

MH3U HD pack for Citra

Current version: v2.0

Download v2.0 ~500MB compressed (lossless, PNGGauntlet optimized):

<https://drive.google.com/file/d/1DyG7ZMCv5KbuTku1xKEACYAgdOiUHxws>

Extract with like 7-Zip: <https://www.7-zip.org/>

Installation (PC):

1. Enable "Use Custom Textures" in the Graphics-Enhancements tab.
2. Right-click on the game in Citra, pick "Open Custom Texture Location" and copy-paste all the folders and pack.json from the pack into it.

Installation (Android):

1. Enable "Custom Textures" under Utility in Graphics settings.
2. Extract the contents of the pack into

your_citra_folder/load/textures/ID_of_the_game

You have to look up what the ID for EU vs US version is, for EU it's

00040000000B1D00

Changelog:

v2.0

- Revamp to make use of the new custom textures rewrite.
- Fallback font to karen4492's when the Wii U version is not used.

v1.1

- Added star symbol to font.
- Added Night HD ground textures for Tower map(they are "good enough").
Thanks to Abdul Rahman for helping out with them.

v1

- Initial release

TODO:

- All relevant characters in the font texture.
- Missing SFX
- Poogie textures
- UI stuff
- Redoing tower

- Old comment: Perfecting Tower(night) textures that are recreated from MHGU day textures, see DAY.png and NIGHT.png. Replicate from DAY.png so it looks identical to NIGHT.png, apply the same settings on the MHGU textures.
- Other things not mentioned.

Backup:

Download v2.0 ~776MB (lossless, project backup):

<https://drive.google.com/file/d/16wfkdg6HRQQTDbnU8LwDOP--41fIJkQP>