Thank you for purchasing the Double Action Boutique Costume Haberdashery In-Credible Kit!

(Or the DABCHICK for short! A most splendid acronym, isn’t it?)

With this included instruction booklet, we hope you’ll learn the basics of how to create your very own costumes, no sewing knowledge required~! We’ve tried to ensure the DABCHICK is as accessible as can be, so you can make all your cosplay dreams a reality!

That’s right, folks! Even you can make your very own costume! **This booklet is divided into two sections**: **creating**, and **loading** your custom costume; and in due time you’ll see that the DABCHICK makes costume-making as easy as can be! Truly, isn’t my wife wonderful?!

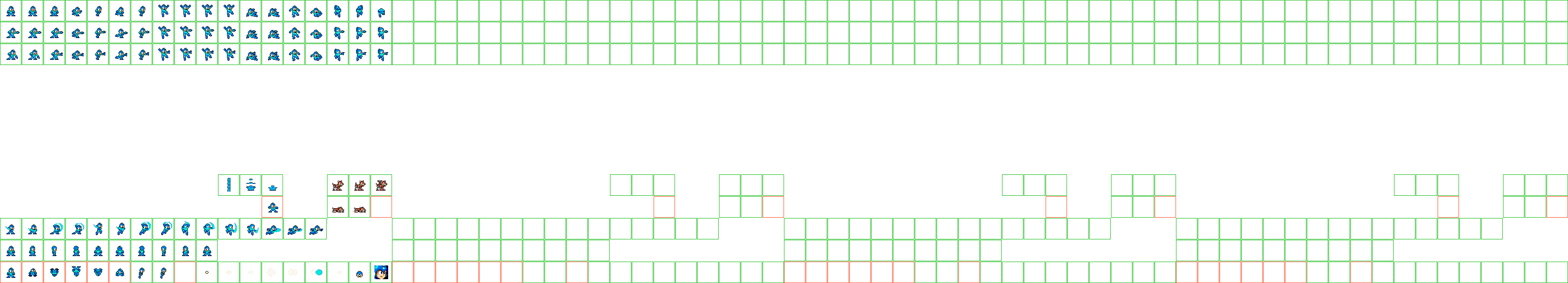
D-Dear! No need for the compliments! This system was actually developed all the way back in the first Simulation Festival! All I did was make some minor improvements...

Hahah! No need to be so modest, honey! These may just be minor improvements, but if you keep it up, I’m sure in no time the DABCHICK will be so advanced, anyone will be able to make any costume in seconds!

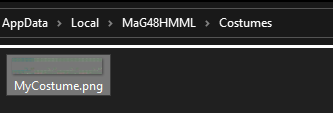
Oh, honey............. Erm. Wait, wouldn’t that put us out of a job? And also... Every other clothing store? O-Oh heavens, are we actually destabilizing the economy? Have we gone too far in our pursuit for the heavens, like Icarus flying towards the sun?! I was led astray by the Snake of Temptation and bit the Apple of Wisdom without second thought!!! Please, please have mercy on us! We didn’t mean it!! *WE DIDN’T MEEEEAAAAN IIIIIT!!!*

Costume Loading

When you download the game, there should be a folder called “Costumes” on the same folder that the executable and other files are in; if this folder is deleted for whatever reason, simply make one with the same name. There should also be another Costumes folder in the save directory in your computer’s local appdata, but both work exactly the same; just use whichever is most convenient. For this guide, we’ll rename the **48HCostumeTemplate.png** file that came with the document.



All you need to do is place it in the Costumes folder (following screenshot uses the appdata save directory, but both Costumes folders work!).



And now head into the costume shop and select custom skins, you should see your skin listed in the menu!



Costume Creation

Here’s where the magic’s made. First, **an** **art program that can handle transparency is required**! Paint.NET can be a good transition if you’re used to MS Paint, but there are tons of options out there.

The costume file must be a .png file with the dimensions of 3668x662, and each frame has to be in specific coordinates: **which is why it’s *heavily* recommended to work off of the template file** (if your art program supports layers, it can help a lot). Just make sure to save it separately so you can keep the template to make more costumes later. Let’s begin by analysing the different parts of this template file.

**Palettes**

As should be obvious at first glance, the sheet consists of a huge grid with different cells representing different frames; however, if you look closely, you’ll notice it’s not actually a massive grid, but four relatively smaller ones, each one being 917 pixels wide. Each grid is a mirror of one another with differences, as each serves a different purpose: **The first grid**, the leftmost one, **is the base spritesheet**.



(The gray outline isn’t necessary but it helps keeping the player’s face from flashing when charging the Buster).

**The second grid**, to the right of it, **is the “*whitemask*” for the primary colour**. Whitemasks determine which colours are changed when you cycle through different weapon palettes; as a good rule of thumb, it’s good to pick a darker colour for the primary colour whitemask, and a lighter one for the secondary one, just like how Mega Man does it. But you’ll notice that at a cursory glance, the second grid just looks like a bunch of white brush strokes scattered about! How do you get your whitemask to look like that? Well...



Simply copy over the first grid over to the second one, and set the primary colour you want to be completely white (must be exactly 255, 255, 255 in RGB scale). Then, in this second grid alone, delete every other colour, making each cell fully transparent except for the now white primary colour. If your art program has a magic wand tool or a colour replace tool, it can come in handy with this step. The final result should be that each cell in the second grid looks something like this:



**The third grid is the whitemask for the secondary colour**; just follow the same steps as the primary colour whitemask, but with whatever colour you want to be the secondary colour instead. So, step 1:



And step 2:



Ta-dah! Finally, **the rightmost grid is the whitemask for the outline**; the same rules apply but **avoid applying the whitemask around the face** unless you deliberately want the face to flash when charging the Buster.



And...



**Mugshot and Settings**

The bottom rightmost image is a mugshot used for when your character speaks in cutscenes, as well as the selection menu. This can be any image you like, as long as it has, at maximum, a size of 32x32 pixels. You can make it smaller, but 32x32 is the intended size for it to fit snugly in the textboxes, and making it smaller will create an ugly black border.



The cell below the first Rush Jet image holds “Costume Settings” through a pillar of coloured pixels which alter several things about how your costume is perceived in-game depending on the colour of each pixel. Included alongside this guide is an image called “chart.png” which explains what each pixel does in a simplified manner, but this document shall also go into detail as to what exactly each pixel does.



1. The primary colour for your character, this will change the white colour of the second section to whatever value this is set to.
2. The secondary colour for your character, this will change the white colour of the third section to whatever value this is set to.
3. After one empty pixel of space; primary colour for Rush Coil.
4. Secondary colour for Rush Coil.
5. After another pixel of empty space; primary colour for Rush Jet.
6. Secondary colour for Rush Jet.
7. After one pixel of empty space; the Pronoun option. If your character goes by “he/him” then colour this white; if your character goes by “she/her” then make this colour black; and if your character goes by “they/them”, then make the pixel any color that isn’t white or black. (Note: White and black need to be exact colours to work, in other words, white must be 255, 255, 255 in the RGB scale; and black must be 0, 0, 0).
8. Used for a small easter egg. Change the colour in the text below to see spoilers for how it works. If you’d rather stay unspoiled and still make a skin, set it to Black (must be exact):  
   In the fight with the Box Cartel’s Blocky, his sunglasses fall off at half health. If you grab them in mid-air, you can wear them! With custom costumes, you can either disable this feature, or have it share eye coordinates with one of the main costumes:

* 0: Disabled (Sunglasses will ignore your character)
* 1: Mega Man and Bass (as well as Mega Man’s variants)
* 2: Proto Man and Break Man
* 3: Roll
* 4: Cut Man
* 5: Metall
* 6: Rush
* 7: Maestro
* 9: Cirno
* Other: Same as 0, but reserved for future use, so using them is not recommended.

Note that only the idle, walking, and jumping frames need proper alignment in the character you’re sharing with, as sliding or shooting will remove the sunglasses.

1. After one pixel of empty space; name colour to be used in dialogue boxes in cutscenes.
2. ZUN said not to touch this so don’t do it or something will probably break. **Keep fully black!**

It’s important to note that, as you can see from the image, the pixels are grouped in pairs; don’t forget to keep the 1-pixel space in-between each pair, or else the pixels will be offset!

**File Name**

Now the only thing left is to save the file under whatever name you want the character to go by, just use “\_” in place of a space (for example, a costume of Grenade Man should be called “Grenade\_Man.png”). All that’s left to do is load up the costume through the Boutique menu and play as your very own Custom Costume!

**ADVANCED CLASS: Whitemasks**

While it’s extremely recommended to have, you can make your whitemask completely transparent and not have your character change colours at all (you should still set your primary and secondary colours though, as many items in the game use the character’s palette).

As white masks also multiply their colour, it is possible to apply shading by applying some grays to this. Additionally, you can ‘bias’ the shade towards a certain colour by using that colour for what will be multiplied. The Cirno costume provided has an example of this with her shoes, which use a light blue shade in the primary section, and completely foregoes the secondary colours in most cases

**ADVANCED CLASS (?): Importing Costumes from Previous MaGMMLs**

You might notice that there’s no importing tool like there was for 1R. **That’s because 48H and 1R share mostly the same format!** However, you’ll need to move the bottom two rows down 1 row (And expand the sheet as a result).

Note that for frames you’ll need to add: Tengu Blade frames, Spinning frames, Tornado Platform frames, and buster graphics. Tornado Platform frames you may be able to import from a MaGMML2 skin, but you’ll need to readjust their orientation, as the object’s changes have altered how it’s drawn. Buster graphics you can copy from the template if you’d rather they be vanilla. Finally, **make sure to readjust your settings dots**. Even though they are at the same coordinates, their format has been completely redone.