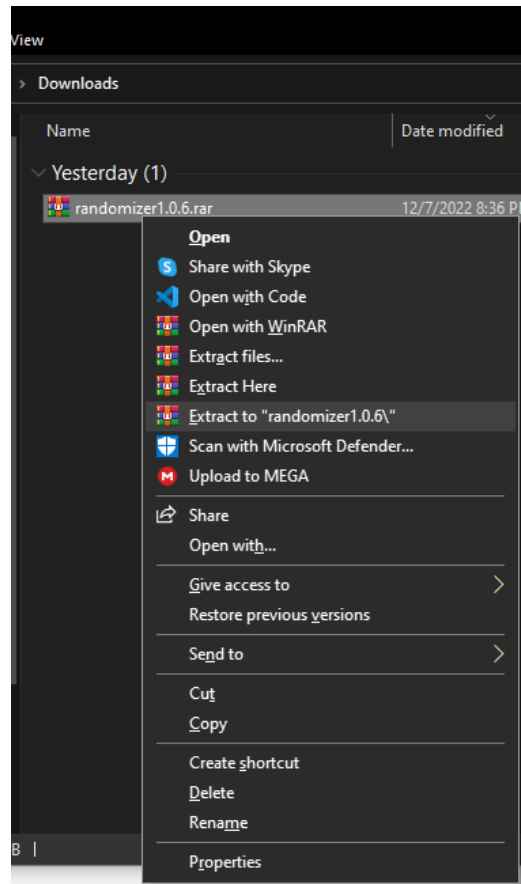
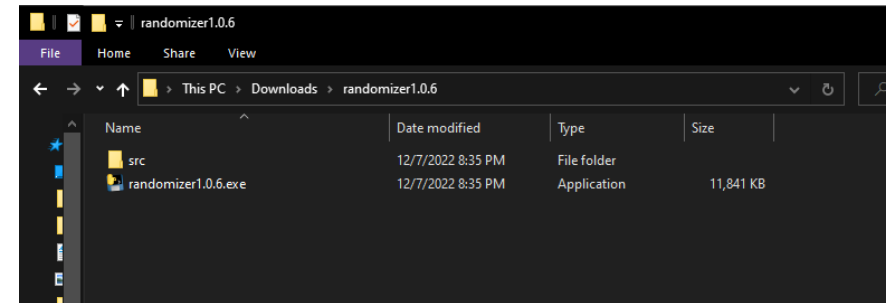


# Tutorial: How to use the Randomizing Tool

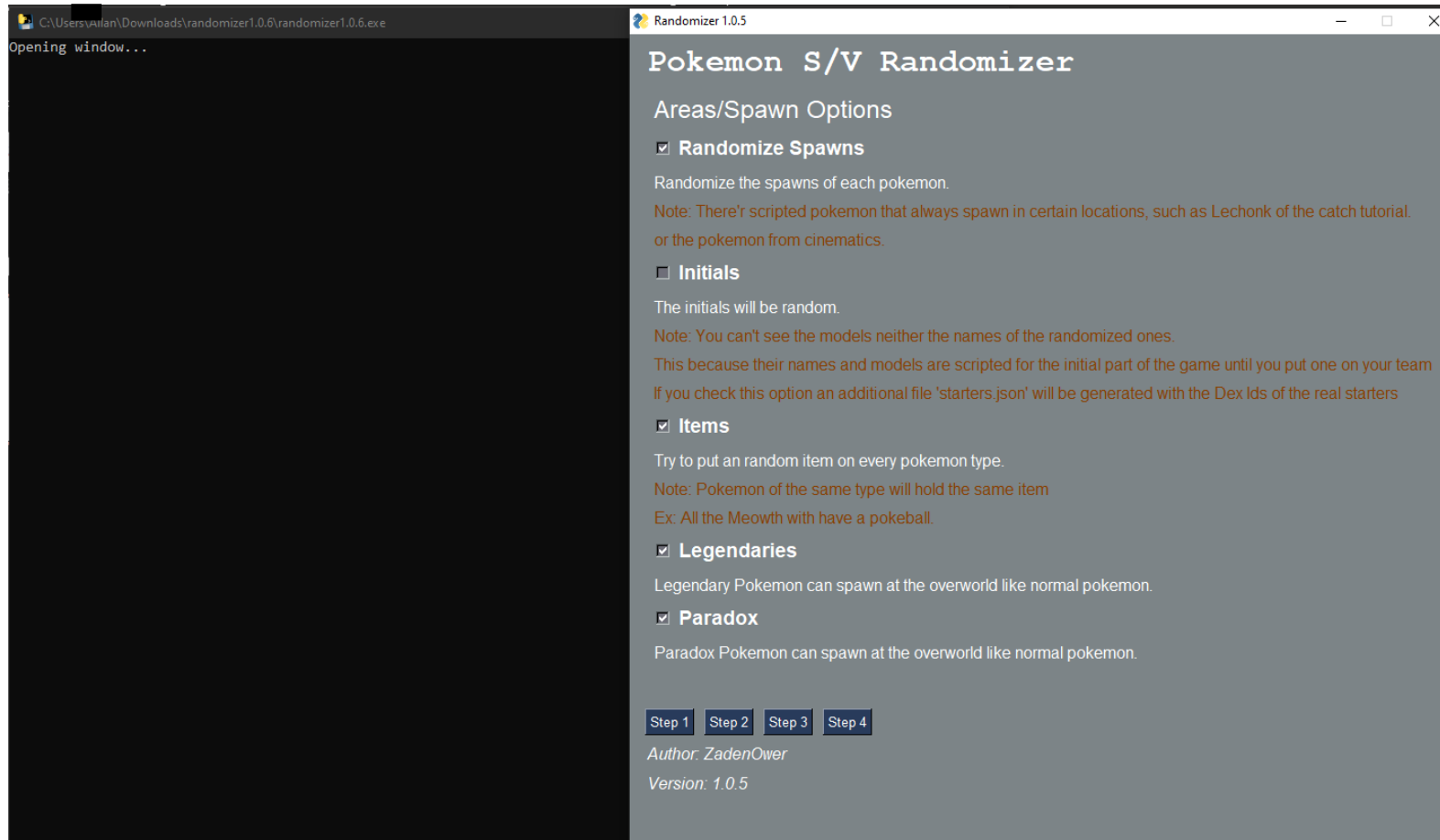
After download the last version published on [GameBanana](#), you will extract the .rar and see if You have all the files inside, then you can initiate the randomizer tool clicking the .exe



Extract to "randomizer1.0.6"



Next after click on the .exe, 2 windows will open, one is the CMD running the .exe and the other is the Randomizing Tool



On the tool, you can use the steps buttons below to navigate between the different layouts where you gonna check the options that you want.

Keep in mind the annotations of each option to have better knowledge of what it's going to happen by selecting them

## Step 1 – Spawns Options



## Step 2 – Pokémon Options



## Step 3 – Trainers Options

Randomizer 1.0.5

Pokemon S/V Randomizer

Areas/Spawn Options

☒ Randomize Spawns

Randomize the spawns of each pokemon.  
Note: There'r scripted pokemon that always spawn in certain locations, such as Lechonk of the catch tutorial or the pokemon from cinematics.

☐ Initials

The initials will be random.  
Note: You can't see the models neither the names of the randomized ones.  
This because their names and models are scripted for the initial part of the game until you put one on your team  
If you check this option an additional file 'starters.json' will be generated with the Dex Ids of the real starters

☒ Items

Try to put an random item on every pokemon type.  
Note: Pokemon of the same type will hold the same item  
Ex: All the Meowth with have a pokeball.

☒ Legendaries

Legendary Pokemon can spawn at the overworld like normal pokemon.

☒ Paradox

Paradox Pokemon can spawn at the overworld like normal pokemon.

Step 1

Step 2

Step 3

Step 4

Author: ZadenOwer

Version: 1.0.5

Randomizer 1.0.5

Pokemon S/V Randomizer

Individual Pokemon Options

☒ Abilities

Every pokemon type will have a random ability.  
Note: Pokemon of the same type will have the same ability  
Ex: All the Pikachu with have Overgrowth.

☐ TMs

Change the compatibility of TMs for each pokemon type  
Note: Pokemon of the same type will have the same TM compatibility

☐ Learnset

Randomize the moves that every pokemon type will learn at their respective levels  
Ex: All the Fuecoco will learn Thunderbolt at level 12.

Step 1

Step 2

Step 3

Step 4

Author: ZadenOwer

Version: 1.0.5

Randomizer 1.0.5

Pokemon S/V Randomizer

Trainers Options

☒ Randomize Team

Randomize the team of each trainer.  
Note: The rival will have a random team each time you battle.

☒ Teracristalize

Every trainer will attempt to teracristalize.

☐ Force Full Team

Every trainer will have 6 pokemon on his team

☐ Keep Themed Trainers

Randomize the pokemon of themed trainers (such as gym leaders) for others with same type

☐ Trainers' Pokemon Items

Try to put an item on every pokemon of every trainer

☐ Perfect IVs

Every pokemon of every trainer will have perfect IVs on each stat (keeping the 30 IVs on a random stat)

Shiny Rate (Value [0-100])

Shiny rate for every pokemon of every trainer  
Note: If the value is lesser than 0 will be treated as 0, if the value is greater than 100, will be treated as 100, or if the value is not a number, will be ignored

☐ Force Final Evolution

Step 1

Step 2

Step 3

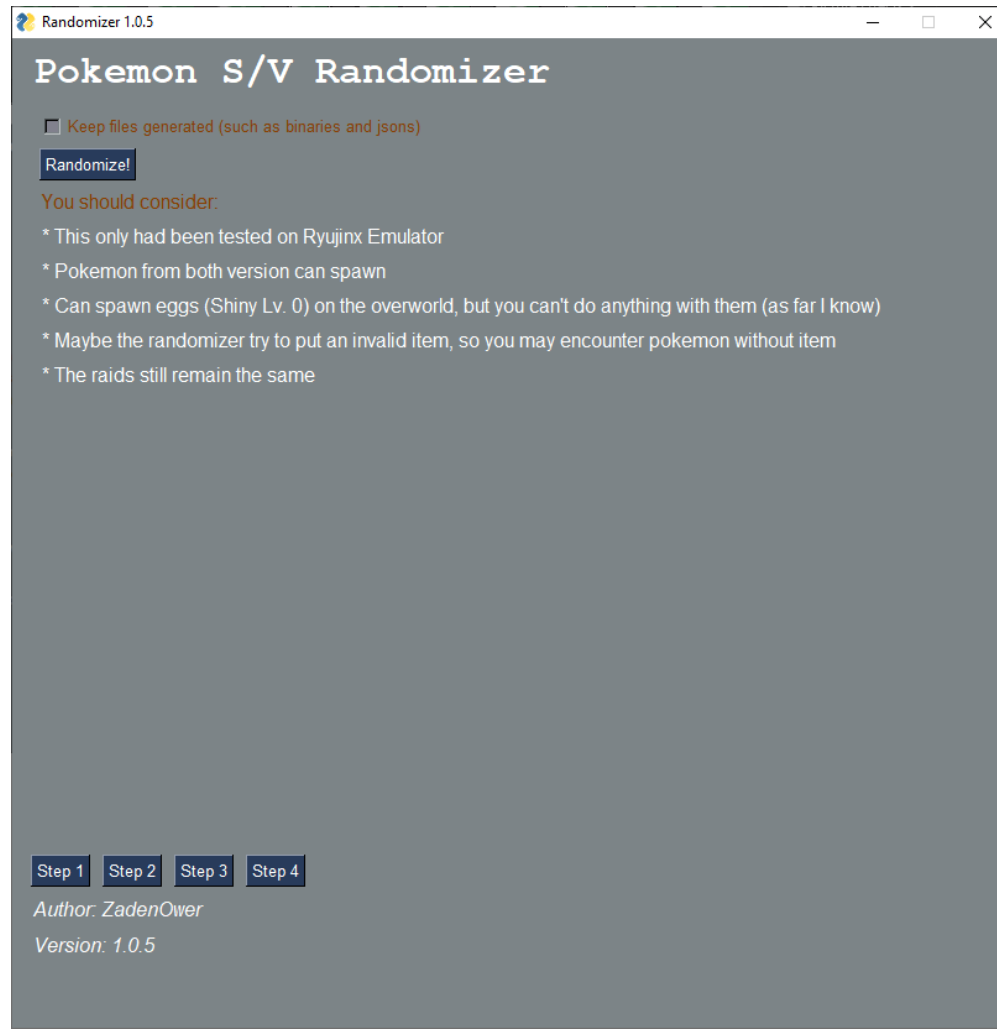
Step 4

Author: ZadenOwer

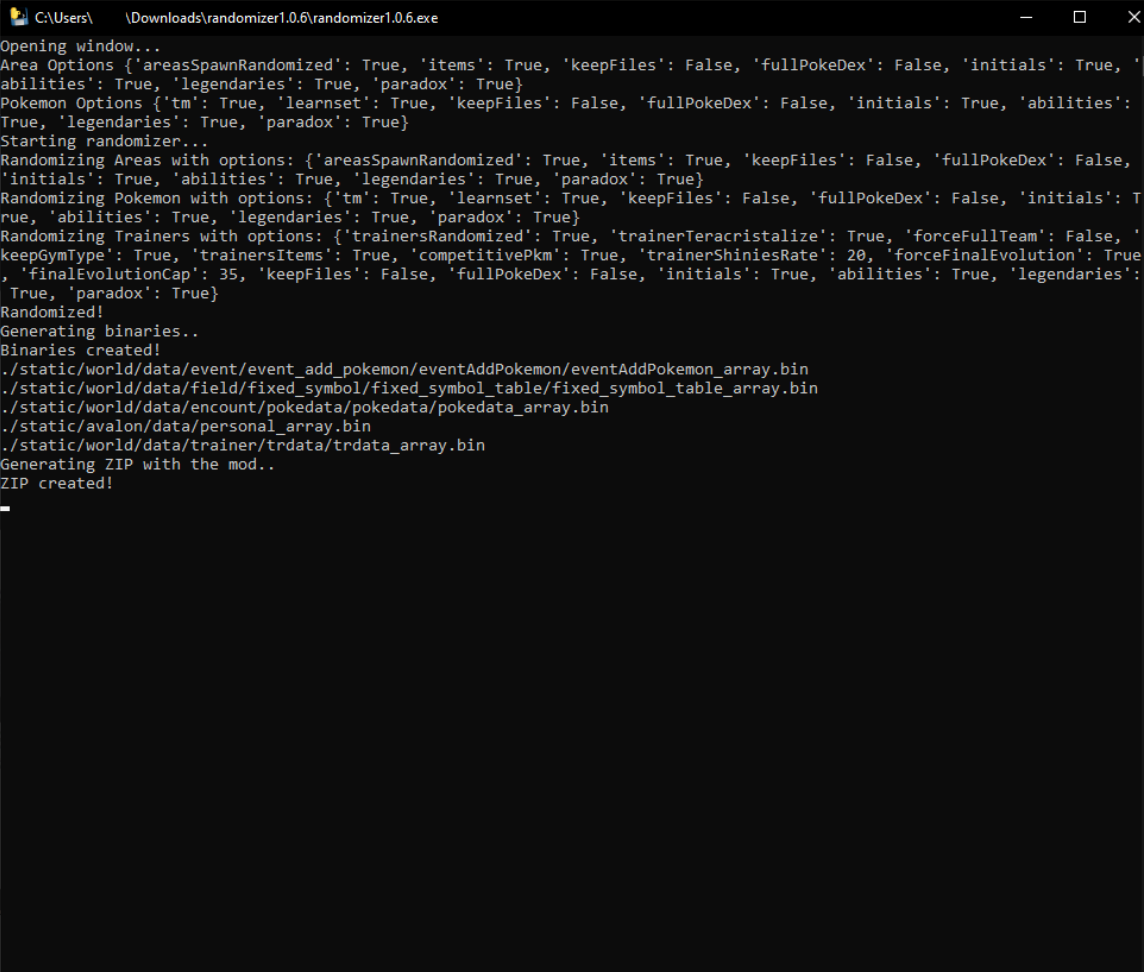
Version: 1.0.5

The step 4 is the final step, when you click “Randomize!” will start the process of generating the mod based on the options you checked before, the little check above the button is for keep the files that are generated if you want to see them, if you don’t know about how to read JSONs maybe this isn’t going to be much useful.

There are some considerations also, this move isn’t perfect so you can run into several bugs, if you can, please share the bugs you may encounter on the post of GameBanana or DM me on discord (look at me as ZadenOwer#9197)

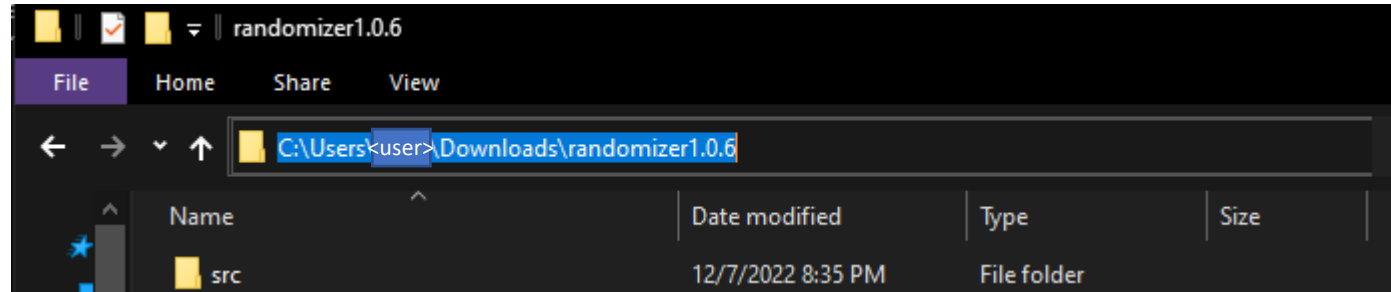


When the randomizing finish, you will see this output on the CMD window, again this are stuffs for logging the process in case you run into a bug or problem while running the tool

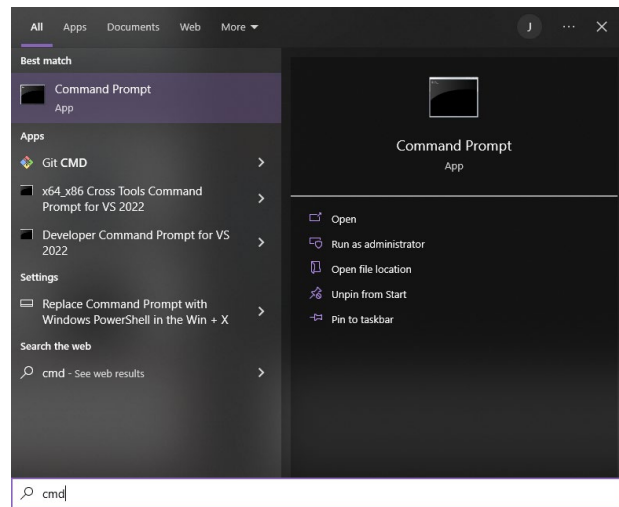


```
C:\Users\ \Downloads\randomizer1.0.6\randomizer1.0.6.exe
Opening window...
Area Options {'areasSpawnRandomized': True, 'items': True, 'keepFiles': False, 'fullPokeDex': False, 'initials': True, 'abilities': True, 'legendaries': True, 'paradox': True}
Pokemon Options {'tm': True, 'learnset': True, 'keepFiles': False, 'fullPokeDex': False, 'initials': True, 'abilities': True, 'legendaries': True, 'paradox': True}
Starting randomizer...
Randomizing Areas with options: {'areasSpawnRandomized': True, 'items': True, 'keepFiles': False, 'fullPokeDex': False, 'initials': True, 'abilities': True, 'legendaries': True, 'paradox': True}
Randomizing Pokemon with options: {'tm': True, 'learnset': True, 'keepFiles': False, 'fullPokeDex': False, 'initials': True, 'abilities': True, 'legendaries': True, 'paradox': True}
Randomizing Trainers with options: {'trainersRandomized': True, 'trainerTeracristalize': True, 'forceFullTeam': False, 'keepGymType': True, 'trainersItems': True, 'competitivePkm': True, 'trainerShiniesRate': 20, 'forceFinalEvolution': True, 'finalEvolutionCap': 35, 'keepFiles': False, 'fullPokeDex': False, 'initials': True, 'abilities': True, 'legendaries': True, 'paradox': True}
Randomized!
Generating binaries..
Binaries created!
./static/world/data/event/event_add_pokemon/eventAddPokemon/eventAddPokemon_array.bin
./static/world/data/field/fixed_symbol/fixed_symbol_table/fixed_symbol_table_array.bin
./static/world/data/encount/pokedata/pokedata/pokedata_array.bin
./static/avalon/data/personal_array.bin
./static/world/data/trainer/trdata/trdata_array.bin
Generating ZIP with the mod..
ZIP created!
```

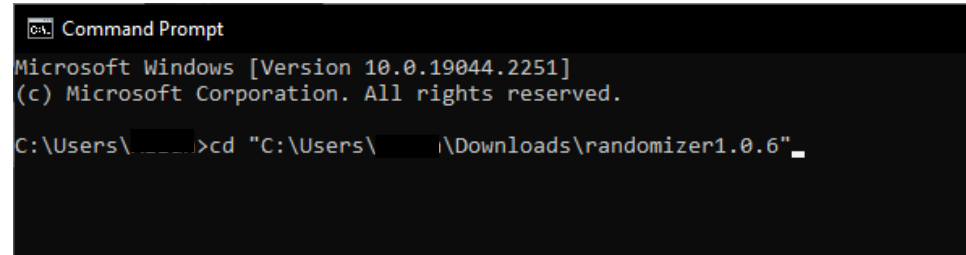
If for some reason the tool closes and you don't have a chance to see the output on the CMD because closes instantly, you can always open first CMD and then from there execute the .exe, just follow this:



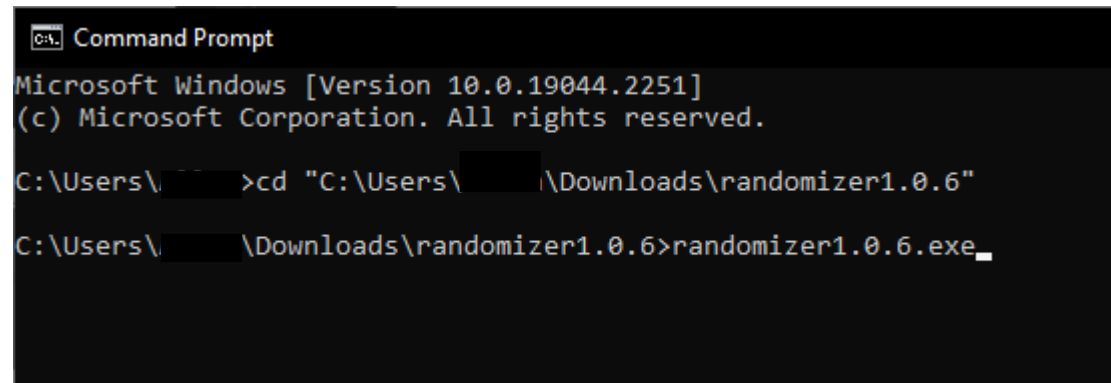
1. Copy the address of the folder where the .exe was extracted



2. Search CMD on your Start



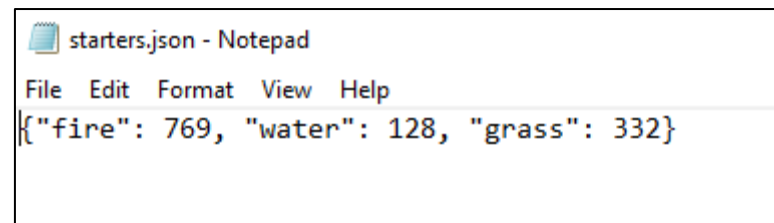
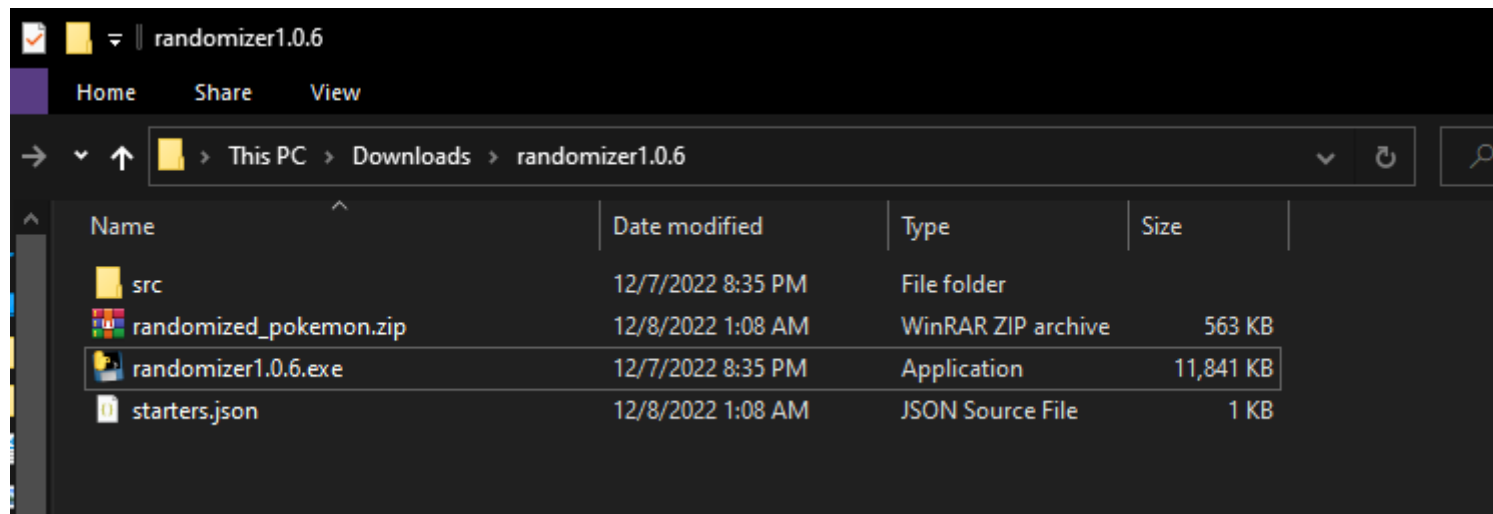
3. Write *cd "<address>"* and press enter



4. Write *randomizer* and press TAB to autofill with the name of the .exe, with this you will keep the logs of the execution

When the process finish, you will see 2 new files, *randomized\_pokemon.zip* and *starters.json*

The *.zip* is the mod itself that you gonna install, the *starters.json* is a file where you can find the dex ID's (National Dex) of the new starters that were randomized, this because you can't see who is who until you have selected one and put it on your team so just open that file and search for that dex ID in order to know who is the real starter for each type



Example of the *starters.json*

Now that you have your own version of the randomized mod, you can use Trinity Mod Loader using [this guide](#). You need to pay attention to points 1 to 3, you can skip the next until point 5, and then pay attention again from point 6, if you do it correctly, you will install successfully the mod.