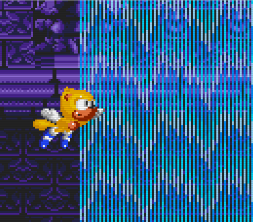
Imagen que contiene pastel, colorido, luz, tabla

Descripción generada automáticamenteInterfaz de usuario gráfica, Aplicación

Descripción generada automáticamenteIntroduction:

What are extra slot characters?

There are character mods with custom movesets, sprites, HUD, and much more, that do not replace Sonic, Tails, or Knuckles.

This is made easier with the help of the framework, with built-in functions and features and a detailed document that can help you have all the necessary functions for your characters.

**Important:**

Make sure to download the framework here and in your mod list, the framework must be below the Extra Slot character.

<https://sonic3air.boards.net/thread/28/esu-framework>

You may want to reserve your character slot if you want to share your extra slot character with the world, so that your slot has not already been chosen and/or conflicts with another reserved slot.

To add your characters' IDs to the registered list, you need to follow few simple steps:

Register on github.com if you haven't already.

Go to <https://randomizer.extra-character-slots.com/> and generate any ID.

Go to <https://github.com/Cloudydude/ECSv8-Character-ID-Randomizer> and make a fork of this repository.

In this tutorial anything with (number) needs to be replace with the number you will use for your ES character, so something like character\_slot(number).json would be replaced with character\_slot105.json.

**Recommended tools**

Sonic 3 Animation editor

<https://files.gamebanana.com/tools/setup_3b4e2.exe>

Any software for sprites (recommend Graphics gale or asesprite or gimp)

<https://www.gimp.org/downloads/>

[https://www.aseprite.org/#buy](https://www.aseprite.org/%23buy)

<https://graphicsgale.com/us/>

For coding use Visual studio or notepad++

<https://code.visualstudio.com/>

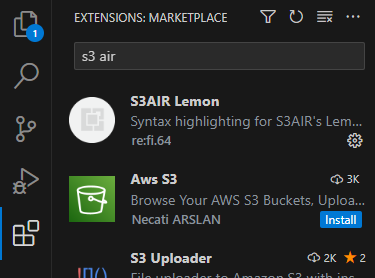
<https://notepad-plus-plus.org/downloads/>

For visual code make sure you click on this icon to enter the marketplace

Imagen que contiene Interfaz de usuario gráfica

Descripción generada automáticamente

Then type s3air and you will find the plugin needed for lemon scripting.



Part 1 : The basics.

We will start with some basic things we need to do to set up or extra slot character.

First make a folder, you can call it anything, in this tutorial, we will call it ES example.



In this folder, we must make 3 more folders, and call them palettes, scripts, and sprites.

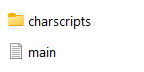


Next, we must have a mod.json file. Have this file and use it in your folder:

<https://cdn.discordapp.com/attachments/1104981939938668605/1107371230710988951/mod.json>

Now you must add the following main file in your scripts folder.

After that, make a folder in the scripts folder called charscripts.



Next, we must go s3air-extra-character-slots-unlimited-main\scripts\charscripts to get your char(number) file and copy paste it in your charscripts file.

If you want your character to be based of Tails or Knuckles or want to give Sonic a partner replaces CHARS\_SONIC\_ALONE in your ExtraChar.startup\_charnumber() function void with the these:

CHARS\_TAILS\_ALONE

CHARS\_SONIC\_AND\_TAILS

CHARS\_KNUCKLES\_ALONE

For this tutorial however, we will stick with CHARS\_SONIC\_ALONE

function void ExtraChar.startup\_char105()

{

    global.characters = CHARS\_SONIC\_ALONE

}

Next use this lemon file and add this code to set up your character in the data select

[https://cdn.discordapp.com/attachments/1104981939938668605/11077163379812](https://cdn.discordapp.com/attachments/1104981939938668605/1107716337981210674/name.lemon)

In here you Will see the following name

function string ExtraChar.getCharacterName(u8 xtrachar)

{

    if (xtrachar == 105)

        return "ES template"

    return base.ExtraChar.getCharacterName(xtrachar)

}

Replace the number 105 in the xtrachar == file with the number you chose and the “ES template” with the name of your ES character, make sure to not make your name very long and to not remove the ”” that contains the name.

Next we need to set up sprites for our characters and a spritesheet. If you already have a character in mind and all the sprites needed ready, you can skip this part.

Go to sonic3air\_game\doc\modding\sprites in your zip file of sonic 3 air.

Then get the following files that will be used for this tutorial.

hud\_life\_sprites.json

hud\_life\_sprites.png

hud\_text\_sprites.json

monitors.bmp

monitors.json

result\_nameplate.json

If your Es character is based on Sonic, get the following files:

signpost\_sonic.bmp

bluesphere\_sonic.bmp

bluesphere\_sonic.json

character\_sonic.bmp

character\_sonic.json

character\_sonic\_dropdash.json

character\_sonic\_peelout.bmp

character\_sonic\_peelout.json

character\_sonic\_snowboarding.bmp

character\_sonic\_snowboarding.json

character\_supersonic.bmp

character\_supersonic.json

continue\_icon\_sonic\_wait.bmp

character\_sonic\_ending.json

character\_sonic\_ending.bmp

continue\_icon\_sonic\_wait.bmp

continue\_icon\_sonic\_wait.json

endpose\_sonic.bmp

endpose\_sonic.json

endpose\_supersonic.bmp

endpose\_supersonic.json

character\_sonic\_continue.bmp

character\_sonic\_continue.json

character\_sonic\_ending.bmp

endpose\_supersonic.json

endpose\_supersonic.bmp

If your Es character is based on Tails, get the following files instead:

character\_tails.bmp

character\_tails.json

character\_tails\_continue.bmp

character\_tails\_continue.json

character\_tails\_ending.bmp

character\_tails\_ending.json

character\_tails\_tails.bmp

character\_tails\_tails.json

character\_tails\_tails\_ending.bmp

character\_tails\_tails\_ending.json

continue\_icon\_tails\_tails\_wait.bmp

continue\_icon\_tails\_tails\_wait.json

continue\_icon\_tails\_wait.bmp

continue\_icon\_tails\_wait.json

signpost\_tails.bmp

If your Es character is based on Knuckles, get the following files instead:

continue\_icon\_knuckles\_wait.json

continue\_icon\_knuckles\_wait.bmp

character\_knuckles\_continue.json

character\_knuckles\_continue.bmp

character\_knuckles.json

character\_knuckles.bmp

bluesphere\_knuckles.json

bluesphere\_knuckles.bmp

tornado\_knuckles.json

tornado\_knuckles.bmp

signpost\_knuckles.bmp

endpose\_knuckles.json

endpose\_knuckles.bmp

We will deal with the cutscene sprites for Knuckles soon.

Then put them all together in the sprites folder.

Now go to sonic3air\_game\doc\modding\palettes.

Depending on which character you chose, get their character\_palette\_(character) and bluesphere\_palette\_(character) files. Then put them on the palletes folder.

After that, replace the (character) with your reserved slot name. Like the following:

Interfaz de usuario gráfica, Aplicación

Descripción generada automáticamente

2: Naming the files for the ES character to work.

Next up, we need to set up how the sprites work to make our ES character sprites function properly.

Let’s start with character\_(sonic,tails or knuckles).json. We will use the sonic.json file for this tutorial.

Imagen que contiene Aplicación

Descripción generada automáticamente

“That’s a lot of things, how do I change them all?”

Its simple really, for visual code we use the search icon and we can find all cases of sonic and replace it with slot(number)

Interfaz de usuario gráfica, Aplicación

Descripción generada automáticamente  
You can do this on notepad to, simply CTRL+H and do the same there

Make sure to click on the highlighted icon to replace them all. After that, save the edit and change the name of character\_(sonic,tails or knuckles).bmp with character\_slot(number).bmp and the json file you did the edits with character\_slot(number).json

We will do it for super sonic next, do the same, replace any case of sonic and replace it with slot(number).

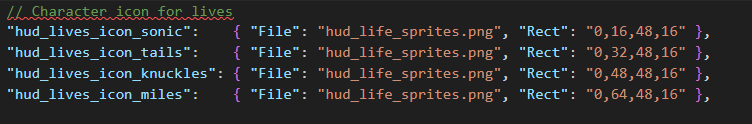


It should be something like this, remember it must be your slot number and not 105 unless your ES character takes slot 105.

After that, replace the character\_supersonic.json filename with character\_superslot(number).json and character\_supersonic .bmp with character\_superslot(number).bmp.

Now we got to character\_sonic\_snowboarding and replace any case of sonic with slot(number) and change the name of character\_sonic\_snowboarding.json with character\_slot(number)\_snowboarding.json and character\_sonic\_snowboarding.bmp with character\_slot(number)\_snowboarding.bmp

Now we go to our hud\_life\_sprites.json file



For this one, all you need to do is replace the name of the character your using with their slotnumber.

Texto

Descripción generada automáticamente con confianza media

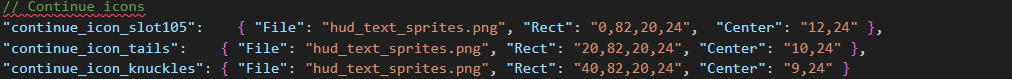
Just like this.

This next one is similarly easy. Now we go to hud\_text\_sprites.json and go here:

Texto

Descripción generada automáticamente

Simply replace, blue, or orange, or red with slot(number).



In the same file, go here and simply replace either the text that says sonic, or tails, or knuckles with slot(number), in this image, I changed the text that said sonic with slot105.

The following ones needs you to go to your char.number file.

Peelout and dropdash sprites:

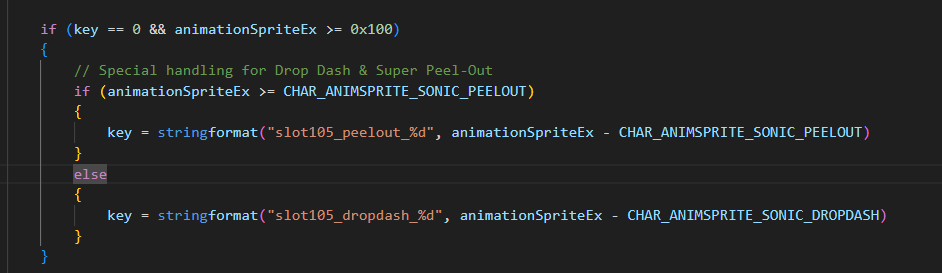
Now we must go to our char(number) file and search peelout, make sure you find this line of code

Captura de pantalla de un celular

Descripción generada automáticamente

Once you do simply add the number of your slot on it or simply call it slot(number) instead of character\_slot(number)

Something like this



Do the same thing for the dropdash too, just add character\_slot(number) in character\_slot%d\_dropdash\_%d or do it like in the image above.

Now time to go to the json files. First we go to character\_sonic\_peelout.json and the we will replace the “sonic\_peelout” with the name you chose to call your peelout string.

In my case I do it like this.

Texto

Descripción generada automáticamente

We do the same thing with the dropdash, replace “sonic\_dropdash ” with how you named your keystring.

Texto

Descripción generada automáticamente

Monitors:

Theres two ways we can add se this up for your ES character.

Lets start with the first one.

Texto

Descripción generada automáticamente

This is what the current function looks like.

We now have to go to our monitors.json file and replace “monitor\_icon\_sonic” or “monitor\_icon\_tails” or “monitor\_icon\_knuckles” with monitor\_icon\_slot(number)

If you want to add compability to Blue glasses eggman, change this to the following

Texto

Descripción generada automáticamente

Make sure to add replace this



    else if (type == 0x02 && Renderer.hasCustomSprite("eggman-lrz-blue-12") && System.getGlobalVariableValueByName("EggmanBlue.disableMonitorReplacement") != 1)

    return "monitor\_icon\_eggman"

And that will guarantee compatibility with the mod (make sure to put blue glasses eggman in a higher priority than any ES mod you have in your mod list)