

# X Dive Offline modding guide for /mmg/ (PC)

**DISCLAIMER:** This is for educational purposes and just sharing the info to not be locked without the need of a discord, all info was taken from the xdive modding discord server and credit is given where is due, don't cause a big meltdown or tantrums for that.

Also expect ESL mistakes, probably questionable content and more.

## 1.-Info before getting started

So as you may probably know, XDive Offline is out and you can mod the game since it's made on a version of Unity (2020.3.41f apparently?), as the time of writing this version of the guide, mods and plugins are being worked on but don't expect any miracles(removed content, add charas or stage editor) for at least the rest of the year since progress seems a bit slow but it's getting there.

The game uses files that are located in the `\MEGA_MAN_X_DiVE_Offline\Game_Data\StreamingAssets\DownloadData\` and those contain most of the game info(textures, models, sprites/GUI,etc.) however it's not as straightforward as it should because it's all encrypted, thankfully the method for that is quite workable with XOR decryption but the current method is going 1 by 1 file (total is 7k+ files) to make those readable on any unity file asset reader however in order for the game to read them they NEED to be encrypted otherwise in-game memory error will happen when it tries to load the asset

As for the tools that will mostly be used as for now, I'll try to summarize what does what

**Asset Studio:** <https://github.com/Perfare/AssetStudio/releases>

This was the main tool for ripping game assets back in the day, it can export Texture, Meshes, Animator (model with rigged bones)

**UABEA:** <https://github.com/nesrak1/UABEA>

Tool to open the content of an unity file asset, will be used to replace the files

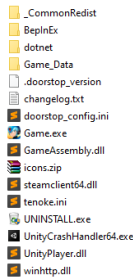
**wxHexEditor:** <https://sourceforge.net/projects/wxhexeditor/>

Tool to make the file decrypted and encrypted otherwise it won't be able to open or read in-game

## 2.- Installing plugins

<https://drive.google.com/file/d/1fw88XdWJsutaXVwgosqmQspgWA9P4ZZg/view?usp=sharing>

There's a release of BepInEx for XDivide which allows the usage of plugins (if you are familiarized with Koikatsu it's kinda the same), Be sure to make the BepInEx folder where the game.exe is, something like this



And there run the game, it should take a while because it's generating the BepIn files and it also opened up a log console, after that is done close the game and you can install plugins the plugins go into the **BepInEx\plugins\** so you can drop em there, currently there's not that many but some are decent tools and if you want to mess around go on, I'll leave some useful

### CheatEngineGameCrashFix

<https://github.com/SutandoTsukai181/MMXD-Mods/releases/tag/FixSavingCrash-v1.0.0>

Apparently fixes the game if you have cheat engine open, there was some anti-cheat built-in but this fixes (haven't tested myself)

### Unity Explorer

[https://locoserver.net/dl/unityexplorer\\_bie6.zip](https://locoserver.net/dl/unityexplorer_bie6.zip)

Realtime viewer of the gameobjects on scene and you can find the properties linked to those, this is recommended if you want to mess around with some values(no save) or start making plugins by seeing which components are being called and so, F7 to toggle the menu On/Off

## 3.- Decrypting files

In order to find which chara file you need to look/modify first look at the chara id list here

<https://pastebin.com/raw/RxPGCbZf> (it's from Online but it works for offline too)

That will give the number to search in this .json file which contains the hash names for the chara assets

<https://files.catbox.moe/62m5ad.json>

search for the chara id and the file containing the chara assets should look like this:

```
ch_040_000 = Swimsuit Roll
ch_040_001 = Swimsuit Roll (brown hair)
```

```
3628 "name": "model/character/ch040_000",
3629 "hash": "52ccf25ab75d894d1b669c1c0891b571"
```

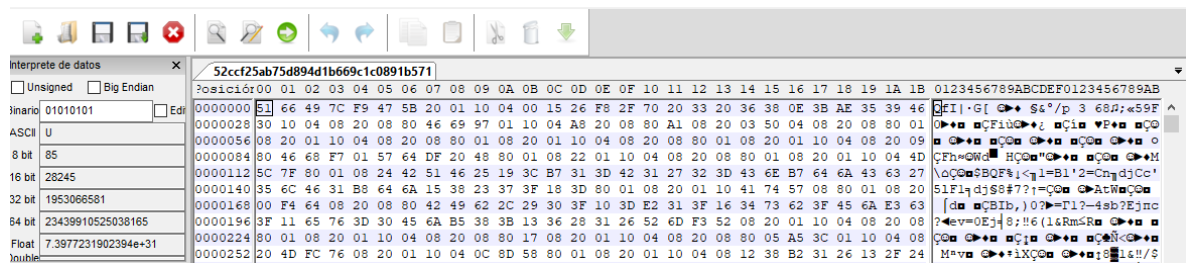
(if you get not many results try removing the underscore after ch)

This is the file that contains the model assets so we go the mentioned before path (MEGA\_MAN\_X\_DiVe\_Offline\Game\_Data\StreamingAssets\DownloadData\ ) and search for the file that contains the hash

Place it on a folder separately from the game files to begin decryption

## Decrypt files

Open up wxHexEditor and search for the file you put on the separate folder, you'll see some hex values



Now select the values from 00-09

```
52ccf25ab75d894d1b669c1c0891b571
?osiciór00 01 02 03 04 05 06 07 08 09
0000000 51 66 49 7C F9 47 5B 20 01 1D
```

Head to a XOR decryptor, I use this one because it just works

[https://tomeko.net/online\\_tools/xor.php?lang=en](https://tomeko.net/online_tools/xor.php?lang=en)

tomeko.net
ENGLISH VERSION  
WERSJA POLSKA

### XOR of two hexadecimal strings

Calculate XOR of two hexadecimal strings. By convention first string (byte array) is treated as source (or plaintext), second byte array is treated as key and looped if it is shorter than first one.

First ("source"/"plaintext") byte array as hex string:

Second ("key", looped if necessary) byte array as hex string:

Note: all characters outside hex set will be ignored, thus "12AB34" = "12 AB 34" = "12, AB, 34", etc. Strings are case-insensitive.

Note 2: using "FF" as key effectively negates all source bits.

Options:

☐ source/key: remove "0x" groups from strings

☐ output: use 0x and comma as separator (C-like)

☐ output: insert newlines after each 16B

Cleaned source:

Cleaned key:

Output (XOR result) hex:

Sitemap

- PROJECTS
- SOFTWARE
- ONLINE TOOLS
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  - Base32 -> HEX
  - Base32hex -> HEX
  - ASCII -> HEX
  - ASCII -> UTF-32/UTF-64
  - HEX
  - HEX -> Base64
  - Text -> Base64
  - HEX -> Base32
  - HEX -> Base32hex
  - HEX -> ASCII
  - HEX -> DEC
  - HEX -> bitstream
  - DEC -> ASCII
  - BIN <-> 32-bit hex
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  - Text -> Cpp
  - Cpp -> text
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  - Base64 -> PEM
  - PEM -> Base64
  - proc/diskstats
  - JSON -> XML
- OTHER
  - What's new?
  - Contact

On the first textbox put the following code:

556E6974794653000000

On the second textbox put the selected values from the hex editor, it should look something like this before the output

tomeko.net
ENGLISH VERSION  
WERSJA POLSKA

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Cleaned source:

Cleaned key:

Output (XOR result) hex:

Sitemap

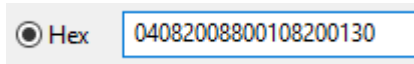
- PROJECTS
- SOFTWARE
- ONLINE TOOLS
  - Base64 -> HEX
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Now push the generate button and copy the last textbox value, don't worry about the warning

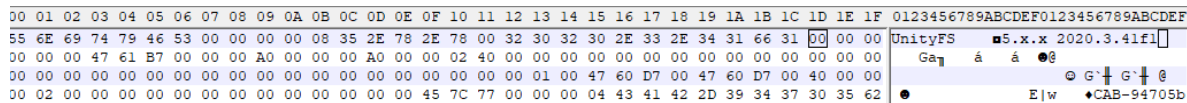
Output (XOR result) hex:

04082008800108200130

Save that number since it's gonna be used for decryption and encryption, head back to the hex editor and go to the tools button at the top and search for XORView Thru



Change from ASCII to Hex and paste the value got from the page accept and it should look something like this on the right side(UnityFS x.x.x.x)

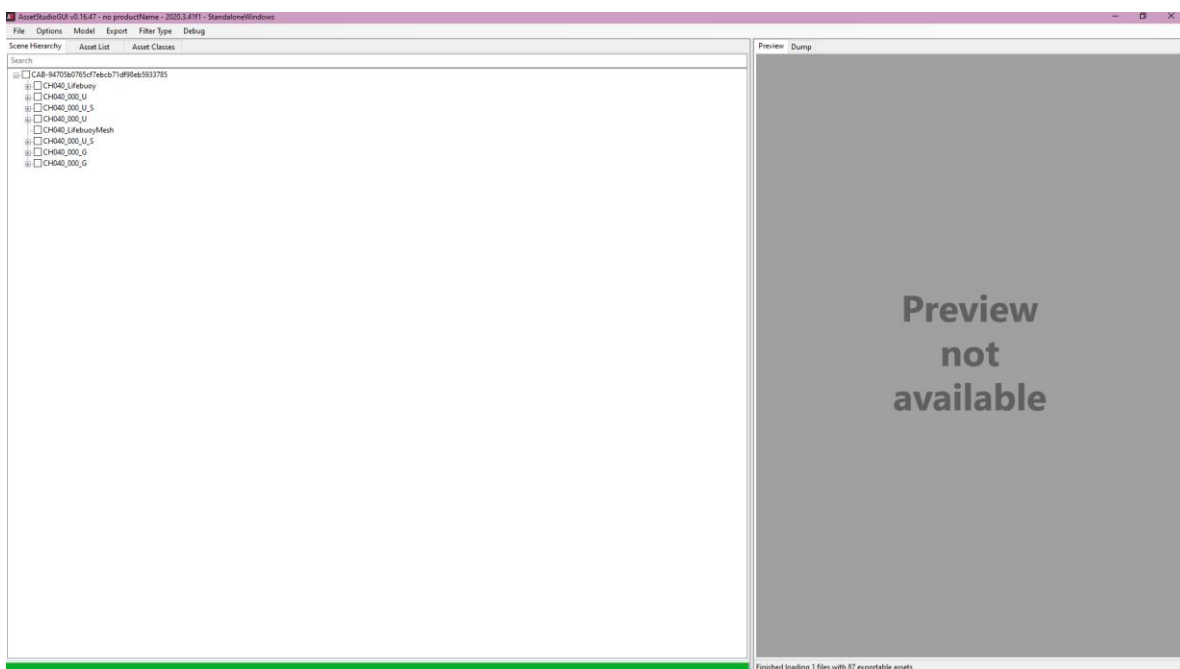


With that Save the file, on Save As, and preferably keep using the same name but put them on different folders (if wxHexEditor doesn't let you save search for the 0.25 version)

With this the file can now be opened with unity tools like Asset Studio or UABEA

## 4.- Extracting files from the file

Open up Asset Studio and it should look like this



Go to Export and export all assets unless you opened up multiple files, keep track of where you save them and check up which ones got exported, depending on what you want to do search for the needed files

- Animator
- Mesh
- MonoBehaviour
- Shader
- Texture2D

**Animator** (usually rigged .fbx)

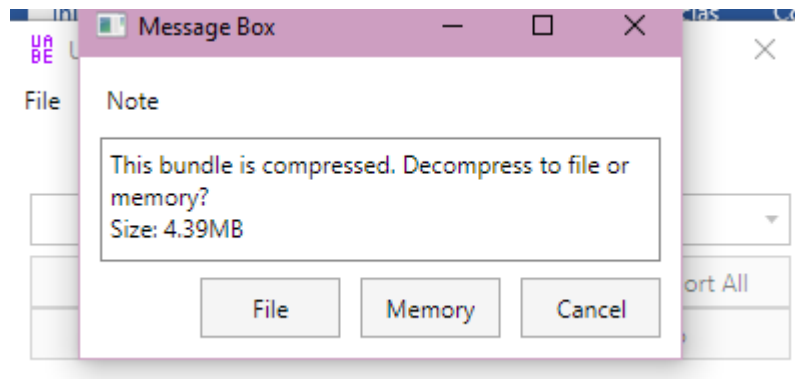
**Mesh** (3D mesh usually various ones, nonrigged .obj)

**Texture2D** (Textures)

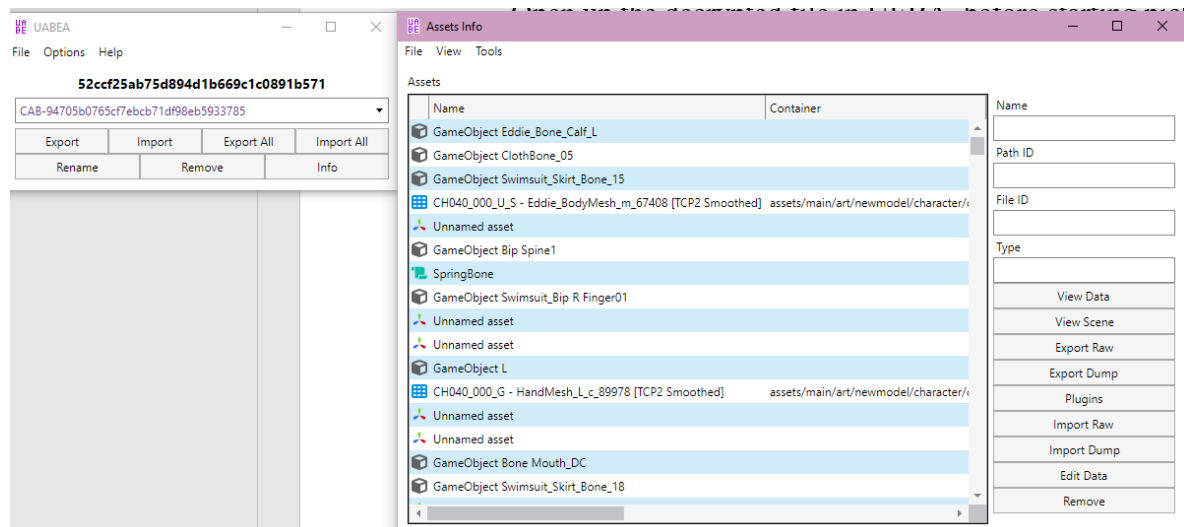
## 5.- Retexture models

Once you have the files ready (I won't cover how to 3D paint and so, usually go for blender and trial error on an image editor with a layer of the UV map for the corresponding mesh)

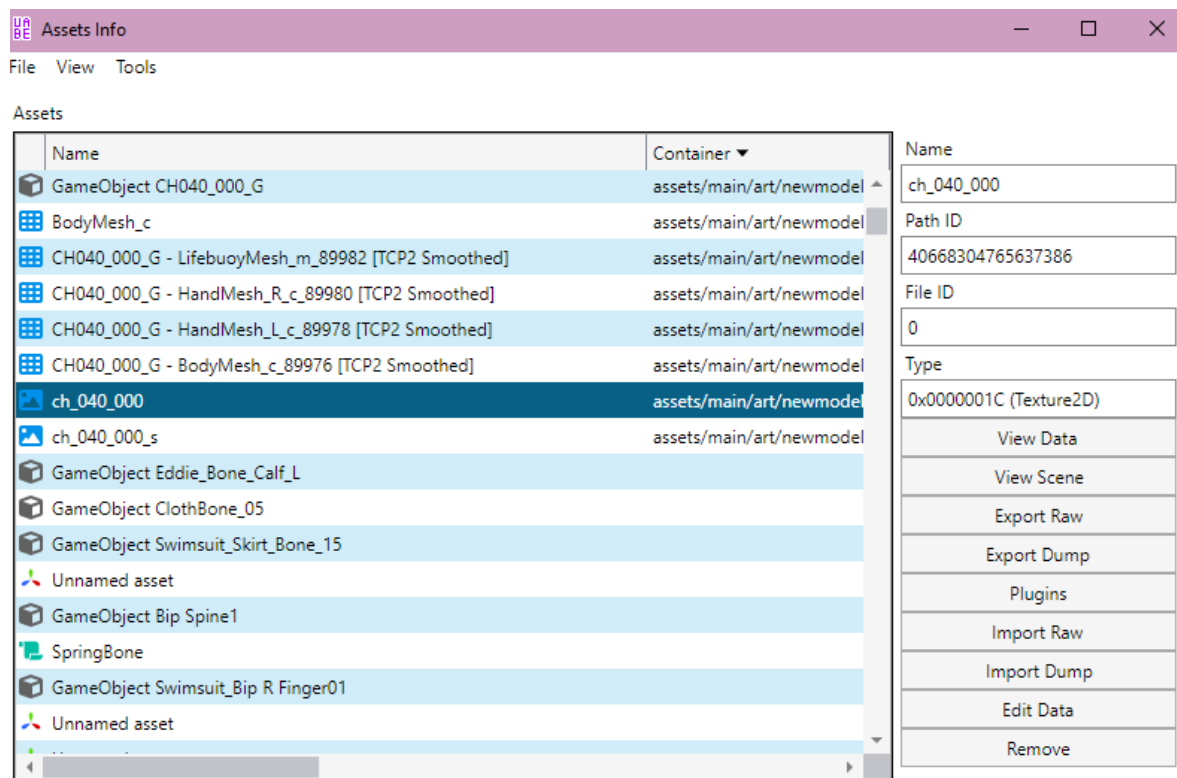
Open up the decrypted file in UEBA, before starting pick up the memory option



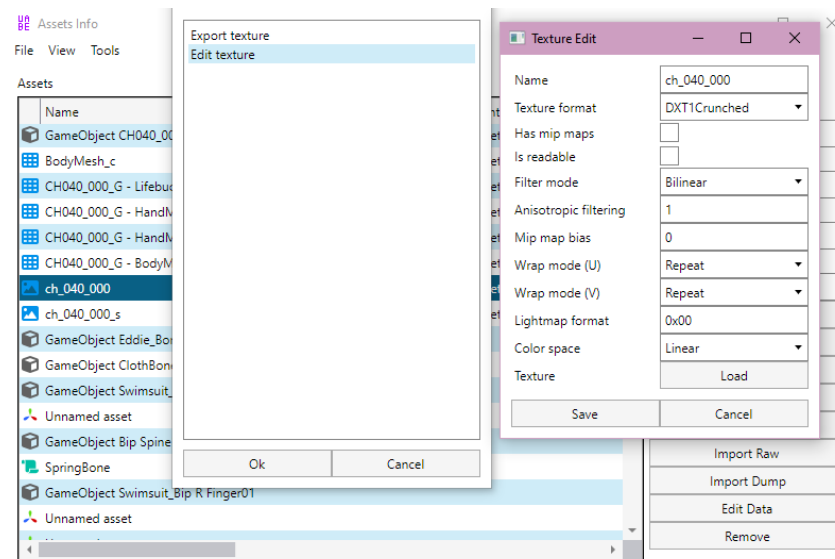
And now pick info



Sort the assets until you find the texture files

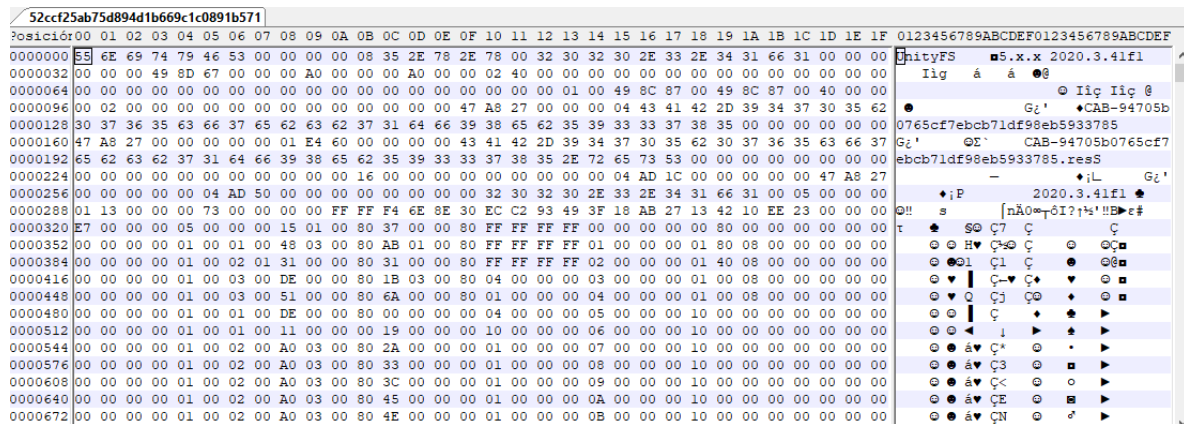


There's 2 usually, the main texture and one for effects which is brighter, go to plugins and go to edit texture

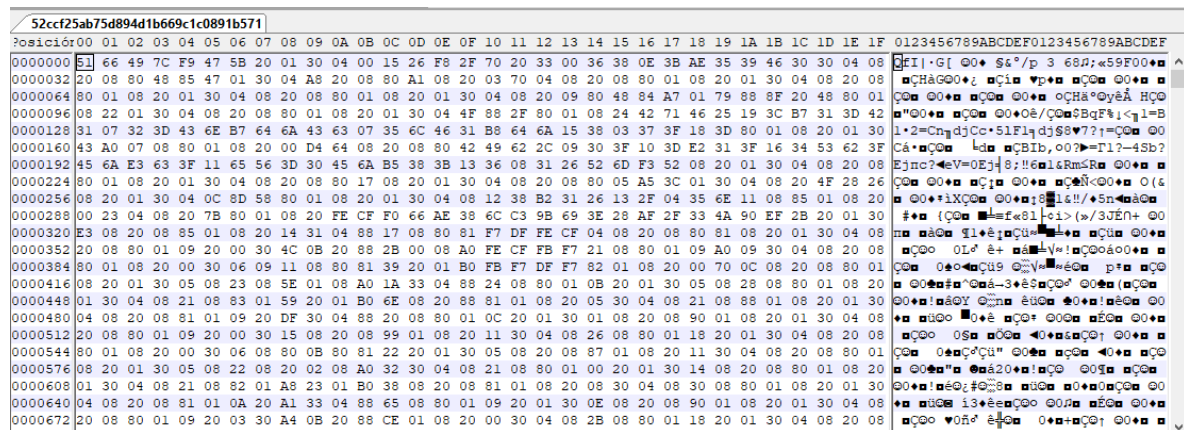


And load the retexture you have, save on the texture edit menu and do the same for the other one in order to not cause color bugs

Now close the info and save the file on another folder, recommended named as output folder, now go to wxHexEditor and apply the same procedure from decryption to re encrypt the file



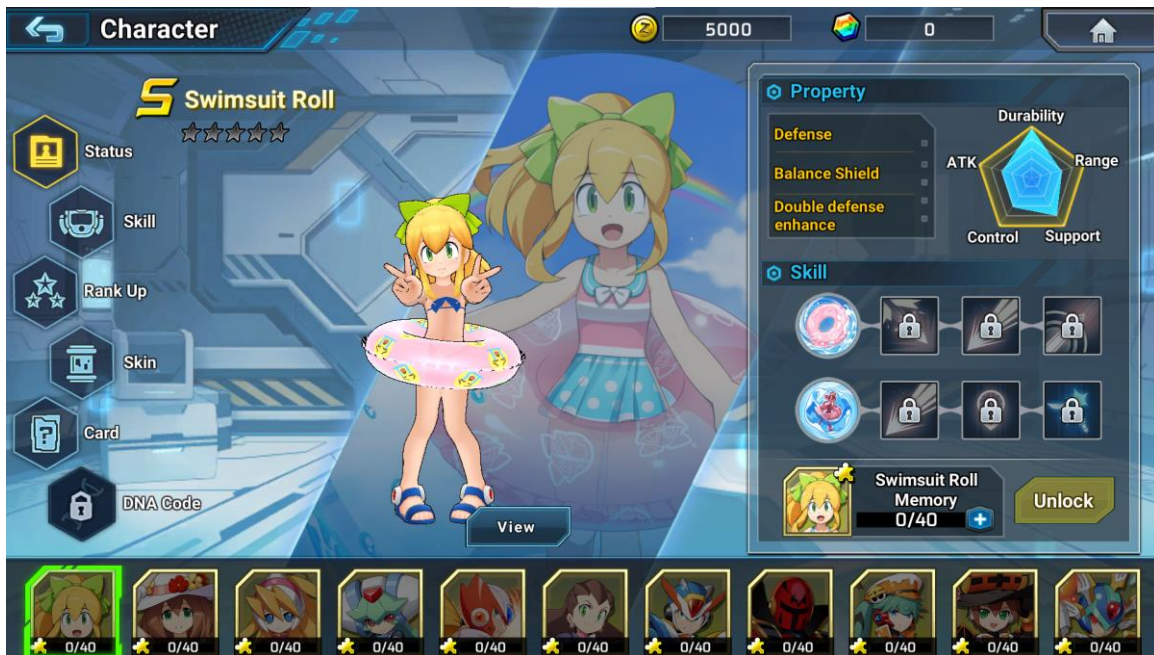
It should look like how it was before decrypt



Save the encrypted file on another folder preferably named encrypted and put the file there.  
**Remember it needs to have the same name**

For last step head to the game files folder and drop the edited encrypted file that has the retextures, replace the old one (better keep a backup of the file somewhere else in case it breaks), and boot up the game and search for the chara





If for some reason the game drops a memory error on the BelpInEx Console then compress the file in UEBA, the fast compression, I seriously don't know as I was making the guide the method failed but today it worked without compression, maybe just keep trying

If you want to just insert the example mod here's the link

<https://files.catbox.moe/roj490.zip>

Make sure to put it on the **\MEGA\_MAN\_X\_DiVE\_Offline**

**\Game\_Data\StreamingAssets\DownloadData\** path, if there's any errors notify in thread

As current modding status goes this is the much I could find to do, I'll try to get the mesh replacement method or something and also put info on the BGM/Voices mod too another time, those are up but I haven't bothered to try those, there's being work for the goals of reinserting the old data and maybe other stuff I'm not aware but don't expect that to come out soon this year.