

Big Shout outs to PxGamer for telling me how to do it and allow me to tell you how to do this as well.

This is an Tutorial on how to add Music changes in Story Mode Battles

For this example, Im going to use Chapter 2 of the Buu Saga (Majin Vegeta vs Majin Buu) and add an music change at the start of cutscene 3 (there's only one music playing during the whole fight, so let's change that)

The first thing we need to do is Search the cutscene we want to add the Music change, for that, we need to search for this: **"01 02 43 06"** (these values indicates when a character is talking during a cutscene, the amount of these values on an GSAC indicates how many dialouges are said in a cutscene)

In my case, Cutscene 3 has 5 Dialouges, which means I have to search for an GSAC with 5 of these Values **"01 02 43 06"**

The screenshot shows a hex editor interface with a search for the hex sequence **01 02 43 06**. The search results are displayed in a table below the hex view.

Address	Value
3824	45 4F 46 43 10 00 00 00 00 00 00 00 00 00 00 00
3840	47 53 41 43 10 00 00 00 50 02 00 00 12 27 00 00
3856	01 00 03 00 01 01 09 00 0A 04 00 00 01 00 05 00
3872	01 01 E9 03 1A 99 00 00 01 07 21 03 0A 08 00 00
3888	1A 9A 00 00 1A 64 00 00 1A 9B 00 00 1A 64 00 00
3904	1A 66 00 00 1A 64 00 00 01 07 21 03 0A 1C 00 00
3920	1A 9C 00 00 1A 68 00 00 1A 9D 00 00 1A 64 00 00
3936	1A 6A 00 00 1A 64 00 00 01 02 85 03 0A 08 00 00
3952	0A 11 00 00 08 6C 00 00 01 02 85 03 0A 1C 00 00
3968	0A 08 00 00 08 6C 00 00 01 06 B1 04 1A C0 00 00
3984	1A C1 00 00 1A C2 00 00 1A C3 00 00 1A C4 00 00
4000	1A 64 00 00 01 00 B2 04 08 6C 07 00 1A C5 00 00
4016	1A C6 00 00 1A C7 00 00 1A C8 00 00 1A C9 00 00
4032	1A C4 00 00 1A 64 00 00 01 02 43 06 0A 08 00 00
4048	0A 3B 00 00 08 77 00 00 01 02 43 06 0A CA 00 00
4064	0A 16 00 00 08 77 00 00 01 06 B1 04 1A CB 00 00
4080	1A CC 00 00 1A CD 00 00 1A CE 00 00 1A CF 00 00
4096	1A 64 00 00 01 00 B2 04 08 6C 07 00 1A D0 00 00
4112	1A D1 00 00 1A D2 00 00 1A D3 00 00 1A D4 00 00
4128	1A D5 00 00 1A 64 00 00 01 02 43 06 0A 08 00 00
4144	0A 3C 00 00 08 77 00 00 01 02 43 06 0A CA 00 00
4160	0A D6 00 00 08 77 00 00 01 02 43 06 0A CA 00 00
4176	0A D7 00 00 08 77 00 00 01 00 06 00 01 00 07 00
4192	08 61 02 00 0A 56 00 00 0A D8 00 00 08 61 02 00
4208	0A 84 00 00 0A D9 00 00 0A 61 02 00 0A 0F 00 00
4224	0A DA 00 00 08 76 02 00 0A 88 00 00 0A BF 00 00
4240	08 76 02 00 0A 88 00 00 0A DB 00 00 08 76 02 00
4256	0A 89 00 00 0A 3F 00 00 08 76 02 00 0A 98 00 00
4272	0A 3E 00 00 08 76 02 00 0A 8C 00 00 0A 28 00 00

Once we get to our desired GSAC, we have to ***add*** (not replace) the following values before the Dialogue Values where we want to add the music change (You can add it before any dialogue you want)

Values that triggers the Music Change: 01 00 DE 05 01 01 DD 05 0A 00 00 00

Type	Value	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	0123456789ABCDEF	
Binary	00000001	4032:	1A	C4	00	00	1A	64	00	00	01	00	DE	05	01	01	DD	05	.Ä...d...p...Ý.
igned Byte	1	4048:	0A	00	00	00	01	02	43	06	0A	08	00	00	0A	3B	00	00C.....;
igned Byte	1	4064:	08	77	00	00	01	02	43	06	0A	CA	00	00	0A	16	00	00	.w....C..Ê.....
igned Short	256	4080:	08	77	00	00	01	06	B1	04	1A	CB	00	00	1A	CC	00	00	.w....±..Ê...İ..
igned Short	256	4096:	1A	CD	00	00	1A	CE	00	00	1A	CF	00	00	1A	64	00	00	.İ...İ...İ...d..
igned Int	16834053	4112:	01	00	B2	04	08	6C	07	00	1A	D0	00	00	1A	D1	00	00	..²..l...Đ...Ñ..
igned Int	16834053	4128:	1A	D2	00	00	1A	D3	00	00	1A	D4	00	00	1A	D5	00	00	.Ö...Ö...Ö...Ö..
igned Int64	72301707111030021	4144:	1A	64	00	00	01	02	43	06	0A	08	00	00	0A	3C	00	00	.d....C.....<..
igned Int64	72301707111030021	4160:	08	77	00	00	01	02	43	06	0A	CA	00	00	0A	D6	00	00	.w....C..Ê...Ö..
igned Int64	72301707111030021	4176:	08	77	00	00	01	02	43	06	0A	CA	00	00	0A	D7	00	00	.w....C..Ê...x..
igned Int64	72301707111030021	4192:	08	77	00	00	01	00	06	00	01	00	07	00	08	61	02	00	.w.....a..
igned Int64	72301707111030021	4208:	0A	56	00	00	0A	D8	00	00	08	61	02	00	0A	84	00	00	.V...Ø...a.....
igned Int64	72301707111030021	4224:	0A	D9	00	00	08	61	02	00	0A	0F	00	00	0A	DA	00	00	.Ü...a.....Ü..
igned Int64	72301707111030021	4240:	08	76	02	00	0A	88	00	00	0A	BF	00	00	08	76	02	00	.v....¿...v..
igned Int64	72301707111030021	4256:	0A	88	00	00	0A	DB	00	00	08	76	02	00	0A	89	00	00	.^...Ü...v...%..
igned Int64	72301707111030021	4272:	0A	3F	00	00	08	76	02	00	0A	98	00	00	0A	3E	00	00	.?...v...~...>..
igned Int64	72301707111030021	4288:	08	76	02	00	0A	8C	00	00	0A	28	00	00	08	76	02	00	.v...Ê...(<...v..
igned Int64	72301707111030021	4304:	0A	90	00	00	0A	3E	00	00	08	76	02	00	0A	BF	00	00>...v...¿..
igned Int64	72301707111030021	4320:	0A	10	00	00	08	76	02	00	0A	39	00	00	0A	42	00	00v...9...B..
igned Int64	72301707111030021	4336:	08	76	02	00	0A	BE	00	00	0A	8C	00	00	08	76	02	00	.v...¼...Ê...v..
igned Int64	72301707111030021	4352:	0A	97	00	00	0A	43	00	00	08	76	02	00	0A	8B	00	00	.—...C...v...<..
igned Int64	72301707111030021	4368:	0A	44	00	00	08	76	02	00	0A	BC	00	00	0A	DC	00	00	.D...v...¼...Ü..
igned Int64	72301707111030021	4384:	08	76	02	00	0A	91	00	00	0A	33	00	00	08	76	02	00	.v... ' ...3...v..
igned Int64	72301707111030021	4400:	0A	BB	00	00	0A	34	00	00	08	76	02	00	0A	DD	00	00	.»...4...v...Ý..
igned Int64	72301707111030021	4416:	0A	DC	00	00	01	00	0D	00	01	00	0E	00	08	48	01	00	.Ü.....H..
igned Int64	72301707111030021	4432:	0A	18	00	00	01	02	08	00	0A	11	00	00	0A	04	00	00
igned Int64	72301707111030021	4448:	01	00	04	00	00	00	00	00	00	00	00	00	45	4F	46	43EOFC.....
igned Int64	72301707111030021	4464:	10	00	00	00	10	01	00	00	15	27	00	00	01	00	03	00GSAC.....
igned Int64	72301707111030021	4480:	10	00	00	00	10	01	00	00	15	27	00	00	01	00	03	00
igned Int64	72301707111030021	4496:	01	01	09	00	0A	04	00	00	01	00	05	00	01	07	21	03!
Inspector	Variables	Bookmarks																	

Once added, now we have to fix the positions of the rest of the GSACs (and the file in general) by adding 00s

4032:	1A	C4	00	00	1A	64	00	00	01	00	DE	05	01	01	DD	05	.Ä...d...p...Ý..
4048:	0A	00	00	00	01	02	43	06	0A	08	00	00	0A	3B	00	00C.....;
4064:	08	77	00	00	01	02	43	06	0A	CA	00	00	0A	16	00	00	.w....C..Ê.....
4080:	08	77	00	00	01	06	B1	04	1A	CB	00	00	1A	CC	00	00	.w....±..Ê...İ..
4096:	1A	CD	00	00	1A	CE	00	00	1A	CF	00	00	1A	64	00	00	.Í...Î...Ï...d..
4112:	01	00	B2	04	08	6C	07	00	1A	D0	00	00	1A	D1	00	00	..²..l...Đ...Ñ..
4128:	1A	D2	00	00	1A	D3	00	00	1A	D4	00	00	1A	D5	00	00	.Ò...Ó...Ô...Õ..
4144:	1A	64	00	00	01	02	43	06	0A	08	00	00	0A	3C	00	00	.d....C.....<..
4160:	08	77	00	00	01	02	43	06	0A	CA	00	00	0A	D6	00	00	.w....C..Ê...Ö..
4176:	08	77	00	00	01	02	43	06	0A	CA	00	00	0A	D7	00	00	.w....C..Ê...x..
4192:	08	77	00	00	01	00	06	00	01	00	07	00	08	61	02	00	.w.....a..
4208:	0A	56	00	00	0A	D8	00	00	08	61	02	00	0A	84	00	00	.V...Ø...a.....
4224:	0A	D9	00	00	08	61	02	00	0A	0F	00	00	0A	DA	00	00	.Ü...a.....Û..
4240:	08	76	02	00	0A	88	00	00	0A	BF	00	00	08	76	02	00	.v....^....¿...v..
4256:	0A	88	00	00	0A	DB	00	00	08	76	02	00	0A	89	00	00	.^...Û...v...%..
4272:	0A	3F	00	00	08	76	02	00	0A	98	00	00	0A	3E	00	00	.?...v...~...>..
4288:	08	76	02	00	0A	8C	00	00	0A	28	00	00	08	76	02	00	.v...Œ...(<...v..
4304:	0A	90	00	00	0A	3E	00	00	08	76	02	00	0A	BF	00	00>...v...¿..
4320:	0A	10	00	00	08	76	02	00	0A	39	00	00	0A	42	00	00v...9...B..
4336:	08	76	02	00	0A	BE	00	00	0A	8C	00	00	08	76	02	00	.v...¼...Œ...v..
4352:	0A	97	00	00	0A	43	00	00	08	76	02	00	0A	8B	00	00	.—...C...v...<..
4368:	0A	44	00	00	08	76	02	00	0A	BC	00	00	0A	DC	00	00	.D...v...¼...Û..
4384:	08	76	02	00	0A	91	00	00	0A	33	00	00	08	76	02	00	.v... ' ...3...v..
4400:	0A	BB	00	00	0A	34	00	00	08	76	02	00	0A	DD	00	00	.»...4...v...Ý..
4416:	0A	DC	00	00	01	00	0D	00	01	00	0E	00	08	48	01	00	.Ü.....H..
4432:	0A	18	00	00	01	02	08	00	0A	11	00	00	0A	04	00	00
4448:	01	00	04	00	00	00	00	00	00	00	00	00	00	00	00	00
4464:	45	4F	46	43	10	00	00	00	00	00	00	00	00	00	00	00	EOFC.....
4480:	47	53	41	43	10	00	00	00	10	01	00	00	15	27	00	00	GSAC.....

After that, we have to fix the length Indicator of the GSAC we added the Music Change values to, select the rows from the one after the GSAC to the last one, change values marked in Red to the ones marked in Green indicated down below 010 editor (50 02 becomes 60 20)

3824:	45 4F 46 43	10 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	EOFC.....
3840:	47 53 41 43	10 00 00 00	50 02 00 00	12 27 00 00	GSAC....P....'	
3856:	01 00 03 00	01 01 09 00	0A 04 00 00	01 00 05 00	
3872:	01 01 E9 03	1A 99 00 00	01 07 21 03	0A 08 00 00	..é...™.....!	
3888:	1A 9A 00 00	1A 64 00 00	1A 9B 00 00	1A 64 00 00	.š...d...>...d..	
3904:	1A 66 00 00	1A 64 00 00	01 07 21 03	0A 1C 00 00	.f...d...!.....	
3920:	1A 9C 00 00	1A 68 00 00	1A 9D 00 00	1A 64 00 00	.œ...h.....d..	
3936:	1A 6A 00 00	1A 64 00 00	01 02 85 03	0A 08 00 00	.j...d.....	
3952:	0A 11 00 00	08 6C 00 00	01 02 85 03	0A 1C 00 00l.....	
3968:	0A 08 00 00	08 6C 00 00	01 06 B1 04	1A C0 00 00l.....±...Ä..	
3984:	1A C1 00 00	1A C2 00 00	1A C3 00 00	1A C4 00 00	..Ä...Ä...Ä...Ä..	
4000:	1A 64 00 00	01 00 B2 04	08 6C 07 00	1A C5 00 00	.d...²...l...Ä..	
4016:	1A C6 00 00	1A C7 00 00	1A C8 00 00	1A C9 00 00	.Æ...Ç...È...É..	
4032:	1A C4 00 00	1A 64 00 00	01 00 DE 05	01 01 DD 05	.Ä...d...b...Y..	
4048:	0A 00 00 00	01 02 43 06	0A 08 00 00	0A 3B 00 00C.....;	
4064:	08 77 00 00	01 02 43 06	0A CA 00 00	0A 16 00 00	.w...C...È.....	
4080:	08 77 00 00	01 06 B1 04	1A CB 00 00	1A CC 00 00	.w...±...È...Ï..	
4096:	1A CD 00 00	1A CE 00 00	1A CF 00 00	1A 64 00 00	.Î...Î...Î...d..	
4112:	01 00 B2 04	08 6C 07 00	1A D0 00 00	1A D1 00 00	..²...l...ð...Ñ..	
4128:	1A D2 00 00	1A D3 00 00	1A D4 00 00	1A D5 00 00	.ò...ó...ô...õ..	
4144:	1A 64 00 00	01 02 43 06	0A 08 00 00	0A 3C 00 00	.d...C.....<..	
4160:	08 77 00 00	01 02 43 06	0A CA 00 00	0A D6 00 00	.w...C...È...ö..	
4176:	08 77 00 00	01 02 43 06	0A CA 00 00	0A D7 00 00	.w...C...È...x..	
4192:	08 77 00 00	01 00 06 00	01 00 07 00	08 61 02 00	.w.....a.....	
4208:	0A 56 00 00	0A D8 00 00	08 61 02 00	0A 84 00 00	.V...ø...a.....	
4224:	0A D9 00 00	08 61 02 00	0A 0F 00 00	0A DA 00 00	.Û...a.....Û..	
4240:	08 76 02 00	0A 88 00 00	0A BF 00 00	08 76 02 00	.v...^...ç...v..	
4256:	0A 88 00 00	0A DB 00 00	08 76 02 00	0A 89 00 00	.^...Û...v...%..	
4272:	0A 3F 00 00	08 76 02 00	0A 98 00 00	0A 3E 00 00	.?...v...~...>..	
4288:	08 76 02 00	0A 8C 00 00	0A 28 00 00	08 76 02 00	.v...Æ...(<...v..	
4304:	0A 90 00 00	0A 3E 00 00	08 76 02 00	0A BF 00 00>...v...ç..	
4320:	0A 10 00 00	08 76 02 00	0A 39 00 00	0A 42 00 00v...9...B..	
4336:	08 76 02 00	0A BE 00 00	0A 8C 00 00	08 76 02 00	.v...¾...Æ...v..	
4352:	0A 97 00 00	0A 43 00 00	08 76 02 00	0A 8B 00 00	.—...C...v...€..	
4368:	0A 44 00 00	08 76 02 00	0A BC 00 00	0A DC 00 00	.D...v...¾...Û..	
4384:	08 76 02 00	0A 91 00 00	0A 33 00 00	08 76 02 00	.v...'.3...v..	
4400:	0A BB 00 00	0A 34 00 00	08 76 02 00	0A DD 00 00	.»...4...v...Ý..	
4416:	0A DC 00 00	01 00 0D 00	01 00 0E 00	08 48 01 00	.Ü.....H.....	
4432:	0A 18 00 00	01 02 08 00	0A 11 00 00	0A 04 00 00	
4448:	01 00 04 00	00 00 00 00	00 00 00 00	00 00 00 00	
4464:	45 4F 46 43	10 00 00 00	00 00 00 00	00 00 00 00	EOFC.....	
4480:	47 53 41 43	10 00 00 00	10 01 00 00	15 27 00 00	GSAC.....'	
4496:	01 00 03 00	01 01 09 00	0A 04 00 00	01 00 05 00	

Find Results

Address	Value

Output
Find Results
Find in Files
Compare
Histogram
Checksum
Process

Selected: 608 [260h] bytes (Range: 3856 [F10h] to 4463 [116Fh])

And after that, we have to fix the pointers of the GSCF and GSCD:

Before:

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	0123456789ABCDEF
0:	47	53	43	46	10	00	00	00	30	22	00	00	01	00	00	00	GSCF.....€".....
16:	47	53	48	44	10	00	00	00	10	00	00	00	00	00	00	00	GSHD.....
32:	03	00	00	00	02	00	00	00	00	00	00	00	00	00	00	00
48:	45	4F	46	43	10	00	00	00	00	00	00	00	00	00	00	00	EOFC.....
64:	47	53	43	44	10	00	00	00	20	1D	00	00	01	00	00	00	GSCD.....
80:	47	53	41	43	10	00	00	00	10	00	00	00	FF	FF	FF	FF	GSAC.....ýýýý
96:	02	00	10	27	00	00	00	00	00	00	00	00	00	00	00	00	...'.....
112:	45	4F	46	43	10	00	00	00	00	00	00	00	00	00	00	00	EOFC.....
128:	47	53	41	43	10	00	00	00	20	00	00	00	E8	03	00	00	GSAC....è...
144:	02	00	FD	FF	02	00	FC	FF	02	00	FB	FF	02	00	FE	FF	..ýý...üý...üý...bý

As only one hex position changed we only need to change to the next Hex Value

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	0123456789ABCDEF
0:	47	53	43	46	10	00	00	00	90	22	00	00	01	00	00	00	GSCF.....".....
16:	47	53	48	44	10	00	00	00	10	00	00	00	00	00	00	00	GSHD.....
32:	03	00	00	00	02	00	00	00	00	00	00	00	00	00	00	00
48:	45	4F	46	43	10	00	00	00	00	00	00	00	00	00	00	00	EOFC.....
64:	47	53	43	44	10	00	00	00	30	1D	00	00	01	00	00	00	GSCD....0.....
80:	47	53	41	43	10	00	00	00	10	00	00	00	FF	FF	FF	FF	GSAC.....ýýýý
96:	02	00	10	27	00	00	00	00	00	00	00	00	00	00	00	00	...'.....
112:	45	4F	46	43	10	00	00	00	00	00	00	00	00	00	00	00	EOFC.....
128:	47	53	41	43	10	00	00	00	20	00	00	00	E8	03	00	00	GSAC....è...
144:	02	00	FD	FF	02	00	FC	FF	02	00	FB	FF	02	00	FE	FF	..ýý...üý...üý...þý
160:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
176:	45	4F	46	43	10	00	00	00	00	00	00	00	00	00	00	00	EOFC.....
192:	47	53	41	43	10	00	00	00	10	00	00	00	FE	FF	FF	FF	GSAC.....þýýý
208:	01	00	BD	02	01	00	BE	02	00	00	00	00	00	00	00	00	..½...¾.....
224:	45	4F	46	43	10	00	00	00	00	00	00	00	00	00	00	00	EOFC.....
240:	47	53	41	43	10	00	00	00	70	04	00	00	FD	FF	FF	FF	GSAC....p...ýýýý
256:	01	01	02	00	0A	00	00	00	01	0F	10	00	0A	01	00	00
272:	0A	02	00	00	0A	03	00	00	0A	04	00	00	0A	04	00	00
288:	0A	04	00	00	0A	04	00	00	0A	04	00	00	0A	04	00	00
304:	0A	16	00	00	0A	DB	00	00	0A	40	00	00	0A	06	00	00Û...@.....
320:	0A	04	00	00	0A	04	00	00	01	00	16	05	08	6C	01	00l..
336:	0A	08	00	00	08	6E	01	00	0A	08	00	00	08	64	02	00n.....d..
352:	0A	09	00	00	0A	0A	00	00	08	61	02	00	1A	0B	00	00a.....
368:	1A	0B	00	00	08	73	01	00	1A	0C	00	00	08	63	04	00s.....c..
384:	0A	0D	00	00	0A	0D	00	00	0A	0D	00	00	0A	0E	00	00
400:	08	70	02	00	0A	0F	00	00	0A	10	00	00	08	77	01	00	.p.....w..
416:	0A	11	00	00	08	54	01	00	0A	0F	00	00	08	4F	02	00T.....O..
432:	0A	11	00	00	0A	0F	00	00	08	43	04	00	0A	08	00	00C.....
448:	0A	08	00	00	0A	08	00	00	0A	12	00	00	01	00	16	05
464:	08	6C	01	00	0A	11	00	00	08	6E	01	00	0A	08	00	00	.l.....n.....
480:	08	64	02	00	0A	09	00	00	0A	0A	00	00	08	61	02	00	.d.....a..

Once we fix the file, we have to chose which music we want to change

```
3840: 47 53 41 43 10 00 00 00 60 02 00 00 12 27 00 00 GSAC....'...'
3856: 01 00 03 00 01 01 09 00 0A 04 00 00 01 00 05 00 .....
3872: 01 01 E9 03 1A 99 00 00 01 07 21 03 0A 08 00 00 ..é..™.....!....
3888: 1A 9A 00 00 1A 64 00 00 1A 9B 00 00 1A 64 00 00 .š...d...>...d..
3904: 1A 66 00 00 1A 64 00 00 01 07 21 03 0A 1C 00 00 .f...d...!....
3920: 1A 9C 00 00 1A 68 00 00 1A 9D 00 00 1A 64 00 00 .ø...h.....d..
3936: 1A 6A 00 00 1A 64 00 00 01 02 85 03 0A 08 00 00 .j...d.....
3952: 0A 11 00 00 08 6C 00 00 01 02 85 03 0A 1C 00 00 .....l.....
3968: 0A 08 00 00 08 6C 00 00 01 06 B1 04 1A C0 00 00 .....l.....±...Å..
3984: 1A C1 00 00 1A C2 00 00 1A C3 00 00 1A C4 00 00 .Å...Å...Å...Å..
4000: 1A 64 00 00 01 00 B2 04 08 6C 07 00 1A C5 00 00 .d....²...l...Å..
4016: 1A C6 00 00 1A C7 00 00 1A C8 00 00 1A C9 00 00 .Æ...Ç...È...É..
4032: 1A C4 00 00 1A 64 00 00 01 00 DE 05 01 01 DD 05 .Ä...d...ß...Ÿ..
4048: 0A 00 00 00 01 02 43 06 0A 08 00 00 0A 3B 00 00 .....C.....;..
4064: 08 77 00 00 01 02 43 06 0A CA 00 00 0A 16 00 00 .w....C...Ê.....
4080: 08 77 00 00 01 06 B1 04 1A CB 00 00 1A CC 00 00 .w....±...Ê...Ï..
4096: 1A CD 00 00 1A CE 00 00 1A CF 00 00 1A 64 00 00 .İ...İ...İ...d..
4112: 01 00 B2 04 08 6C 07 00 1A D0 00 00 1A D1 00 00 ..²...l...Đ...Ň..
4128: 1A D2 00 00 1A D3 00 00 1A D4 00 00 1A D5 00 00 .ò...ó...ô...õ..
4144: 1A 64 00 00 01 02 43 06 0A 08 00 00 0A 3C 00 00 .d....C.....<..
4160: 08 77 00 00 01 02 43 06 0A CA 00 00 0A D6 00 00 .w....C...Ê...ö..
4176: 08 77 00 00 01 02 43 06 0A CA 00 00 0A D7 00 00 .w....C...Ê...x..
4192: 08 77 00 00 01 00 06 00 01 00 07 00 08 61 02 00 .w.....a..
```

For that, we need an pointer with the Music ID we want to use on the GSDT (in my case it's the ID: CD)

(Important in the case you just want to replaces the music it's playing in any of these codes: Due to how the file handles the pointers and IDs, we can't just go to whatever position the music change values was pointing and change it's ID as it could mess up with any other actions that uses the same pointer, for example, an pointer that has "01 00 00 00" could be used for both a character, costume and Music)

To search an ID, search "[ID] 00 00 00" ("CD 00 00 00" for my example)

In my case, the ID im looking for it's not here, so we need to add it **(In the case the ID you're looking for is here, you can Skip this part)**

Type

Value

Binary

00000000

Signed Byte

0

Unsigned Byte

0

Signed Short

0

Unsigned Short

0

Signed Int

0

Unsigned Int

0

Signed Int64

1196639316

Unsigned Int64

1196639316

Float

0

Double

5.91218376498568e-315

Half Float

0

String

OSDATE

OSTIME

00:00:00

OLETIME

01/01/1601 00:01:59

time_t

01/01/1970 00:00:00

time64_t

12/02/2007 23:48:36

GUID

{00000000-5347-5444-1...

Inspector

Variables

Bookmarks

Find

Hex Bytes: CD 00 00 00

All

Options

CD 00 00 00

Find Results

Address

Value

Output

Find Results

Find in Files

Compare

Histogram

Checksum

Process

No occurrences of 'CD 00 00 00' found.

We have to go to the end of the file and look at the 3rd last row of the file

8688:	D3	CD	23	C2	B0	72	ED	42	85	2B	8F	C2	75	93	C9	C2	ÓÍ#Â°rIB...Âu"ÉÁ
8704:	FC	A9	F3	C1	A8	46	3A	C2	CD	CC	4C	A1	CD	CC	CC	40	ÛóÁ°F:ÁÍ!LÁÍ!@
8720:	9A	99	85	C1	9A	99	5B	42	0E	2D	51	C2	C3	F5	B7	C1	š™...Áš™[B.-QÁÃð·Á
8736:	83	40	8C	42	E1	7A	A7	C1	5C	0F	F8	42	00	00	B0	40	f@EBázšÁ\..øB..°@
8752:	21	B0	DA	C0	08	AC	EC	41	EE	7C	B3	C0	DB	99	06	43	!°ÚÁ.-iAi ³ÁÚ™.C
8768:	82	01	00	00	83	01	00	00	9A	99	B9	41	33	33	2B	C1	...f...š™¹A33+Á
8784:	00	00	D8	C1	00	00	90	42	1B	AF	22	42	8F	C2	57	C1	..øÁ...B.™"B.ÁWÁ
8800:	27	31	16	C1	5C	8F	40	C1	1B	AF	68	C2	00	00	94	41	'1.Á\..@Á.™hÁ..°A
8816:	00	00	40	C0	33	33	B3	C1	9A	99	80	42	CD	CC	95	C1	..@A33³Áš™€BÍ!·Á
8832:	CF	F7	A7	C0	F4	7D	47	42	77	BE	17	C0	BA	49	34	C1	İ÷šÁð}GBW¾.Á°I4Á
8848:	45	4F	46	43	10	00	00	00	00	00	00	00	00	00	00	00	EOFC.....
8864:	45	4F	46	43	10	00	00	00	00	00	00	00	00	00	00	00	EOFC.....
8880:																	

If there's any "00 00 00 00", take advantage of it and add the ID you want, if not, we'll need to add another row of 00s

8480:	66 66 FA C1	33 33 0B C2	9A 99 A9 42	33 B3 14 43	ffúÁ33.Âš™@B3³.C
8496:	C3 F5 F6 C1	2F 5D 32 C2	56 0E 05 43	B8 1E F9 C1	ÃõöÁ/]2ÂV..C.ùÁ
8512:	C9 B6 27 43	9A 99 B9 40	EC 51 C1 41	A6 9B 10 C1	É¶'Cš™'@iQÁA >.Á
8528:	7F 6A 28 C1	87 16 A9 40	42 80 13 43	48 01 00 00	.j(Á‡.€@B€.CH...
8544:	14 27 00 00	11 80 00 00	3B 5F 19 C2	F8 53 53 C1	.'...€...;..ÂøSSÁ
8560:	56 0E 87 42	3F 35 02 C1	FE D4 9C C1	00 00 08 41	V.‡B?5.ÁpõœÁ...A
8576:	CF F7 62 C2	6A BC D0 C0	83 80 E9 42	AE 47 B5 C0	Ī÷bÂj¼DÀf€éB@GµÀ
8592:	83 C0 A5 C1	06 01 3D 42	AC 1C AE C0	DB F9 74 C2	fÂ¥Á..=B~.©ÀÛtÂ
8608:	5C 8F D2 41	66 E6 D3 42	2F 27 00 00	3B 27 00 00	\.ÔAfæÓB/'...;'..
8624:	2C 80 00 00	84 01 00 00	1F 85 17 42	42 60 81 C0	,€.....BB`.Á
8640:	A4 70 C9 C1	10 58 89 3F	BE 3F 1A 43	00 00 F0 40	µpÉÁ.X%?%?.C..ð@
8656:	FC A9 55 42	2D B2 C5 C0	50 8D 65 C2	25 06 DC 41	ü@UB-²ÂÂP.eÂ%.ÜA
8672:	39 74 8F 42	B2 9D 01 C1	44 CB 94 C2	66 66 92 C0	9t.B²..ÁDE"Âff'Â
8688:	D3 CD 23 C2	B0 72 ED 42	85 2B 8F C2	75 93 C9 C2	ÓÍ#Â°ríB...+.Âu"ÉÁ
8704:	FC A9 F3 C1	A8 46 3A C2	CD CC 4C 41	CD CC CC 40	û@óÁ`F:ÂĪĪLĪĪĪ@
8720:	9A 99 85 C1	9A 99 5B 42	0E 2D 51 C2	C3 F5 B7 C1	š™...Áš™[B.-QÂÃð.Á
8736:	83 40 8C 42	E1 7A A7 C1	5C 0F F8 42	00 00 B0 40	f@EBázšÁ\..øB..°@
8752:	21 B0 DA C0	08 AC EC 41	EE 7C B3 C0	DB 99 06 43	!°ÚÀ.-ìAi ³ÂÛ™.C
8768:	82 01 00 00	83 01 00 00	9A 99 B9 41	33 33 2B C1	...f...š™'A33+Á
8784:	00 00 D8 C1	00 00 90 42	1B AF 22 42	8F C2 57 C1	..øÁ...B.."B.ÂWÁ
8800:	27 31 16 C1	5C 8F 40 C1	1B AF 68 C2	00 00 94 41	'1.Á\..@Á..hÁ.."A
8816:	00 00 40 C0	33 33 B3 C1	9A 99 80 42	CD CC 95 C1	..@À33³Áš™€BĪĪ.Á
8832:	CF F7 A7 C0	F4 7D 47 42	77 BE 17 C0	BA 49 34 C1	Ī÷šÁô}GBw¼.À°I4Á
8848:	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
8864:	45 4F 46 43	10 00 00 00	00 00 00 00	00 00 00 00	EOFC.....
8880:	45 4F 46 43	10 00 00 00	00 00 00 00	00 00 00 00	EOFC.....
8896:					

After that, we need to fix the length of the GSDT like we did to the GSAC

7552:	45 4F 46 43	10 00 00 00	00 00 00 00	00 00 00 00	EOFC.....
7568:	47 53 44 54	10 00 00 00	F0 04 00 00	00 00 00 00	GSDT....ð.....
7584:	0F 00 00 00	E8 03 00 00	DC 05 00 00	D0 07 00 00è...Û...ø...
7600:	FF FF FF FF	6E 00 00 00	10 00 00 00	20 00 00 00	yyyyn.....
7616:	00 00 00 00	00 01 00 00	AC 01 00 00	9A 99 59 3F~...š™Y?
7632:	00 00 80 3F	FF 00 00 00	80 00 00 00	02 00 00 00	..€?ÿ...€.....
7648:	05 00 00 00	01 00 00 00	40 00 00 00	03 00 00 00@.....
7664:	8C 00 00 00	0B 00 00 00	25 00 00 00	89 00 00 00	€.....%...%...
7680:	64 00 00 00	7C 00 00 00	67 00 00 00	69 00 00 00	d... ...g...i...
7696:	00 80 00 00	70 00 00 00	07 00 00 00	8F 00 00 00	.€...p.....
7712:	A2 00 00 00	42 01 00 00	66 00 00 00	68 00 00 00	c...B...f...h...
7728:	01 80 00 00	90 00 00 00	7D 00 00 00	04 00 00 00	.€.....}.....
7744:	09 00 00 00	0A 00 00 00	0C 00 00 00	0D 00 00 00
7760:	11 00 00 00	12 00 00 00	13 00 00 00	14 00 00 00
7776:	15 00 00 00	16 00 00 00	17 00 00 00	1A 00 00 00
7792:	1B 00 00 00	1C 00 00 00	1D 00 00 00	1E 00 00 00
7808:	21 00 00 00	22 00 00 00	23 00 00 00	24 00 00 00	!..."...#...\$...
7824:	26 00 00 00	29 00 00 00	2A 00 00 00	2B 00 00 00	&...)...*...+...
7840:	2F 00 00 00	30 00 00 00	31 00 00 00	33 00 00 00	/...0...1...3...
7856:	34 00 00 00	36 00 00 00	37 00 00 00	38 00 00 00	4...6...7...8...
7872:	39 00 00 00	3A 00 00 00	3B 00 00 00	3C 00 00 00	9...:...;...<...
7888:	3D 00 00 00	3E 00 00 00	3F 00 00 00	41 00 00 00	=...>...?...A...

IMPORTANT: Because we added another row at the end, we have to adjust the GSCF again (Only the GSCF, the GSCD remains unchanged)

[illegible]

Now that we have the ID we want, we need to get its pointer, to get it, we need to select from the row below the GSDT to the point before our desired ID

00001111	7536:	45	4F	46	43	10	00	00	00	00	00	00	00	00	00	00	00	EOFC.....
Byte 15	7552:	45	4F	46	43	10	00	00	00	00	00	00	00	00	00	00	00	EOFC.....
Word Byte 15	7568:	47	53	44	54	10	00	00	00	00	F0	04	00	00	00	00	00	GSDT....ð.....
Short 3840	7584:	0F	00	00	00	E8	03	00	00	DC	05	00	00	D0	07	00	00è...Û...ð...
Word Short 3840	7600:	FF	FF	FF	FF	6E	00	00	00	10	00	00	00	20	00	00	00	yyyyyn.....
Int 251658240	7616:	00	00	00	00	00	01	00	00	AC	01	00	00	9A	99	59	3F~.....\$^mY?
Int64 251658240	7632:	00	00	80	3F	FF	00	00	00	80	00	00	00	02	00	00	00	...€?y...€.....
Int64 1080863914461429760	7648:	05	00	00	00	01	00	00	00	40	00	00	00	03	00	00	00@.....
Int64 1080863914461429760	7664:	8C	00	00	00	0B	00	00	00	25	00	00	00	89	00	00	00	È.....%.....%
Int64 6.310887e-30	7680:	64	00	00	00	7C	00	00	00	67	00	00	00	69	00	00	00	d... ...g...i...
Int64 1.96568430687039e-236	7696:	00	80	00	00	70	00	00	00	07	00	00	00	8F	00	00	00	...c...p.....
Int64 0.0004272461	7712:	A2	00	00	00	42	01	00	00	66	00	00	00	68	00	00	00	È...B...f...h...
Int64 0.0004272461	7728:	01	80	00	00	90	00	00	00	7D	00	00	00	04	00	00	00	...€.....}
Int64 0.0004272461	7744:	09	00	00	00	0A	00	00	00	0C	00	00	00	0D	00	00	00
Int64 0.0004272461	7760:	11	00	00	00	12	00	00	00	13	00	00	00	14	00	00	00
Int64 0.0004272461	7776:	15	00	00	00	16	00	00	00	17	00	00	00	1A	00	00	00
Int64 0.0004272461	7792:	1B	00	00	00	1C	00	00	00	1D	00	00	00	1E	00	00	00
Int64 0.0004272461	7808:	21	00	00	00	22	00	00	00	23	00	00	00	24	00	00	00	!..."....#...\$...
Int64 251658240	8592:	83	C0	A5	C1	06	01	3D	42	AC	1C	AE	C0	DB	F9	74	C2	fAyÄ...=B...@ÄÜtÄ
Int64 1080863914461429760	8608:	5C	8F	D2	41	66	E6	D3	42	2F	27	00	00	3B	27	00	00	\.ÖAfæ0B/'...:...
Int64 1080863914461429760	8624:	2C	80	00	00	84	01	00	00	1F	85	17	42	42	60	81	C0	...€.....BB'..Ä
Int64 6.310887e-30	8640:	A4	70	C9	C1	10	58	89	3F	BE	3F	1A	43	00	00	F0	40	npEÄ.X%?%?.C...ð@
Int64 1.96568430687039e-236	8656:	FC	A9	55	42	2D	B2	C5	C0	50	8D	65	C2	25	06	DC	41	ü@ÜB-?ÄÄP.eÄ%.ÜÄ
Int64 0.0004272461	8672:	39	74	8F	42	B2	9D	01	C1	44	CB	94	C2	66	66	92	C0	9t.B?..ÄDE"Äff'Ä
Int64 0.0004272461	8688:	D3	CD	23	C2	B0	72	ED	42	85	2B	8F	C2	75	93	C9	C2	Ói#Ä°riB...+..Äü"ÉÄ
Int64 0.0004272461	8704:	FC	A9	F3	C1	A8	46	3A	C2	CD	CC	4C	41	CD	CC	CC	40	ü@öÄ°F:ÄiilÄiü@

We take the number of selected bytes (marked on Green on the screenshot) and divide it by 4

1264 ÷ 4 = 316

HEX 13C

The Hex Value of the Result it's our pointer, all what's left it's to put it into the Music change values marked and it's done!

3984:	1A C1 00 00	1A C2 00 00	1A C3 00 00	1A C4 00 00	.Ä...Ä...Ä...Ä..
4000:	1A 64 00 00	01 00 B2 04	08 6C 07 00	1A C5 00 00	.d....²...l...Ä..
4016:	1A C6 00 00	1A C7 00 00	1A C8 00 00	1A C9 00 00	.Æ...Ç...È...É..
4032:	1A C4 00 00	1A 64 00 00	01 00 DE 05	01 01 DD 05	.Ä...d...p...Ÿ..
4048:	0A 3C 01 00	01 02 43 06	0A 08 00 00	0A 3B 00 00	.<...C...;..
4064:	08 77 00 00	01 02 43 06	0A CA 00 00	0A 16 00 00	.w....C...Ê.....
4080:	08 77 00 00	01 06 B1 04	1A CB 00 00	1A CC 00 00	.w....±...Ë...Ï..
4096:	1A CD 00 00	1A CE 00 00	1A CF 00 00	1A 64 00 00	ť...ť...ť...d