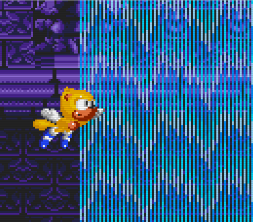
Imagen que contiene pastel, colorido, luz, tabla

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.

**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/>

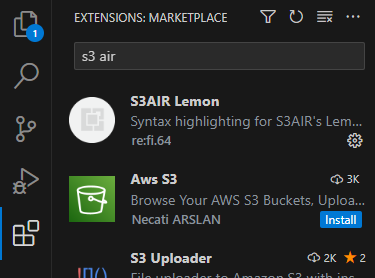
<https://notepad-plus-plus.org/downloads/>

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

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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>

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:

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