Custom Fashion

Requirements

- sPCK.exe
- ModelViewer.exe
- Paint.NET

Warnings

> Ether Saga should be closed while editing files to avoid corrupting and crashing the game. Please create a copy of your game to work from if you wish to play while working and make sure to take regular back ups.

> Avoid changing filenames if making modifications for a server you do not run. You will not be able to add fashion, only change fashion.

Getting Started

To start create a working directory, in this example we will be referring to it as `work-dir`. Inside of `work-dir` you will want to have the following tools:

- `sPCK.exe`
- `ModelViewer.exe`
- `models.pck`

> models.pck should copied from the game folder. Obtaining the rest of the tools is an exercise left for the user.

Next you will want to open a terminal or `cmd` and navigate to your `work-dir`. We will unpack the model files by running `sPCK.exe -x models.pck` inside of our `work-dir`.

Locating Fashion Models

This was really hard at first, but I made it easier for you. Just doubleclick Unpack.bat and the unpacking will start! There will be a black screen with some letters and numbers on it, but just let it do its job. When you see no numbers or letters changing anymore, you can close the window and you will see a new folder has been created! It should be called "models.pck.files". In this folder you will find your fashion! This is the trickiest part, because 90% is in Chinese... Unless you can read chinese and know what everything means its difficult to find where you're looking. Luckily I have been able to find the fashion suit files

In the previous step you should have unpacked the `models.pck` file and it should have created a folder called `models.pck.files`. Inside of this folder we can find the models for everything in the game. We will be focusing on a specific set of files within this folder for the remainder of this guide.

- `\models.pck.files\models\players\□□\□□\textures`
- `\models.pck.files\models\players\□□\□□\`

The first directory contains the textures and the second one contains the actual models.

A list of directories and what they contain can be found below:

- `□□`
  - Suits
- `□□`
  - Hairs
- `□□`
  - Masks
- `□□`
  - Wings
- `□□`
  - Shoes
- `□□`
  - Mogui
- `□`
  - Female
- `□`
  - Male

Editing The Fashion

Simply open the `.dds` files within the textures folder using Paint.NET and go wild. When you finished editing, just save the file, with the SAME name you opened it.

Testing The Fashion

You can test your fashion using the `ModelViewer.exe`. Drag and drop the `.ski` file for your fashion onto it and it should open a window showing the fashion.

You can move around the Model by using the arrow keys, WASD and IJKL. It might look a little different than ingame though.

An alternative way to test the fashion is to implement it into the game. Back up the `models.pck` in your `work-dir` and then re-pack your files by running `spck.exe -c models.pck.files`. This will generate a new `models.pck` that you can simply drop back into your game.

Original Guide by `Tyroian` with help from `Naaki` posted on the ESO Zero Forums.

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