

# Tutorial 3 - Custom AID

## OVERVIEW

In this section, we will go over how to create a custom AID for a character. An AID determines what a particular character's model looks like. Effectively, it specifies how the game should assemble head, hair, body, and gear models together to create the characters you see in game.

Creating a new AID from existing assets is actually pretty easy. As a result, this tutorial will be pretty short. Anyways, let's get started.

## Adding the AID:

Open up FEFNightmare and open the file called "ROM3.lz" from your ROM. This file contains every AID relating to characters specifically. As always, I suggest backing up the file before making any changes to it.

Next, select the "Jakob AID" module from the module list. As the name suggests, this module builds an AID using values from Jakob's AID. Next, simply enter in information for every text field in the module window. You'll also want to enter in a hair color in its corresponding field. The game uses standard hexadecimal coloring. If you need help picking out a color, you can find plenty of online tools which can help you find hexadecimal values for a color.

For reference, here are the values I chose for my AID:

- AID: AID\_Orochi2
- Head Model: uHead\_F\_ch124\_0
- Head Texture: uHead\_F\_ch124\_0\_cl0n
- Hair Model: uHair\_F\_ch124\_0
- Hair Texture: uHair\_F\_ch124\_0\_cl0n
- Animation Set: uEAnim\_F\_ch124\_non
- Voice Set: OROCHI
- Hair Color: C3 D2 D2 00
- AID (Repeat): AID\_Orochi2
- JID: JID\_呪い師女

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- Class Model: uBody\_F\_miko\_0\_ch177
  - Class Texture: uBody\_F\_miko\_0\_ch177\_cl0n\_P
  - Gear Model: uDres\_F\_miko\_upp1\_0\_ch177
  - Gear Texture: uDres\_F\_miko\_upp1\_0\_ch177\_cl0n\_P

For reference, the “JID” section uses the ID for a specific class. Specifying one here means that a character will use a special model whenever they are that class. Typically, a JID includes the Japanese class name followed by Man/Woman in Japanese to specify which version of the class it applies to. For example, the JID above applies to the female form of the Diviner class.

Once you’ve entered in everything, you can click on the inject button to add the new AID to your file. You won’t be prompted to enter in information for FEFNightmare since there aren’t any data files which use AID information.

You can now close out of FEFNightmare after saving your file.

## Using Your AID:

Using your AID is actually pretty simple - in fact, you already learned how to use an AID back in the first tutorial. All you need to do is create a new character like you did previously and replace the “Asset Pointer” value with the AID you just created. Since the process is so similar, I’m not going to detail it here - simply repeat the process from tutorial 1 and use a different value for the “Asset Pointer” field.

Here’s what the AID I gave you above looks like in game:

