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No man's sky change ship color save editor

Unhide Since No Man's Sky first came out, there have been many well-known game-breaking flaws, as well as many parts of the game that looked too abrasive and not very hako. Some errors had workarounds or subsequent patches to fix them, but others simply halted your progress. Anyway, I just want to enjoy the game! After many boring searches trying to find a solution, I came across a recording editor that allowed me to make a change to the storage file, but it was very limited in what it could do, and unless you were very careful, you could ruin your storage file completely. So I decided to rewrite it in Java for fun with a simpler interface, and as I delve deeper and increased functionality, I decided to publish it publicly. It has grown into a rather useful tool. Features: Easy-to-use interface. Possibility to arrange inventory (exosuit, multitool, ships, freighter, vehicles, and base storage) Moving items and technology (drag & drop, right-click menu) Add items and technology (right-click menu, CTRL drag & drop) Correct items and locations (right-click menu) Open additional locations (right-click menu) and change stocks (up to 8x6) Ability to change data values such as number of units, categories, seeds, and base statistics, etc. Ability to view additional information about each inventory item, such as in-game description, names, etc. Ability to edit known technology, product catalogs, words, and tons. The ability to download all the technologies, fill all the stacks of items, expand all stocks to 8x6 and enable all bins with a simple menu option. The ability to edit game stats that are used for milestones and the reputation of the group. Ability to edit raw JSON file in storage file (for advanced users only). Automatic backup and restore of all recordings (if you screw something up). Backing up/restoring planet/cargo ship infrastructure make different systems or saves. The ability to control your entire frigate base. Support for downloading No Man's Sky - BEYOND/SYNTHESIS/LIVING SHIP/DESOLATION For more information, change requests, or download an older version of Atlas Rises, visit GitHub. Download the latest version. Run exe and extract the contents to an empty folder somewhere. Run the bat file (or jar file if the file extension is java). When the main window opens, locate the folder where your recordings are located, and then select the latest one. Start tinkering! Java Runtime Environment 8 is required. The change log can be found here. NOTE: Note that some editor features may not work after a major game update. It's going to take some time to fix these, so I'd appreciate your patience. Explanation Save editing colors, especially alien ships disclaimer This is a huge wall of text and much more than most people ever want to know (below OVERKILL). By continuing this thread, you agree to OVERKILL and waive the right to appeal against OVERKILL. If you agree, press the Any key. Introduction You may have heard that it is possible to change the colors of character, multisensory, and delivery with a recording editor (usually the NMS Save Editor). As the modding Discord user, Emerald Galaxy, pointed out a couple of days ago, people may want to know how it works, not just that it works. It was 5:00 in the morning, and I wasn't thinking straight, so stupidly I said I was going to write something. Below is a sning of different parts, what works, what doesn't, why (if I know) and where to get different resources. I'm a neophyt in this area, but I wanted to find out how to color my Alien ship, so I spent a little time on it a few years ago; Some of these things can be unclear, poorly worded or completely wrong. If you notice anything, let me know and I'll update accordingly. I'll start with a long, but general description of how we get colors for things, and then apply it to Alien ships. Save filesVasti if you don't want to edit anything, I recommend looking at your storage file sometimes just to get a better idea of how the game works. In the NMS Save Editor, go to the menus at the top edit, Edit Raw JSON. You can probably guess, but most of the things in your game are saved... Save the file here. You can do amazing and terrifying things here (Look at my works, you awesome and desperate.) Right now, we care about certain values. Character customization information is available on the PlayerStateData/CharacterCustomisationData web site. There are values here for everything about your character's appearance and their possessions (chattel, not real). There is a tutorial (linked to the bottom) to change colors, so I'm not going to explain every step of it. For now, just look at the text in the right pane of the recording editor, paying special attention to the palet, ColourAlt, and the values below, Color. We'll need them later, but put them aside and move on to the next section. Save customization example ... SelectedPreset:^, CustomData:{ DescriptorGroups:[^ASTRONAUT_BASE, ^ASTRO_HEAD_5, ^TORSO_GEK, ^ARMOUR_FOURTH, ^LEGS_VYK, ^BOOTS_VANILLA, ^GLOVES_VYK], Colours:[{ Palette:{ Palette:Custom_Head, }, Colour:[0.29699990940094, 0.29699990940094, 0.29699990940094, 1.0 ... From. SCENE - . MATERIAL Whatever you go in to NMS, a lot of things happen: characters, props, backgrounds, colors and more, just like a play. NMS handles these things with its own script, like a scene from a play with . SCENE file. First. Scene tells you what objects are and where they are. Next, it gives the game object shapes. GEOMETRY files. At this point you would have some 1980s video game, just eyes everywhere, but we get more; Nniiden. The SCENE file tells the game what material things are made of, such as saying hello game! That floor tile is made of wood, just so you know. Then the game responds: Thank you very much, Scene. I have no idea what a tree is. The game needs training, so it goes and asks. MATERIAL file. The file knows exactly what a tree is. The graphics engine needs to know what this tree looks like, so. The MATERIAL file passes through a. TEXTURE file, and we are finally where we need to be. TEXTURE and palettesThe . Texture has our patterns and colors, just a little more external references. Take a moment and look at different parts of your computer in front of you, most likely a screen, keyboard, and mouse, among others. See how the screen is transparent and smooth and the other parts are hard plastic? Nniiden. A TEXTURE file describes all these different parts and what each material looks like. To do this, it requires one more thing, a general palette file. A file is just a list of many palettes that are themselves color lists. To describe the appearance of the screen, the and boxes. The TEXTURE file tells the game the image file of the glass pattern and for the color to go to the palette file, find the 'Glass' palette and use the main color'Primary' there. Every part. The TEXTURE file contains a reference to the palet and the ColourAlt gallery. The palette is a group of colors, like when you see a painter holding a board with paints, it's called a palette. In NMS, the palette is just a list of RGBA values, each with a name. Below is an excerpt from the alien ship texture file and an excerpt from the general palette file. Bioship structure ... <Property value=TkProceduralTextureLayer.xml> <Property name=Name value=SKIN></Property> <Property name=Probability value=1></Property> <Property name=Group value=></Property> <Property name=SelectToMatchBase value=False></Property> <Property name=Textures> <Property value=TkProceduralTexture.xml> <Property name=Name value=1></Property> <Property name=Palette value=TkPaletteTexture.xml> <Property name=Palette value=BioShip_Underbelly></Property> <Property name=ColourAlt value=Primary></Property> ... Palette file ... <Property value=GcPaletteData.xml> <Property name=NumColours value=_16></Property> <Property ></Property></Property></Property> <Property ></Property></Property></Property> <Property value=Colour.xml> <Property name=R value=0.893></Property> <Property name=G value=0.279></Property> <Property name=B value=0.267></Property> <Property name=A value=1></Property> <Property=value Colour.xml> <Property name=R value=0.893></Property> <Property name=G value=0.279></Property> <Property name=B value=0.267></Property> <Property name=A value=1></Property> ... Save FilesAnd's Revenge Now I will fulfill my promise and we will return to the storage file so that we can change the color (and multifunctional) of your ship. We now know how the color gets to the target and where it comes from: the game refers to colors in defined palettes for each component. The character adaptor gives us some clues; When you make changes there, they end up in a Save file in CharacterCustomisationData. If you don't make any changes, there's nothing new in the recording file and the game uses the default template shades. This means that the recording game works bypass; It tells you the game when you want to use the first color from the 'Paint' palette, use this second color instead and then use our own RGBA value. The starting can use several colors, such as Paint/Primary, Paint/Alternative1, Custom_Torso/Primary. If you're looking at how the game records character model changes and imitates it on board. The trick is to know what palettes and colors the game is going to use in each section, so we know what to skip, such as Paint/Primary. Application to regular ShipSeeen: to a Alien ShipSo, coloring my exotic and alien ships should be easy, right? Not so fast! The three main types of platforms use different palettes in their parts, so setting Paint/Alternative1 as a bypass in the storage file does nothing for the Alien ship. You need to know what these types of ships are using, which is why I gave you some of the alien ship texture above. By studying the texture files of different parts of Alien ships, we can find out which palettes and colors are used and skip these colors in our storage file. With the code above, we learned that it is possible to bypass BioShip_Underbelly/primary color to change the SKIN color of the Alien ship. There are parts that we can't change or haven't figured out how to change. Below are the palettes and colors of the alien ship that work:Scale/PrimaryBioShip_Body/PrimaryBioShip_Underbelly/PrimarySome says Custom_Torso is color, but it changes the same thing as BioShip_Body, so I stick to the appropriate name of the class for consistency. Mentioned in the files but does not appear to have an effect:BioShip_Cockpit/PrimaryRock/NoneThe Colour Out of SpaceNow that you know the whole process to get alien ship, you should know a little about the colors themselves. NMS colors are (always?) four digits in the format 0,0 to 1,0. The first three digits are a variation of the usual RGB decimal colors you've probably seen: 0-255 red, 0-255 green, 0-255 blue. Those numbers are a representation of the channel's saturates in your color. Convert that scale to 1%, and it will work exactly the same way. Black is 0% red, green or blue, so it is (0.0.0.0.0) for us. White is 100% saturation on all three channels, so it's (1.0.1.0.1.0) for us. Pure red is 100% red, 0% green or blue, so (1.0.0.0.0) in NMS. Purple is 100% red and blue, so it is (1.0.0.0.1.0). Don't make the mistake of thinking you need to do it (0.5,0,0,0,0,5). The numbers don't have to be 1.0 when you mix. The fourth chapter is alpha, or transparency. This is exactly what it sounds like. How transparent do you want the color to be? Each ship has a seed value that gives it the default color. As you set the alpha closer to zero, you start to see more and more of the default underlying shades. I don't know why you want to do this, but you can! WarningTypely, when working with RGB colors, the lower you set each number, the darker the color you get. However, NMS doesn't always follow the rules, so you'll see some quirks if you play with this very much. Something (0.3,0,0,0,0,0) should be a dark red color, but NMS doesn't care about so-called societal norms. If you do it on alien, you will often get unreliable results (1.0,0,0,0); I don't know why. NMS is also a little sensitive sometimes around 0; I don't use it anymore. Just put 0.01 if you want nothing or black; Trust me on this. These colors are not visible to other players. The game contains a list of which parts of the storage file are passed on to the people around you, whether these values aren't listed. So they see the colors in the default model, as if alpha was 0.0.References 0.0.References

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