

Submission Document


Submit here any content that you think should be at the next update.






Anything you submit must be in accordance with the Rules regarding addition of new content, and any relevant policies.







What you should include:	What you should NOT include:
<div>→ A title and description of the content, along with a link if applicable.</div> <div>→ A preferably brief explanation of why your suggestion should be implemented. Unique reasons are more likely to be accepted.</div> <div>→ Anything else that we must do to implement your change.</div> <div>→ A focus upon the casing experience. If your reason has little-to-nothing to do with casing, then it will be denied.</div>	<div>→ Long flowery sales pitches.</div> <div>→ Low quality material or joke suggestions.</div> <div>→ Non-content suggestions (go to the discord's suggestion channel).</div> <div>→ Bulk suggestions.</div> <div>→ Arguments primarily predicated upon things that are not official AA game content.</div>
<div>All suggestions should be predicated upon the content itself.</div> <div>Things like their canon personalities, usage in-game, etc. will not be considered unless it's expressed in the sprites/sounds/etc. of your suggestion.</div>	






Exceptions to these rules are very rare. If you believe you are worthy of such an exception, don't be surprised when it's rejected with little comment.
[The full policy can be found at this link.](#)

Please test your submission before you submit it!

Content	Link (w/ poll if any)	Sample	
Sample Content Title This is a sample suggestion. This sample should be added to the server, as it fills an important niche of being an example for other suggestions to be based upon.	Link to the download <i>If you need changes that require a .bat file, do note them down here as well.</i>	A sample of the content as a proof of concept	Pending
			Accepted
			Rejected
			Needs Fixing
			Pending Polling
Remove Ishimaru Since his addition initially we've gained several more school-uniform wearing characters, making his (visual) niche redundant. Nobody has used him in casing for years now. His "transformation" animation looks like shit and is heavily restricted and color banded by the limitations of gif. <i>(The usage of stock RPGMaker effects adds to this shittiness.)</i> He's badly sized, making him look humongous. "Having a powered-up mode" already has its niche filled by Hajime, Demon manfred, Darkthena, Regular Athena, the Payne Train, and Phoenix (Turnabout mode) among others. It was never a unique reason to have him around. Lastly, due to being made early in the gif era, he suffered very badly from being crunchy and is just visually unappealing.	No Link		Pending Polling
Lamiroir_and_Machi smol fixes. Improves the button layout, and provides emote-specific shownames/blips for Lamiroir/Machi. No longer will they be named the terrifying creature known as “duet”.	Link		Accepted
Add Lynne breakdown Lynnemod made me do it. Gives her the ability to scream really loud and break down. The casing usage is to break down.	Link		Accepted
April May smol fixes. Mainly cleans up her emote names and the timing of a single emote.	Link	Imagine a picture of the ini file.	Accepted

Apollo fixes <ul style="list-style-type: none">Recreates Apollo’s blackout emotes to utilize the alpha channel.Adds frame effects to Apollo’s damage emotes.Splits up his cofe emotes into 3 separate ones (and actually adds them to the emote list).Compresses some of his redundant emotes (shades/shadeson, for instance).Removes his interjections from the emote list and places them onto the custom objections.Adds a variant to his damage emotes similar to Apollo_Injured.Removes his perceive emotes, as there is already a dedicated folder to them, (and that one is more complete).Rearranges some of his emotes to be nearer to other relevant emotes.	Link Delete Apollo’s old folder.		Accepted
Angel Starr fixes <ul style="list-style-type: none">Fixes lipflaps in certain emotes.Fixes sfx timing of her lunchbox emotes.	Link	[Insert lunchbox here]	Accepted
Remove AJCourtTV and merge the TV bench into AJCourt <p>Given we have functionally unlimited positions, such an alternate court isn’t necessary just for once bench to change.</p>	Link Remove the entire AJCourtTV background folder.	Imagine me deleting AJCourtTV.	Accepted
Add Hiyoko Saionji <p>Same reasons as before for adding her. We do not have a little girl bully type character “bully loli”. . Additionally, we could use a character that’s more directly related to traditional Japanese dancing.</p> <ul style="list-style-type: none">All problems with the original Hiyoko folder have been fixed or cleaned up.Includes both Evidence and CSS pictures.Includes SFX for shouts.Ini has the proper chat design.Crying emote is slightly modified, though generally has the same effect. Couldn’t figure out a less janky sprite version of it.Alts emotes for variety, if needed feel free to remove.UPDATE:Changes applied.	Link		Accepted
Larry zoom Since I no longer have the source files or editing tools (changed PC), I’m unable to edit the zoom to add lipflaps. That said, many of the zooms in our folders also don’t include lipflaps, so I don’t think it’s a necessary detail for acceptance.	https://drive.google.com/file/d/1mVgEet9dX_9J0ena1kHCeVieyts1HafC/view?usp=sharing		Rejected As the content policy notes: “Speak” cycles or lip flaps are required of material not directly from an Ace Attorney game or its spinoffs.
Smol Fixes: Ace <p>Fixes his “thinking” emote so he doesn’t slide to the right during the preanim. Alters his ini to remove redundant emotes (pre/non-pre versions of emotes). Alters his buttons to be a bit more clear as to which emote is which.</p>	https://drive.google.com/file/d/1WSoEGJ2z6uMJCtmTHCXRR1TWrtzeBq2h/view?usp=sharing Delete: Emotions/button11_off.png Emotions/button11_on.png Emotions/button12_off.png Emotions/button12_on.png		Accepted
Smol Fixes: Zinc <p>Reorders his emotes to a more sensible layout (mainly sweat being next to the other sweat animations)</p>	https://drive.google.com/file/d/1jQVpBZvTwWBNJrmw7LMhc5wkn0jmTcAY/view?usp=sharing		Accepted

Smol Fixes: Yuri Fixed his buttons leaking around the corners.	https://drive.google.com/file/d/1RbzNNy_VkABV4v5fR7TFEGVpS6TlqWZI/view?usp=sharing		Accepted
Smol Fixes: Wocky Fixes some animation timings. Removes his redundant cutin.	https://drive.google.com/file/d/1Nnx26yPR7fL8KBkeWirVhUCm0zKcl0C3/view?usp=sharing Delete: Wockycutin.apng Emotions/button20_off.png Emotions/button20_on.png		Accepted
Vera Folder Remake Remakes the Vera folder. * Adds a few additional drawings. * Adds 2 new emotes. * Fixes the buttons to be consistent. * Fixes SFX timings. * Removes the infinite drawing emote due to it conflicting with literally every drawing preanim. * Separates the young/adult versions to separate folders. * Moves young vera's cutin to its custom objection.	https://drive.google.com/file/d/1WwWjXZ_sdypAdoDnoWr3a_XZSUKd7HXM/view?usp=sharing Delete the previous Vera folder.		Accepted
Richard Wellington Remake Remakes the horribly outdated and jank Wellington folder. * Recreates most of the animations using JFA footage as guidance. * Moves his cutin to his custom objection. * Adds the smaller damage variants from JFA. * Recreates the custom 'darkness' emote using apng's partial transparency. * Fixes his buttons and emote order to not be complete ass.	https://drive.google.com/file/d/1qypjqGk8eQF98eMZpVxie9I_idlZ7PFj/view?usp=sharing		Accepted
Smol Fixes: Seven Fixes a single frame in his 'sad' emote to have a consistent outline.	https://drive.google.com/file/d/1j6Lf7hToBC72QfHtmh9u-N8BRWHG21LP/view?usp=sharing	 This frame specifically.	Accepted
Smol Fixes: Archibald Replaces the generic deskslam sfx with the juror deskslam sfx in a few of his emotes.	https://drive.google.com/file/d/12Dt-GPix3qv3aGmt1KLOiYK8BXLyMV7Z/view?usp=sharing		Accepted
Aigis Folder Remake Reanimates Aigis to be more suitable for bench play. Removes some emotes (namely her 'attack' emotes, walkin/out, and the single coat emote), and replaces some others (hack being turned to deskslam, etc). Provides her more visible emotions rather than simply being flat-faced the entire time, with the intent of her being far more useful for bench play than the previous folder. That, and to bring her more in line with AA's visual style. Also, expands the visor folder to include more Godot memes.	https://drive.google.com/file/d/1nprfikFuN_JbKnv90xTw2BLyIUD1Msw/view?usp=sharing		Rejected The author wishes to expand the folder further before it's applied to AOV.

<p>Dzibilchaltunchucmil Rip From PLvsAA. Yes, that’s his name, and yes it does fit inside the showname field.</p> <p>Please note that some emotes, due to (a) and (b) being quite different, have the preanim that leads only to the (b).</p>	<p>Link (Updated to make him fatter)</p>		Accepted
<p>Wordsmith Rip From PLvsAA. Includes knight variant.</p>	<p>Link (Updated to make him fatter)</p>		Accepted
<p>Lettie Rip From PLvsAA.</p>	<p>Link (Updated to make her fatter)</p>		Accepted
<p>Storyteller Rip From PLvsAA.</p>	<p>Link (Updated to make him fatter)</p>		Accepted
<p>Emeer Rip From PLvsAA. Includes rich variant.</p> <p>Please note that some emotes, due to (a) and (b) being quite different, have the preanim that leads only to the (b).</p>	<p>Link (Updated to make him fatter)</p>		Accepted
<p>Smol Fix: Effects The “reaction” effect was erroneously removed. This fixes that.</p>	<p>Link</p>		Accepted
No more suggestions for this update. Any additional will be for the next one.			