

Capcom vs. SNK DC Color Editing Guide

by ProTect

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Capcom vs. SNK: Millenium Fight 2000 Color Editing Guide

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-----PURPOSE OF THIS FAQ-----

This is NOT a list of Color Edits. It is advice on how to make your own Color Edits. I hope that it will revive interest in CvS and that its tips will also prove useful for CvS2 as well.

If you are looking for a list of Color Edits, you will find links to some in the Links section of this FAQ.

-----CONTROLS-----

Outside the Hue Bars:

X - copy block*

Y - paste copied block*

A - confirm

B - cancel

On the Hue Bars:

X - increase all values*

Y - decrease all values*

A - confirm

B - cancel

* - Frankly, I never found much use for these controls.

-----SAVING AND USING COLORS-----

To save a color, simply choose the memory card to which you want to save and then the Color Edit file you want to use. Two files are available to each character per memory card.

SOME ADVICE:

I use a Massive Memory Card Plus from InterAct Accessories which has the storage space of eight VMUs and which allows me to switch rapidly between memory cards without having to remove anything from my controller. I have found it to be very reliable and would highly recommend it or a similar item if you plan to save lots of colors, as VMUs are expensive, not to mention clumsy if you're always switching between them.

In all play modes, you will be able to tell if you have saved an edit color for a character. "COLOR1" and/or "COLOR2" will appear near the character's select screen picture. Select your color with X and B (for Color Edit 1) or Y and A (for Color Edit 2). If you are playing Arcade Mode or Pair Match Mode, you should see "COLOR1" or "COLOR2" fly toward the top of the screen when you select your character. If you don't, you might want to soft reset (press X, Y, A, B, and Start) and try again.

MORE ADVICE:

For some reason, the double button combinations required to pick edit colors seem to work much more infrequently than the similar (but more complicated) combinations used for the secret colors in Street Fighter III: Second Impact and SF3: Third Strike. If you are having trouble getting the timing right, I recommend positioning your fingers above the buttons and counting "one, two, three" before going for the final press. That's the best advice I can give; even I often slip up here.

-----VOCABULARY-----

B - the hue blue, as distinguished from the block or tone blue

Block (referred to as a "palette" in the American CvS manual) - three values listed in the order red, green, blue

Color - the 15 blocks that make up a given character's sprite considered collectively

Color Bar - the horizontal bar which contains the 15 blocks that make up a color

Default Color (abbreviated DC) - one of the 8 colors pre-programmed for a given character

G - the hue green, as distinguished from the block or tone green

Hue (referred to as "bar" in the US CvS manual) - red, blue, or green

Hue Bar - the vertical bar representing a hue's intensity; determines the value

R - the hue red, as distinguished from the block or tone red

Spectrum - all the blocks that make up a certain part of a character sprite
(examples: hair spectrum, headband spectrum)

Tone - the shade seen in the oval beneath the hue bars; a non-quantitative block

Value (referred to as "tone" in the US CvS manual) - a number at the top of the hue bar indicating the intensity of a hue; it can be adjusted to any number between and including 0 and 31 by sliding the hue bar

-----BASIC BLOCKS-----

Black: 0-0-0

Red: 31-0-0

Green: 0-31-0

Blue: 0-0-31

Orange: 30-15-0

Yellow: 30-30-0

Cyan (bright blue): 0-30-30

Purple: 15-0-30

Magenta: 30-0-30

Pink: 30-15-30

White: 31-31-31

Gray: 15-15-15

These are only guidelines. They don't have to be exact, that is, you don't have to input 0-31-0 every time you want green. Note which values are DOMINANT in each block.

-----TECHNIQUES AND EXAMPLES-----

The following techniques are the basic steps in editing colors. Sometimes you will create a desired color using one of these techniques by itself. Other times, you may want to do some further tweaking by adjusting values slightly, or even by combining techniques.

HALVING:

Divide a value or some values for a given spectrum by two, usually rounding down.

This is useful when you are making a spectrum and you have a general idea of the tone you want it to be and what values are most prominent in that tone.

It comes in particularly handy for creating suntanned, (human) black, and zombie skin tones.

Suntanned skin: Halve G and B values for all skin spectrum blocks

Black skin: Halve all values for all skin spectrum blocks

Zombie skin: Halve R and B values for all skin spectrum blocks

EXAMPLES

Suntanned Ken

1. Pick Ken's B color. His skin spectrum is the first five blocks after 28-28-28.

Halve the G and B values (you should get 31-12-8, etc.).

2. Whoa, that's bright! Tone it down by decreasing the R values by 4 (27-12-8, etc.).

Black Terry

1. Pick Terry's X color. The first four blocks are his skin spectrum. Halve all the values (15-13-9, etc.).
2. Hmm... too gray. Try decreasing the G values by 2 (15-11-9, etc.).
3. Now increase the R values by 3 (18-11-9, etc.).

Zombie Vice

1. Pick Vice's X color. Her skin spectrum is the six blocks after 13-0-0. Halve the R and B values (15-26-10, etc.).
2. Add 5 to each G value (15-31-10, etc.).

Here's one non-skin example for this simple technique.

EXAMPLE

Rugal in a Hot Pink Suit

1. Pick Rugal's B color. Start editing the 8th block from the end of the color bar (16-14-18) and continue until you reach the right end of the color bar. Halve the G values (16-7-18, etc.).

MIXING AND MATCHING:

Take a spectrum from one color or character and use its blocks for a spectrum on another color or character.

This is very useful for swapping karate gis among characters who wear them.

EXAMPLE

Ryo in a Bright Blue Karate Gi

1. Pick Ryu's A color. Write down his karate gi spectrum (28-30-25...22-28-22...17-24-27...14-19-21...10-14-16).
2. Character Change to Ryo. Replace his karate gi spectrum with the one from Ryu.

It is also good for swapping elements from one DC to another (slightly trickier).

EXAMPLE

M.Bison (hat guy) in a Red Uniform with Yellow Armor

1. Pick Bison's X color. Select "Color Change" and highlight the first block in Bison's armor spectrum (26-28-30).
2. Press B to Cancel and choose "Default Color." Press right. You should see Bison in a blue uniform with yellow armor. Memorize the block (29-28-0).
3. Press B to Cancel back to the X color. Select "Color Change" and change the highlighted color back to the block you memorized (29-28-0).
4. Highlight the next block to the right. Cancel and choose "Default Color." Be sure not to hit A again while viewing the DC or you may lose your color edit. Memorize the block (28-20-0).
5. Repeat steps 3 and 4, replacing the blocks on the DC with the blocks you memorize for the rest of Bison's armor spectrum.

VALUE SWAPPING:

Switch one value with another value.

This is a very simple technique, but it offers more complex color possibilities than the preceding techniques.

EXAMPLE

Mai in a Bright Green Dress

1. Pick Mai's X color. Start editing her dress spectrum with the 4th block from the right end of her color bar (30-2-2) and continue until you reach the right end of the color bar. Switch the R and G values (2-30-2, etc.).

VALUE EVENING:

Set one value equal to another value.

This is most commonly useful for creating tones such as yellow and bright blue that are essentially a combination of two hues.

EXAMPLES

Zangief in Magenta Trunks

1. Pick Zangief's X color. Start editing his trunks spectrum with the eighth block (30-0-0) and end at the third block down (12-0-0). Set the B values equal to the R values (30-0-30, etc.).
2. To make it brighter, start with the second block in the spectrum and increase all R and B values by 6 (28-0-28, etc.).

Kyo in a Pink School Uniform

1. Pick Kyo's B color. Start editing his school uniform spectrum with the seventh block from the right end of his color bar (28-26-0) and end at the next-to-last block (6-2-0). Set the B values equal to the R values (28-26-28, etc.).

ZERO ENDING:

Decrease a given value in the block of a spectrum where it is darkest to zero, then decrease the same value in the rest of the spectrum by the same amount.

The most dramatic application for this technique is changing a white spectrum to a darker tone.

EXAMPLES

Benimaru in Faded Blue Jeans

1. Pick Benimaru's X color. Start editing at the next-to-last block from the right (6-4-3) and continue editing to the block 31-30-30. Decrease all R values by 6 (0-4-3, etc.).

Kim in a Yellow Uniform

1. Pick Kim's X color. Start editing the right end of his uniform spectrum (10-11-16) and edit left to its first block (29-29-31). Decrease all the B values by 16 (10-11-0, etc.).
2. Make it brighter by increasing the R and G values by 2 (from left to right, 31-31-15, etc.).

Zero ending is also useful for creating simple tones such as blue from more complex tones such as cyan.

EXAMPLE

Dhalsim in Bright Green Shorts

1. Pick Dhalsim's X color. Start editing his shorts spectrum at 14-10-0 and go left, editing to 30-26-0. Decrease all the R values by 14 (0-10-0, etc.).
2. Make it brighter by increasing all G values by 5 (from left to right, 16-31-0, etc.).

-----INSPIRATION-----

You'll see a lot of interesting colors if you try playing a bunch of different fighting games and pick your character with a different button each time.

I have developed a set of Playstation Gameshark codes for various games that will make the computer characters select their outfits with the same button with which you select your outfit.

For example, if you are playing Street Fighter Alpha 2 Gold and choose Rose's Triangle color (pink), all computer opponents will be wearing their Triangle colors as well.

It is called the Tekken Outfit Effect, after the game series which originally implemented this feature.

Here is the complete list of all the games I have made this code for (all are American versions).

STREET FIGHTER COLLECTION 2

D016C12E 0000
8016C436 0000
D016C12E 0101
8016C436 0101

STREET FIGHTER COLLECTION (Disc 1)

D01753EE 0000
8017575A 0000
D01753EE 0100
8017575A 0100
D01753EE 0200
8017575A 0200
D01753EE 0300
8017575A 0300
D01753EE 0400
8017575A 0400
D01753EE 0500
8017575A 0500
D01753EE 0600
8017575A 0600
D01753EE 0700
8017575A 0700
D01753EE 0800
8017575A 0800
D01753EE 0900
8017575A 0900

STREET FIGHTER ALPHA

D0187188 0001
80187450 0001

STREET FIGHTER ALPHA 2 GOLD (Disc 2 of SF Collection)

D019768C 0001
80197A88 0001
D019768C 0002
80197A88 0002
D019768C 0003
80197A88 0003

D019768C 0004
80197A88 0004
D019768C 0005
80197A88 0005

STREET FIGHTER ALPHA 3

D019440C 0000
80194854 0000
D019440C 0001
80194854 0001
D019440C 0002
80194854 0002
D019440C 0003
80194854 0003
D019440C 0004
80194854 0004
D019440C 0005
80194854 0005

STREET FIGHTER EX+ ALPHA

E01D4EA3 0001
301D63CB 0001
E01D4EA3 0002
301D63CB 0002

STREET FIGHTER EX2+

E01E7FD3 0001
301E984F 0001
E01E7FD3 0002
301E984F 0002

RIVAL SCHOOLS

E01F6498 0001
301F6499 0001
E01F6498 0001
801F649A 0101
E01F6498 0002
301F6499 0002
E01F6498 0002
801F649A 0202
E01F6498 0003
301F6499 0003
E01F6498 0003
801F649A 0303
E01F6498 0004
301F6499 0004
E01F6498 0004
801F649A 0404
E01F6498 0005
301F6499 0005
E01F6498 0005
801F649A 0505
E01F6498 0006
301F6499 0006
E01F6498 0006
801F649A 0606

E01F6498 0007
301F6499 0007
E01F6498 0007
801F649A 0707

POCKET FIGHTER

D01E205A 0100
801E2342 0102
D01E205A 0200
801E2342 0202
D01E205A 0300
801E2342 0302

DARKSTALKERS 3

D01C112A 0100
801C14FE 0100
D01C112A 0200
801C14FE 0200
D01C112A 0300
801C14FE 0300
D01C112A 0400
801C14FE 0400
D01C112A 0500
801C14FE 0500
D01C112A 0600
801C14FE 0600
D01C112A 0700
801C14FE 0700

MARVEL SUPER HEROES

D00921EC 0001
8009241C 0001

X-MEN VS. STREET FIGHTER*

800433A2 0001
80042F82 0001
800436E2 0001

MARVEL SUPER HEROES VS. STREET FIGHTER

D0070DAA 0001
8007156A 0001
D0070DAA 0001
8007116A 0001
D0070DAA 0001
80071922 0001
D0070DAA 0002
8007156A 0002
D0070DAA 0002
8007116A 0002
D0070DAA 0002
80071922 0002
D0070DAA 0003
8007156A 0003
D0070DAA 0003
8007116A 0003

D0070DAA 0003
80071922 0003

MARVEL VS. CAPCOM

D007C12A 0001
8007C98A 0001
D007C12A 0001
8007C53A 0001
D007C12A 0001
8007CD92 0001
D007C12A 0001
8007B8DC 0101
D007C12A 0002
8007C98A 0002
D007C12A 0002
8007C53A 0002
D007C12A 0002
8007CD92 0002
D007C12A 0002
8007B8DC 0000
D007C12A 0003
8007C98A 0003
D007C12A 0003
8007C53A 0003
D007C12A 0003
8007CD92 0003
D007C12A 0003
8007B8DC 0101

FATAL FURY: WILD AMBITION

D00AC098 0001
800AC09A 0001

SOUL BLADE

D00BFCD0 0000
800C2C08 0000
D00BFCD0 0001
800C2C08 0001
D00BFCCC 0000
800C2C04 0000
D00BFCCC 0001
800C2C04 0001
D00BFCCC 0002
800C2C04 0002

MORTAL KOMBAT 4**

D00A81FC 0001
800A8200 0001
D00A81FC 0002
800A8200 0002
D00A81FC 0003
800A8200 0003

* - XvSF's codes are not a true TOE in the sense that they the player's choice of colors determines the computer's choice of colors, as this seems to be impossible past the first match. Instead, they put the computer permanently

in the alternate colors.

** - As I recall, this one was slightly glitchy, but I cannot improve it as I sold my copy of MK4 when I bought MK Gold.

-----LINKS-----

<http://www.gamefaqs.com/console/dreamcast/game/26588.html>

This is where you can find Dazz Hardy's excellent Custom Color Guide, as well as Sailor Bacon's FAQ which contains many great colors. Sorry there's no direct link to them, but that's not allowed. You should also be able to find colors on the message boards.

www.geocities.com/smartiniam/colors.html

This is my personal page of colors, updated quite frequently.

-----VERSION HISTORY-----

v. 0.3 (7 September 2001) - Added the zero ending technique.

v. 0.2 (6 September 2001) - After some thought, I decided to do away with my planned distinction between basic and advanced techniques. I also added the section on saving and using colors and the value evening technique, not to mention the version history. ;)

v. 0.1 (5 September 2001) - The first preliminary version, this contained all content not mentioned above.

-----CREDITS-----

I, ProTect, wrote this.

Capcom made the game.

All the techniques and examples and the Tekken Outfit Effect are mine.

The Capcom characters belong to Capcom.

The SNK characters belong to SNK.

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