

Tutorial 2 - Support 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's only really exists for gameplay. However, we can turn him into more of a real character by giving him supports and dialogue for things like level ups and My Castle.

Configuring the Character (Again):

For a character to be eligible for things like supports or dialogue, we have to configure their character block. Doing this is actually pretty simple – first, open up run FEFNightmare from FEFEditor, select your GameData file, and open up the character module.

From within the module, select Zola and find the entry titled "Flag 41-48." Set this value to 0x40. By setting this value to 0x40, we allow Zola to show up in My Castle like a normal character. Next, we need to give Zola a support ID. The ID you set here should always be the next available support ID from the characters in the character table. For a fresh, unmodified GameData file, that ID should be 0x47. If you are using UnassumingVenusaur's Same-Sex Expansion Patch, you'll want to start with 0x4B. Next time you go to add a support ID, use the next number (ex. after 0x47, use 0x48). Finally, configure the "Support Route" option as you'd like. I tend to just enable supports for all routes.

Before you go, be sure to note the character ID of your new character. You'll need this value to add your character to the support table. Once you've made your changes, you can safely exit the module, save your file, and return to FEFEditor.

Adding Supports:

Note: If you are using the Same-Sex patch, you'll need to make one quick change before you can use the support editor. Navigate to the FEFEditor's directory and open the external folder. Inside

that folder, open “Support XML,” and then “Same-Sex Patch.” Copy the file inside that folder to the external folder, overwriting when asked.

Now that we’ve configured our character, it’s time to add them to the support table. Select “Support Editor” from the list in FEFEditor and open your GameData file. Switch over to the character tab, and enter in your character’s name, character ID, and support ID. Finally, click add. Once that’s done, you can start populating the support list for your character.

Switch over to the support tab and select your character from the list. Select a character from the “Support Character” drop down and a support type from the “Support Type” dropdown. Then click the “Add” button to add that support to your character’s support table. Repeat as desired until all of the supports you want have been added.

When you’ve finished adding in all of the supports you want, you’re free to export your GameData file and close the editor. If you want to take a break from editing, now would be a good time to see the results in game.

Adding Dialogue:

The next step to integrating our new character into the game is adding some My Castle dialogue. Doing this is pretty straightforward, but we’ll need to go through some setup first. The files we want to edit are located under “m/@E” in the ROM for US versions of Fates, “m” for Japanese versions, and some variation of “@U” for European versions. Regardless of which folder it is for you, we need to edit a group of different files inside this folder to add in new dialogue. You could just select this folder when you want to edit dialogue, but if you’re going to do that I suggest making a backup of your entire “m” folder first in case you want to reverse changes. I chose to copy the files that include My Castle dialogue into their own separate folder for editing. If you want to do that, you need the following files:

LVUP.bin.lz	
アクセサリ.bin.lz	
にぎやかし_アミーボ.bin.lz	
にぎやかし_恋人汎用.bin.lz	
にぎやかし_物をもらった時.bin.lz	
にぎやかし_絆汎用.bin.lz	店番_鉱石_白.bin.lz
にぎやかし_親子汎用.bin.lz	店番_鉱石_黒.bin.lz
にぎやかし_通りすがり.bin.lz	店番_錬成屋.bin.lz
マイルーム_挨拶.bin.lz	店番_闘技場.bin.lz
下画面セリフ_武器屋道具屋.bin.lz	店番_食堂.bin.lz
下画面セリフ_錬成屋.bin.lz	店番_食材_他城.bin.lz
店番_アクセサリ屋.bin.lz	店番_食材_自城.bin.lz
店番_クジ引き屋.bin.lz	店番_魔符屋.bin.lz
店番_他に用は.bin.lz	撤退.bin.lz
店番_武器屋.bin.lz	支援S_他に用は.bin.lz
店番_温泉.bin.lz	支援S_寝起き.bin.lz
店番_牢屋.bin.lz	支援S_花.bin.lz
店番_道具屋.bin.lz	支援S_風呂.bin.lz
店番_鉱石_他城.bin.lz	支援S_日常イベント.bin.lz
	死亡.bin.lz
	温泉_イベント.bin.lz
	食堂_料理完成.bin.lz

Once you've taken care of setting up your working folder, go ahead and select the Dialogue Editor from FEFEditor. Select the folder with your dialogue files. Inside the editor, all we need to do is enter in a character's PID and select a dialogue option to start viewing and editing dialogue. For this tutorial, simply enter in Zola's PID (ゾーラ), click the update button, and select a dialogue option.

If a character doesn't have dialogue for a specific option, the editor will give them a placeholder line. You can simply delete the placeholder text and enter in whatever you want here. Keep in mind that the dialogue editor doesn't account for textbox sizing. If the dialogue is too big for one line, it will get cut off. You can solve this by adding a "\n" to the dialogue to go to the next line. When you are done editing a specific option, enter CTRL + S to save the option. When you are done editing, simply use the "Export All" button to export all of your dialogue files.

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