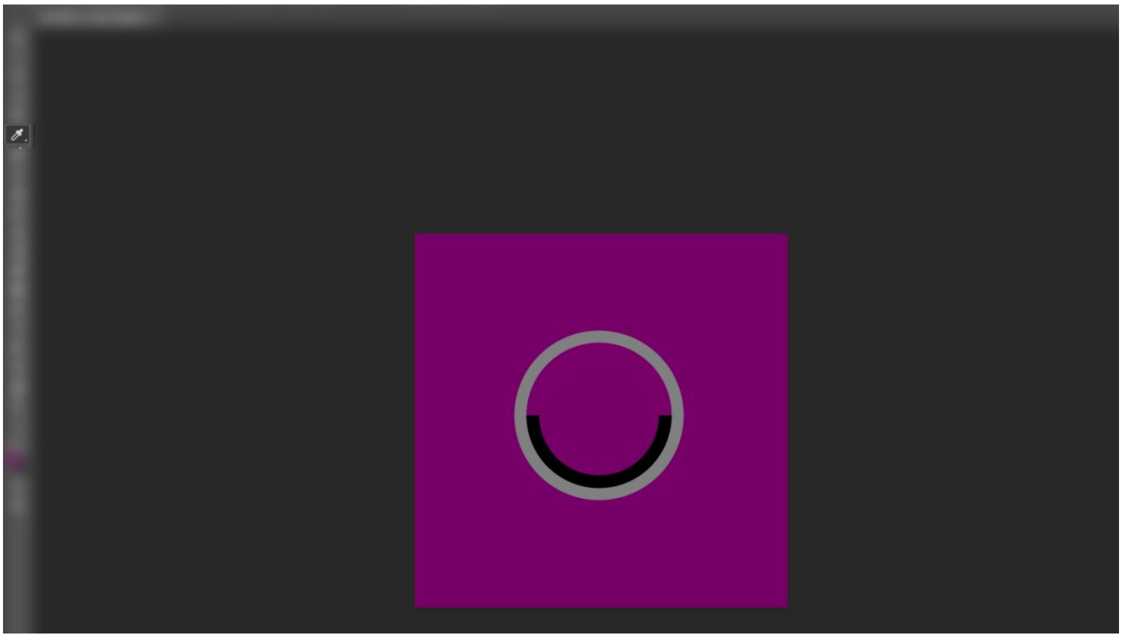
Hex editing colors

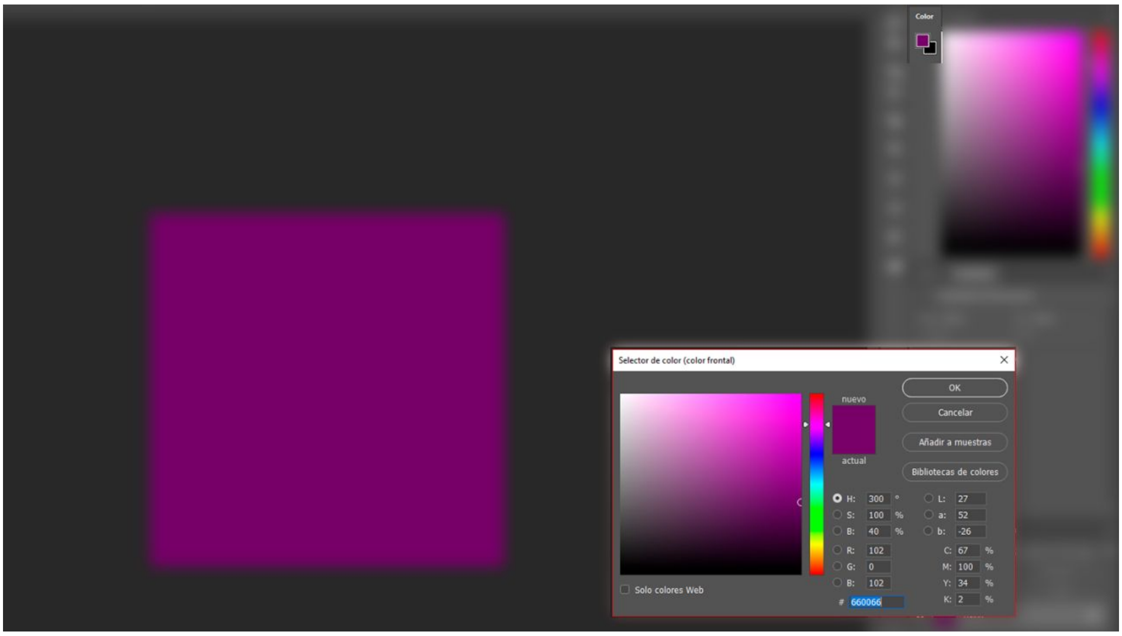
So, you've noticed that a lot of the in-game clothes and accessories have parts that aren't colorable, or maybe you want a specific color that the limited customization pallette can't give you, or maybe you even want to change the default colors on 1P or 2P outfits. Well, for any of that, we have hex editing!

First step - Choosing a color

Use this site to pick the color you want: https://www.w3schools.com/colors/colors_picker.asp

Use "Pick a color" to select a tone, and then copy the "Lighter / Darker" value on the right you want depending on your desired brightness. You can also use Photoshop to select a color, by using the Color Picker tool, opening the color window and copying the last value. For this tutorial, I'll use purple, so the value I copied is 660066.



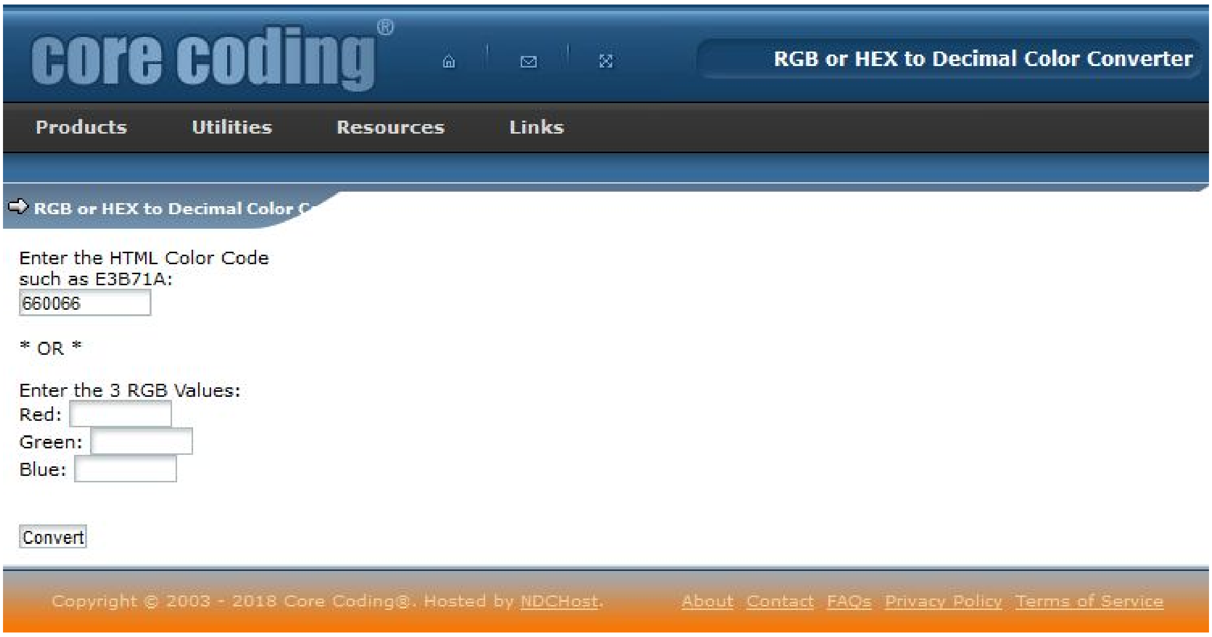


☐ Solo colores Web

● H: 300 °
○ S: 100 %
○ B: 40 %
○ R: 102
○ G: 0
○ B: 102
○ L: 27
○ a: 52
○ b: -26
C: 67 %
M: 100 %
Y: 34 %
K: 2 %
660066

Second step - Converting the value to RGB values

Now, paste your copied value to this site: http://corecoding.com/utilities/rgb-or-hex-to-float.php
It will give you three values; one for Red, one for Green, and one for Blue. For the purple, I got:
R: 0.4
G: 0
B: 0.4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Enter the HTML Color Code
such as E3B71A:
660066

* OR *

Enter the 3 RGB Values:
Red:
Green:
Blue:

Convert
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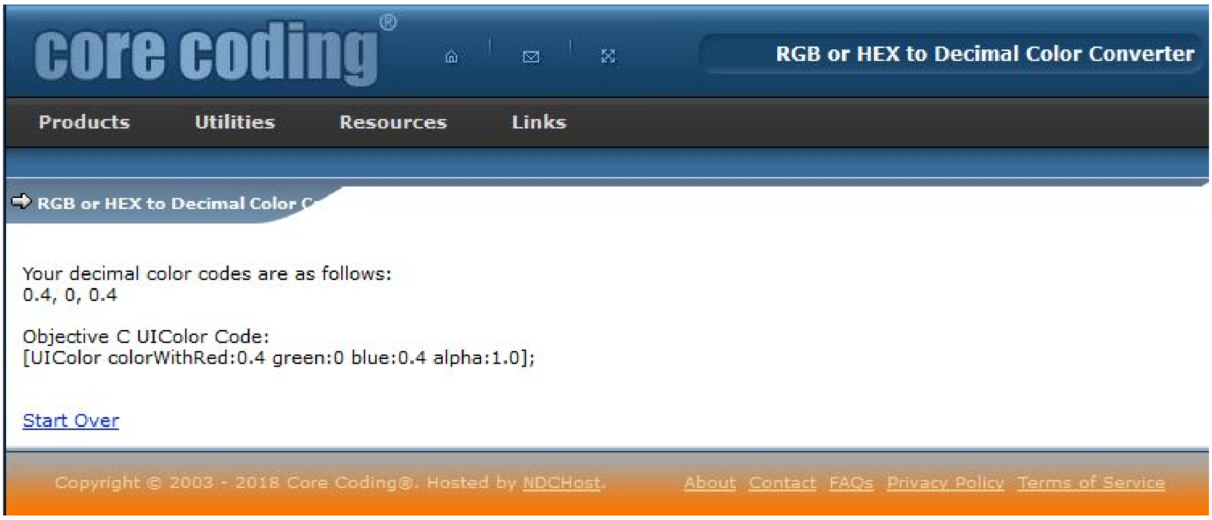
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Your decimal color codes are as follows:
0.4, 0, 0.4

Objective C UIColor Code:

```
[UIColor colorWithRed:0.4 green:0 blue:0.4 alpha:1.0];
```

Start Over
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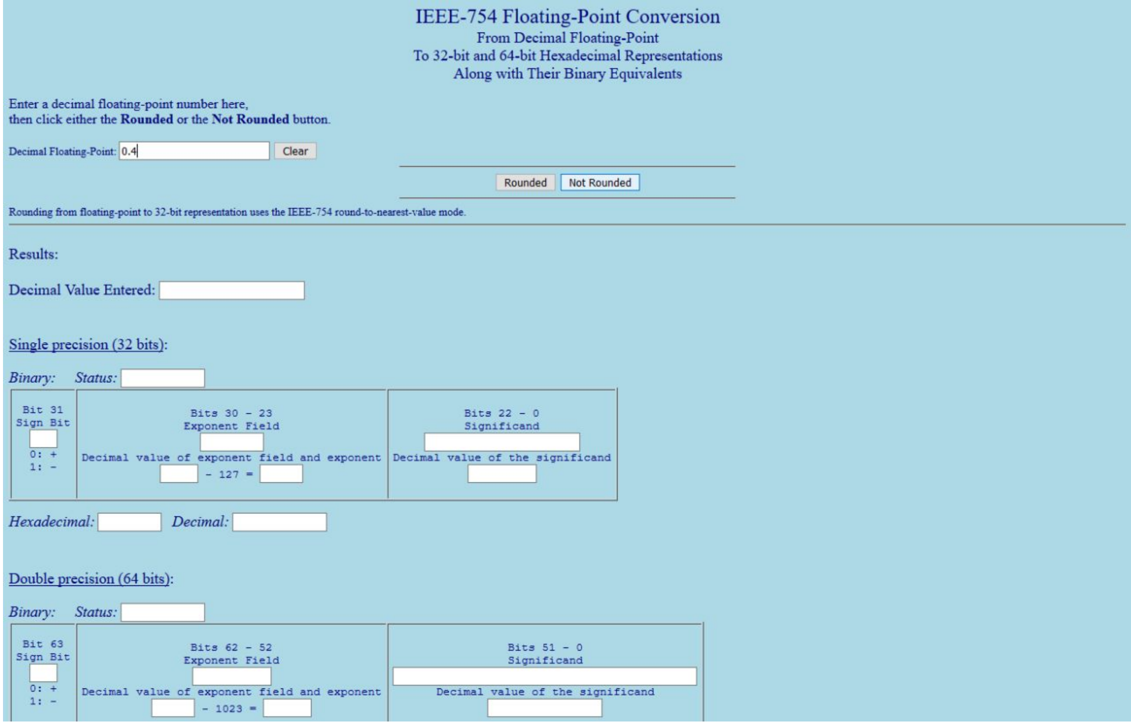
Third step - RGB values to hexadecimal

Now, head over to this site: https://babbage.cs.qc.cuny.edu/IEEE-754.old/Decimal.html
Copy only one of the RGB values at a time, and paste them on "Decimal Floating-Point", then click "Not Rounded" to generate the new values. Under Single precision (32 bits) you'll get a hexadecimal value. Do this with the three RGB values, and you'll get your *new* RGB values. For the purple, I got:
R: 3ECCCCCC
G: 00000000
B: 3ECCCCCC



IEEE-754 Floating-Point Conversion
From Decimal Floating-Point
To 32-bit and 64-bit Hexadecimal Representations
Along with Their Binary Equivalents

Enter a decimal floating-point number here,
then click either the **Rounded** or the **Not Rounded** button.

Decimal Floating-Point: 0.4

Rounding from floating-point to 32-bit representation uses the IEEE-754 round-to-nearest-value mode.

Results:

Decimal Value Entered:

Single precision (32 bits):

Binary: *Status:*

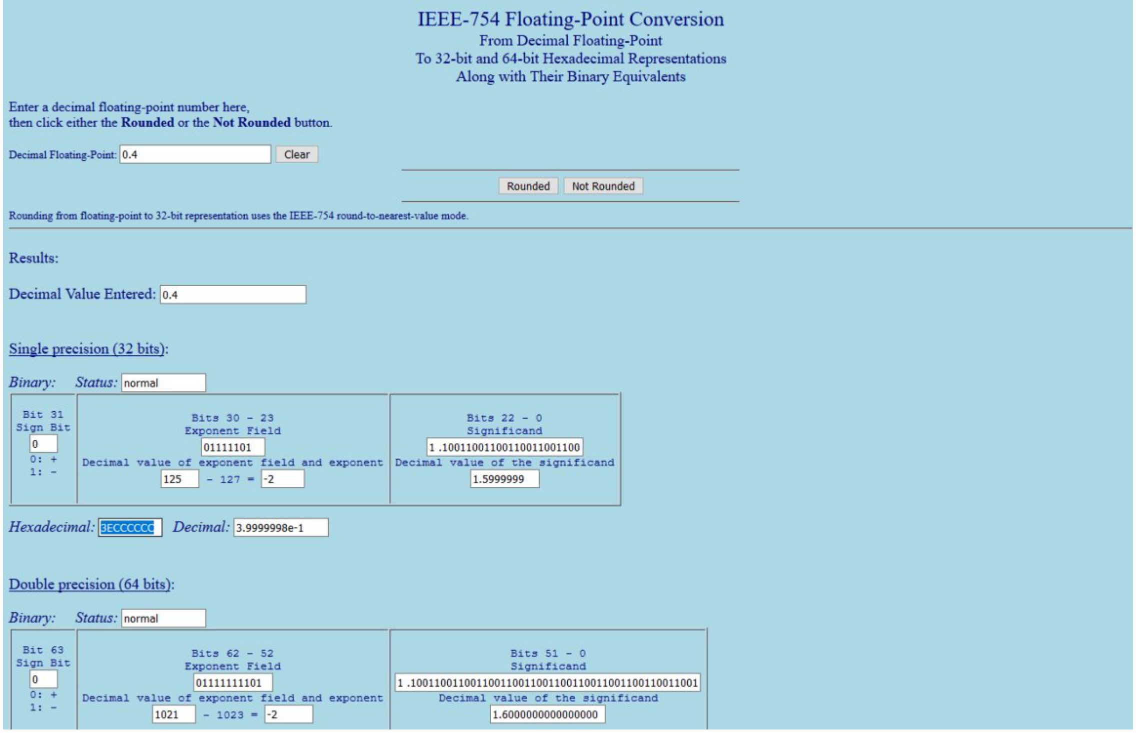
Bit 31 Sign Bit 0: + 1: -	Bits 30 - 23 Exponent Field Decimal value of exponent field and exponent - 127 =	Bits 22 - 0 Significand Decimal value of the significand

Hexadecimal: *Decimal:*

Double precision (64 bits):

Binary: *Status:*

Bit 63 Sign Bit 0: + 1: -	Bits 62 - 52 Exponent Field Decimal value of exponent field and exponent - 1023 =	Bits 51 - 0 Significand Decimal value of the significand



IEEE-754 Floating-Point Conversion
From Decimal Floating-Point
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Enter a decimal floating-point number here,
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Decimal Floating-Point: 0.4

Rounding from floating-point to 32-bit representation uses the IEEE-754 round-to-nearest-value mode.

Results:

Decimal Value Entered: 0.4

Single precision (32 bits):

Binary: *Status:* normal

Bit 31 Sign Bit 0 0: + 1: -	Bits 30 - 23 Exponent Field 01111101 Decimal value of exponent field and exponent 125 - 127 = -2	Bits 22 - 0 Significand 1 .10011001100110011001100 Decimal value of the significand 1.5999999

Hexadecimal: 3ECCCCCC *Decimal:* 3.9999998e-1

Double precision (64 bits):

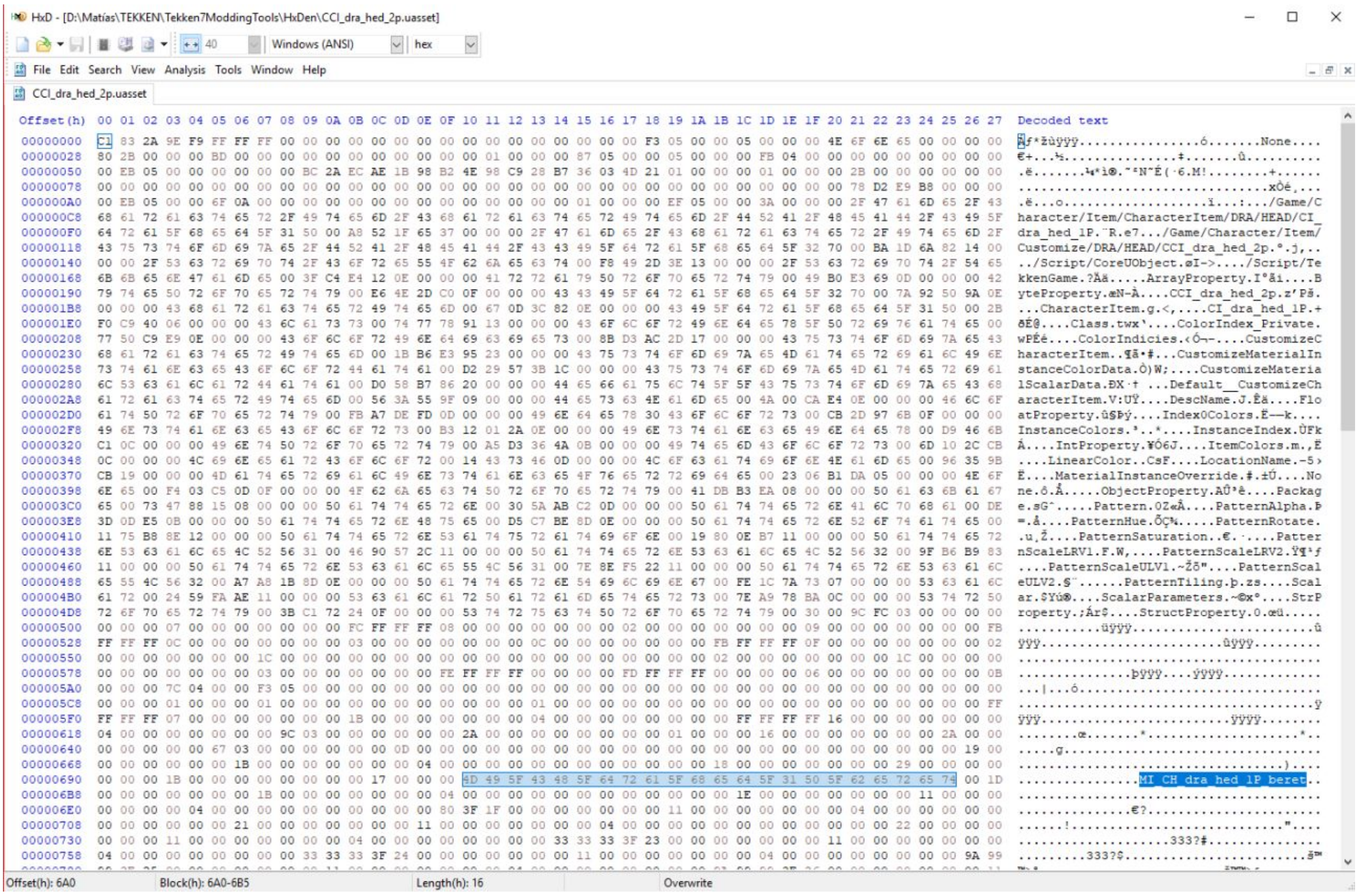
Binary: *Status:* normal

Bit 63 Sign Bit 0 0: + 1: -	Bits 62 - 52 Exponent Field 01111111101 Decimal value of exponent field and exponent 1021 - 1023 = -2	Bits 51 - 0 Significand 1 .1001100110011001100110011001100110011001100110011001 Decimal value of the significand 1.6000000000000000

Fourth step - Hex editing a file

I want to edit Dragunov's 2P beret color, so I'll head over to:
- TekkenGame\Content\Character\Item\Customize\DRA\HEAD -

I then copy the file I want to edit, which is "CCI_dra_hed_2p", and then open it on the hex editor (If you want to edit a 1P costume color, you need to edit the file that has "_cus" in it's name). Once in hex, we'll need to find a material to guide ourselves onto what to edit. For example, on the text I see "MI_CH_dra_hed_1P_beret", so I know that any values that I change, correspond to that material.



HxD - [D:\Matías\TEKKEN\Tekken7ModdingTools\HxDen\CCI_dra_hed_2p.uasset]

40 | Windows (ANSI) | hex

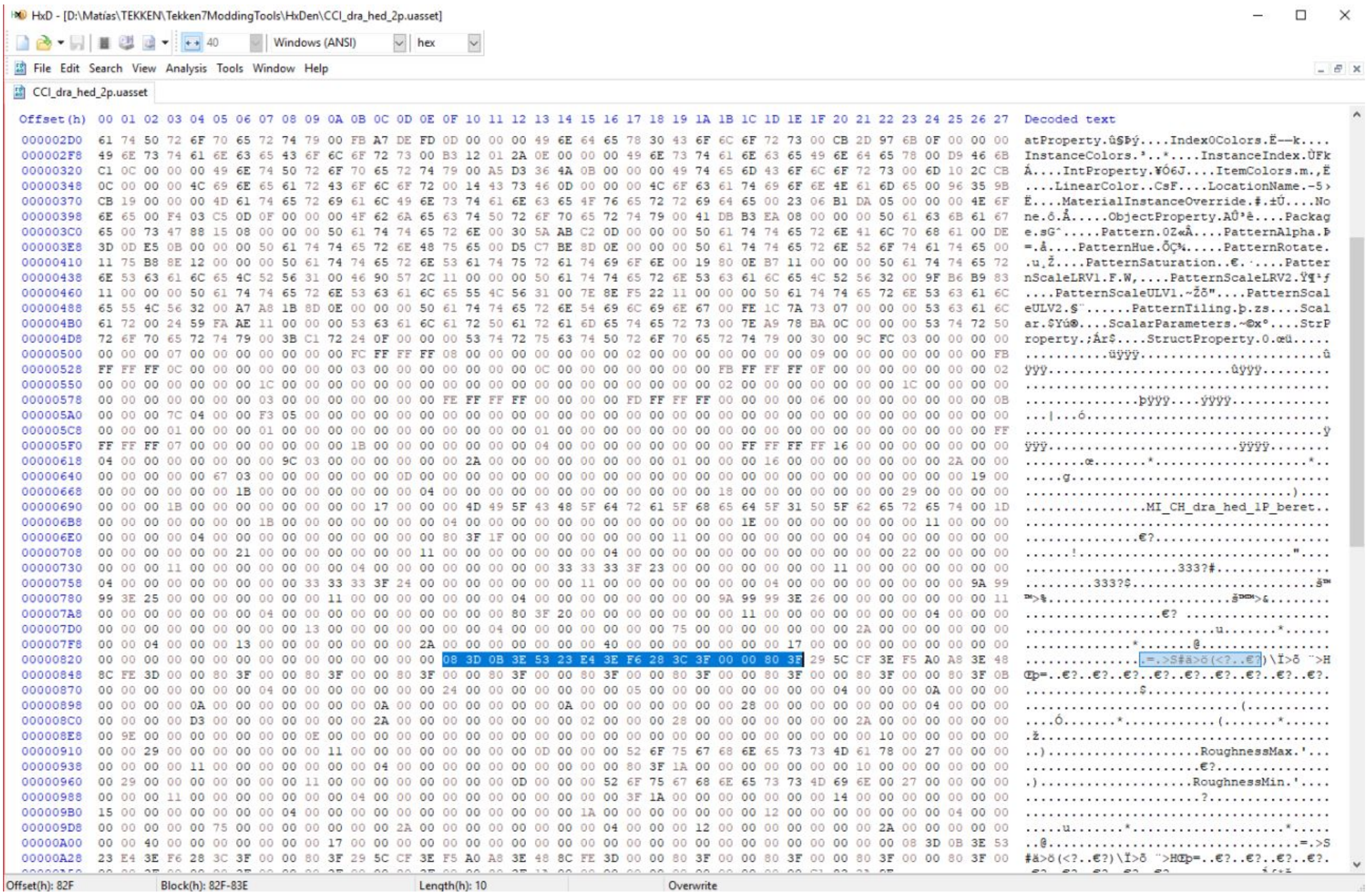
```
Offset(h) 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F 10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F 20 21 22 23 24 25 26 27  Decoded text
00000000  C1 83 2A 9E F9 FF FF FF 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 F3 05 00 00 05 00 00 00 4E 6F 6E 65 00 00 00 00  Áƒ*žùÿÿÿ................ó.......None....
00000028  80 2B 00 00 00 BD 00 00 00 00 00 00 00 00 00 00 00 01 00 00 00 87 05 00 00 05 00 00 00 FB 04 00 00 00 00 00 00 00 00 00  €+...½...............‡.......û..........
00000050  00 EB 05 00 00 00 00 00 BC 2A EC AE 1B 98 B2 4E 98 C9 28 B7 36 03 4D 21 01 00 00 00 01 00 00 00 2B 00 00 00 00 00 00 00  .ë......¼*ì®.˜²N˜É(·6.M!........+.......
00000078  00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 78 D2 E9 B8 00 00 00  .................................xÒé¸...
000000A0  00 EB 05 00 00 6F 0A 00 00 00 00 00 00 00 00 00 00 00 00 00 00 01 00 00 00 EF 05 00 00 3A 00 00 00 2F 47 61 6D 65 2F 43  .ë...o...................ï...:.../Game/C
000000C8  68 61 72 61 63 74 65 72 2F 49 74 65 6D 2F 43 68 61 72 61 63 74 65 72 49 74 65 6D 2F 44 52 41 2F 48 45 41 44 2F 43 49 5F  haracter/Item/CharacterItem/DRA/HEAD/CI_
000000F0  64 72 61 5F 68 65 64 5F 31 50 00 A8 52 1F 65 37 00 00 00 2F 47 61 6D 65 2F 43 68 61 72 61 63 74 65 72 2F 49 74 65 6D 2F  dra_hed_1P.¨R.e7.../Game/Character/Item/
00000118  43 75 73 74 6F 6D 69 7A 65 2F 44 52 41 2F 48 45 41 44 2F 43 43 49 5F 64 72 61 5F 68 65 64 5F 32 70 00 BA 1D 6A 82 14 00  Customize/DRA/HEAD/CCI_dra_hed_2p.º.j‚..
00000140  00 00 2F 53 63 72 69 70 74 2F 43 6F 72 65 55 4F 62 6A 65 63 74 00 F8 49 2D 3E 13 00 00 00 2F 53 63 72 69 70 74 2F 54 65  ../Script/CoreUObject.øI->..../Script/Te
00000168  6B 6B 65 6E 47 61 6D 65 00 3F C4 E4 12 0E 00 00 00 41 72 72 61 79 50 72 6F 70 65 72 74 79 00 49 B0 E3 69 0D 00 00 00 42  kkenGame.?Ää.....ArrayProperty.I°ãi....B
00000190  79 74 65 50 72 6F 70 65 72 74 79 00 E6 4E 2D C0 0F 00 00 00 43 43 49 5F 64 72 61 5F 68 65 64 5F 32 70 00 7A 92 50 9A 0E  yteProperty.æN-À....CCI_dra_hed_2p.z’Pš.
000001B8  00 00 00 43 68 61 72 61 63 74 65 72 49 74 65 6D 00 67 0D 3C 82 0E 00 00 00 43 49 5F 64 72 61 5F 68 65 64 5F 31 50 00 2B  ...CharacterItem.g.<‚....CI_dra_hed_1P.+
000001E0  F0 C9 40 06 00 00 00 43 6C 61 73 73 00 74 77 78 91 13 00 00 00 43 6F 6C 6F 72 49 6E 64 65 78 5F 50 72 69 76 61 74 65 00  ðÉ@....Class.twx‘....ColorIndex_Private.
00000208  77 50 C9 E9 0E 00 00 00 43 6F 6C 6F 72 49 6E 64 69 63 69 65 73 00 8B D3 AC 2D 17 00 00 00 43 75 73 74 6F 6D 69 7A 65 43  wPÉé....ColorIndicies.‹Ó¬-....CustomizeC
00000230  68 61 72 61 63 74 65 72 49 74 65 6D 00 1B B6 E3 95 23 00 00 00 43 75 73 74 6F 6D 69 7A 65 4D 61 74 65 72 69 61 6C 49 6E  haracterItem..¶ã•#...CustomizeMaterialIn
00000258  73 74 61 6E 63 65 43 6F 6C 6F 72 44 61 74 61 00 D2 29 57 3B 1C 00 00 00 43 75 73 74 6F 6D 69 7A 65 4D 61 74 65 72 69 61  stanceColorData.Ò)W;....CustomizeMateria
00000280  6C 53 63 61 6C 61 72 44 61 74 61 00 D0 58 B7 86 20 00 00 00 44 65 66 61 75 6C 74 5F 5F 43 75 73 74 6F 6D 69 7A 65 43 68  lScalarData.ÐX·† ...Default__CustomizeCh
000002A8  61 72 61 63 74 65 72 49 74 65 6D 00 56 3A 55 9F 09 00 00 00 44 65 73 63 4E 61 6D 65 00 4A 00 CA E4 0E 00 00 00 46 6C 6F  aracterItem.V:UŸ....DescName.J.Êä....Flo
000002D0  61 74 50 72 6F 70 65 72 74 79 00 FB A7 DE FD 0D 00 00 00 49 6E 64 65 78 30 43 6F 6C 6F 72 73 00 CB 2D 97 6B 0F 00 00 00  atProperty.û§Þý....Index0Colors.Ë-—k....
000002F8  49 6E 73 74 61 6E 63 65 43 6F 6C 6F 72 73 00 B3 12 01 2A 0E 00 00 00 49 6E 73 74 61 6E 63 65 49 6E 64 65 78 00 D9 46 6B  InstanceColors.³..*....InstanceIndex.ÙFk
00000320  C1 0C 00 00 00 49 6E 74 50 72 6F 70 65 72 74 79 00 A5 D3 36 4A 0B 00 00 00 49 74 65 6D 43 6F 6C 6F 72 73 00 6D 10 2C CB  Á....IntProperty.¥Ó6J....ItemColors.m.,Ë
00000348  0C 00 00 00 4C 69 6E 65 61 72 43 6F 6C 6F 72 00 14 43 73 46 0D 00 00 00 4C 6F 63 61 74 69 6F 6E 4E 61 6D 65 00 96 35 9B  ....LinearColor..CsF....LocationName.–5›
00000370  CB 19 00 00 00 4D 61 74 65 72 69 61 6C 49 6E 73 74 61 6E 63 65 4F 76 65 72 72 69 64 65 00 23 06 B1 DA 05 00 00 00 4E 6F  Ë....MaterialInstanceOverride.#.±Ú....No
00000398  6E 65 00 F4 03 C5 0D 0F 00 00 00 4F 62 6A 65 63 74 50 72 6F 70 65 72 74 79 00 41 DB B3 EA 08 00 00 00 50 61 63 6B 61 67  ne.ô.Å.....ObjectProperty.AÛ³ê....Packag
000003C0  65 00 73 47 88 15 08 00 00 00 50 61 74 74 65 72 6E 00 30 5A AB C2 0D 00 00 00 50 61 74 74 65 72 6E 41 6C 70 68 61 00 DE  e.sGˆ.....Pattern.0Z«Â....PatternAlpha.Þ
000003E8  3D 0D E5 0B 00 00 00 50 61 74 74 65 72 6E 48 75 65 00 D5 C7 BE 8D 0E 00 00 00 50 61 74 74 65 72 6E 52 6F 74 61 74 65 00  =.å....PatternHue.ÕÇ¾.....PatternRotate.
00000410  11 75 B8 8E 12 00 00 00 50 61 74 74 65 72 6E 53 61 74 75 72 61 74 69 6F 6E 00 19 80 0E B7 11 00 00 00 50 61 74 74 65 72  .u¸Ž....PatternSaturation..€.·....Patter
00000438  6E 53 63 61 6C 65 4C 52 56 31 00 46 90 57 2C 11 00 00 00 50 61 74 74 65 72 6E 53 63 61 6C 65 4C 52 56 32 00 9F B6 B9 83  nScaleLRV1.F.W,....PatternScaleLRV2.Ÿ¶¹ƒ
00000460  11 00 00 00 50 61 74 74 65 72 6E 53 63 61 6C 65 55 4C 56 31 00 7E 8E F5 22 11 00 00 00 50 61 74 74 65 72 6E 53 63 61 6C  ....PatternScaleULV1.~Žõ"....PatternScal
00000488  65 55 4C 56 32 00 A7 A8 1B 8D 0E 00 00 00 50 61 74 74 65 72 6E 54 69 6C 69 6E 67 00 FE 1C 7A 73 07 00 00 00 53 63 61 6C  eULV2.§¨......PatternTiling.þ.zs....Scal
000004B0  61 72 00 24 59 FA AE 11 00 00 00 53 63 61 6C 61 72 50 61 72 61 6D 65 74 65 72 73 00 7E A9 78 BA 0C 00 00 00 53 74 72 50  ar.$Yú®....ScalarParameters.~©xº....StrP
000004D8  72 6F 70 65 72 74 79 00 3B C1 72 24 0F 00 00 00 53 74 72 75 63 74 50 72 6F 70 65 72 74 79 00 30 00 9C FC 03 00 00 00 00  roperty.;Ár$....StructProperty.0.œü.....
00000500  00 00 00 07 00 00 00 00 00 00 00 FC FF FF FF 08 00 00 00 00 00 00 00 02 00 00 00 00 00 00 00 09 00 00 00 00 00 00 00 FB  ...........üÿÿÿ........................û
00000528  FF FF FF 0C 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00 0C 00 00 00 00 00 00 00 FB FF FF FF 0F 00 00 00 00 00 00 00 02  ÿÿÿ........................ûÿÿÿ.........
00000550  00 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 02 00 00 00 00 00 00 00 1C 00 00 00 00  ........................................
00000578  00 00 00 00 00 00 00 03 00 00 00 00 00 00 00 FE FF FF FF 00 00 00 00 FD FF FF FF 00 00 00 00 06 00 00 00 00 00 00 00 0B  ...............þÿÿÿ....ýÿÿÿ.............
000005A0  00 00 00 7C 04 00 00 F3 05 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  ...|...ó................................
000005C8  00 00 00 01 00 00 00 01 00 00 00 00 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 FF  .......................................ÿ
000005F0  FF FF FF 07 00 00 00 00 00 00 00 1B 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 FF FF FF FF 16 00 00 00 00 00 00 00  ÿÿÿ.........................ÿÿÿÿ........
00000618  04 00 00 00 00 00 00 00 9C 03 00 00 00 00 00 00 2A 00 00 00 00 00 00 00 01 00 00 00 16 00 00 00 00 00 00 00 2A 00 00 00  ........œ.......*...................*...
00000640  00 00 00 00 00 67 03 00 00 00 00 00 00 0D 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 19 00  .....g..................................
00000668  00 00 00 00 00 00 1B 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 00 00 18 00 00 00 00 00 00 00 29 00 00 00 00  ...................................)....
00000690  00 00 00 1B 00 00 00 00 00 00 00 00 17 00 00 00 4D 49 5F 43 48 5F 64 72 61 5F 68 65 64 5F 31 50 5F 62 65 72 65 74 00 1D  ................MI_CH_dra_hed_1P_beret..
000006B8  00 00 00 00 00 00 00 1B 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 00 00 1E 00 00 00 00 00 00 00 11 00 00 00  ........................................
000006E0  00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 80 3F 1F 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00 04 00 00 00 00 00 00  ...............€?.......................
00000708  00 00 00 00 00 00 21 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 00 00 22 00 00 00 00  ......!............................"....
00000730  00 00 00 11 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 33 33 33 3F 23 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00  ....................333?#...............
00000758  04 00 00 00 00 00 00 00 00 33 33 33 3F 24 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 9A 99  .........333?$........................š™
```

Offset(h): 6A0 | Block(h): 6A0-6B5 | Length(h): 16 | Overwrite

A few rows under the material, you'll notice strings with 16 values that end in 00 00 80 3F (HxD will indicate that they have a length value of 10 at the bottom sidebar). These are the values that you want to change.

So what you need to do here, is replace the first 12 values with your hexadecimal RGB values from the last step, but there's a trick to it. For example, the R value I got is 3E CC CC CC, but I need to input it as CC CC CC 3E; so backwards, but not mirrored.

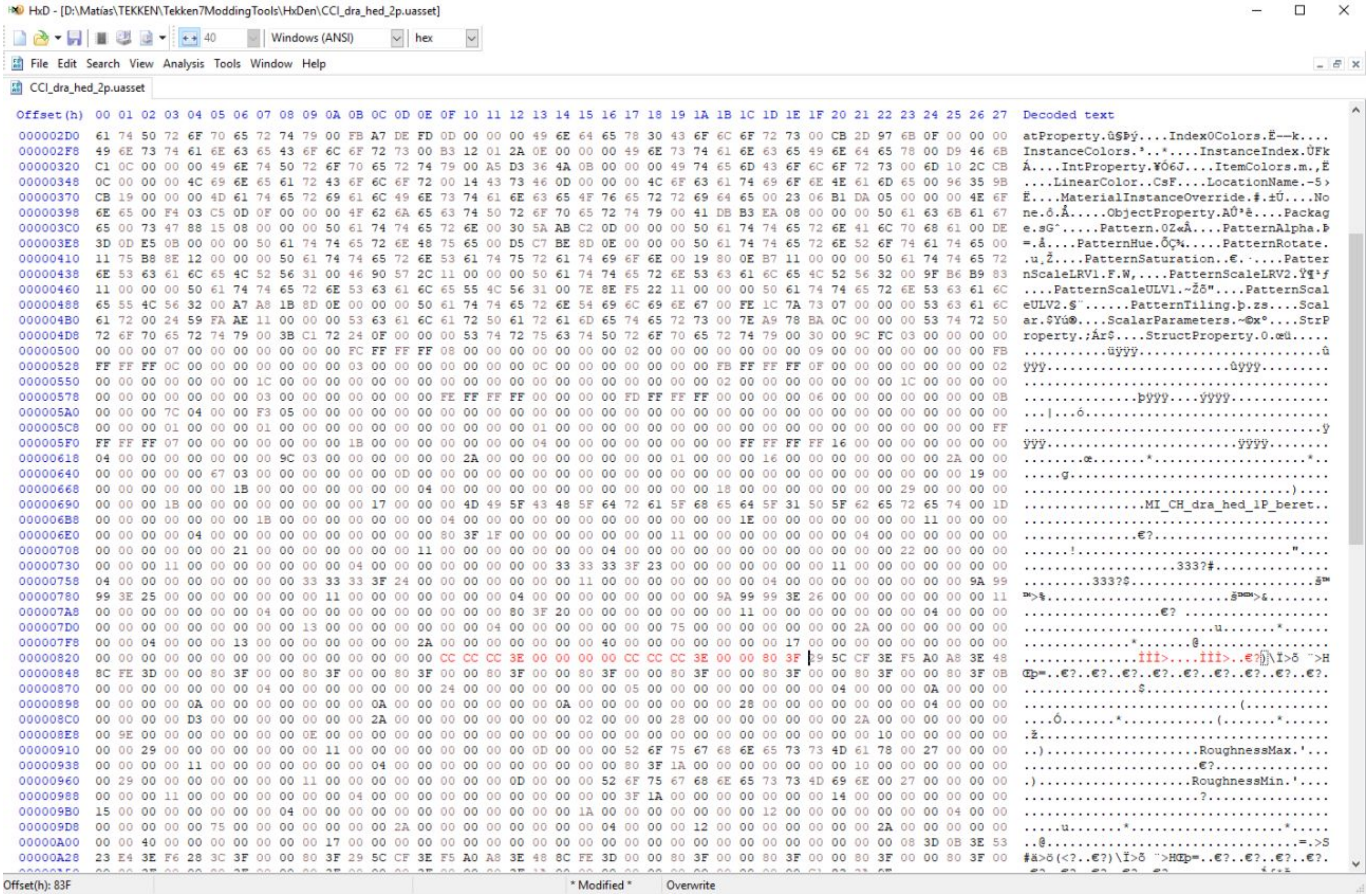
So the original 08 3D 0B 3E 53 23 E4 3E F6 28 3C 3F 00 00 80 3F value, ends up as CC CC CC 3E 00 00 00 00 CC CC CC 3E 00 00 80 3F.


HxD - [D:\Matías\TEKKEN\Tekken7ModdingTools\HxDen\CCI_dra_hed_2p.uasset]
40
Windows (ANSI)
hex
File Edit Search View Analysis Tools Window Help
CCI_dra_hed_2p.uasset

```
Offset(h) 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F 10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F 20 21 22 23 24 25 26 27  Decoded text

000002D0  61 74 50 72 6F 70 65 72 74 79 00 FB A7 DE FD 0D 00 00 00 49 6E 64 65 78 30 43 6F 6C 6F 72 73 00 CB 2D 97 6B 0F 00 00 00  atProperty.û§Þý....Index0Colors.Ë-—k....
000002F8  49 6E 73 74 61 6E 63 65 43 6F 6C 6F 72 73 00 B3 12 01 2A 0E 00 00 00 49 6E 73 74 61 6E 63 65 49 6E 64 65 78 00 D9 46 6B  InstanceColors.³..*....InstanceIndex.ÙFk
00000320  C1 0C 00 00 00 49 6E 74 50 72 6F 70 65 72 74 79 00 A5 D3 36 4A 0B 00 00 00 49 74 65 6D 43 6F 6C 6F 72 73 00 6D 10 2C CB  Á....IntProperty.¥Ó6J....ItemColors.m.,Ë
00000348  0C 00 00 00 4C 69 6E 65 61 72 43 6F 6C 6F 72 00 14 43 73 46 0D 00 00 00 4C 6F 63 61 74 69 6F 6E 4E 61 6D 65 00 96 35 9B  ....LinearColor..CsF....LocationName.–5›
00000370  CB 19 00 00 00 4D 61 74 65 72 69 61 6C 49 6E 73 74 61 6E 63 65 4F 76 65 72 72 69 64 65 00 23 06 B1 DA 05 00 00 00 4E 6F  Ë....MaterialInstanceOverride.#.±Ú....No
00000398  6E 65 00 F4 03 C5 0D 0F 00 00 00 4F 62 6A 65 63 74 50 72 6F 70 65 72 74 79 00 41 DB B3 EA 08 00 00 00 50 61 63 6B 61 67  ne.ô.Å.....ObjectProperty.AÛ³ê....Packag
000003C0  65 00 73 47 88 15 08 00 00 00 50 61 74 74 65 72 6E 00 30 5A AB C2 0D 00 00 00 50 61 74 74 65 72 6E 41 6C 70 68 61 00 DE  e.sGˆ.....Pattern.0Z«Â....PatternAlpha.Þ
000003E8  3D 0D E5 0B 00 00 00 50 61 74 74 65 72 6E 48 75 65 00 D5 C7 BE 8D 0E 00 00 00 50 61 74 74 65 72 6E 52 6F 74 61 74 65 00  =.å....PatternHue.ÕÇ¾.....PatternRotate.
00000410  11 75 B8 8E 12 00 00 00 50 61 74 74 65 72 6E 53 61 74 75 72 61 74 69 6F 6E 00 19 80 0E B7 11 00 00 00 50 61 74 74 65 72  .u¸Ž....PatternSaturation..€.·....Patter
00000438  6E 53 63 61 6C 65 4C 52 56 31 00 46 90 57 2C 11 00 00 00 50 61 74 74 65 72 6E 53 63 61 6C 65 4C 52 56 32 00 9F B6 B9 83  nScaleLRV1.F.W,....PatternScaleLRV2.Ÿ¶¹ƒ
00000460  11 00 00 00 50 61 74 74 65 72 6E 53 63 61 6C 65 55 4C 56 31 00 7E 8E F5 22 11 00 00 00 50 61 74 74 65 72 6E 53 63 61 6C  ....PatternScaleULV1.~Žõ"....PatternScal
00000488  65 55 4C 56 32 00 A7 A8 1B 8D 0E 00 00 00 50 61 74 74 65 72 6E 54 69 6C 69 6E 67 00 FE 1C 7A 73 07 00 00 00 53 63 61 6C  eULV2.§¨......PatternTiling.þ.zs....Scal
000004B0  61 72 00 24 59 FA AE 11 00 00 00 53 63 61 6C 61 72 50 61 72 61 6D 65 74 65 72 73 00 7E A9 78 BA 0C 00 00 00 53 74 72 50  ar.$Yú®....ScalarParameters.~©xº....StrP
000004D8  72 6F 70 65 72 74 79 00 3B C1 72 24 0F 00 00 00 53 74 72 75 63 74 50 72 6F 70 65 72 74 79 00 30 00 9C FC 03 00 00 00 00  roperty.;Ár$....StructProperty.0.œü.....
00000500  00 00 00 07 00 00 00 00 00 00 00 FC FF FF FF 08 00 00 00 00 00 00 00 02 00 00 00 00 00 00 00 09 00 00 00 00 00 00 00 FB  ...........üÿÿÿ........................û
00000528  FF FF FF 0C 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00 0C 00 00 00 00 00 00 00 FB FF FF FF 0F 00 00 00 00 00 00 00 02  ÿÿÿ........................ûÿÿÿ.........
00000550  00 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 02 00 00 00 00 00 00 00 1C 00 00 00 00 00  ........................................
00000578  00 00 00 00 00 00 00 03 00 00 00 00 00 00 00 FE FF FF FF 00 00 00 00 FD FF FF FF 00 00 00 00 06 00 00 00 00 00 00 00 0B  ...............þÿÿÿ....ýÿÿÿ.............
000005A0  00 00 00 7C 04 00 00 F3 05 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  ...|...ó................................
000005C8  00 00 00 01 00 00 00 01 00 00 00 00 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 FF  .......................................ÿ
000005F0  FF FF FF 07 00 00 00 00 00 00 00 1B 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 FF FF FF FF 16 00 00 00 00 00 00 00 00  ÿÿÿ........................ÿÿÿÿ.........
00000618  04 00 00 00 00 00 00 00 9C 03 00 00 00 00 00 00 2A 00 00 00 00 00 00 00 00 01 00 00 00 16 00 00 00 00 00 00 00 2A 00 00  ........œ.......*....................*..
00000640  00 00 00 00 00 67 03 00 00 00 00 00 00 0D 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 19 00  .....g..................................
00000668  00 00 00 00 00 00 1B 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 00 00 18 00 00 00 00 00 00 00 29 00 00 00 00  ...................................)....
00000690  00 00 00 1B 00 00 00 00 00 00 00 00 17 00 00 00 4D 49 5F 43 48 5F 64 72 61 5F 68 65 64 5F 31 50 5F 62 65 72 65 74 00 1D  ................MI_CH_dra_hed_1P_beret..
000006B8  00 00 00 00 00 00 00 1B 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 00 00 1E 00 00 00 00 00 00 00 11 00 00 00  ........................................
000006E0  00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 80 3F 1F 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00 04 00 00 00 00 00 00  ...............€?.......................
00000708  00 00 00 00 00 00 21 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 00 00 22 00 00 00 00  ......!............................"....
00000730  00 00 00 11 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 33 33 33 3F 23 00 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00  ...................333?#................
00000758  04 00 00 00 00 00 00 00 00 33 33 33 3F 24 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 9A 99  .........333?$........................š™
00000780  99 3E 25 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 9A 99 99 3E 26 00 00 00 00 00 00 00 11  ™>%........................š™™>&........
000007A8  00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 80 3F 20 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00 04 00 00 00  ..................€? ...................
000007D0  00 00 00 00 00 00 00 00 00 13 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 75 00 00 00 00 00 00 00 2A 00 00 00 00 00 00  .........................u.......*......
000007F8  00 00 04 00 00 00 13 00 00 00 00 00 00 00 2A 00 00 00 00 00 00 00 40 00 00 00 00 00 00 00 17 00 00 00 00 00 00 00 00 00  ..............*.......@.................
00000820  00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 08 3D 0B 3E 53 23 E4 3E F6 28 3C 3F 00 00 80 3F 29 5C CF 3E F5 A0 A8 3E 48  ................=.>S#ä>ö(<?..€?)\Ï>õ ¨>H
00000848  8C FE 3D 00 00 80 3F 00 00 80 3F 00 00 80 3F 00 00 80 3F 00 00 80 3F 00 00 80 3F 00 00 80 3F 00 00 80 3F 00 00 80 3F 0B  Œþ=..€?..€?..€?..€?..€?..€?..€?..€?..€?.
00000870  00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 24 00 00 00 00 00 00 00 05 00 00 00 00 00 00 00 00 04 00 00 00 0A 00 00 00  ...............$........................
00000898  00 00 00 00 0A 00 00 00 00 00 00 00 0A 00 00 00 00 00 00 00 0A 00 00 00 00 00 00 00 28 00 00 00 00 00 00 00 04 00 00 00  ............................(...........
000008C0  00 00 00 00 D3 00 00 00 00 00 00 00 2A 00 00 00 00 00 00 00 00 02 00 00 00 28 00 00 00 00 00 00 00 2A 00 00 00 00 00 00  ....Ó.......*............(.......*......
000008E8  00 9E 00 00 00 00 00 00 00 0E 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 10 00 00 00 00 00  .ž......................................
00000910  00 00 29 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00 00 0D 00 00 00 52 6F 75 67 68 6E 65 73 73 4D 61 78 00 27 00 00 00  ..)....................RoughnessMax.'...
00000938  00 00 00 00 11 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 80 3F 1A 00 00 00 00 00 00 00 10 00 00 00 00 00 00  .......................€?...............
00000960  00 29 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00 00 0D 00 00 00 52 6F 75 67 68 6E 65 73 73 4D 69 6E 00 27 00 00 00 00  .)....................RoughnessMin.'....
00000988  00 00 00 11 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 00 3F 1A 00 00 00 00 00 00 00 14 00 00 00 00 00 00 00  .......................?................
000009B0  15 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 00 00 1A 00 00 00 00 00 00 00 12 00 00 00 00 00 00 00 04 00 00  ........................................
000009D8  00 00 00 00 00 75 00 00 00 00 00 00 00 2A 00 00 00 00 00 00 00 00 04 00 00 00 12 00 00 00 00 00 00 00 2A 00 00 00 00 00  .....u.......*....................*.....
00000A00  00 00 40 00 00 00 00 00 00 00 17 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 08 3D 0B 3E 53  ..@................................=.>S
00000A28  23 E4 3E F6 28 3C 3F 00 00 80 3F 29 5C CF 3E F5 A0 A8 3E 48 8C FE 3D 00 00 80 3F 00 00 80 3F 00 00 80 3F 00 00 80 3F 00  #ä>ö(<?..€?)\Ï>õ ¨>HŒþ=..€?..€?..€?..€?.

Offset(h): 82F    Block(h): 82F-83E    Length(h): 10    Overwrite
```


HxD - [D:\Matías\TEKKEN\Tekken7ModdingTools\HxDen\CCI_dra_hed_2p.uasset]
40
Windows (ANSI)
hex
File Edit Search View Analysis Tools Window Help
CCI_dra_hed_2p.uasset

```
Offset(h) 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F 10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F 20 21 22 23 24 25 26 27  Decoded text

000002D0  61 74 50 72 6F 70 65 72 74 79 00 FB A7 DE FD 0D 00 00 00 49 6E 64 65 78 30 43 6F 6C 6F 72 73 00 CB 2D 97 6B 0F 00 00 00  atProperty.û§Þý....Index0Colors.Ë-—k....
000002F8  49 6E 73 74 61 6E 63 65 43 6F 6C 6F 72 73 00 B3 12 01 2A 0E 00 00 00 49 6E 73 74 61 6E 63 65 49 6E 64 65 78 00 D9 46 6B  InstanceColors.³..*....InstanceIndex.ÙFk
00000320  C1 0C 00 00 00 49 6E 74 50 72 6F 70 65 72 74 79 00 A5 D3 36 4A 0B 00 00 00 49 74 65 6D 43 6F 6C 6F 72 73 00 6D 10 2C CB  Á....IntProperty.¥Ó6J....ItemColors.m.,Ë
00000348  0C 00 00 00 4C 69 6E 65 61 72 43 6F 6C 6F 72 00 14 43 73 46 0D 00 00 00 4C 6F 63 61 74 69 6F 6E 4E 61 6D 65 00 96 35 9B  ....LinearColor..CsF....LocationName.–5›
00000370  CB 19 00 00 00 4D 61 74 65 72 69 61 6C 49 6E 73 74 61 6E 63 65 4F 76 65 72 72 69 64 65 00 23 06 B1 DA 05 00 00 00 4E 6F  Ë....MaterialInstanceOverride.#.±Ú....No
00000398  6E 65 00 F4 03 C5 0D 0F 00 00 00 4F 62 6A 65 63 74 50 72 6F 70 65 72 74 79 00 41 DB B3 EA 08 00 00 00 50 61 63 6B 61 67  ne.ô.Å.....ObjectProperty.AÛ³ê....Packag
000003C0  65 00 73 47 88 15 08 00 00 00 50 61 74 74 65 72 6E 00 30 5A AB C2 0D 00 00 00 50 61 74 74 65 72 6E 41 6C 70 68 61 00 DE  e.sGˆ.....Pattern.0Z«Â....PatternAlpha.Þ
000003E8  3D 0D E5 0B 00 00 00 50 61 74 74 65 72 6E 48 75 65 00 D5 C7 BE 8D 0E 00 00 00 50 61 74 74 65 72 6E 52 6F 74 61 74 65 00  =.å....PatternHue.ÕÇ¾.....PatternRotate.
00000410  11 75 B8 8E 12 00 00 00 50 61 74 74 65 72 6E 53 61 74 75 72 61 74 69 6F 6E 00 19 80 0E B7 11 00 00 00 50 61 74 74 65 72  .u¸Ž....PatternSaturation..€.·....Patter
00000438  6E 53 63 61 6C 65 4C 52 56 31 00 46 90 57 2C 11 00 00 00 50 61 74 74 65 72 6E 53 63 61 6C 65 4C 52 56 32 00 9F B6 B9 83  nScaleLRV1.F.W,....PatternScaleLRV2.Ÿ¶¹ƒ
00000460  11 00 00 00 50 61 74 74 65 72 6E 53 63 61 6C 65 55 4C 56 31 00 7E 8E F5 22 11 00 00 00 50 61 74 74 65 72 6E 53 63 61 6C  ....PatternScaleULV1.~Žõ"....PatternScal
00000488  65 55 4C 56 32 00 A7 A8 1B 8D 0E 00 00 00 50 61 74 74 65 72 6E 54 69 6C 69 6E 67 00 FE 1C 7A 73 07 00 00 00 53 63 61 6C  eULV2.§¨......PatternTiling.þ.zs....Scal
000004B0  61 72 00 24 59 FA AE 11 00 00 00 53 63 61 6C 61 72 50 61 72 61 6D 65 74 65 72 73 00 7E A9 78 BA 0C 00 00 00 53 74 72 50  ar.$Yú®....ScalarParameters.~©xº....StrP
000004D8  72 6F 70 65 72 74 79 00 3B C1 72 24 0F 00 00 00 53 74 72 75 63 74 50 72 6F 70 65 72 74 79 00 30 00 9C FC 03 00 00 00 00  roperty.;Ár$....StructProperty.0.œü.....
00000500  00 00 00 07 00 00 00 00 00 00 00 FC FF FF FF 08 00 00 00 00 00 00 00 02 00 00 00 00 00 00 00 09 00 00 00 00 00 00 00 FB  ...........üÿÿÿ........................û
00000528  FF FF FF 0C 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00 0C 00 00 00 00 00 00 00 FB FF FF FF 0F 00 00 00 00 00 00 00 02  ÿÿÿ........................ûÿÿÿ.........
00000550  00 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 02 00 00 00 00 00 00 00 1C 00 00 00 00 00  ........................................
00000578  00 00 00 00 00 00 00 03 00 00 00 00 00 00 00 FE FF FF FF 00 00 00 00 FD FF FF FF 00 00 00 00 06 00 00 00 00 00 00 00 0B  ...............þÿÿÿ....ýÿÿÿ.............
000005A0  00 00 00 7C 04 00 00 F3 05 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  ...|...ó................................
000005C8  00 00 00 01 00 00 00 01 00 00 00 00 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 FF  .......................................ÿ
000005F0  FF FF FF 07 00 00 00 00 00 00 00 1B 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 FF FF FF FF 16 00 00 00 00 00 00 00 00  ÿÿÿ........................ÿÿÿÿ.........
00000618  04 00 00 00 00 00 00 00 9C 03 00 00 00 00 00 00 2A 00 00 00 00 00 00 00 00 01 00 00 00 16 00 00 00 00 00 00 00 2A 00 00  ........œ.......*....................*..
00000640  00 00 00 00 00 67 03 00 00 00 00 00 00 0D 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 19 00  .....g..................................
00000668  00 00 00 00 00 00 1B 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 00 00 18 00 00 00 00 00 00 00 29 00 00 00 00  ...................................)....
00000690  00 00 00 1B 00 00 00 00 00 00 00 00 17 00 00 00 4D 49 5F 43 48 5F 64 72 61 5F 68 65 64 5F 31 50 5F 62 65 72 65 74 00 1D  ................MI_CH_dra_hed_1P_beret..
000006B8  00 00 00 00 00 00 00 1B 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 00 00 1E 00 00 00 00 00 00 00 11 00 00 00  ........................................
000006E0  00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 80 3F 1F 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00 04 00 00 00 00 00 00  ...............€?.......................
00000708  00 00 00 00 00 00 21 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 00 00 22 00 00 00 00  ......!............................"....
00000730  00 00 00 11 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 33 33 33 3F 23 00 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00  ...................333?#................
00000758  04 00 00 00 00 00 00 00 00 33 33 33 3F 24 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 9A 99  .........333?$........................š™
00000780  99 3E 25 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 9A 99 99 3E 26 00 00 00 00 00 00 00 11  ™>%........................š™™>&........
000007A8  00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 80 3F 20 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00 04 00 00 00  ..................€? ...................
000007D0  00 00 00 00 00 00 00 00 00 13 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 75 00 00 00 00 00 00 00 2A 00 00 00 00 00 00  .........................u.......*......
000007F8  00 00 04 00 00 00 13 00 00 00 00 00 00 00 2A 00 00 00 00 00 00 00 40 00 00 00 00 00 00 00 17 00 00 00 00 00 00 00 00 00  ..............*.......@.................
00000820  00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 CC CC CC 3E 00 00 00 00 CC CC CC 3E 00 00 80 3F 29 5C CF 3E F5 A0 A8 3E 48  ...............ÌÌÌ>....ÌÌÌ>..€?)\Ï>õ ¨>H
00000848  8C FE 3D 00 00 80 3F 00 00 80 3F 00 00 80 3F 00 00 80 3F 00 00 80 3F 00 00 80 3F 00 00 80 3F 00 00 80 3F 00 00 80 3F 0B  Œþ=..€?..€?..€?..€?..€?..€?..€?..€?..€?.
00000870  00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 24 00 00 00 00 00 00 00 05 00 00 00 00 00 00 00 00 04 00 00 00 0A 00 00 00  ...............$........................
00000898  00 00 00 00 0A 00 00 00 00 00 00 00 0A 00 00 00 00 00 00 00 0A 00 00 00 00 00 00 00 28 00 00 00 00 00 00 00 04 00 00 00  ............................(...........
000008C0  00 00 00 00 D3 00 00 00 00 00 00 00 2A 00 00 00 00 00 00 00 00 02 00 00 00 28 00 00 00 00 00 00 00 2A 00 00 00 00 00 00  ....Ó.......*............(.......*......
000008E8  00 9E 00 00 00 00 00 00 00 0E 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 10 00 00 00 00 00  .ž......................................
00000910  00 00 29 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00 00 0D 00 00 00 52 6F 75 67 68 6E 65 73 73 4D 61 78 00 27 00 00 00  ..)....................RoughnessMax.'...
00000938  00 00 00 00 11 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 80 3F 1A 00 00 00 00 00 00 00 10 00 00 00 00 00 00  .......................€?...............
00000960  00 29 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00 00 0D 00 00 00 52 6F 75 67 68 6E 65 73 73 4D 69 6E 00 27 00 00 00 00  .)....................RoughnessMin.'....
00000988  00 00 00 11 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 00 3F 1A 00 00 00 00 00 00 00 14 00 00 00 00 00 00 00  .......................?................
000009B0  15 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 00 00 1A 00 00 00 00 00 00 00 12 00 00 00 00 00 00 00 04 00 00  ........................................
000009D8  00 00 00 00 00 75 00 00 00 00 00 00 00 2A 00 00 00 00 00 00 00 00 04 00 00 00 12 00 00 00 00 00 00 00 2A 00 00 00 00 00  .....u.......*....................*.....
00000A00  00 00 40 00 00 00 00 00 00 00 17 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 08 3D 0B 3E 53  ..@................................=.>S
00000A28  23 E4 3E F6 28 3C 3F 00 00 80 3F 29 5C CF 3E F5 A0 A8 3E 48 8C FE 3D 00 00 80 3F 00 00 80 3F 00 00 80 3F 00 00 80 3F 00  #ä>ö(<?..€?)\Ï>õ ¨>HŒþ=..€?..€?..€?..€?.

Offset(h): 83F    * Modified *    Overwrite
```

Now save the file, and make a folder directory that's the same as the directory of the file you edited. So for me it would be "TekkenGame\Content\Character\Item\Customize\DRA\HEAD", and I put my edited file on that folder.

It's done! Your edited item now has a custom color; just pack the mod together by using u4pak and give it a try!

Our purple beret is done! Now, what shall *you* edit?