

Tutorial 2 - Supports and Dialogue

OVERVIEW

This section will build off of the character inserted into the game in chapter 1. If you don't have a custom character to work with, I suggest adding one in using the instructions in that chapter.

So now we receive our new character, Zola, the first time we visit My Castle. As it stands, our new character's pretty boring. He doesn't have any dialogue or supports, so he only exists for gameplay. However, we can turn him into more of an actual character by giving him supports and dialogue for things like level ups and My Castle.

Adding Supports:

From FEFEditor, select the Support Editor and open up the GameData.bin.lz file that you edited in the previous tutorial. Navigate to Edit -> Add Character. Select Zola from the menu and click OK. Zola should appear in the character list.

Select Zola from the list. To add a support, select a character from the "Support Character" box and a type from the "Support Type" box. Once you've done so, click the "Add" button to add in the new support. Add in as many supports as you want and export the file to your patch folder once you're done editing.

Adding Dialogue:

The next step to integrating our new character into the game is adding some My Castle dialogue. Doing this is pretty straightforward - select the dialogue editor and open the main text folder in your ROM. For Japanese versions, this is the "m" folder. For NA versions, "m/@E". For Europe, the folder corresponds to your language, so "m/@U" for English, "m/@F" for French, "m/@S" for Spanish, etc. Give the editor a moment to open all of the dialogue files after making your selection.

Editing the dialogue is simple. In the box that says “Enter PID here”, enter in the PID of your character without the prefix. So “PID_Zola” becomes “Zola”. Afterwards, click “Update”. Now you can click through entries in the list and enter what you want the character to say in the text area. As always, export to your patch folder when you are finished.



Now, your new character should have both supports and dialogue that you can view in game!