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ease the problem. I see what you mean, Gong. Fourside gets stopped from the random switching stage. It's just a mistake on my part - it should be there. Thanks for pointing this out. No, thank you very much Veru! The hack is absolutely amazing and my brother and I are really enjoying it! And, is there a way to do this so he remembers debugging the switches because they also like the flash on the missed I cancels as well as the shield/hit to stun the colors. It's also an idea that might be a good thing. An option like a salty runback feture except that it will accidentally load another stage so it misses the need to go through CSS and sss if you just want to play on another scene without changing the characters. I dknt even know if it would be possible or how hard it would be to do, but I think it would be awesome. Hi Achilles, Ato made the perfect Unlock random stage select to use the boot to CSS comfortably. We don't need to go back to the menu and with the message appear when using Boot to CSS anymore!! at the bottom Page. @15AFAC 380,000E This is for v1.00 a minor update on this Kou. I don't understand Gecko codes or Japanese, but I just tried to replace each 8 character sequence in the old 1.00 download download Choose the code with the sequence you pointed out in your friends blog. didn't get any results though: I got lost. Last edited: June 17, 2014 Also an idea that might be a good thing. An option like a salty runback feture except that it will accidentally load another stage so it misses the need to go through CSS and sss if you just want to play on another scene without changing the characters. I dknt even know if it would be possible or how hard it would be to do, but I think it would be awesome. Yes! Wait, I just got a better idea (probably not the best, but pretty cool) you know the hud screen pause? The one no one pays attention to? Put the inputs there. I know it can be a bit of a job, but it's better than constantly referencing the table to know what to do when. Just a suggestion, not sure if it's possible. That would be very helpful. So I'm getting around to try out the Dual 1v1. My game freezes every time I make a neutral B.... or hmm, maybe its just shells. well, so even the usual code makes the game freeze. It's just not on Dolphin? You have to hate it when it happens. Last edited: June 17, 2014 Can a minimalist ISO be made? As a game that has all one player removed and only the menu is left against the mode and normal melee. And then when choosing a character there is no way to switch the rules, 4 sotck 8 minutes is just permanent. And there will be only six legal stages at the selection stage. Is something like this possible? I think it might be cool. Diana's Safe Landing Said: Can A Minimalist ISO Be Made? As a game that has all one player removed and only the menu is left against the mode and normal melee. And then when choosing a character there is no way to switch the rules, 4 sotck 8 minutes is just permanent. And there will be only six legal stages at the selection stage. Is something like this possible? I think it might be cool. You can delete all the scenic files that are not legitimate, and their songs too, and all the other files that are not used in the competitive game, and then recompile ISO this will save a lot of space. I wonder if you could also rewrite the code in .dol for single player modes and stuff, and create space for custom codes. Last edited: June 18, 2014 with a minor update on this Kou. I don't understand Gecko codes or Japanese, but I just tried to replace each 8 character sequence in the old 1.00 character download select code with the sequence you pointed out in your friends blog. didn't get any results though: I got lost. It's a mod, not a Gekko code. Finally got the brainwave BobbyTheBrokeMonarch said: Having Dual 1v1s by default ON is what is causing the problem as other default settings don't match the play Dual 1v1s (Friendly Fire ON) and proper steps were not to create a match. Just having it off by default will ease the problem. It's not that. It's just writing value in the wrong place, leading to the game crashing. I think I fixed it. Just Just go home to check it out on the console. Didn't work... Why. It's so hard to fix things when it works for a dolphin, but not on the Wii... You can delete all the scenic files that are not legitimate, and their songs too, and all the other files that are not used in the competitive game, and then recompile ISO, this will save a lot of space. I wonder if you could also rewrite the code in .dol for single player modes and stuff, and create space for custom codes. How do you recompile ISO? And is it really as simple as just deleting files? Is there a guide for modding scenes select screen? Diane Safe Landing said: Is there a guide to modding scenes to choose a screen? I started doing a guide for this the other day, but never finished it. I'll try to get around it this weekend. It's not that hard. That's what I'd like, too. I'm really only interested in colored boundaries for my tournament setup. Everything else is kinda outsider to me... If you only want a stage to choose the screen that I did, take the MnSImap.usd file out of the package and use it to replace the original with another ISO. You can use GCR for this. 20XX 2.07 Preliminary Test - 3.dol - Fixed an error that will cause the P2 to hold the joystick direction and the button after exiting the CPU match that starts idle on the launch screen - Boot to Character Select Screen has been added back and the random Stage Select is now available immediately after that. - Fourside was added to the random Select stage after toggling on the hacked stages (D-Pad Down on CSS). - Added debugging switch menu for DUAL 1v1 - Freezing issues have been fixed! 1 - Double 1v1 OFF 2 - Double 1v1 ON (default) DOUBLE 1v1 mode notes - Double 1v1 from Sauron: This code allows you to play 1v1 matches at the same time. All 4 players can play at once, but each set of 1v1 players can not directly interfere in another fight (for things like messing around with the camera or the edges of hogging). To use: Make sure that the debugging menu switch for DUAL 1v1 is set at 2 (ON), which is currently the default setting. Turn Friendly Fire to OFF. Switch to Team mode and set the team colors so that each set of players who have to fight each other is the same color. Players will only be able to harm other players who will have the same team color. (Optional) Turn off the team mode so players can switch to any suit they want. Start match with Noc: However, I couldn't convert the last 11 lines of code that allow the winner of each 1v1 to fight each other at the end.... So once every 1v1 is over, you have to pause and reset. (COLLAPSE) Remember: once every 1v1 is over, you have to pause and reset to get out of the match. I plan to fix this and add to the new feature in the near future To clarify when the Dual 1v1 is off (1) of the debugging menu, friendly fire being off works as it usually would (can't hit teammates). Last edited: June 19, 2014 Just posting to say how grateful I am that you continue to improve your already great contribution in What's the easiest way to upgrade to a new version without having to start all over again with your original ISO melee? Since the initial release of 2.0, The only files that have changed in the updates since then have been: - Start.dol (file DOL, main code) - GmTtAll.usd (20XX Start Screen Texture) is two files inside the download package All you need to do to update from the previous version to download the last package and then replace only these two files (and if you already have a 20XX Screen Screen, then don't worry about that file). I have a guide on the homepage to replace only the DOL file using GCR. The same steps can be applied to replace any single file. So download the latest DOL testing from my post above and then use GCR to replace the current DOL in your ISO with this file. Just posting to say how grateful I am that you continue to improve your already great contribution to hand-to-hand combat. Thank you! I can't go out to tournaments a lot and don't really have the funds for a tournament or anything, so I'm doing my best to help grow and support the community. I started doing a guide for this the other day, but never finished it. I'll try to get around it this weekend. It's not that hard. If you only want a stage to choose the screen that I did, take the MnSImap.usd file out of the package and use it to replace the original with another ISO. You can use GCR for this. Oh, that's amazing. Thank you! Another question now, How could you go about editing the main menu? As such, to fit the custom theme one has for CSS. Oh, that's amazing. Thank you! Another question now, How could you go about editing the main menu? As such, to fit the custom theme one has for CSS. I have no idea. I've never done any texture editing in the main menu. You probably need to reset the texture as you play it on the dolphin, convert them into TPL files, and then use that information to try to find where the biases are in the main file menu. I think this MnMMAAll.usd file because this Debug Menu file texture hack was in. I started doing a guide for this the other day, but never finished it. I'll try to get around it this weekend. It's not that hard. If you only want a stage to choose the screen that I did, take the MnSImap.usd file out of the package and use it to replace the original with another ISO. You can use GCR for this. I'm having some minor conflicts in the code I use, particularly the P2 hold the shield and the occasional Tech/D1. I use .gct though because you don't have random technology/ding. The problem is that P2 is not start automatically after the end of the match. I also use Melee SD, which I believe makes some serious adjustments to the core. .dol I'm wondering if I could somehow use your changes in the .dol file and change them Modded characters still work), when using .gct to inject random technology/D1. I suppose de-bugging random technologies/D1 or P2 keep shielding things will also work. could there be less work too? idk LOL. I hope I've given you all the information you need to give me an answer. I'm having some minor conflicts in the code I use, particularly the P2 hold the shield and the occasional Tech/D1. I use .gct though because you don't have random technology/ding. The problem is that P2 does not automatically press the start after the end of the match. I also use Melee SD, which I believe makes some serious adjustments to the core. .dol I'm wondering if I could somehow use your changes to the .dol file and change them (so modded characters still work) when using .gct to inject random technology/D1. I suppose de-bugging random technologies/D1 or P2 keep shielding things will also work. could there be less work too? idk LOL. I hope I've given you all the information you need to give me an answer. As stated in the main post, it is for 1.02. Not at 1.00. As stated in the main post, it is for 1.02. Not at 1.00. Lame. Do you know if there is in any way a port of March sword color or platform colors up to 1.00? sorry I'm a llama asking for 1.00 gct codes in a 1.02 .dol thread. Hey, Achilles! I've been following this guide for a while now, working with .gct and .dol hacks that you have provided. Two big things that made me use this hackpack are the collision boxes and bobomb-rain. Unfortunately, I never got to use this particular method of practice, and I think it would be a lot of fun! Is there an easy way to add a switch for this? I am currently running 2.06 .dol with everything running normally! Thank you for all the hard work! I tried a new update. Yoshis down-b freezes the game every time. Also, putting a double 1v1 on 1 without turning off the colors. Lame. Do you know if there is in any way a port of March sword color or platform colors up to 1.00? sorry I'm a llama asking for 1.00 gct codes in a 1.02 .dol thread. Yes, it can be done. I can make a sword swing color for you this weekend. The colors of the platform have several more offsets and will require more work in its current state. I would like to convert it to the ASM code soon, however. Once I do that, I can make a 1.00 version for you. Hey, Achilles! I've been following this guide for a while now, working with .gct and .dol hacks that you have provided. Two big things that made me use this hackpack are the collision boxes and bobomb-rain. Unfortunately, I never got to use this particular method of practice, and I think it would be a lot of fun! Is there an easy way to add a switch for this? I am currently running 2.06 .dol with everything running normally! Thank you for all the hard work! You can try working codes on top of the package. I am... I think... They To work. Maybe not all. As a general note on the project - in my experiment with Dual 1v1, I seem to have found a few more space in DOL. Not 100% sure how much, but it looks essential. All the updates from 2.0 so far have been bug fixes and fewer tweaks - partly because I've been low on available lines of code, and also because it just needs to be done. So now that I have more lines, I plan to add some great things - the Dual 1v1 is one of them. I worked on this code a bit more tonight and added to the feature that the last two players (winners of each 1v1) get to attack each other to finish the game. It's almost done, but needs a little more polishing. I tried a new update. Yoshis down-b freezes the game every time. Also, putting a double 1v1 on 1 without turning off the colors. Thanks for the feedback. I'll try to take a look at this. What do you mean without turning off the colors? Last edited: June 20, 2014 Characters on the screen have no details and just solid green. I assumed that this solid green color was used for a double 1v1 hack, but maybe it's just a bug or something. Maybe I put it wrong? All I did was replace the beginning, do the file with gc. Achilles, when I switch INGAMEOFF to the debugging menu, it doesn't work! D: 20XX employee pack: Could you guys please include an option in the menu somewhere to switch to SD Remix? that would be amazing... Last edited: June 20, 2014 and 20XX employee pack: Could you guys please include an option in the menu somewhere to go to SD Remix? that would be amazing... He said he would investigate if one could have SD Remix characters toggleable (?). => Like 'Keep R to choose SDR Roy. Awesome! I also find that since the update to 2.06 I haven't been able to use the d-pad down to switch to the fixing stages. Maybe it's just mine, but I wanted to know the load of the states have been moved to the D pad on the left and the endless shield is now the DPad down. This is to avoid accidentally saving/loading when you do something different. Why isn't it sticky? This is probably the most important Melee mod ever. Yes, I believe the 20xx hack package will just become a standard melee mod that will include all the important codes in the future. Especially if Achilles or someone figure out how to combine it with a melee SD remix. Last edited: June 23, 2014 so after tinkering with v2.07 pretest 3 runs on the Wii, I believe that freezing glitch varieties occur when the characters go on capture. I can do this consistently with all the characters I've tried by clicking z or doing a type B move capture ganondorf or captain of the falcon up-b Yoshi's or Kirby neutral-b). I also say varieties because it freezes, but if you wait long enough, it will skip forward a few frames, freeze again, skip forward a few frames, and so on until grab animation ends. I wasn't able to reproduce the XxGUNXX XxGUNXX problem Yoshi down-b. that worked well for me. can anyone repeat my problem? Not sure if anyone else mentioned it, but I ran into a glitch. Playing as a Falco vs. Fox processor that was installed on the shieldgrab, I practiced drill shines and very rarely after I landed and beamed I would disappear as soon as I beamed and get KOed. Very strange, and I'm not sure how to accurately reproduce it, except to keep the drills shining until it happens running at 2.06, but also happened at 2.05 last edited: June 23, 2014 Not sure if anyone else mentioned it, but I ran into a glitch. 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