

Added Slots and Gameplay Mods

Written by WuBoy



c08 and c00. [Sora with a Shotgun by unbecomingname](#).

Gameplay mods are cool. Even though they're not everyone's cup of tea, it's fun to see people's crazy ideas come to life in this already huge video game. Costume mods are similarly cool, and due to efforts by the ARCropolis team, it is now possible to have more costumes than the default 8 the game normally has. However, something I've noticed while scrolling Discord is not many people (if at all) had figured out how to use these added costume slots with gameplay mods.

This guide will tell you what exactly you need to do to get your precious additional costumes work with mods like The WuBor Patch, HewDraw Remix, Ultimate S, Galeforce, etc.

Part 1: Generating a (Proper) Config

Anyone who's added costume slots before can tell you that you'll need a **config.json**, a file containing the files that have been added to the game. That config is read by ARCropolis to properly add those files and make those mods work.

You may also be familiar with how a config can share a file to a file already in the game. Using **share-to-vanilla**, you don't have to extract any vanilla

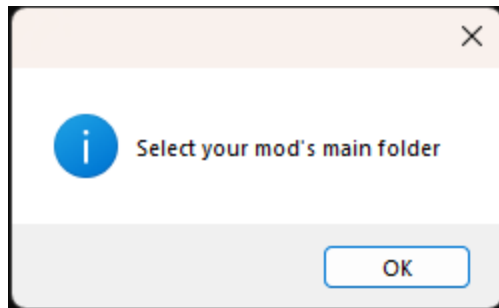
files to make your added slot work. Using tools like [coolsonickirby's dir info website](#) or [C#'s reslotter](#), you can generate a config that adds all files not present in your added costume to **share-to-vanilla** with little to no fuss. However, for the purposes of added or modified animations or motion_list.bin files, **share-to-vanilla does not work**. You will need to instead use **share-to-added** on all animation data and motion_lists.

You might be thinking “oh god, does that mean I have to search through my *entire* config.json to manually add animations and stuff to **share-to-added**?” No! God no! Don't do that to yourself!

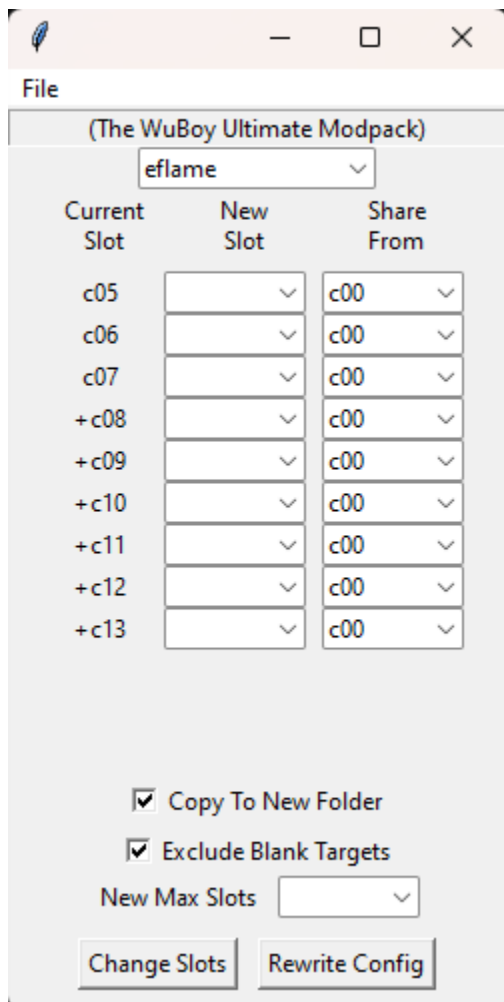
Remember C#'s reslotter? Support has been added recently to automatically place the necessary files into **share-to-added**. In addition, it's capable of generating a config.json even if you don't change the slot of your mod, which is incredibly useful, believe me.

I will note that to efficiently use the reslotter, your modpack should not be a group of single mods loaded together, and be combined into one big mod instead. Using the reslotter it's possible to manage which slot your mods are on, however I understand it'll be harder to actually remove those mods, if you want to down the line. You can choose to keep the mods separate, though it will greatly increase the amount of setup you need to do.

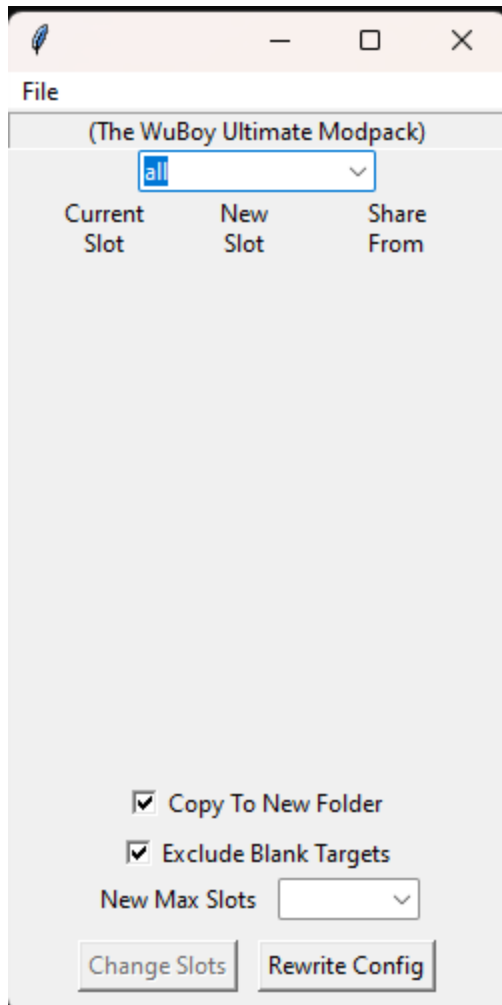
Download C#'s reslotter [from here](#) and run it. The first time you run the reslotter, it will ask you for the folder your mod resides in (the folder where your config.json goes into):



Once you do, you'll arrive at a screen similar to this one:



Since we're not worried about reslotting anything, you can click where it shows the fighter's name and click "all" instead:



All you need to do from here is click “Rewrite Config” and it will generate a config that’s ready-to-go - it will handle adding everything needed from textures, sounds, effects, etc for everything in the folder you selected.

Part 2: Setting Up the Gameplay Mod

Now that you have costume’s config.json set up, we can shift our focus to the gameplay mod. Let’s show an example from my mod, The WuBor Patch. Say hello to Kazuya’s motion/body/c00 folder.

 c05landingairlw.nuanmb	9/6/2022 8:03 PM	NUANMB File	65 KB
 j01appealhilloop.nuanmb	10/7/2022 4:11 PM	NUANMB File	292 KB
 j01appealhirloop.nuanmb	10/7/2022 4:11 PM	NUANMB File	276 KB
 motion_list.motdiff	1/2/2023 2:15 PM	MOTDIFF File	6 KB

There's only a few animations in here, as well as a motion_list.motdiff file. Let's break it down:

c05landingairlw.nuanmb - His Down Air landing animation.

j01appealhilloop.nuanmb - A looping taunt animation for Up Taunt, facing left.

j01appealhirloop.nuanmb - A looping taunt animation for Up Taunt, facing right.

motion_list.motdiff - A diff file that ARCropolis can use to patch motion_list.bin.

At the moment, these files already use share-to-added to be shared between all of his vanilla slots, c00 to c07. We will also need to add the Up Taunt loop animations to the config under new-dir-files, as they don't exist in the main game. My config is shown below:

```
{
  "share-to-added": {
    "fighter/demon/motion/body/c00/motion_list.bin": [
      "fighter/demon/motion/body/c01/motion_list.bin",
      "fighter/demon/motion/body/c02/motion_list.bin",
      "fighter/demon/motion/body/c03/motion_list.bin",
      "fighter/demon/motion/body/c04/motion_list.bin",
      "fighter/demon/motion/body/c05/motion_list.bin",
      "fighter/demon/motion/body/c06/motion_list.bin",
      "fighter/demon/motion/body/c07/motion_list.bin"
    ],
    "fighter/demon/motion/body/c00/c05landingairlw.nuanmb": [
      "fighter/demon/motion/body/c01/c05landingairlw.nuanmb",
```

```

        "fighter/demon/motion/body/c02/c05landingairlw.nuanmb",
        "fighter/demon/motion/body/c03/c05landingairlw.nuanmb",
        "fighter/demon/motion/body/c04/c05landingairlw.nuanmb",
        "fighter/demon/motion/body/c05/c05landingairlw.nuanmb",
        "fighter/demon/motion/body/c06/c05landingairlw.nuanmb",
        "fighter/demon/motion/body/c07/c05landingairlw.nuanmb"
    ],
    "fighter/demon/motion/body/c00/j01appealhilloop.nuanmb": [
        "fighter/demon/motion/body/c01/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c02/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c03/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c04/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c05/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c06/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c07/j01appealhilloop.nuanmb"
    ],
    "fighter/demon/motion/body/c00/j01appealhirloop.nuanmb": [
        "fighter/demon/motion/body/c01/j01appealhirloop.nuanmb",
        "fighter/demon/motion/body/c02/j01appealhirloop.nuanmb",
        "fighter/demon/motion/body/c03/j01appealhirloop.nuanmb",
        "fighter/demon/motion/body/c04/j01appealhirloop.nuanmb",
        "fighter/demon/motion/body/c05/j01appealhirloop.nuanmb",
        "fighter/demon/motion/body/c06/j01appealhirloop.nuanmb",
        "fighter/demon/motion/body/c07/j01appealhirloop.nuanmb"
    ]
},
"new-dir-files": {
    "fighter/demon/c00": [
        "fighter/demon/motion/body/c00/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c00/j01appealhirloop.nuanmb"
    ],
    "fighter/demon/c01": [
        "fighter/demon/motion/body/c01/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c01/j01appealhirloop.nuanmb"
    ],
    "fighter/demon/c02": [
        "fighter/demon/motion/body/c02/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c02/j01appealhirloop.nuanmb"
    ],
    "fighter/demon/c03": [
        "fighter/demon/motion/body/c03/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c03/j01appealhirloop.nuanmb"
    ],
    "fighter/demon/c04": [
        "fighter/demon/motion/body/c04/j01appealhilloop.nuanmb",

```

```

        "fighter/demon/motion/body/c04/j01appealhirloop.nuanmb"
    ],
    "fighter/demon/c05": [
        "fighter/demon/motion/body/c05/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c05/j01appealhirloop.nuanmb"
    ],
    "fighter/demon/c06": [
        "fighter/demon/motion/body/c06/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c06/j01appealhirloop.nuanmb"
    ],
    "fighter/demon/c07": [
        "fighter/demon/motion/body/c07/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c07/j01appealhirloop.nuanmb"
    ]
  }
}

```

Here you'll notice I don't add the motion_list.motdiff file to the `share-to-added` section, but instead I add `motion\_list.bin`. Because the motdiff file simply modifies the motion_list.bin file during runtime, you can share motion_list.bin with your other slots so that they also all use c00's motion_list.bin, and thus the motdiff in c00 will apply to all slots.

So let's go ahead and add c08 to this config.json. It's as simple as adding c08 to each entry in share-to-added, and adding another entry in new-dir-files, should the gameplay mod have added animations. All added lines are highlighted in green.

```

{
  "share-to-added": {
    "fighter/demon/motion/body/c00/motion_list.bin": [
      "fighter/demon/motion/body/c01/motion_list.bin",
      "fighter/demon/motion/body/c02/motion_list.bin",
      "fighter/demon/motion/body/c03/motion_list.bin",
      "fighter/demon/motion/body/c04/motion_list.bin",
      "fighter/demon/motion/body/c05/motion_list.bin",
      "fighter/demon/motion/body/c06/motion_list.bin",
      "fighter/demon/motion/body/c07/motion_list.bin",
      "fighter/demon/motion/body/c08/motion_list.bin"
    ],

```

```

"fighter/demon/motion/body/c00/c05landingairlw.nuanmb": [
  "fighter/demon/motion/body/c01/c05landingairlw.nuanmb",
  "fighter/demon/motion/body/c02/c05landingairlw.nuanmb",
  "fighter/demon/motion/body/c03/c05landingairlw.nuanmb",
  "fighter/demon/motion/body/c04/c05landingairlw.nuanmb",
  "fighter/demon/motion/body/c05/c05landingairlw.nuanmb",
  "fighter/demon/motion/body/c06/c05landingairlw.nuanmb",
  "fighter/demon/motion/body/c07/c05landingairlw.nuanmb",
  "fighter/demon/motion/body/c08/c05landingairlw.nuanmb"
],
"fighter/demon/motion/body/c00/j01appealhilloop.nuanmb": [
  "fighter/demon/motion/body/c01/j01appealhilloop.nuanmb",
  "fighter/demon/motion/body/c02/j01appealhilloop.nuanmb",
  "fighter/demon/motion/body/c03/j01appealhilloop.nuanmb",
  "fighter/demon/motion/body/c04/j01appealhilloop.nuanmb",
  "fighter/demon/motion/body/c05/j01appealhilloop.nuanmb",
  "fighter/demon/motion/body/c06/j01appealhilloop.nuanmb",
  "fighter/demon/motion/body/c07/j01appealhilloop.nuanmb",
  "fighter/demon/motion/body/c08/j01appealhilloop.nuanmb"
],
"fighter/demon/motion/body/c00/j01appealhirloop.nuanmb": [
  "fighter/demon/motion/body/c01/j01appealhirloop.nuanmb",
  "fighter/demon/motion/body/c02/j01appealhirloop.nuanmb",
  "fighter/demon/motion/body/c03/j01appealhirloop.nuanmb",
  "fighter/demon/motion/body/c04/j01appealhirloop.nuanmb",
  "fighter/demon/motion/body/c05/j01appealhirloop.nuanmb",
  "fighter/demon/motion/body/c06/j01appealhirloop.nuanmb",
  "fighter/demon/motion/body/c07/j01appealhirloop.nuanmb",
  "fighter/demon/motion/body/c08/j01appealhirloop.nuanmb"
]
},
"new-dir-files": {
  "fighter/demon/c00": [
    "fighter/demon/motion/body/c00/j01appealhilloop.nuanmb",
    "fighter/demon/motion/body/c00/j01appealhirloop.nuanmb"
  ],
  "fighter/demon/c01": [
    "fighter/demon/motion/body/c01/j01appealhilloop.nuanmb",
    "fighter/demon/motion/body/c01/j01appealhirloop.nuanmb"
  ],
  "fighter/demon/c02": [
    "fighter/demon/motion/body/c02/j01appealhilloop.nuanmb",
    "fighter/demon/motion/body/c02/j01appealhirloop.nuanmb"
  ],
  "fighter/demon/c03": [

```



```

        "fighter/demon/motion/body/c03/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c03/j01appealhirloop.nuanmb"
    ],
    "fighter/demon/c04": [
        "fighter/demon/motion/body/c04/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c04/j01appealhirloop.nuanmb"
    ],
    "fighter/demon/c05": [
        "fighter/demon/motion/body/c05/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c05/j01appealhirloop.nuanmb"
    ],
    "fighter/demon/c06": [
        "fighter/demon/motion/body/c06/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c06/j01appealhirloop.nuanmb"
    ],
    "fighter/demon/c07": [
        "fighter/demon/motion/body/c07/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c07/j01appealhirloop.nuanmb"
    ],
    "fighter/demon/c08": [
        "fighter/demon/motion/body/c08/j01appealhilloop.nuanmb",
        "fighter/demon/motion/body/c08/j01appealhirloop.nuanmb"
    ]
}

```

Some things to keep in mind:

- If you generated your extra costume's config.json using C#'s reslotter, as suggested, you *technically* don't need to add any files that can be found in vanilla to this config. Your extra costume slot will already be using share-to-added to share animations and motion_list.bin.
- While I modified the mod's config.json for the purposes of this demonstration, I recommend making another "mod" that has only a config.json in it, and enable that when you run the gameplay mod and your extra costume slots together. This is so you don't need to remake the config every time the gameplay mod changes. An example of what it would look like for WuBor Patch Kazuya is below:

```

{
  "share-to-added": {
    "fighter/demon/motion/body/c00/motion_list.bin": [
      "fighter/demon/motion/body/c08/motion_list.bin"
    ],
    "fighter/demon/motion/body/c00/c05landingairlw.nuanmb": [
      "fighter/demon/motion/body/c08/c05landingairlw.nuanmb"
    ],
    "fighter/demon/motion/body/c00/j01appealhilloop.nuanmb": [
      "fighter/demon/motion/body/c08/j01appealhilloop.nuanmb"
    ],
    "fighter/demon/motion/body/c00/j01appealhirloop.nuanmb": [
      "fighter/demon/motion/body/c08/j01appealhirloop.nuanmb"
    ]
  },
  "new-dir-files": {
    "fighter/demon/c08": [
      "fighter/demon/motion/body/c08/j01appealhilloop.nuanmb",
      "fighter/demon/motion/body/c08/j01appealhirloop.nuanmb"
    ]
  }
}

```

Much cleaner and more manageable, right?

... Oh, if your mod doesn't add any animations, you can skip all of this. Your c08 should work as-is. Fun!

If you have any questions feel free to DM WuBoy#0238 on Discord.