

Fighter Maker FAQ

by jvgfanatic

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3D Fighting School FAQ by Kellogg
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version .01a2

Hi there. Despite the fact that we call this a FAQ it really isn't one. Consider it a translation of some (but growing) translations of 3D Fighting School's menus.

.01a1 - initial version released

.01a2 - incorporated Erik Dimander's Profile translations (dr.dim@home.se)

- added text editor and date editor translations
- corrected table of contents (i think)
- (some) cleanup (2/24/99 7:08 PM PST)

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Section 1.0 ===== Introductions

Welcome to the 3D Fighting School FAQ. 3D Fighting School (3DFS) is the 5th "Construction Kit" that ASCII has released on the PlayStation. 3DFS follows "RPG School", "Dezaemon 3D", "Dezaemon Plus" and "Dezaemon Kids" in that each of these tools allowed you to create a game of a particular genre. Here's the list of ASCII construction games for the PlayStation:

RPG School 3	- Make 2D RPGs. Very cool software here!
Dezaemon Plus	- Make 2D shooters. Nice but very difficult work
Dezaemon Kids	- Make 2D shooters, iconic Dezaemon. No music editor
Dezaemon 3D	- Make 3D shooters, also very complex
3D Fighting School	- Make a 3D fighting game

Other construction kit games are listed below. Note: this list is currently very short, help me fill it up :)

Carnage Heart	- Build and program mechs to fight
Zeus:Carnage Heart	- Update to Carnage Heart
Pandora Project	- Build and program mechs
Theme Aquarium	- Build and operate an aquarium
Theme Park	- Build and run a theme park
Dungeon Creator	- Build 3D step/turn dungeons

>Section 1.1 Packaging

3DFS comes in the larger format jewel case that many Japanese video games arrive in. On the back of the case we can see that the game is for 1 or 2 players and

occupies 1-15 blocks of a standard memory card.

Inside is a thick (78 pages) manual, one PlayStation CD and a registration card. Nothing out of the ordinary except for that big manual, then again, RPG School 3's manual rang in at 114 pages.

Section 2.0 ===== Controls

In Game

In Editor (Motion)

Triangle - change camera position

Circle - OK

X - Cancel

Square - Hide Menus/Controls

Section 3.0 ===== Translations

A translation of (not) every menu and screen in 3DFS follows.

===== Main Menu =====

CPU Fight

VS Battle

Game Options - goes to <Game Options>

Editor - goes to <Editor Menu>

===== Game Options =====

CPU Level (Easy, Normal, Hard)

Time Limit (15, 30, 60, INF)

VS CPU Number of Rounds

VS 2P Number of Rounds

1P Life Max (INF, 10-200)

2P Life Max (INF, 10-200)

Continue ????????? (Off/On)

Hyper Mode (Off/On)

Key Config

BGM Volume

SE Volume

BGM Test

SE Test

Exit

===== Editor Menu =====

Left to right, top to bottom:

Top Row:

Clear Data

Load

Save

Middle Row:

Profile - goes to <Profile Screen>

Model - goes to <Model Select Screen>

Motion - goes to <Motion Screen>

Bottom Row:

Logic

Test Play

Option - goes to <Editor Options>

=====
Profile Screen
===== (thanks to Erik D)

First Name (Red) (Goes to <Text Editor>)

Last Name (Orange) (Goes to <Text Editor>)

Birth Date (Yellow) (Goes to <Date Editor>)

???????? (Green)

Blood Type(Light Blue)

???????? (Blue)

??Other Info~Birthplace and so on??(Dark Blue) (Goes to <Text Editor>)

??Other Info??(Purple) (Goes to <Text Editor>)

??Other Info??(Pink) (Goes to <Text Editor>)

=====
Text Editor
=====

Control:

L1 - toggles between: (deactivates Kanji editor)

Hiragana (orange)

Katakana (yellow)

Roman (teal)

Symbol (green)

R1 - activates Kanji Palette

X - activates text field

backspaces over entered characters when text field is active

O - enters selected character

- deactivates text field when text field is active

D pad - Position cursor over character when entering characters

- Position insertion point in text field when text field is active.

Start - Exits the text editor

Choosing Hiragana or Katakana will display appropriate Kanji in the Kanji palette.

=====
Date Editor
=====

Control:

Up/Down - set number

Left/Right - place cursor

X - Cancel

O - Set

Display:

Three Numbers: Year, Month, Day (in that order)

Year - freely adjustable

Month - 1 through 12, wraps

Day - Wraps to # of days in month field or 31 if no month yet set

- Also adjusts to appropriate number of days in Feb. if year is set

=====
Model Select Screen
=====

Simple enough, choose which fighter you want to represent your moves. Kind of cool that you can build a set of moves and then watch all the characters use them. Unfortunate that you can't model your own characters. I would have hoped for at least a skin color option but alas, it appears we're stuck with what ASCII give us. Any secrets to unlock more from this screen would be most welcome.

=====
Motion Screen
=====

This screen has four lists. Press Up/Down on the D-Pad when this screen appears to select a list:

Hitting Moves (DAGEKI) - Yellow
Grapple Moves (TOUGE) - Red
Victory/Defeat Dances (SHOUBOU) - Blue
Base Stances (KIHON) - Green

Each of these has within it's list:

Erase (Blue)
Load (Green)
Save (Red)
Compact (Yellow)

When a move is selected a menu appears:

Editor - opens the <Motion Editor>
Copy
Paste - (dimmed if nothing has been copied)

When you've made a change in an editor and you back out of it, a menu appears with 3 choices as follows:

Save
Don't Save
Cancel

=====
Motion Editor
=====

Across the top of the motion editor screen are three buttons:

Motion displays <Motion Step List>
Create enters <Motion Create Screen>
Set Name opens <Alpha Editor>

=====
Motion Step List
=====

Six Cols:

Position
Frame
W? *****
Zcm *****

Xcm ***** (Y is set in the position itself)
Rdegrees

===== Motion Create Screen =====

Across the top of the motion create screen are two buttons:

Command	Opens key command input screen
Hit	Displays <Hit Parameter List>

===== Hit Paramter List =====

Frame
JIZOKU (Persistence, Continuation) Follow Through?
?????????
Damage
Impact Area SIZE, Damage Area SIZE
Part of body which causes damage
X Offset from that part
Y Offset from that part
Z Offset from that part
?????????
?????????
?????????
?????????
?????????
?????????
?????????
?????????
Sound Effect (Hit)
SE Count
SE Frame Number
SE 01 Frame
SE 01
SE 02 Frame
SE 02

===== Editor Options =====

Punch Point Visibility
Move Display P1
Move Display P2
Toss Height Measurement
Logic Display (cool)
Facing Indicator

===== Logic Editor =====

Please have patience. The logic editor is somewhat overwhelming for someone who knows only a smattering of kanji...

Enter Logic Editor get 4 buttons across top:

Load, Save, Editor, Test

Editor:

Notes:

See the word AITE (?) (1st two Kanji) at the beginning of almost all the logics

(in the blue list). This means "opponent"

The three colored List Control Buttons are:

Close Proximity
Medium Proximity
Far Proximity

Top Blue List is list of opponent actions (Ooooh, Hi Res!)

1. Opponent Stands
2. Opponent Stands and Guards
3. Opponent Crouches
4. ...
32. ...still working on this list (yikes)

Section 4.0 ===== FAQs

Why are there no Frequently Asked Questions?

Sorry to confuse you. This document hasn't really reached FAQ status yet. Consider it a translation and other stuff document at this point. Maybe it will answer some questions. If not, send the questions to mcteagle@oz.net and I'll see that they get in here in one way or another (see the Credz section)

Section 5.0 ===== Secrets

Where we unveil the power and performance of a full 3D Character modeler in 3DFS! Uh, sorry...please someone, find this feature!

No secrets (at this time)

Section 6.0 ===== Legal Mumbo Jumbo

Whatever it is, don't do it.

No part of this FAQ may be republished or printed, electronic or otherwise without express written consent of the author (Kellogg Bowles). If you want to use it, let me know! Thanks.

Section 7.0 ===== Contact Information and Credz

You can find the latest version of this faq at GameFAQs (www.gamefaqs.com)

Find this faq's host at mcteagle@oz.net and here are the others who've toiled night and day to make this FAQ more than it would have been if I'd trogged it alone...

Erik Dimander's Profile translations (dr.dim@home.se)

ok...help me out here people