

# Monster Hunter 4 Ultimate HD Texture Pack V2.5

Tested on MH4U V1.1

And [Citra Valentin](#) ( requires [Visual C++ 2019 redistributable](#) )

Come chill with us on the discord if you need further help or want to play together with other hunters!: <https://discordapp.com/invite/GrbFWzG>

## Instructions:

Users of previous versions please delete everything except for the MHXX weapons and armor before installing v2.5

- In Citra, click Emulation at the top, Configure, Graphics, on the right side Enable Use Custom Textures
- Right click Monster Hunter 4 Ultimate in your Citra main screen, Open custom texture location, [Extract](#)/Drag all folders from the download/s to this location.

(C:\Users\xxxxx\AppData\Roaming\Citra\load\textures\0004000000126100)

## Customization:

- In the UI folder you can find various replacements for different button layouts, extract the one you like.  
tbsp's PS4 buttons or Luan and Maru's Xbox buttons

## Download Links:

Complete MH4U HD Texture Pack (9,12GB) :

<https://drive.google.com/file/d/1k7ncISD4lfxi3Uh4bXq7Sji892iFVQYY>

## Separate links:

- HD Maps (2,30GB):

[https://drive.google.com/file/d/1gDnB\\_1oD0INGQj7vhkYG0NfYIV6SRTgN](https://drive.google.com/file/d/1gDnB_1oD0INGQj7vhkYG0NfYIV6SRTgN)

- HD Monsters, NPC's and Character customisation (743mb):

[https://drive.google.com/file/d/12YoGDollzRrUaxJUtw\\_gGdAFh3xsHC5V](https://drive.google.com/file/d/12YoGDollzRrUaxJUtw_gGdAFh3xsHC5V)

- HD Effects, palico weapons/armor, pitfall textures (285mb):

[https://drive.google.com/file/d/1vwld\\_IkoV9geGZEts8KWgl7t0ejmxvl](https://drive.google.com/file/d/1vwld_IkoV9geGZEts8KWgl7t0ejmxvl)

- HD UI (270mb):

<https://drive.google.com/file/d/1xMEcSoBp49mVSsLSrBI9e3F8xb0oRbzf>

- HD Armor [incomplete placeholder from the mhxx pack] (3,59GB):

<https://drive.google.com/file/d/1r6YGuyqpbWd7NQ4ALeQYNWBbn--EPY0A>

- HD weapons [incomplete placeholder from the mhxx pack] (1,94GB):

<https://drive.google.com/file/d/15gG4rh6O3E6q1ZjDLOGfheT4UIQk7bC8>

## Optional:

For non english players i recommend getting the ui files of your language below (in addition to the UI files from the full/partial pack).

just extract the files to

C:\Users\xxxxx\AppData\Roaming\Citra\load\textures\000400000126100\HD Textures V2.5\UI

- German UI files:

[https://drive.google.com/file/d/12tx\\_\\_j8l3ePTQgzoEhcr7B55-Q0gPeiq](https://drive.google.com/file/d/12tx__j8l3ePTQgzoEhcr7B55-Q0gPeiq)

- French UI files:

<https://drive.google.com/open?id=1O-eG8liM23NQbznPtHIR1DrOgL3cjNO->

- Italian UI files:

<https://drive.google.com/open?id=1iv3ZttyQQ4BzESlPkD23orPAFWLpc7st>

- Spanish UI files:

<https://drive.google.com/open?id=1qQjguVG-mml42SJRod2tXE-Fgvpo5fcW>

## V2.5 Patch notes:

- New method of upscaling for everything (ESRGAN instead of Gigapixel AI)
- Hand picked textures of multiple upscale models
- 100% of the locations covered now
- Most poogies, palico armor and weapons, guild card backgrounds and UI done
- A.steppe skybox seams fixed
- The majority of custom textures have been removed and replaced with original upscaled textures.
- New monster effects added (possibly just some g rank monster effects missing)
- Various edits and changes made to monster textures

### **!Recommendation For First Time Players!**

Monster Hunter 4 Ultimate can run and look great on Citra with the right settings, but also extremely bad if you ignore going through the next steps:

### **Forced 3D + Dithering effect removal:**

- Start up MH4U and click Emulation, then Cheats at the top.
- Press Add Cheat, choose a name, now copy and paste the following under CODE:

**Europe+USA version:**

**610572CC 00000000**

**B10572CC 00000000**

**00006BA8 010F436E**

**D2000000 00000000**

**Korean version:**

**6101C0B4 00000000**

**B101C0B4 00000000**

**00006BA8 010F436E**

**D2000000 00000000**

**Japanese version:**

**61037C38 00000000**

**B1037C38 00000000**

**00006BA8 010F436E**

**D2000000 00000000**

- Press Save and hit the box on the left to enable it
- In Emulation>Configure>Graphics make sure that stereoscopic 3D mode is OFF, and depth at 0%

## **Roar stuttering fix:**

- In Emulation>Configure>Graphics>Advanced Tab select Ignore Format Reinterpretation ([only on custom citra](#))

## Last Resort 30 FPS Lock:

- If the above did not help you maintain 100% speed in the game you can use the following cheat to lock your framerate at a stable 30 fps.
- Just like before, Press Add Cheat, choose a name, now copy and paste the following under CODE:

### Europe+USA version:

**61057194 00000000**  
**B1057194 00000000**  
**00000030 41F00000**  
**D2000000 00000000**

### Korean version:

**6101BF7C 00000000**  
**B101BF7C 00000000**  
**00000030 41F00000**  
**D2000000 00000000**

### Japanese version:

**61037BBC 00000000**  
**B1037BBC 00000000**  
**00000030 41F00000**  
**D2000000 00000000**

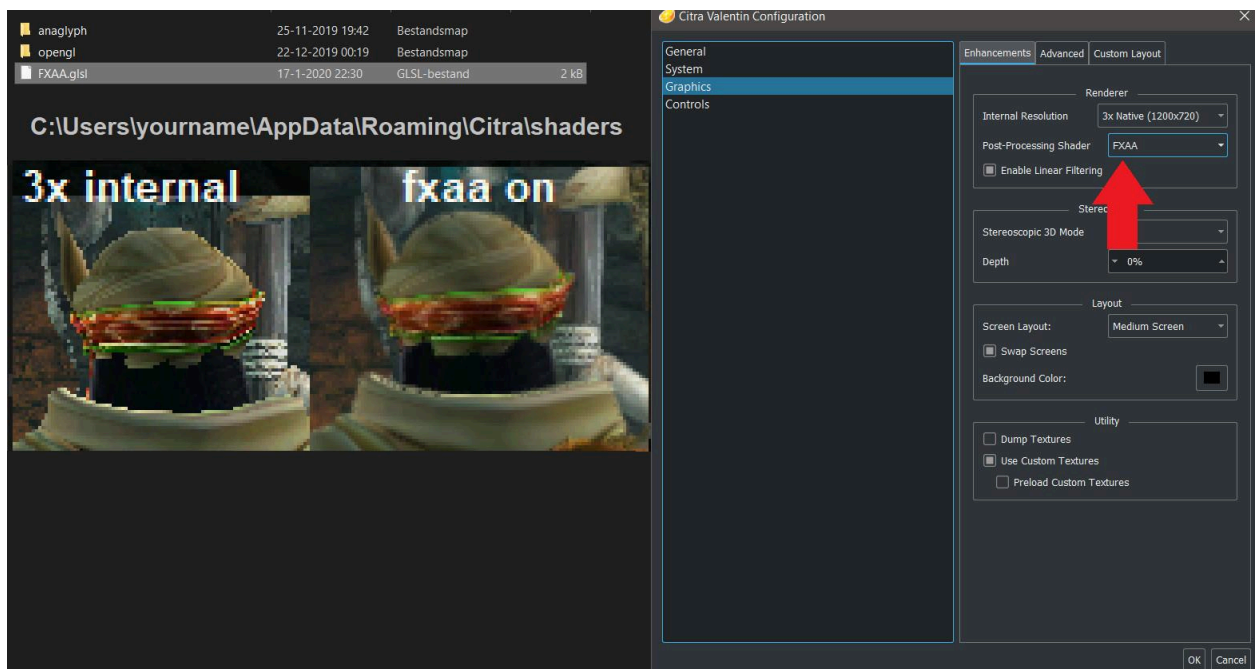
# Recommended Citra Settings for MH4U:

<https://i.imgur.com/60YcAAf.jpg>

(Make sure to NOT preload custom textures, this pack is way to big for that)

## Forcing FXAA in Citra:

Shader: <https://drive.google.com/file/d/1M6x93mBj6sUiVuQuZnCcl3HsSNUPYskK>



# All my gameplay footage:

[https://www.youtube.com/playlist?list=PLYm35kOXXqweShwSc51\\_J\\_2Y8HkYIHicz](https://www.youtube.com/playlist?list=PLYm35kOXXqweShwSc51_J_2Y8HkYIHicz)

credits:

Upscaling project: GrandTickler

Linking areas to MHXX textures: Tywald

Linking monsters to MHXX textures: AkitoraRyuu

Providing save files for the boat battle and early harth, and being Doraemon: Anthena

Special thanks for helping with ui files and learning how to upscale: tbsp, abdul rahman, vividabest, Luan, Maru, Ando and the mh4u citra discord