

Tutorial: Character Swapping/Replacing by Cake

This is a tutorial about replacing/swapping characters. We'll take replacing **Giggs** with **Ghost** as an example and briefly describe the steps and effect of such replacing. In the end the steps of swapping two characters are presented. This tutorial is divided into 3 parts:

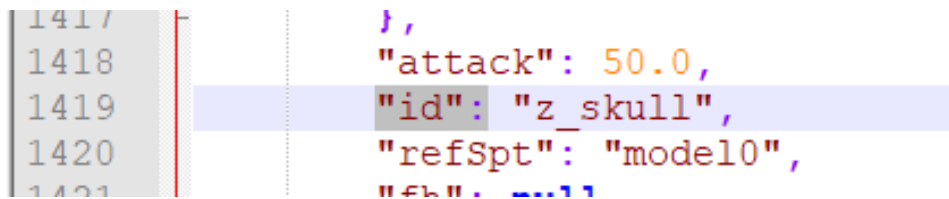
1. Replacing;
 2. Effect of replacing;
 3. Swapping.
- Following is the body of the tutorial.

1 Replacing

In order to replace one character with another, we need to edit and rename the Spt file accordingly.

1.1 Edit the value of Ghost's id and name

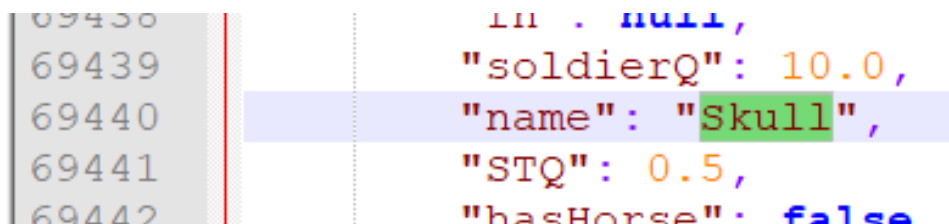
1. Open **Ghost's** Spt file (inside 411 - Data.Global_z_skullSpt.zip), search for `"id":` (add punctuation here to help locate the wanted result) and change `"z_skull"` to `"giggs"`, which is the value of **Giggs's** `"id"`, as shown in fig 1.



```
1417 } ,
1418 "attack": 50.0,
1419 "id": "z_skull",
1420 "refSpt": "model0",
1421 "fr": null
```

Figure 1: Edit the value of **Ghost's** "id"

2. Search for `Skull`, change `"Skull"` to `"Giggs"`, which is the value of **Giggs's** `"name"`, as shown in fig 2.



```
69438 "id": null,
69439 "soldierQ": 10.0,
69440 "name": "Skull",
69441 "STQ": 0.5,
69442 "hasHorse": false
```

Figure 2: Edit the value of **Ghost's** "name"

Save the changes.

1.2 Rename Ghost's Spt File the same as that of Giggs

That is, rename 411 - Data.Global_z_skullSpt.zip as 163 - Data.Global_giggsSpt.zip. Then use HFW to replace **Giggs's** Spt file with the new "**Giggs's**" Spt file and we are finished.

2 Effect of replacing

1. In the character-choosing interface, **Giggs**'s pic turns into **Ghost**'s pic, with the displayed name unchanged (Giggs). To change the displayed name if you'd like to, use JEPXS to edit the "Global" part.

2. By choosing **Giggs**, the player actually picked **Ghost**.

3. If you follow this tutorial, there will be situations where player-controlled **Ghost** has no status bar. This is because **Ghost** is set as "soldier" by default. To make the status bar visible, change `"isSoldier"`'s value in the Spt file from `true` to `false`.

3 Swapping

After you know how to replace one character with another, swapping characters becomes easy. Just do similar operations to **Giggs**'s and **Ghost**'s Spt files, respectively.