

when running new save in dolphin - upon creating character,  
8P-GPOE-PSO\_CHARACTER.gci is written to

network setup writes to - 8P-G9AE-sega\_network\_information.gci

Quests in PSO Plus:

You can insert Zorlon's custom quest packs, but need to use original PSO Plus **TextShopEnglish.rel**. It's a couple kilobytes longer and accounts for Seat of the Heart, Central Dome Fire Swirl, East Tower, West Tower.

There's an additional quest,

quest58\_j.dat

quest58\_j.bin

Seems to be japanese version of Lost Heat Sword.

Using Soly's ItemPMT editor GC, was able to add a new photon color (black and white transitioning) and add a new item in the Double Saber family

	ID	Model	Texture	Team Points	Class	ATP Min	ATP Max	ATP Req	MST Req	ATA Req	MST	Grind	Photon	Special	ATA	Stat Boost	Projectile	Photon Trail 1 X	Photon Trail 1 Y	Photon Trail 2 X	Photon
000E00 DOUBLE SABER	244	13	13	0	255	150	152	235	0	0	0	35	0	6	30	0	0	3	2	5	4
000E01 STAG CUTLERY	245	13	13	0	123	230	235	343	0	0	0	30	3	37	35	0	0	3	2	5	4
000E02 TWIN BRAND	246	13	13	0	251	235	240	400	0	0	0	60	1	39	39	0	0	3	2	5	4
000E03 Draw	460	13	13	0	255	300	380	30	0	0	0	80	20	11	45	0	0	3	2	5	4

Game loads it fine. However, some subset of the items get shifted because of the added item:

	ID	Model	Texture	Team Points	Stat	Stat Amount	+/-	Stars
010325 Resist/Blizzard	725	-1	-1	0	Resistance Ice	10	1	3
010326 Resist/Shock	726	-1	-1	0	Resistance Ice	15	1	5
010327 Resist/Thunder	727	-1	-1	0	Resistance Shock	5	1	2
010328 Resist/Storm	728	-1	-1	0	Resistance Shock	10	1	3
010329 Resist/Light	729	-1	-1	0	Resistance Shock	15	1	5
01032A Resist/Saint	730	-1	-1	0	Resistance Light	5	1	3
01032B Resist/Holy	731	-1	-1	0	Resistance Light	10	1	4
01032C Resist/Dark	732	-1	-1	0	Resistance Light	15	1	6
01032D Resist/Evil	733	-1	-1	0	Resistance Dark	5	1	3
01032E Resist/Devil	734	-1	-1	0	Resistance Dark	10	1	4
01032F All/Resist	735	-1	-1	0	Resistance Dark	15	1	5
010330 Super/Resist	736	-1	-1	0	Resistance All	3	1	7
010331 Perfect/Resist	737	-1	-1	0	Resistance All	6	1	8
010332 HP/Restorate	738	-1	-1	0	Resistance All	9	1	11
010333 HP/Generate	739	-1	-1	0	Restoration HP	14	0	4
010334 HP/Revival	740	-1	-1	0	Restoration HP	11	0	6
010335 TP/Restorate	741	-1	-1	0	Restoration HP	8	0	9
010336 TP/Generate	742	-1	-1	0	Restoration TP	15	0	4
010337 TP/Revival	743	-1	-1	0	Restoration TP	13	0	6
010338 PB/Amplifier	744	-1	-1	0	Restoration TP	11	0	9
010339 PB/Generate	745	-1	-1	0	Restoration PB	40	0	4
01033A PB/Create	746	-1	-1	0	Restoration PB	35	0	6
01033B Wizard/Techniq...	747	-1	-1	0	Restoration PB	23	0	9
01033C Devil/Technique	748	-1	-1	0	Technique Level	1	0	6
01033D God/Technique	749	-1	-1	0	Technique Level	2	0	9
01033E General/Battle	750	-1	-1	0	Technique Level	3	0	11
01033F Devil/Battle	751	-1	-1	0	Attack Speed	5	0	6
010340 God/Battle	752	-1	-1	0	Attack Speed	10	0	9
010341 Cure/Poison	753	-1	-1	0	Attack Speed	20	0	11

I gave the test character a God/Battle and upon adding the item, the game would load it as a Cure/Poison, at least in name and item description. In-game, the item still gave attack speed boost, i.e. behaved as a God/Battle and not Cure/Poison. If you scroll to the top of the units, the first one is General/Power and Knight/Power has been shifted out.