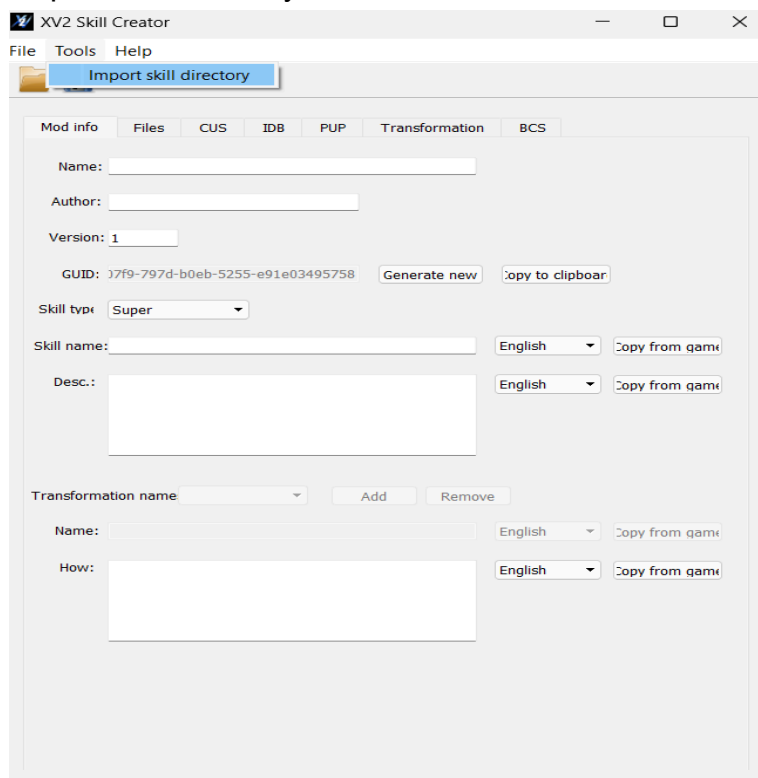


Tools Needed

- xv2skilcreat >>> <https://videogamemods.com/xenoverse/mods/eternity-tools/>
- EEPK Organiser >>>
<https://videogamemods.com/xenoverse/mods/lazybone-tools/>
- RecolorAssist >>>
<https://animegamemods.freeforums.net/thread/4470/tools-unleashed>

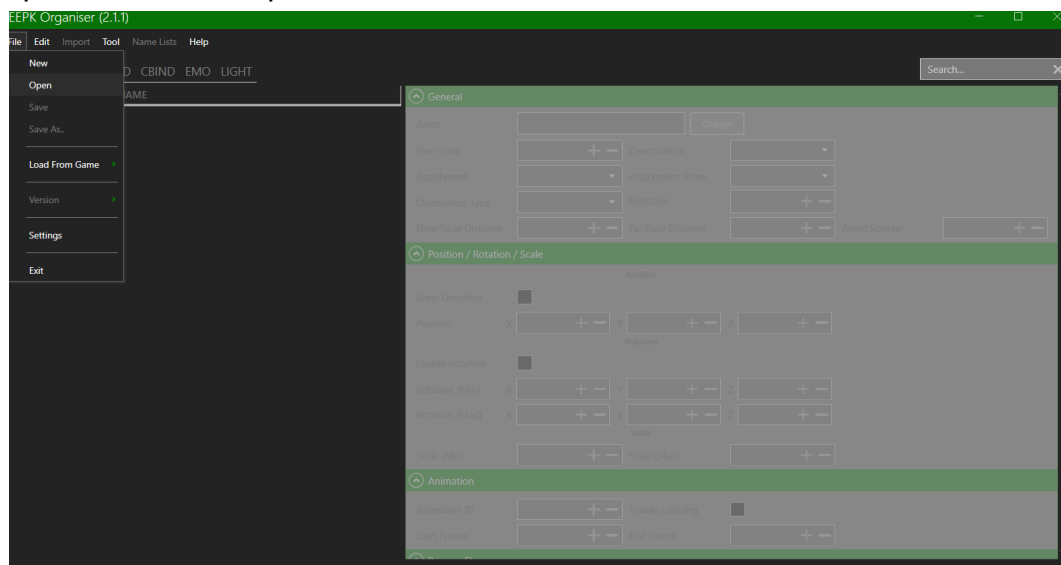
STEP 1

Extract the skill you want to retexture with xv2skilcreat.exe. In "tools" and then "import skill directory".



STEP 2

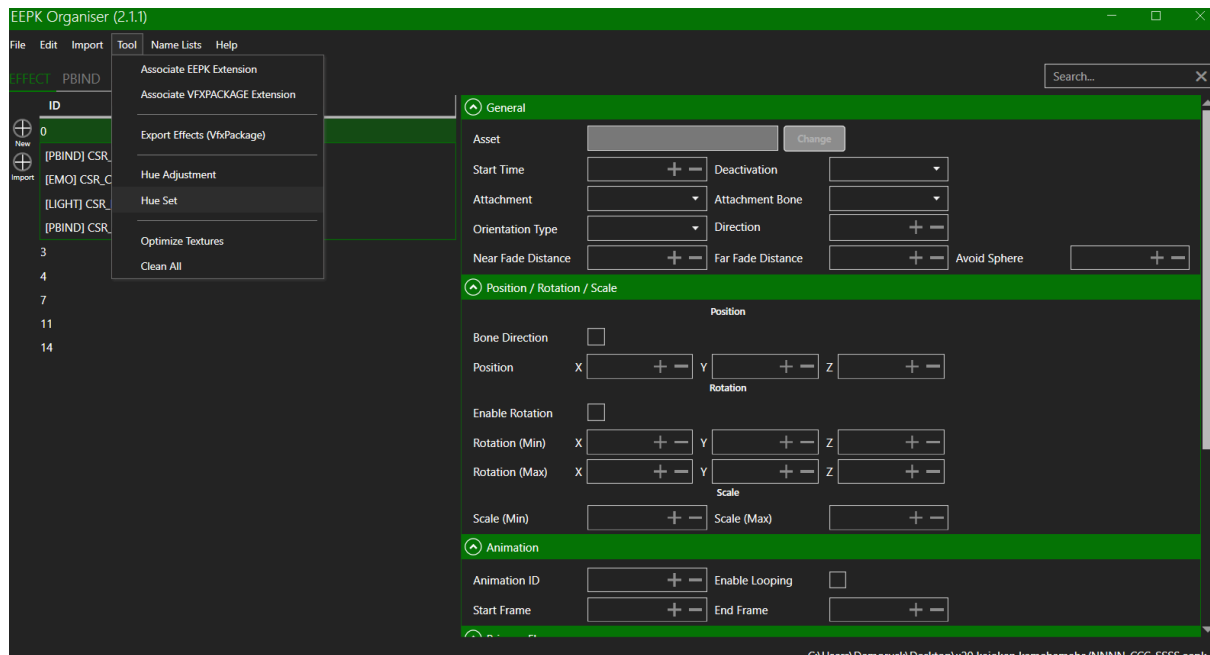
Once you have extracted the skill, you need to open the EEPK Organizer and then open the skill's .eepk file.



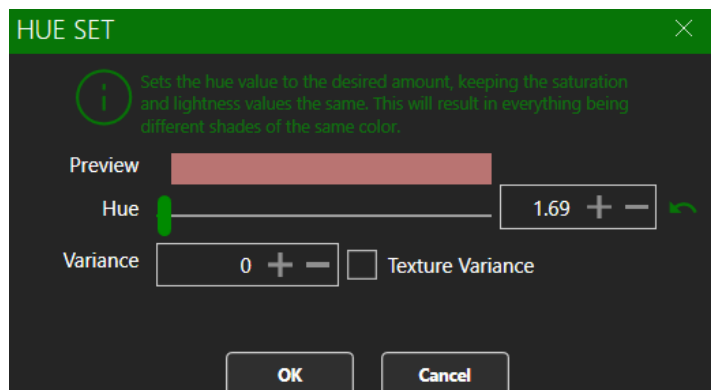
Once the skill eepk file is opened, you should see all the ids and effects that make up the skill.

STEP 3

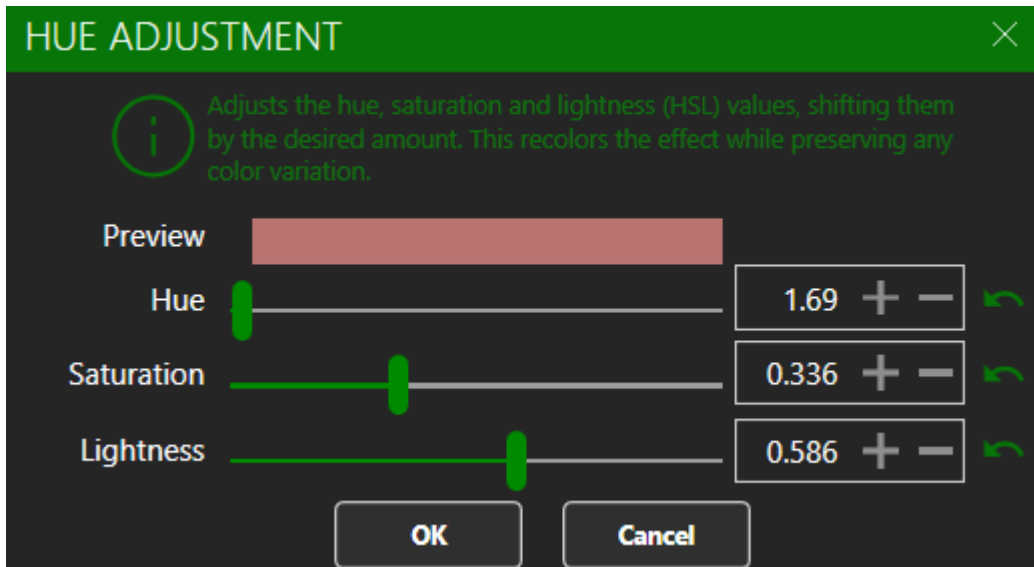
The next step is to click on "Tools" and then on "Hue Set" to set the base color of the skill to the color you want.



Choose the color you want and click "ok" to save the change.

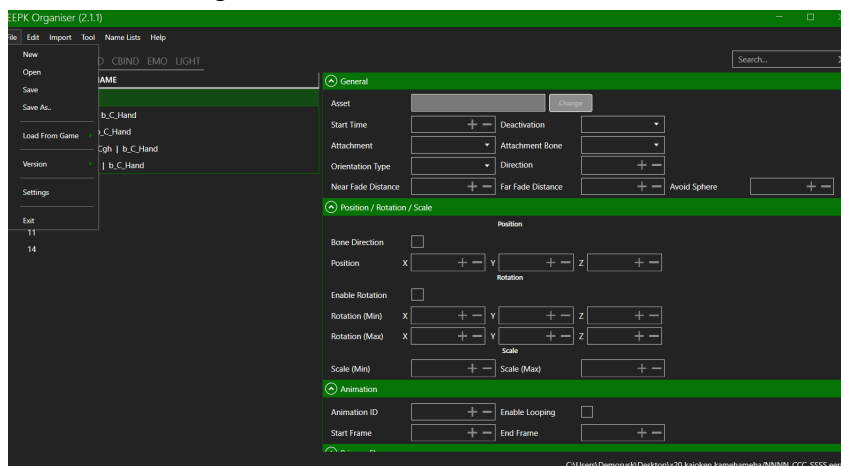


You can adjust the color in a somewhat more precise way if after doing the previous step you go to "Hue Adjustment", adjust the color to the one you want and then, as in the previous step, click "ok" to save the changes.



STEP 4

Once the changes are made, click "Save" and the color change will be done.



STEP 5

Personally I always try to do this part so I can recolor the final explosion (smoke or impact) of the skills.

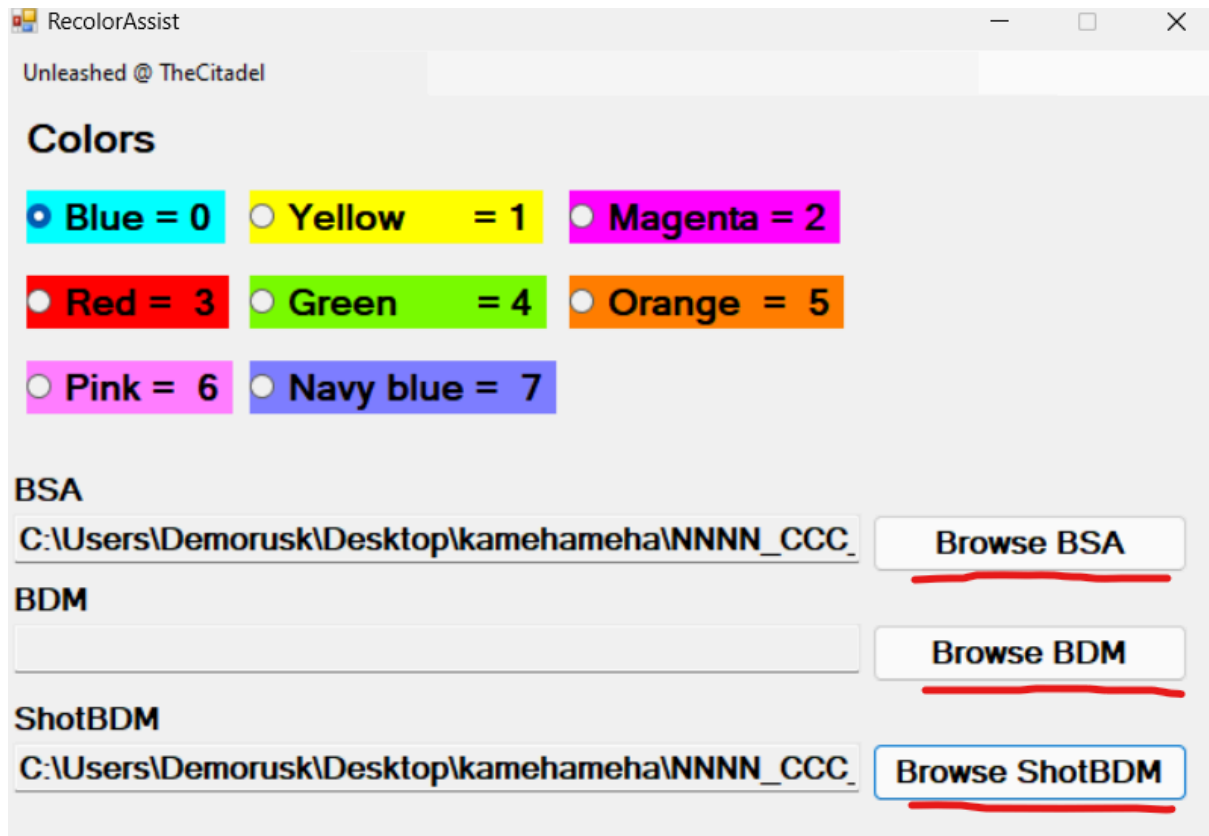
If you don't do so, for example, a red kamehameha with a blue smoke or impact would remain.

To perform this step you will need the "RecoloAssist" tool.

Open the RecolorAssist tool and choose the color you want from the eight options there are.



Then you have to load the 3 files of the skill you want to recolor, bsa, bdm and shot.bdm.

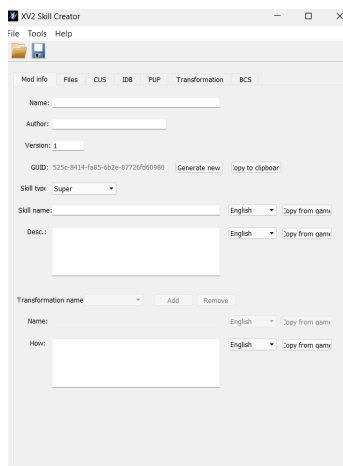


Sometimes a skill may not have any of the three files mentioned. In that case it does not matter and the box is left empty.

STEP 6

Now it's time for the final steps. We are going to assemble the x2m of the skill that we have recolored.

For that open xv2skilcreat:



Now you have to perform the following steps in the "mod information" section:

Name: Enter the name that will be displayed on the xv2ins to differentiate the mod.

Author: Enter the name of the author of the mod. In this case yourself.

Version: Here you can put the version of the skill as you add upgrades. Personally I always leave it at 1.

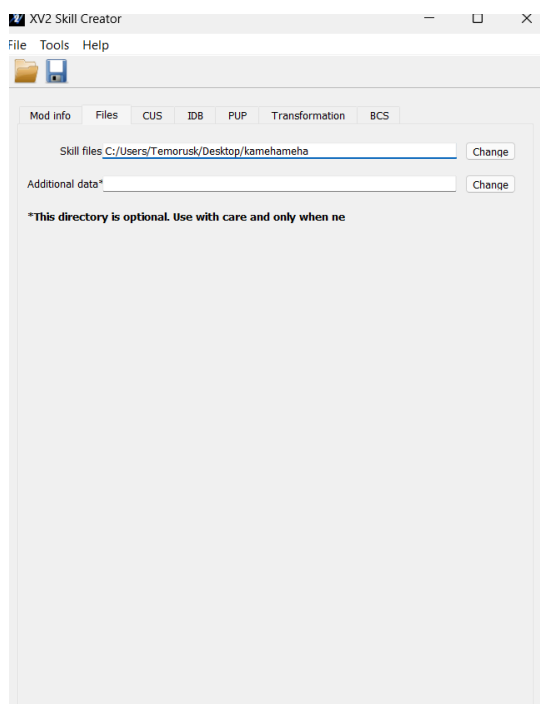
GUID: This code is used to separate the installed characters so that they don't collide with each other. You should always make sure that all your mods have a different "GUID".

Skill Type: The type of skill you have modified, whether Super, Ultimate, Evasive, or Awakening. You will have to select the correct option, otherwise it will give ERROR within the game.

Description: If you want to add a description to your modification you can do so in this section.

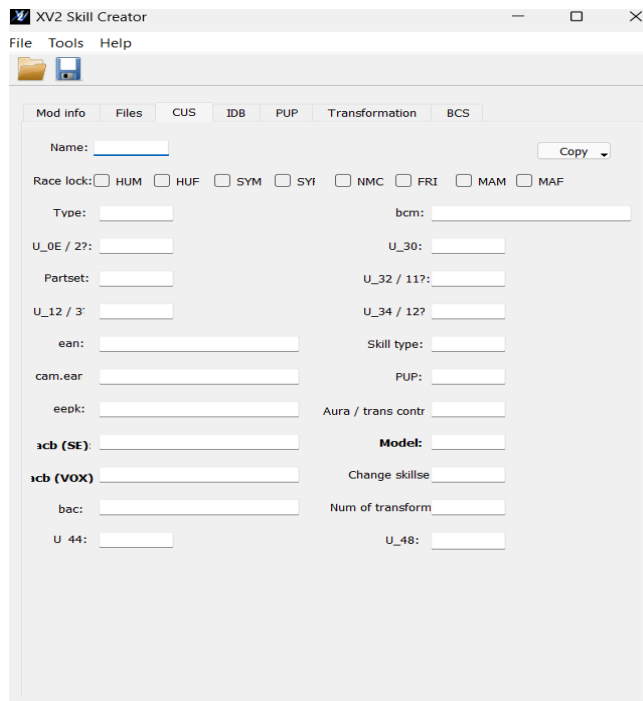
STEP 7

Now in the "files" section we simply add the folder address of the skill that we have recolored



STEP 8

Now we move on to the "cus" section, a section in which I don't fully understand some of the parameters, but I will explain what I know.

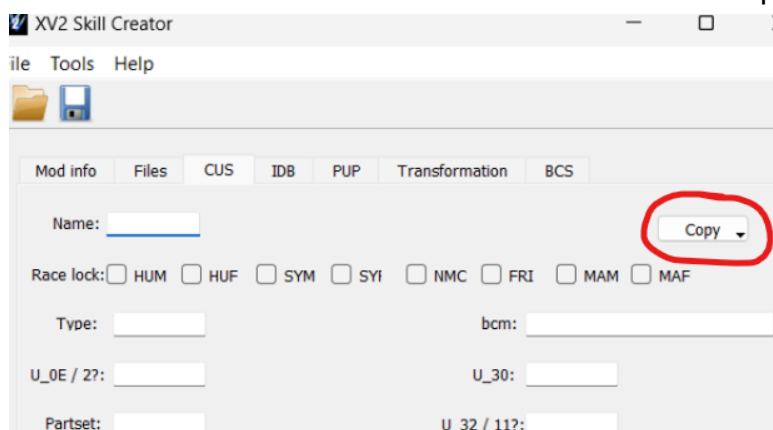


Name: Here you have to add the code that will have the skill. And this code can be both letters and numbers. The code can only contain 3 or 4 letters or numbers.

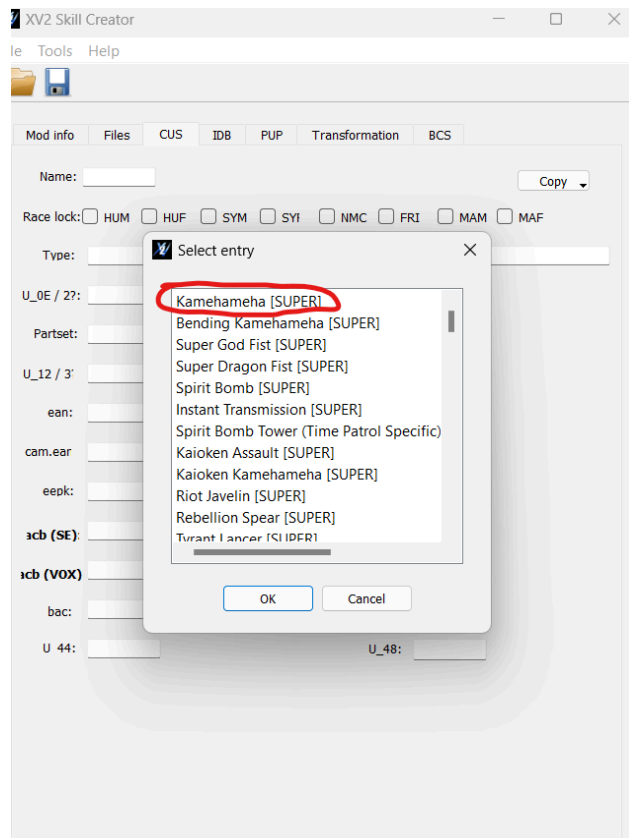
For example: DIM or 12Y5

If two skills have the same code, it will cause errors when installing the skill. Note that the skills always have a different code.

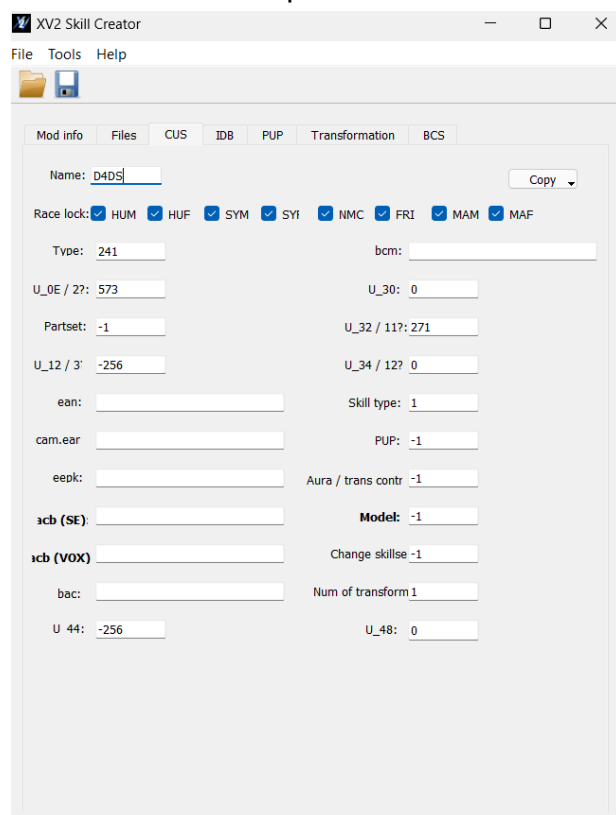
Once the code has been entered we have to click "copy"



and select the original skill that we have recolored, in my case kamehameha



Then almost all the parameters will be completed as shown in the image below



Once this is done we have to look at the "acb (SE)" and "acb (VOX)" parameters.

acb (SE): This parameter is the sound of the skill's effects. Click on the parameter (you will see that it is shown in bold) and as in the previous part, search for your skill and put its original sounds, in my case the kamehameha.

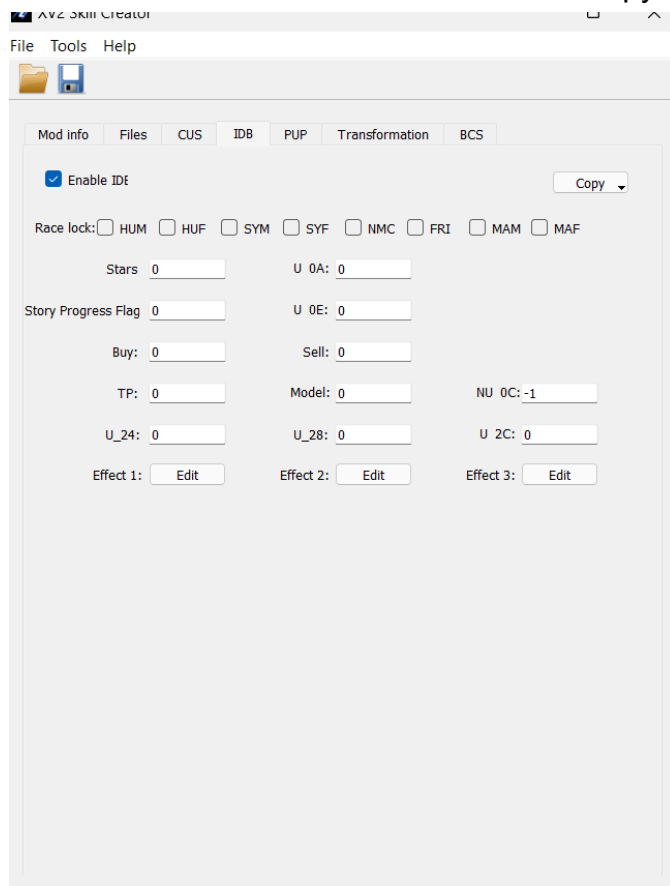
acb (VOX): In this case we have the voices or sounds of the character who uses the skill.

If the ability is for an OC, I would leave this blank, as it would be strange to hear Goku in your OC.

If the skill is for an original Dragon Ball character and you want it to have a voice or sound, do the same step as in the "acb (SE)" parameter.

STEP 9

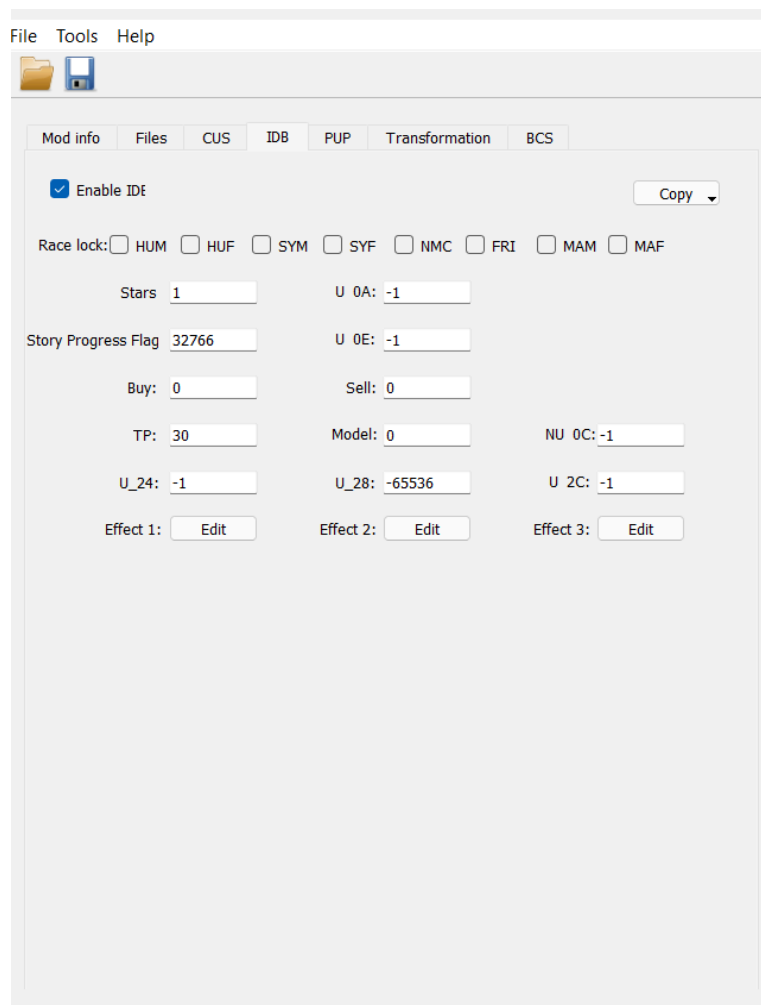
Now the last step, the "IDB" section. This is so that the skill appears in the shop. We have to enable the section and click "copy"



The screenshot shows the AV2 Skill Creator software interface. The 'IDB' tab is selected, and the 'Enable IDB' checkbox is checked. A 'Copy' button is located in the top right of the IDB section. Below this, there are several settings:

- Race lock: ☐ HUM ☐ HUF ☐ SYM ☐ SYF ☐ NMC ☐ FRI ☐ MAM ☐ MAF
- Stars: 0
- U 0A: 0
- Story Progress Flag: 0
- U 0E: 0
- Buy: 0
- Sell: 0
- TP: 0
- Model: 0
- NU 0C: -1
- U_24: 0
- U_28: 0
- U 2C: 0
- Effect 1: Edit
- Effect 2: Edit
- Effect 3: Edit

As in the previous step you select the original skill, in my case kamehameha and the parameters will be complete.

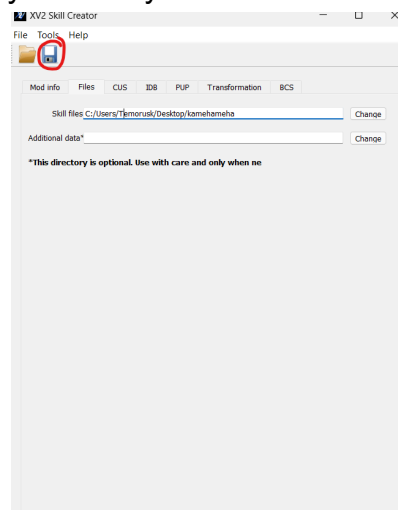


The screenshot shows the 'XV2 Skill Creator' application window with the 'IDB' tab selected. The window has a menu bar with 'File', 'Tools', and 'Help'. Below the menu bar are icons for a folder and a floppy disk. The 'IDB' tab contains the following elements:

- A checked checkbox labeled 'Enable IDB' and a 'Copy' button.
- A 'Race lock:' section with checkboxes for HUM, HUF, SYM, SYF, NMC, FRI, MAM, and MAF.
- Input fields for 'Stars' (value: 1), 'U 0A:' (value: -1), 'Story Progress Flag' (value: 32766), 'U 0E:' (value: -1), 'Buy:' (value: 0), 'Sell:' (value: 0), 'TP:' (value: 30), 'Model:' (value: 0), 'NU 0C:' (value: -1), 'U_24:' (value: -1), 'U_28:' (value: -65536), and 'U 2C:' (value: -1).
- Three 'Effect' sections, each with an 'Effect' label and an 'Edit' button.

Now if you want you can modify the "Buy" and "TP" parameters to increase or decrease the price of the modified skill you have made.

Now we click on save, which is the symbol marked in the photo and enter the name you want your modified skill to have.



The screenshot shows the 'XV2 Skill Creator' application window with the 'IDB' tab selected. The 'Save' button, represented by a floppy disk icon, is circled in red. Below the 'IDB' tab, there are two input fields with 'Change' buttons:

- 'Skill files' with the value 'C:/Users/Temorus/Desktop/kamehameha'.
- 'Additional data'.

At the bottom, there is a note: '*this directory is optional. use with care and only when ne'.

If you have completed all the steps, you should have the modified skill in .x2m format ready to install with xv2ins tool.

(I HOPE THIS TUTORIAL IS USEFUL TO YOU)