INI EDITING GUIDE



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I - Introduction

First of all..

WHAT THE HELL IS AN CHAR.INI?

It is your character's lifeblood.
It is a file that controls the actions, sounds, and behaviors of a character.
All the emotes, sfx, are listed in this char.ini. You will not be able to play a character if their char.ini does not exist. If you have a badly edited ini, you will also experience an error, or a "missingno", where the ini is done incorrectly.
Nobody likes that.



I'll do it Wright.



You don't want to see this fella.



Wright, what did you do wrong now?
Read the guide properly!

II - What's inside the ini?

Seriously...

WHAT ARE ALL THESE NUMBERS?

Let's go through one by one, shall we?



Really makes you think...

[Options]

name = *Name of the folder*

- It is not case sensitive, but if you label it wrongly, it will cause a missingno.
    - For example, if the folder name is "Phoenix", then "name = Phoenix".

showname = *The name that will appear in the chatlog nameplate IC.*

- This name is fetched locally, meaning that only you will see it if you change it.

gender = male, female, ddfemale, ddmale

- The gender for the blips.

side = *def, pro, hld, hlp, jud, wit*

- The position of the character. Pick an appropriate one for the character. The character will appear in that position when you select the character.

[Time]

preanim = preanim_time

- The preanimation timer. Usually should be set to 0 in AO2. If you add an emote with a preanim and forget to put the gif's name in, the preanim will not play. Do keep in mind.



Like so.

[Emotions]

number = 1

- The number of emotes. It should correspond to the total number of emotes that your character has.

1 = *<Emote Name>#<Preanim>#<Emote>#<Modifier>#*

- Let's go through all of these one by one.
- Emote Name
    - The name of the emote. Will appear in the dropdown box.
    - For example, if you put **1** = Normal, it will appear in the dropdown box as
    - 

- Preanim
    - The animation that plays before the character actually starts speaking. If an idle gif is listed in this category, it will play only the idle instead.

- Emote
    - The actual animation when the character is either idle, or speaking. These gifs are prefixed as (a)- and (b)-. (a) is the idle emote, while (b) is the emote where the character actually speaks.

- Modifier
    - The only valid inputs are **#0#**, **#1#**, **#5#**, **#x#0**.
    - **#0#** - For this modifier, the preanim will not play, unless Hold it!/Objection/Take That are used.
    - **#1#** - For this modifier, the preanim will play along with its associated sound effects, or lack thereof.
    - **#5#** - The background is replaced with speedlines, and desks/witness stands in the way will not be displaced.
    - **#x#0** - A new feature added in AO2.3.2. Where x is either 0, 1 or 5. This hides the desks. 0 can also be changed to 1 to force the desk to appear.

[SoundN]

1 = sfx-name

- The number corresponds to the emote number. The sfx-name can be grabbed from the base\sounds\general folder.

[SoundT]

1 = sfx-delay

- The delay on the sfx. The input only takes in integers, and is in milliseconds. This means that 1 is instant, while 100 is 1 second.

III - Adding SFX To The ini

You will need to edit one of the **[Emotions]**, and the corresponding **[SoundN]**, optionally **[SoundT]** as well.

Let's give an example.
Say you are playing as Apollo, but your sfx-whoops just isn't cutting it, and it plays too soon.

You'd see the following in the char.ini that reflects that emote in all three sections.

4 = Sweat#presweat#sweat#1#
4 = sfx-whoops
4 = 1

So, to swap out sfx-whoops, you need to find a replacement in the base\sounds\general folder.
An example of swapping successfully would show as such:

4 = Sweat#presweat#sweat#1#
4 = sfx-losepuzzle
4 = 10

And now you have your own flair to it that everyone can hear!

IV - How do I “Iniswap”?

In client versions **2.9+**, you can simply type the **Folder Name** of the character you wish to play in the “iniswap box” then hit enter.



This creates an **iniswaps.ini** file for the base character you’re playing as, storing the swapped folder names for future use. Some characters will already have this file for swapping to different versions of the base character (DLC costumes, etc.)

Alternatively, you can edit the [**Name** = *Name of the folder*] inside the char.ini to point to another folder.
Editing Example: [**Name** = Ema] to [**Name** = EmaSOJ]



Don’t forget to hit ‘reload theme’!