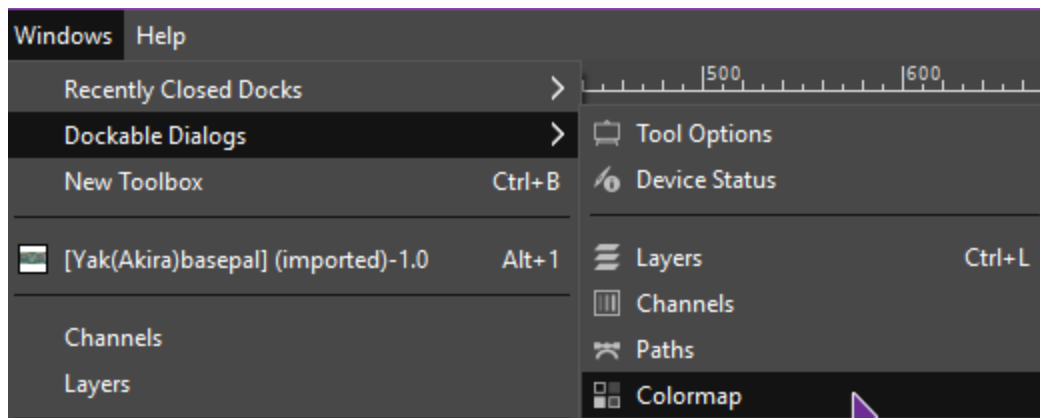


3. You'll need some software to edit these basepals with. Any software that can edit an index image's color table will do. If you have Photoshop, this is the most recommended software. If you don't, you can go with the most common alternative, GIMP, free software available here: <https://www.gimp.org/>
4. Open the desired basepal in your software of choice.
5. Open the color table for your image. The method for doing so for each software is different, but I'll cover Photoshop and GIMP.

Photoshop:



GIMP:



6. Now comes the main part; change up the table! All of the pure green squares (0, 255, 0) are not used by the game for the palette, so you can leave them alone. Changing them won't hurt though. Colors are organized into what is known as a *color group*. The first *group* of colors on every palette is the character's skin tone. Changing the colors to very bright ones will make the area obvious. **Photoshop protip:** If you drag over a group of squares, the software will ask for two values. Input the lightest and darkest, and Photoshop will generate the values in between.

7. Once you're finished and feel satisfied with it, save it as a .png file. It should already be in that format, so just make sure you don't convert it. Post it in any server that lets you, including the Palette Gallery if you're happy with it.

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## Setting Up Your Files

1. Download Palmod:  
<http://zachd.com/mvc2/colors/palmod/releases/>  
Download the newest Beta and install that.  
(If you haven't updated Palmod in a while please update)

2. Download this EXE from this dropbox link  
<https://tinyurl.com/ywvers97>

Download the EXE and place it into the games directory. Once you have done that, double-click the exe and press "OK." This will extract everything into the folder for you.

### **DO NOT SKIP THIS**

If you find this guide a little too hard to follow, here's a handy video to follow.

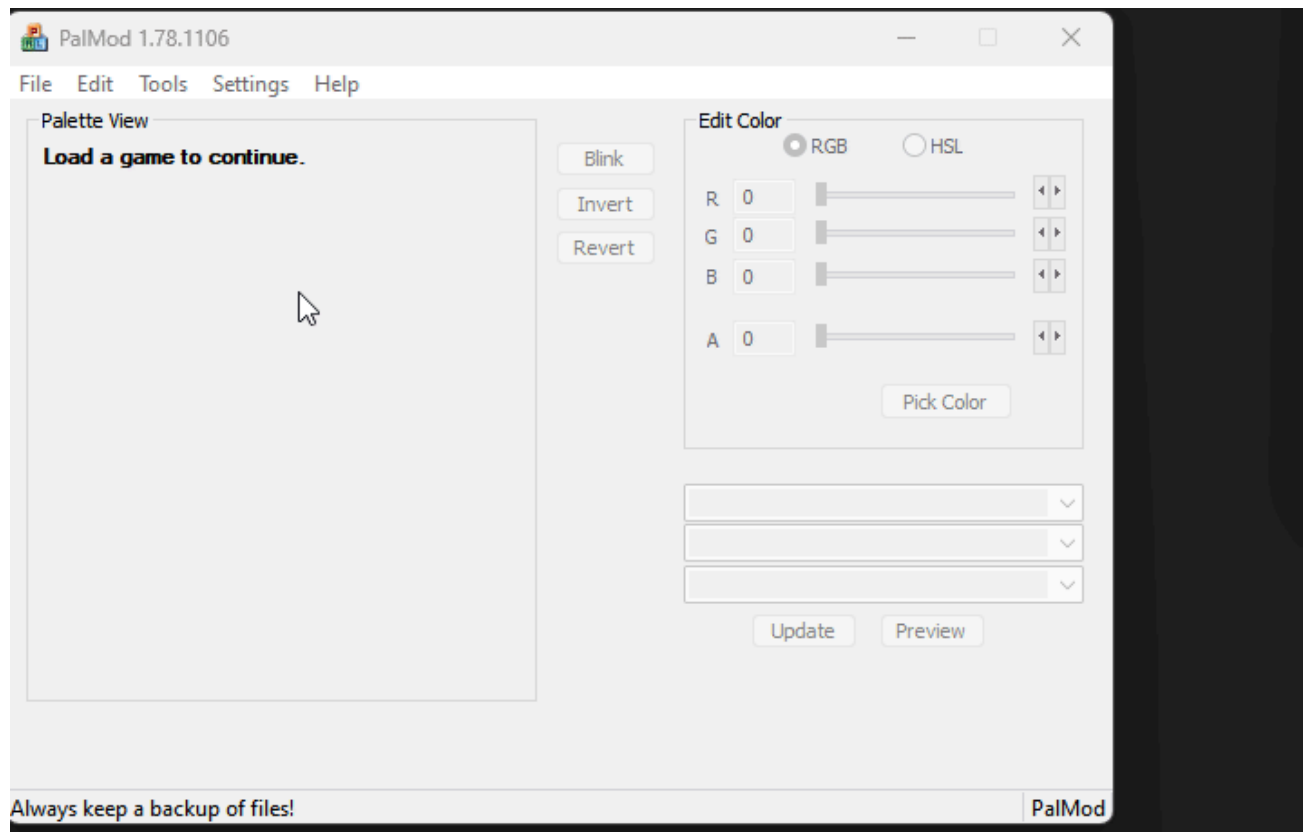
<https://youtu.be/6bbcptKeQ5Q>

1. You're ready to move on to putting your palettes into the game

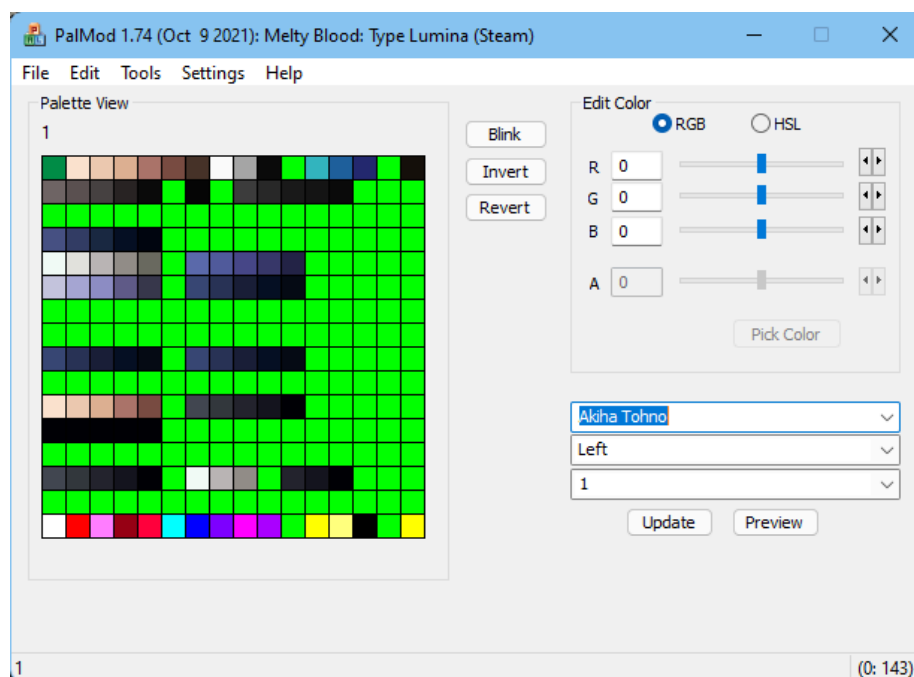
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## Adding a Palette

Open Palmod and click on.



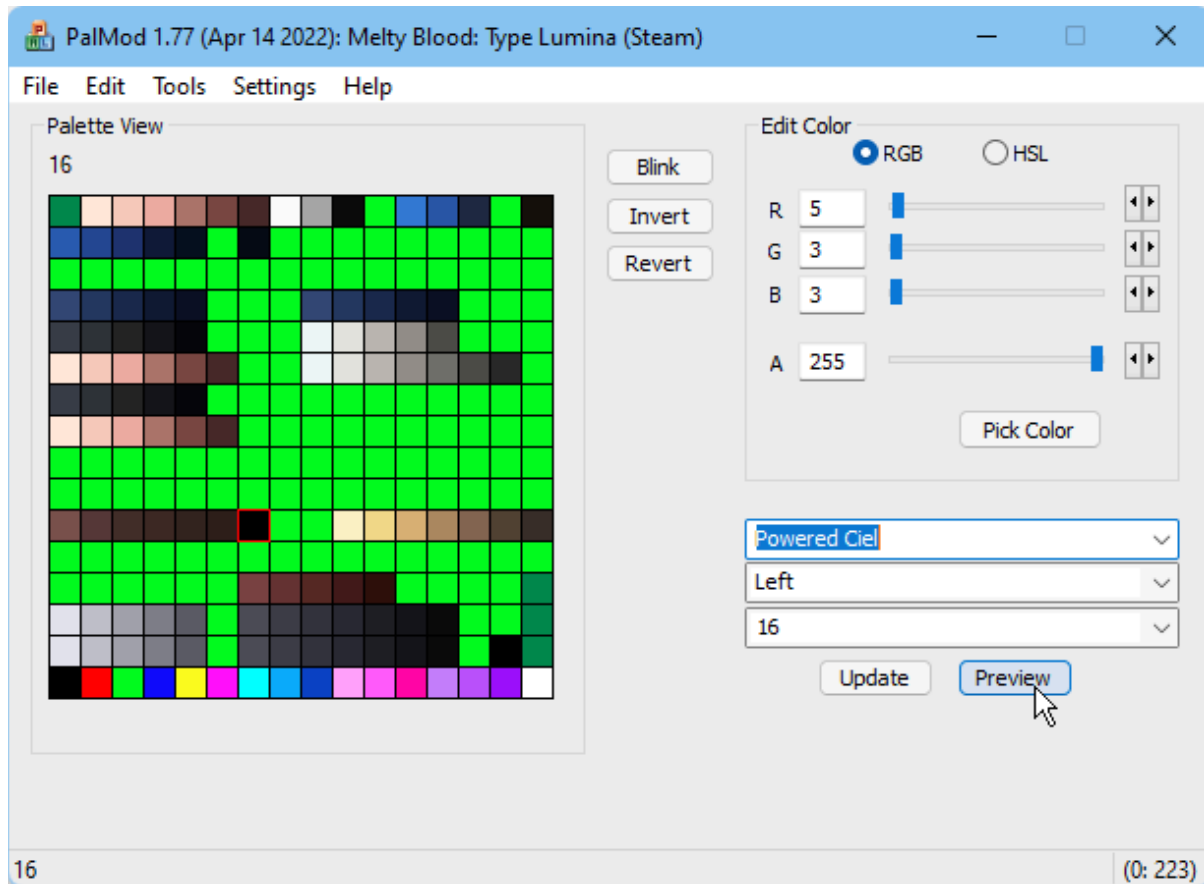
This will bring up a menu asking you to load the games directory once you have found the directory click open and it should open all the characters and it should look like something like this.



Open MBTL and find the number of the palette you want to replace or add. You can replace any palette you want



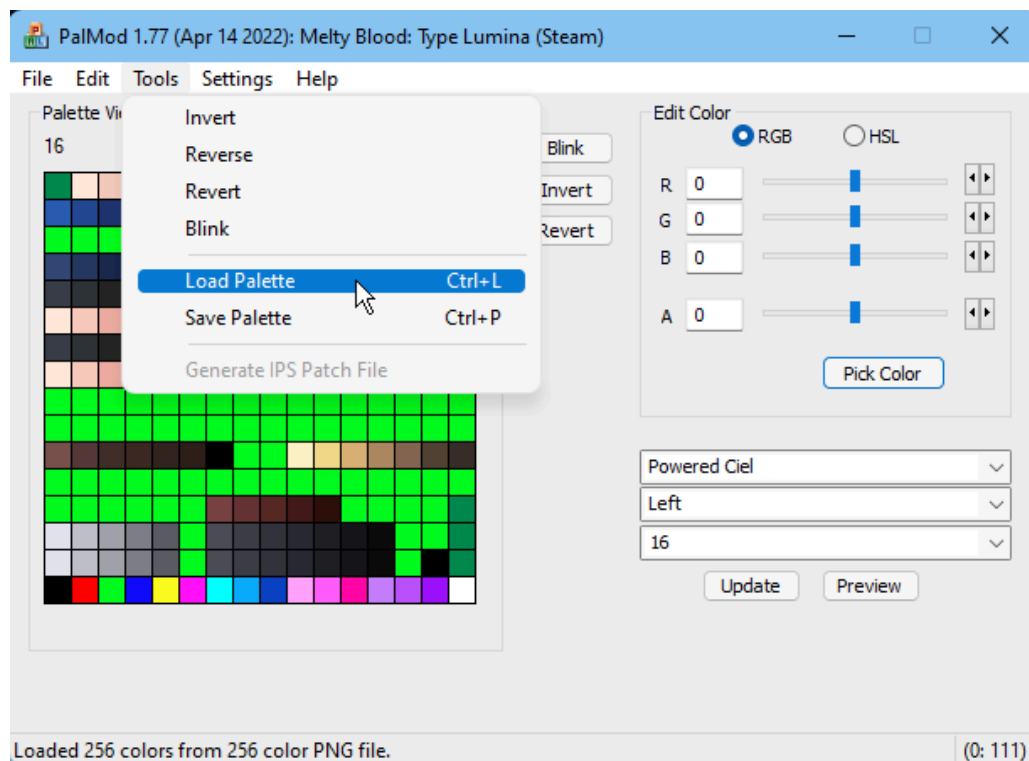
In Palmod go to the palette you want to change for example I will be changing Powered Ciel's 16th palette



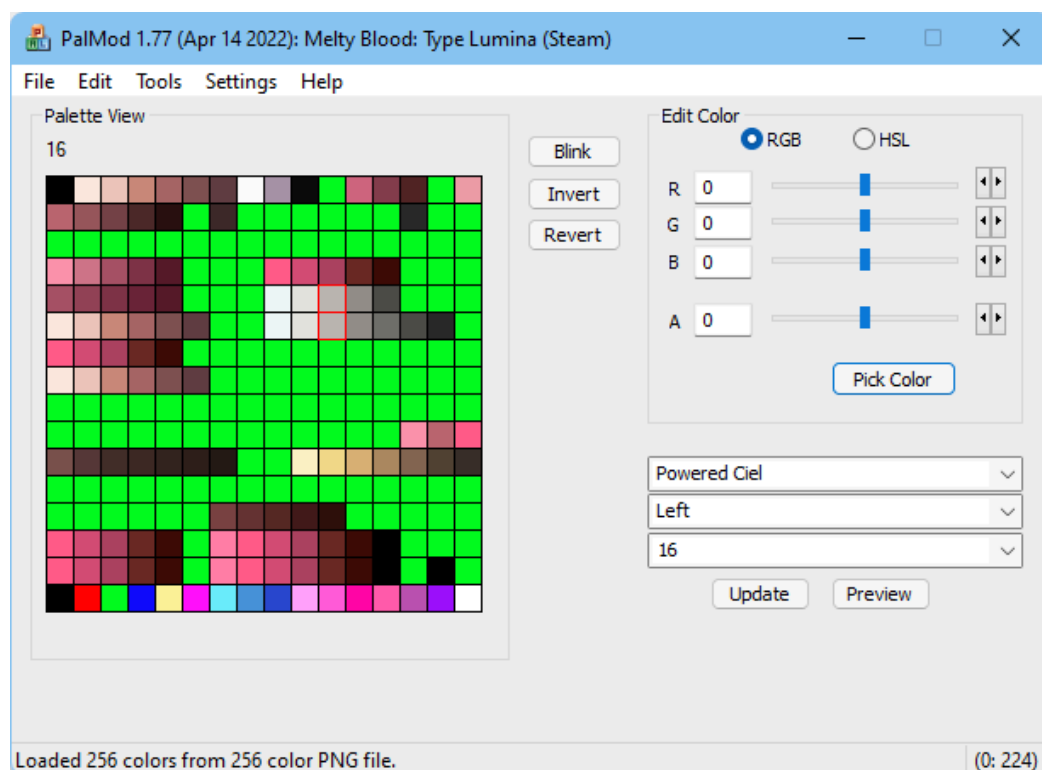
You can either make a palette in Palmod or import palettes via the tools menu. I'll be using LLENN Powered Ciel for this tutorial.

You can either drag and drop a palette onto palmod or click on





Once you've changed the palette you can either do "ctrl+s" or "File>Save"



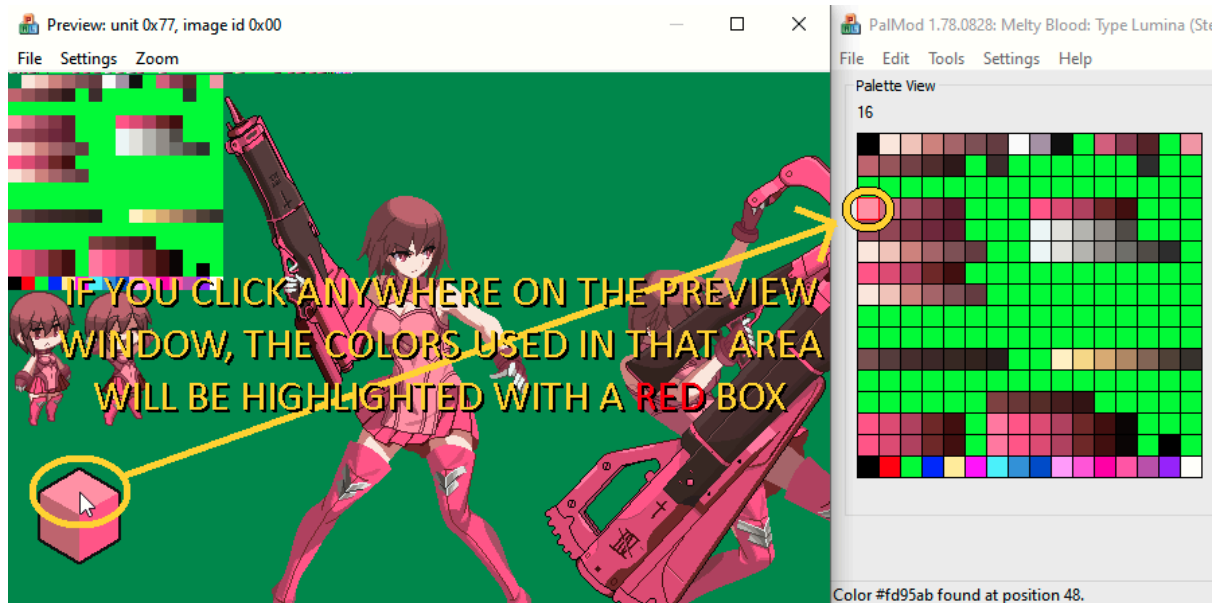
After saving please run the CopyCSeIPalToCharFolderMBTL.bat this will copy

the palettes for you into their in game folders.

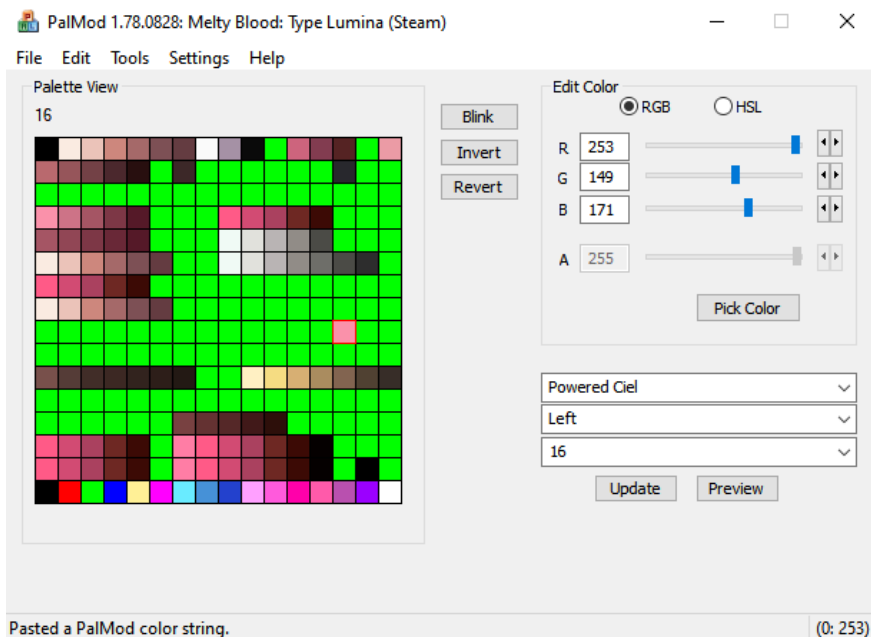
## Making/Editing the CharaColorBar

If you're only applying palettes and not creating them, you can skip to step 5.

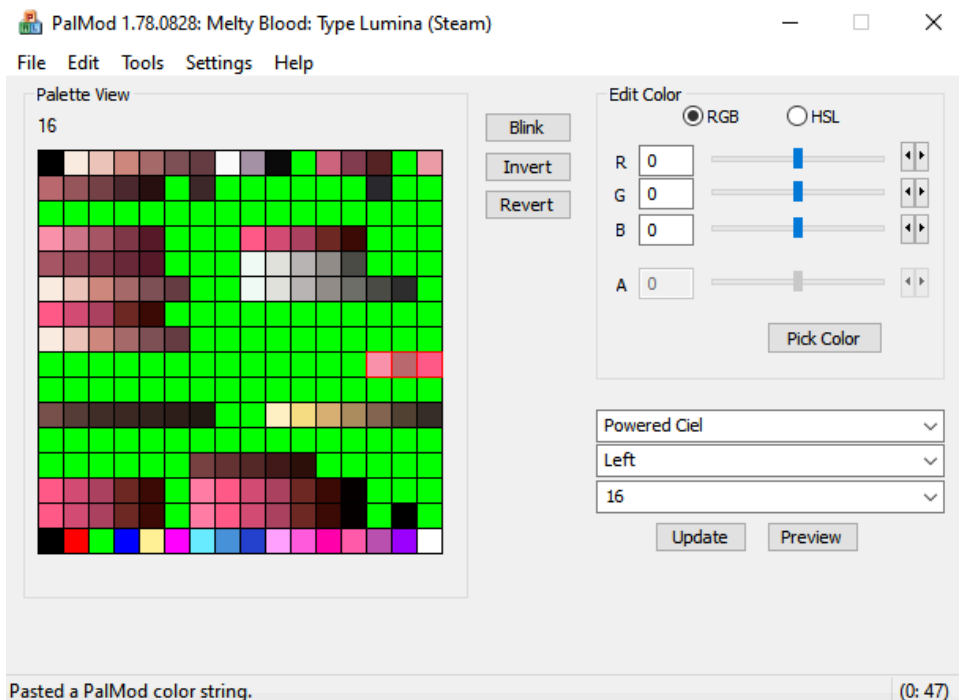
1. With the preview open in PalMod, you can click anywhere on the preview and on the colour table, the area(s) that contains the colour will be highlighted with a red box.



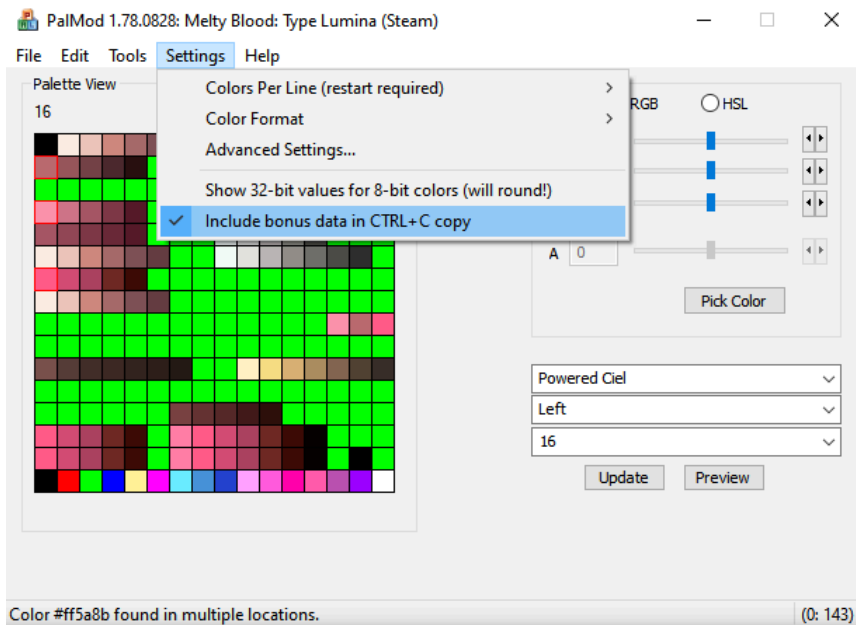
You can then CTRL+C those colours and place them somewhere else on the colour table.



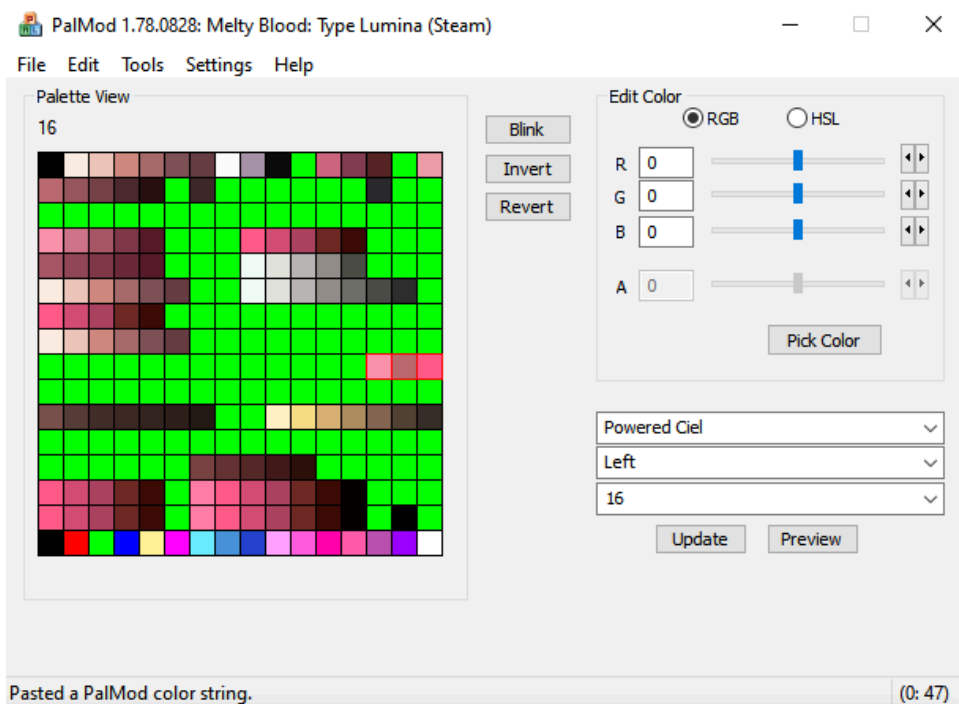
Repeat this step until you have gathered all three colours that are inside the cube. The order is: Top, Left, Right. With Roa, you'll see that he only has two colours inside his cube. This is normal, but for the third colour, you could use the first shade of his pants instead of following the cube completely.



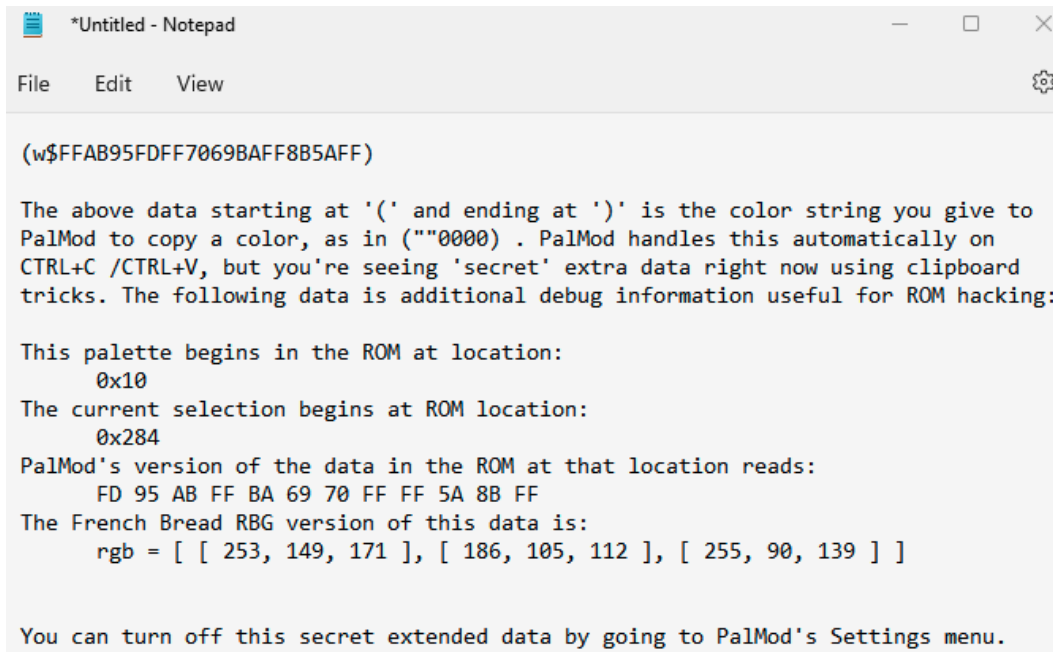
2. To obtain the RGB information, go into the Settings tab, and check Include bonus data in CTRL+C copy.



3. With bonus data turned on, highlight all three colours you would like to use for your colour bar, and hit CTRL+C.



4. Open up a tool like Notepad and CTRL+V the copied data. It should look like this if you did it properly.



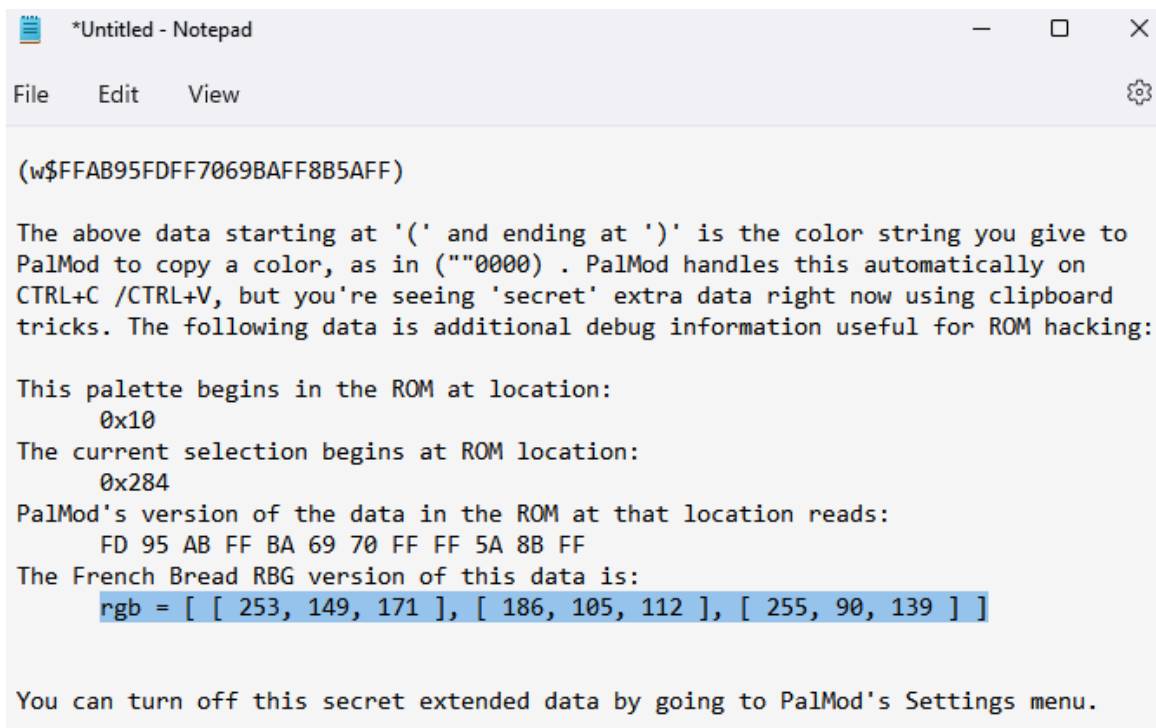
```
(w$FFAB95FDFF7069BAFF8B5AFF)

The above data starting at '(' and ending at ')' is the color string you give to
PalMod to copy a color, as in (""0000) . PalMod handles this automatically on
CTRL+C /CTRL+V, but you're seeing 'secret' extra data right now using clipboard
tricks. The following data is additional debug information useful for ROM hacking:

This palette begins in the ROM at location:
    0x10
The current selection begins at ROM location:
    0x284
PalMod's version of the data in the ROM at that location reads:
    FD 95 AB FF BA 69 70 FF FF 5A 8B FF
The French Bread RBG version of this data is:
    rgb = [ [ 253, 149, 171 ], [ 186, 105, 112 ], [ 255, 90, 139 ] ]

You can turn off this secret extended data by going to PalMod's Settings menu.
```

This may look like a lot, but the only part that's important is this section right here, so just copy all of the highlighted section:



```
(w$FFAB95FDFF7069BAFF8B5AFF)

The above data starting at '(' and ending at ')' is the color string you give to
PalMod to copy a color, as in (""0000) . PalMod handles this automatically on
CTRL+C /CTRL+V, but you're seeing 'secret' extra data right now using clipboard
tricks. The following data is additional debug information useful for ROM hacking:

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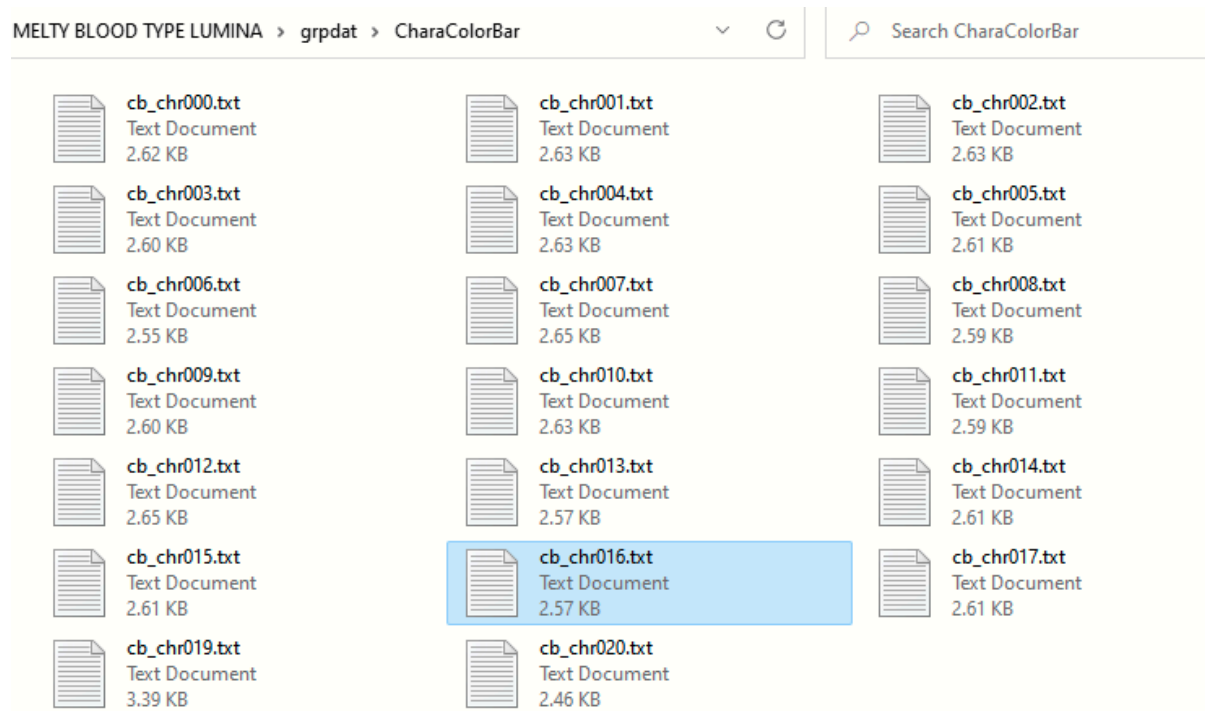
You can turn off this secret extended data by going to PalMod's Settings menu.
```

5. Open your MELTY BLOOD TYPE LUMINA game folder and go into your grpdatt/CharaColorBar folder, and open the .txt file with the ID that corresponds to the character who you're modding. Please refer to the list below for reference on which character corresponds to what ID:

- Arcueid (chr000)
- Hisui ( chr001)
- Akiha Tohno (chr002)

Shiki Tohno (chr003)  
Kohaku (chr004)  
Roa (chr005)  
Kouma Kishima (chr006)  
Hisui and Kohaku (chr007) //This is just a clone of Hisui (chr001)  
Noel (chr008)  
Vlov (chr009)  
Red Arcueid (chr010)  
Ciel (chr011)  
Saber (chr012)  
Miyako Arima (chr013)  
Dead Apostle Noel (chr014)  
Aoko Aozaki (chr015)  
Powered Ciel (chr016)  
Mario (chr017)  
Neco-Arc (chr019)  
Mash Kyrielight (chr020)  
Ushiwakamaru (chr021)  
The Count of Monte Cristo (chr022)

Since we're using Powered Ciel for this tutorial, her ID is "chr016".



6. In the .txt file, you'll see the numbers of every palette and the three RGB values used for the colour cube. Note that the numbers are the in-game number minus one. Since we're changing Powered Ciel's 16th colour, I'm going to look for the section prefixed: "{ // 15" name = "16"

cb\_chr016.txt - Notepad

File Edit Format View Help

```
,
{ // 14
  name = "15"
  rgb = [ [ 112,64,132 ], [ 184,56,112 ], [ 194,166,212 ] ],
}
,
{ // 15
  name = "16"
  rgb = [ [ 85,90,100 ], [ 252,240,176 ], [ 70,65,70 ] ],
}
,
{ // 16
  name = "17"
  rgb = [ [ 254,224,236 ], [ 202,230,97 ], [ 64,94,88 ] ],
}
,
{ // 17
  name = "18"
  rgb = [ [ 96,76,168 ], [ 252,195,96 ], [ 64,72,104 ] ],
}
```

7. Take the RGB data you copied from Step 4 and paste it over the RGB data.

\*cb\_chr016.txt - Notepad

File Edit Format View Help

```
,
{ // 14
  name = "15"
  rgb = [ [ 112,64,132 ], [ 184,56,112 ], [ 194,166,212 ] ],
}
,
{ // 15
  name = "16"
  rgb = [ [ 253, 149, 171 ], [ 186, 105, 112 ], [ 255, 90, 139 ] ],
}
,
{ // 16
  name = "17"
  rgb = [ [ 254,224,236 ], [ 202,230,97 ], [ 64,94,88 ] ],
}
,
{ // 17
  name = "18"
  rgb = [ [ 96,76,168 ], [ 252,195,96 ], [ 64,72,104 ] ],
}
```

8. Save the .txt file and load up Type Lumina. If you've done everything right, the RGB values will show up properly on the character select!

