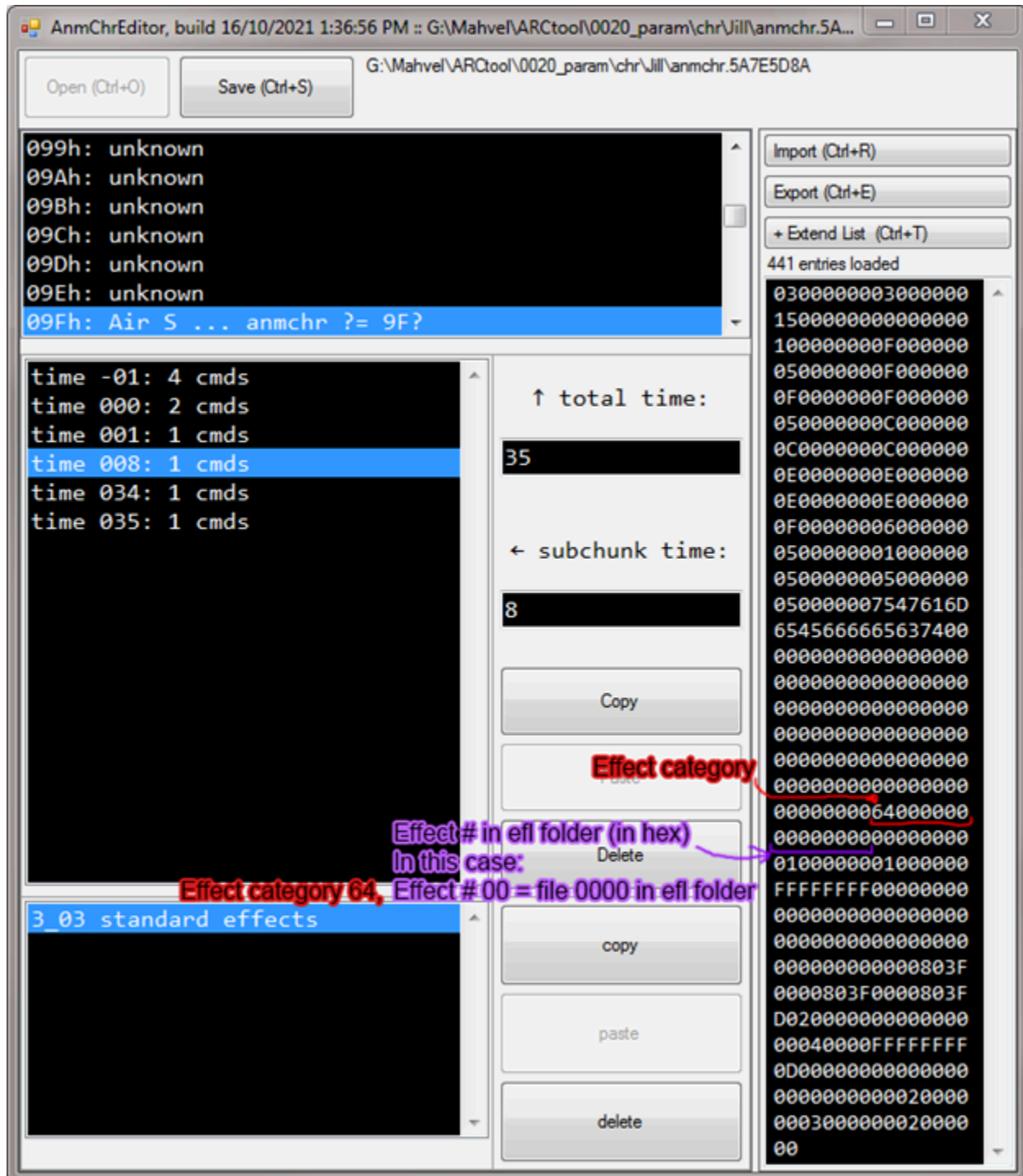


# **Transferring EFL Files Between Characters**

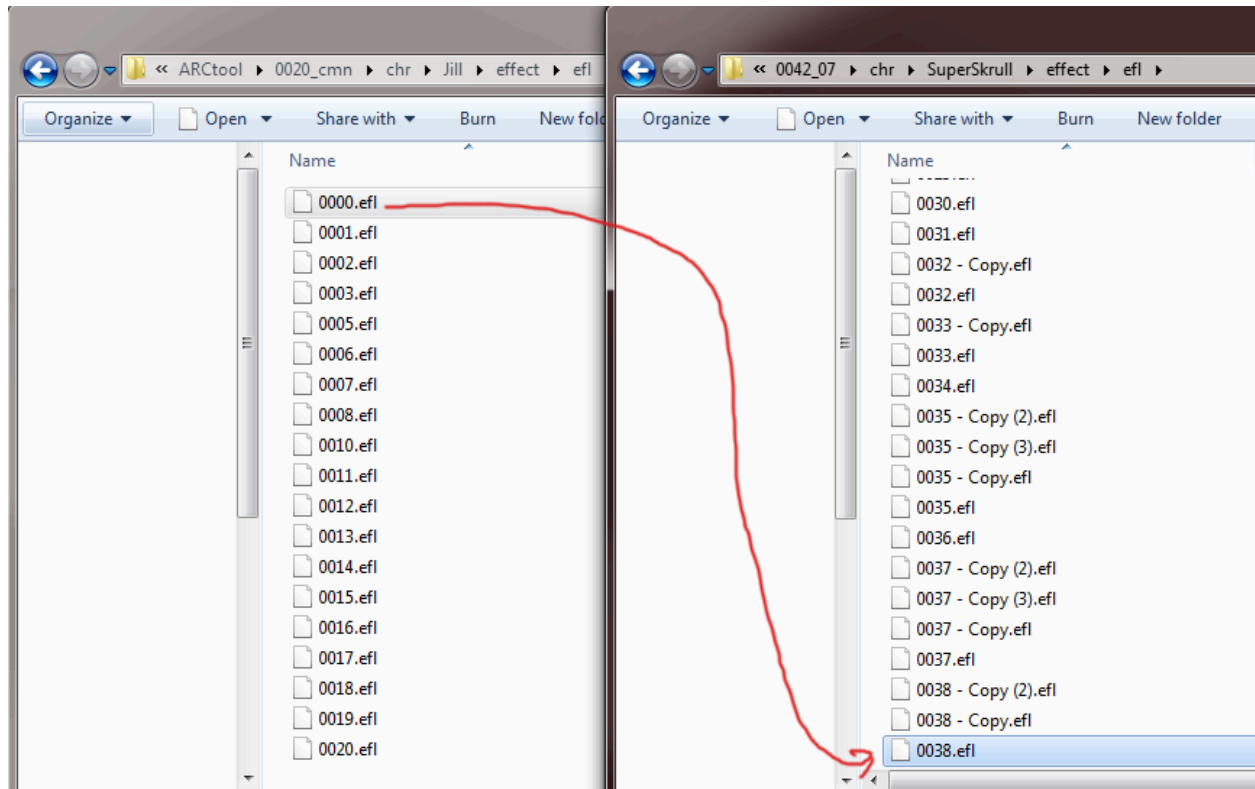
by Malamander

1. Find the effect you want to copy over, in this example I'm copying Jill's j.S effect over to Super Skrull

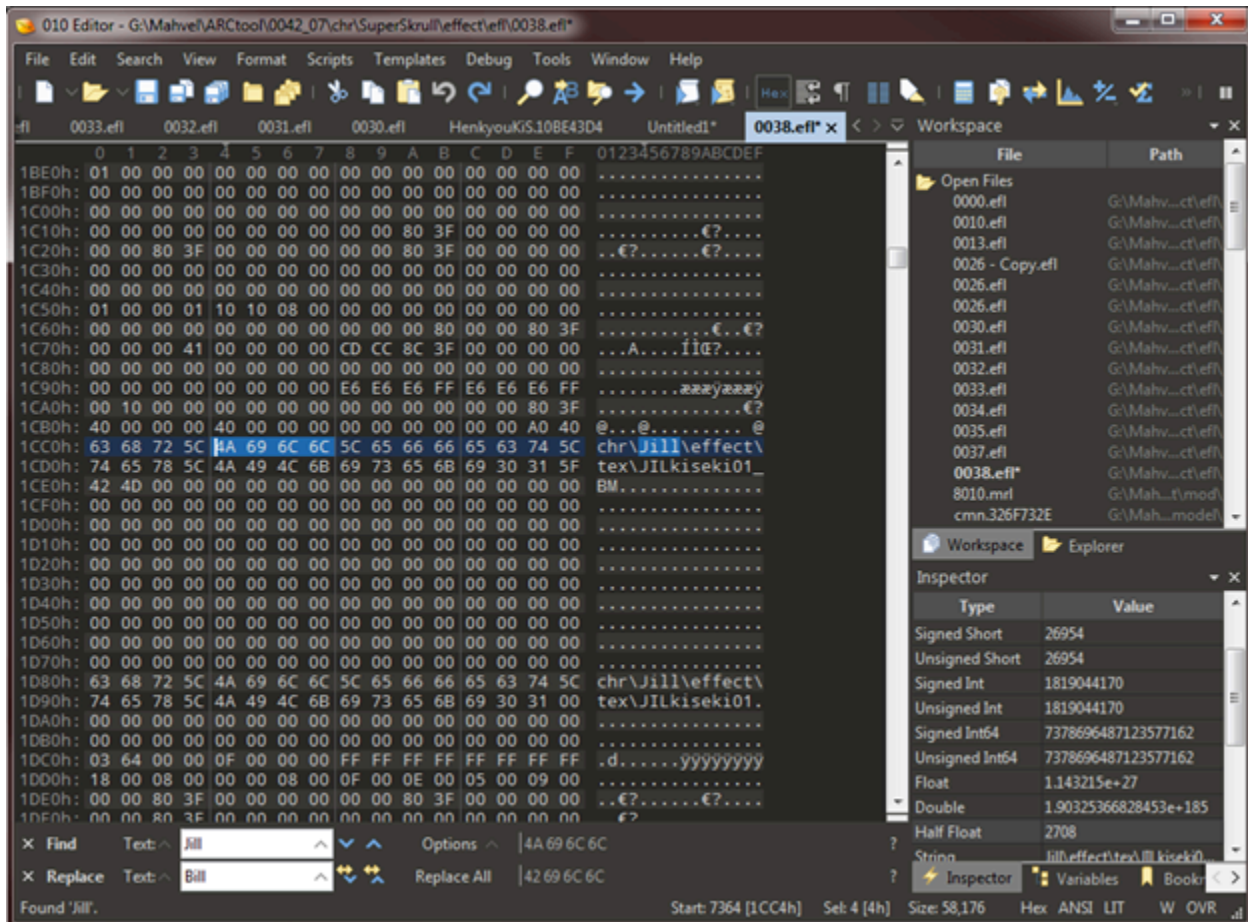


2. Copy the efl file from the character you're copying it from over to the character you're working on and rename it so it doesn't overwrite another effect (in this case from Jill\effect\efl\0000.efl to SuperSkrull\effect\efl\0038.efl).

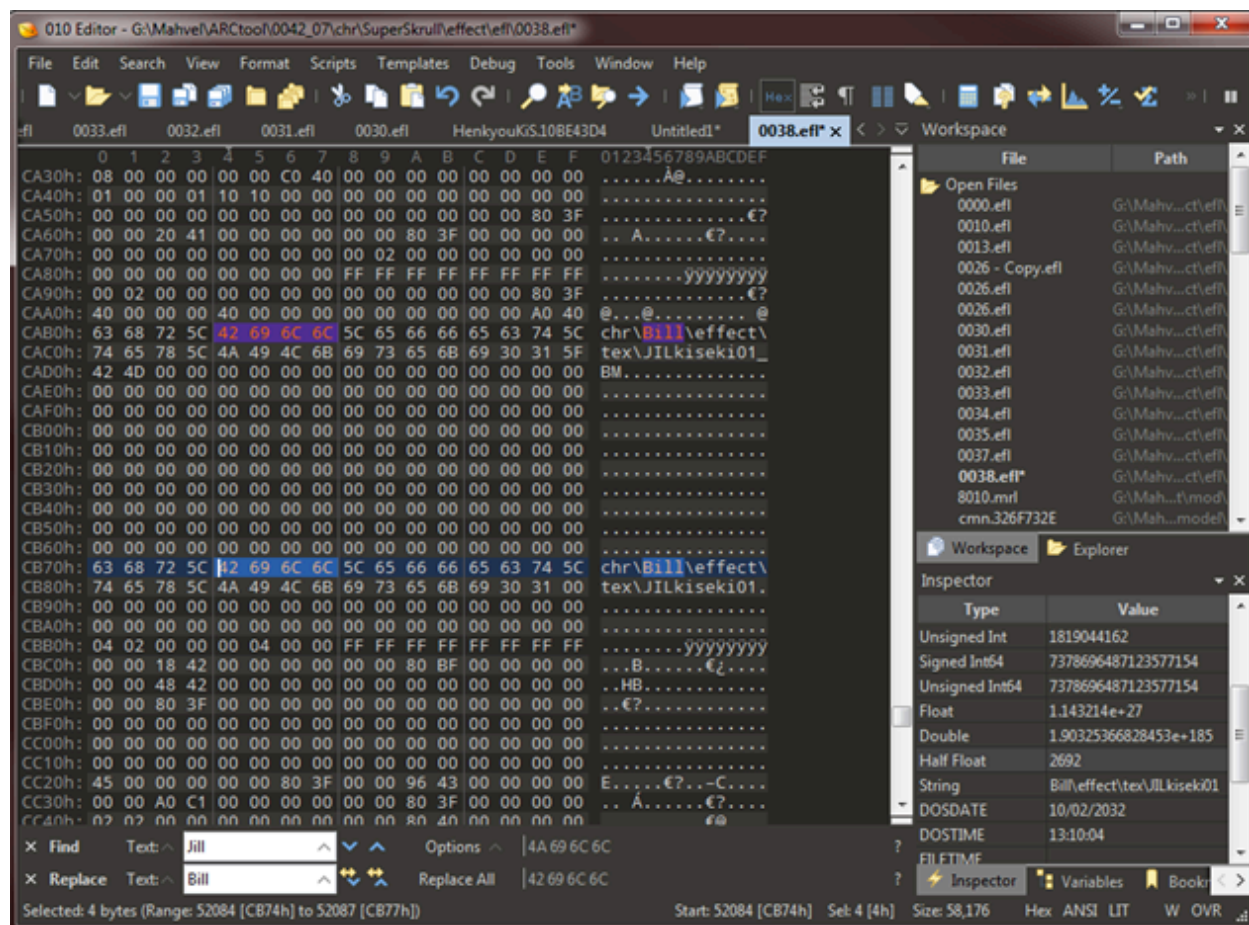
If the Effect Category is 96 instead of 64 the efl file can be found in the character's costume arc rather than the cmn arc, typically with the filename xx00.efl where xx is the costume number.



- Open the efl in a hex editor and search for the character's folder name and take note which effects are being used. In this case I'll only need Jill's JILkiseki files but you may require multiple different files (typically tex/ean/mod/mri files) depending on which effect is being copied over

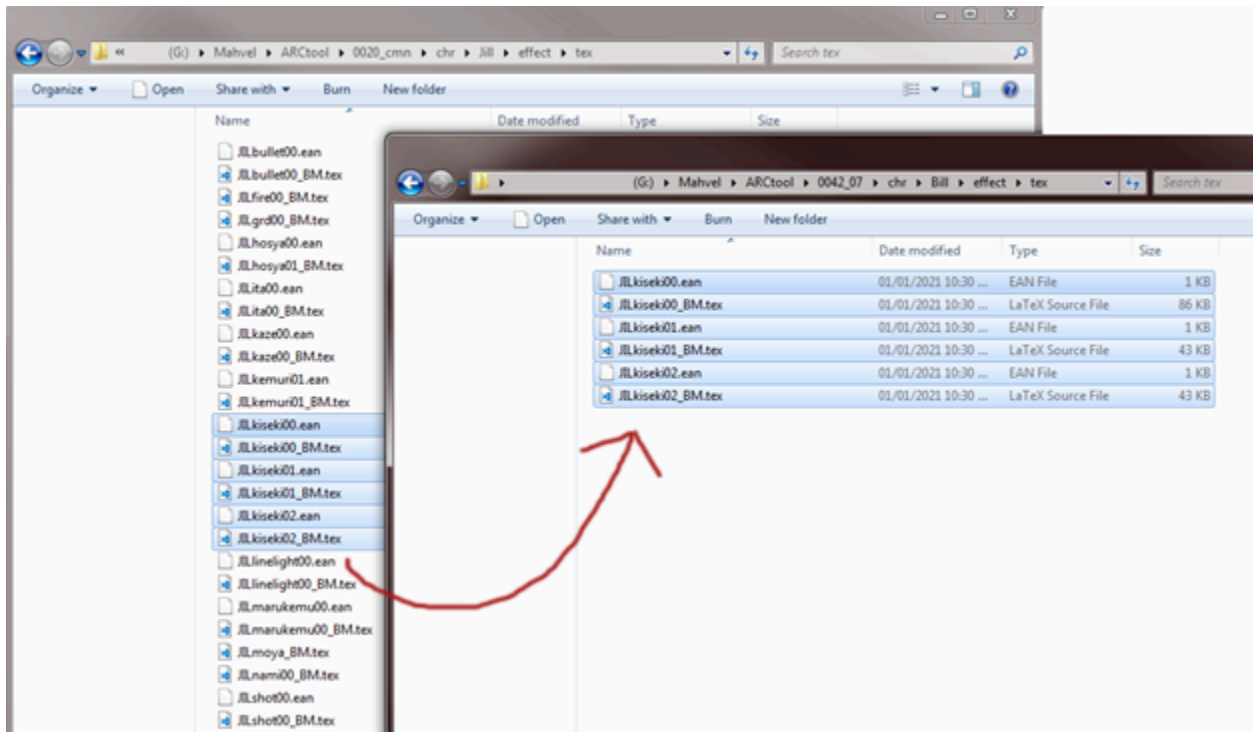


- Find and replace all the instances of the character's name to prevent overlapping effects with other characters (in this case all instances of chr\Jill\... are changed to chr\Bill\...)

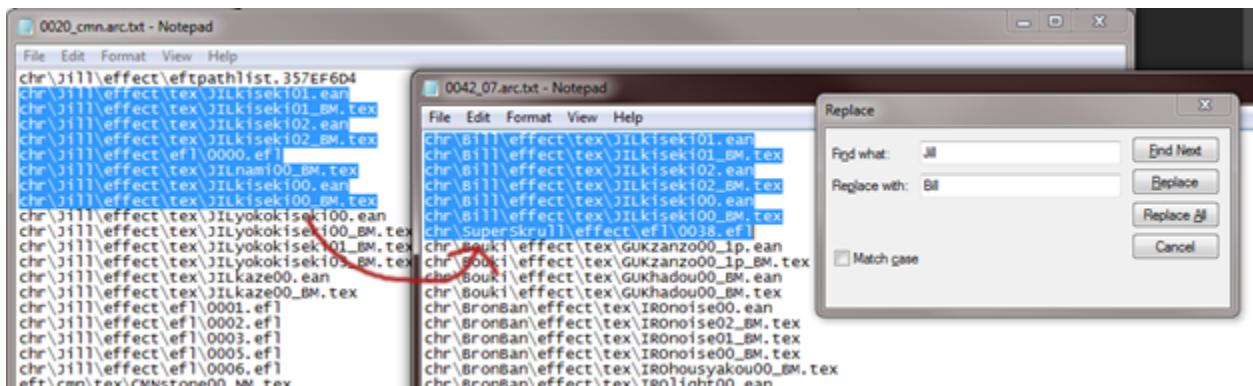




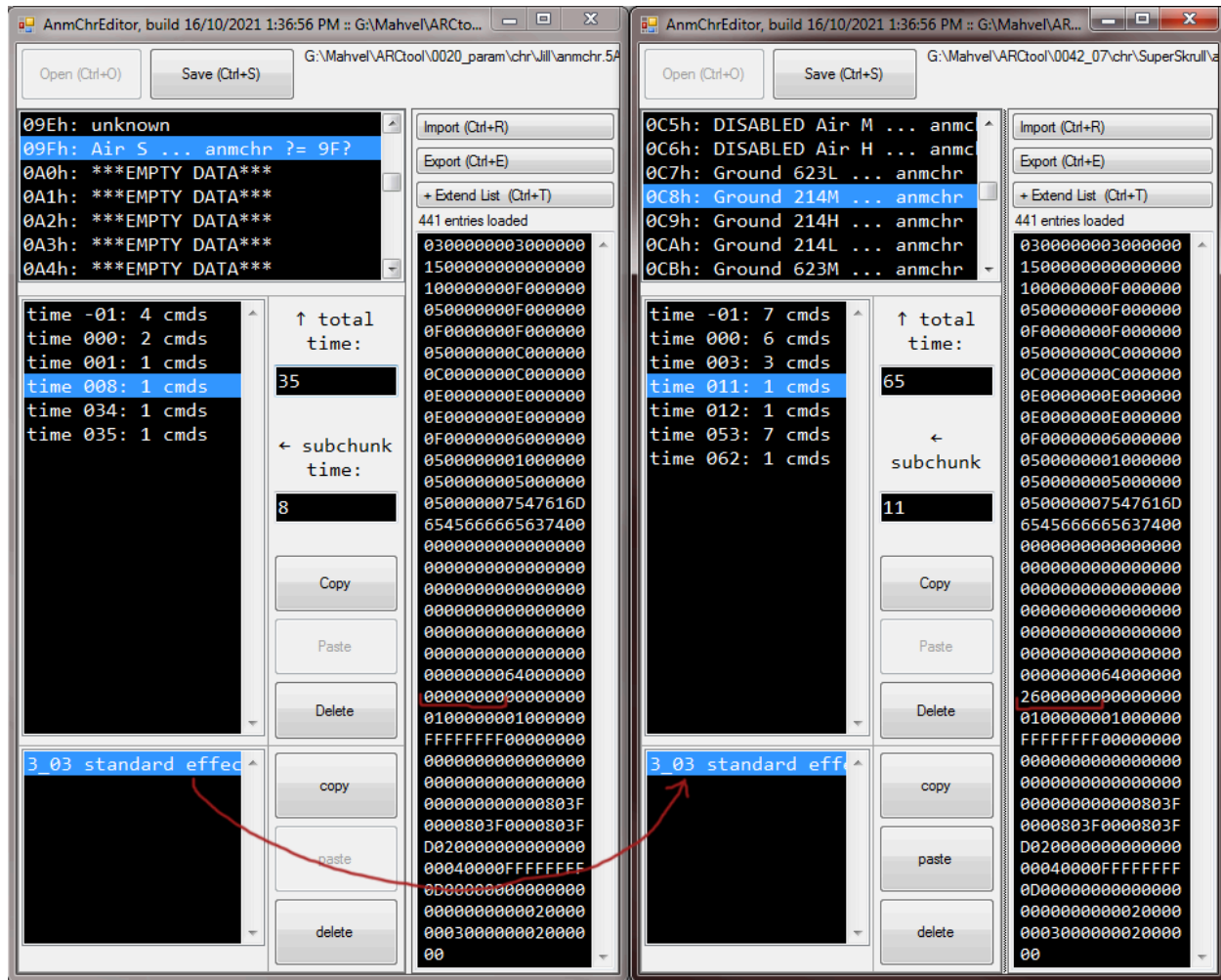
- Copy the relevant effect files from the character you're copying from over to the character you're working on, making sure to change the folder name to match the find/replace in the previous step (in this case chr\Jill\... to chr\Bill\...)



- Edit the arc manifest to include the new files, making sure to change the folder name (also make sure to include the new efl file!)



- Copy the 3\_03 subchunk from step 1 from the character you're copying from over to a move on the character you're working on. Change the Effect # to match the new efl filename that was chosen in step 2, making sure to convert this number to hex (in this case 0038.efl = 38 decimal = 26 hex).



- Save, repack, test. If you get an error message saying a file is missing, check your folders and make sure all the files are in the right place. Make sure the files appearing in the error message have been copied over and match the directories listed in the efl file and the arc manifest.