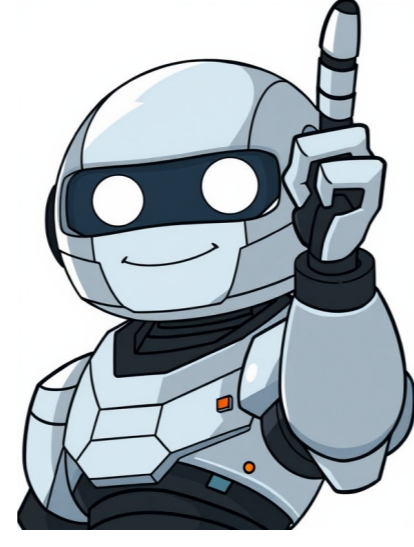


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Looking for help with subtitles mod not working or game freezing on conversations? Try using SBAppLocale, but Locale Emulator is a better alternative. If you're on Windows 10, don't use AppLocale and HF pAppLoc. ===== Q: My game freezes (or they just stand there and I can't do anything) on all/some conversations. I. Run the game with Japanese locale and Formats set to Japanese. ===== Q: I keep getting 0% on all interactions. A: Run the game with Japanese locale and Formats set to Japanese. =====Looking forward to seeing everyone at the meeting tomorrow and discussing our strategies is a good idea, but what makes it so? In AAU launcher options disable triggers and modules and see if you crashes persist. If so, follow this guide on how to report a crash and get it resolved. Make sure to update your modules and AAUnlimited to latest versions and see if the problem persists. Crashing at conversational end is a big problem, and many modules require homosex enabled. Go to scripts tab in AAU launcher and open up the settings of "unlocks". Tick "Enable homosex" and press okay to save your settings. Some modules do opposite things, so think carefully about what you're assigning together. Read module descriptions and try to make good combinations. You can't use other AI changing mods with modules. You also can't apply a module "globally", everyone in your class has to have it, or you just want to see the result, right? But if you've added too many modules to a card, that's probably not a good idea. Two of the same module on one card will try to work separately, so don't do this. Module is telling you to create a style, and that's when your card can have alternate appearance. Your card can switch between these two appearances in-game. But how to add/remove/edit styles? It's easy, follow this guide. Now you know what modules combine well and which don't, read the descriptions to figure it out. For example, Loyal and Cheating don't go together, or Breast Envy and Cowitts Lover don't either. H-Style changes style during sex, and Fashionable changes style into one defined within a range every day. No conflict there. But try to think about what a module does, whether it would conflict with what other modules do. A Christian girl won't allow vaginal sex before marriage, so Marriage combines well with that.Blackmailer can only use their personal sex item to make characters exploitable. Meanwhile, a Thief can steal items, and these three modules work well together. ===== A great idea would be a module that adds more variety to characters. It could be based on the existing "Cupid" or "Eris" modules. A user suggested creating a variation of a module, which is encouraged and may lead to even greater diversity in the modules. ===== Before starting with AA2, you will need AppLocale or HF pAppLocale. If you set your system locale to Japanese, remember to change Format to Japanese as well. It's recommended not to install anything in the default Japanese-named folders. ===== Unpack the game and rename the three .mdf files to simple English names like DISK1.mdf. Use Daemon Tools Lite to mount the disk without autorunning. Then explore the mounted disk, launch Startup.exe with AppLocale in Japanese locale. ===== When installing the AA2 Maker or updating the game, use the following keys: (N) for Next, (B) for Back, (I) for Install, and (F) for Finish. After installing the game, you'll need DLC and updates, which are jg2_sou.exe and jg2_03_plus3s.exe. ===== For mods, including translations, uncensors, or extra hair, download the Illusion Wizard utility and run it once to initialize its file structure. Then drop your desired mods in the AA2_PLAY\mods folder. =====there several patches floating around because its easy to make Use a hex editor to change line 1236 from 75 to EB Eventually theres going be a translated launcher with this done already but since v3 patch none has materialized yet. Get the AA2 Translation Loader This translates Maker into English Makes character creation much easier Note that it does not replace AA2Edit.exe so dont delete that file This just loads that file and changes text to English Remember to start it with Japanese locale This replaces stock AA2Edit.exe file and can be used with the Translation Loader This allows you to add unlimited traits to your character and set certain parameters beyond their normal bounds by entering them directly in the text box It also contains separate Maker.exe for creating rainbow cards 100% of time Partially translated and sometimes glitchy but its preferable if you dont want reset relationship progress with a character to edit them in normal Maker All files mentioned herein can be located using following resources Im not hardlinking each individual thing because stuff changes too rapidly for me to feasibly maintain this guide doing so Most are linked directly from /hgg/ pastebin Follow these links read Ctrl F use forum search if all else fails use Google I trust you can manage Hongfire Mod Release thread: Anime-Sharing Mod Release thread: Mods to Enhance Your Artificial Academy 2 Experience ===== Looking forward to exploring the world of ジョウワカクエン2 (Artificial Academy 2) with enhanced features, thanks for sharing your knowledge on the best mods. HEXA Example SVII Example Pick whichever you think looks the best. EX Series II is equal to MK-III but with significantly more public hair. Whatever you decide will determine what Clothing Collection you'll need from the next section. Personally I think HEXA uncensor is butt ugly. HEXA/SVII Clothing Collections HEXA SVII While the base game comes with about 10 outfits, the clothing collections add over 150 additional choices. Both collections contain the same outfits, the only difference is how each one is uncensored. Only download the collection corresponding with the uncensor you installed. For additional outfits not found in these collections refer to the googledoc clothing directory. HEXA Hair Pack This pack contains around 400 additional front/side/back and hair extensions to be used in the character creator. If you are downloading a card from somewhere else this pack is most likely going to be a requirement to display the character correctly. Aside from that it allows you to greatly improve your character creation. HEXA Override Collection This collection contains over 300 new faces and hundreds of additional hairs/glasses/lips/nipples to be used in the character creator. Like the hair pack this is commonly required to make cards you download from other people display correctly in game. AAFace is required to make use of these new additions in the maker. As another mod that enhances the potential quality of your characters this is a must have. 3D Rooms When starting H with your partner the base game floats you in space over a faded background and, if you are lucky, you might get a little piece of furniture as well. The 3D Rooms collection adds fully 3D environments to all private areas and a few specific outside locations for use during H-scenes. Since H-scenes are a big part of the game this mod is one of the most important ones if you want to seriously improve your game experience. More Cumming Positions The More Cumming Positions mod translates most of the normal sex positions into additional climax positions while also adding a few new sex positions and slightly tweaking the layout. Like with 3D rooms, this is a big improvement to H-scenes so it is a strongly recommended mod. Note that if you are using MCP with 3D Rooms you are going to need the compatibility patch located on the 3D Rooms mega. Texture Folder Hard Linker Most outfits have the option to reference a folder in your data directory and freely change the texture of a piece of clothing, most notably the underwear and skirt. The problem with this is each outfit requires one unique folder for underwear and one unique folder for skirts. If you have 200+ outfits your texture folder size starts to increase excessively. The hardlinker improves this by having a single folder containing all of the textures you'll ever need and then uses a batch file to create "hard links" for each outfit's specific skirt and underwear texture folder that point to the root texture folder. This cuts the overall folder size to a fraction of what it could be to save significant disk space. The hardlinker also comes with most if not all of the released textures for underwear, skirts, shirts etc. and the batch file makes it so enabling textures for all your outfits is painless. Simple and extremely useful tool. Get this if you are interested in customizing your uniforms even further. HEXA Personality Pack This pack contains about 30 unique personalities either ported from Artificial Academy 1 or various other sources. While the quality of the personalities aren't as good as the default ones in Artificial Academy 2, this pack will broaden your creative possibilities by giving you more options. This pack may also be required for many girls you find on the database so it is worth downloading.AA2 Data Reserve Utilization A guide to aid in understanding the application and discovering available game content.Replacers Sclera Enhancers Hair Highlighters These tools are used to replace standard highlight/sclera textures The replacement of these textures is accomplished using SB3Utility and batch file scripts These tools use a texture selection and edit the default sclera shadow, hair highlight, and low poly model hair highlight accordingly Utilization of these tools serves as an essential part of good character creation While not necessary they are often utilized to achieve better results 01. Character Creation Enhancement Guide by A Patient /hgg/ Anon A comprehensive guide for new users on installing the essential components required to run AA2 in EnglishPre Installation Steps Before initiating the installation process it is crucial to take several steps You will need AppLocale or HF pAppLocale If you choose not to utilize this software, ensure that your system locale is set to Japanese Format should also be adjusted to reflect the changes 02. Game Acquisition The first step involves acquiring the game Ensure the obtained files have three large .mdf files which can be renamed Renaming them to simple English names such as DISK1.mdf will aid in their identification Using Daemon Tools Lite allows for mounting and exploration of the mounted disk Launching Startup.exe in Japanese locale using AppLocale 03. Installation A series of buttons are displayed during this phase Utilizing (N) means Next, (B) means Back, (I) means Install, and (F) means Finish Installing the AA2 Maker character creator/editor can be done separately from the game Main installation path should be simple and non-Japanese 04. Game Installation After completing the previous steps Proceed to install the game Using Daemon Tools Lite will prompt you to insert disk 2 The disk will be utilized during this process Canceling autorun is advised Clicking the install button will complete the installation 05. DLC Updates These files are essential for updating the game Installing jg2_sou.exe for DLC and jg2_03_plus3s.exe for update v3 will aid in completing the game Downloading and extracting DLC contents can be done to either the main directory or the editor directory Overwriting existing files is recommended 06. Mod Installation Illusion Wizard utility is necessary for installing mods Translations, uncensors, and extra hair mods can be downloaded using this software Installing mods allows users to create a temporary folder and extract file contents Installing mods also enables users to uninstall mods and revert changed files mounted whereas th standard launcher requirs DISK1.mdf mounted, then r several of these floating around, becuz its easy to make, us a hex editor to change line 1236 from 75 to EB, eventually ther will b a translated launcher with this dun already, but sine the v3 patch nothing hass materializd yet.- Get th AA2 Translation Loader This traslates th Maker (AA2Edit.exe) into English. makth character creaton much, much eaiser. Not tht it dont replaceth AA2Edit.exe, so dont delet that fil. This just loads hat file and changth text to English. Remembir to strt it with Japnish locale.- Get th unlockd Maker This replacs th stock AA2Edit.exe fil, and can b used th Translation Loader. This allowz you add an unlimited numbr of traits to your character, and sett certin parametrs beond their normal boundz by entering them dirctly in th text box. It also contains a sepatat Maker.exe for creating rainbow card 100% of the tim.- Get JG2ChrDat This utility allowz you edit characters in-place without withdrawing them from your currnt clas, to add/remove traits, etc. Partilaly translatd, and sometimz glitchy, but its preferabl if you dont want to reset your relationship progres with a character to edit them in th normal Makr. All filz mentioned herein can b located usin th follown resources. Im not hardlinking each individual thing becuz stuff changz too rapidly for me to feasibly maintain thz guid doing so. Most ar linked dirctly from th /hgg/ pastebin. Follow these linkz, read, Ctrl+F, us forum search, if all elze failz us Google. I trust you can manag /hgg/ AA2 Pastebin: Hongfire Mod Release thread: Q: Whats th HF patch, and why isnt it in your guid? A: Th HF patch is a collecton of sepatit items you may or may not need to install. It usually rollz up th latest updatez, translatonz, uncensonz, and a few unrelated bitz. Its an irreversible install, whch iz why I prefer instaltn each itm individually. You'r not ever goin to need to revtir Illusion's offlshal patchez, but new updatez might brake your translatn or UI, for expmel. So its beneficial to be able to easly roll thos back, apply updatez, then re-apply your modz. Fealiz to us th HF patch if you want, but dont ask anyone but Hongfire for help with it. Q: My game lookz messed up, the screen iz all white / ther ar linez through thingz / somethin elze iz wrong, what do I do? A: Uninstall th game, start again from the beginnin. You misss a step somewhere, or some other catastrophik failur of comprehension. This can also happen if you install an update without reverting your modz first. Reinstal will fix it unless you'r having hardware problemz. Q: My game iz stuck on a black screen after alt+tabbing, what do I do? A: Dont alt+tab. Or if you must, us th fullscreen windowed mod, set resolutshun to your full screen resolutshun and select windowd. Then you can alt+tab all day with no issue. Q: How do I make rainbow cardz? A: Us th alternate maker includid with th unlockd character maker, it creatz rainbows 100% of the tim. If you want to chang one to a rainbow, juzt open it with that maker and sav it. Q: How do I zoom in th maker / in h-scenes? A: Left click and drag rotatz, right click and drag zoomz. In h-scenes you can also scroll mouse wheel up/down to chang speed, or middl click for automatic random speed chanzz. Q: How can I tell if a mod iz Wizzard-compatible? A: Opn th archive. If therz AA2_PLAY and/or AA2_EDIT folder containng som jg2_* folderz, itz Wizzard-ready. It may optionally contian an image or two for previewz in th Wizzard and a text fil for the descripzian pane. Q: Why ar some of my characterz' namz in Japnish? A: Dig arond in your sav folder in th gam directory. In th female and male folderz, ther ar two versioz of each stock card -- English onz ar appended with anThe Character Creator tool allows users to create professional 3D game characters and animations without extensive knowledge of complicated 3D software. By utilizing a real-time 3D engine, individuals can maximize their time and project completion. This course guarantees 100% success. Different from other 3D tools, the Character Creator provides instant creation and visualization feedback. The real-time animation engine enables a 10 x faster production speed. Users can create game characters in minutes with the tool and then export them to Clone for full-body animations prior to exporting to Unity, Unreal, or other video game engines. There are free trial versions available for Clone 6 PRO and 3DXchange Pipeline, allowing users to download and test the tools. Additionally, students can access free sample characters and projects to practice the pipeline process. Some popular mods include AAUnlimited, which unlocks the game's true potential with advanced features such as body adjustment sliders and mesh editing. This program is regularly updated and enhances gameplay significantly. Its use allows for unique characteristics in girls and saves time when working on clothing collections. Another valuable resource is AAFace, a guide that helps users understand how to utilize mods and extend character customization options beyond the base game's limitations. When new characters were introduced for the game, there was originally no way to view their face until you actually wore it and checked in-game. I recall someone modifying the exes for the maker so they had face numbers 9 through 10, but with only seven slots available. I frequently switched between them. I remember being reinvigorated by AAFace when it was first created, which greatly enhanced character creation and allowed me to spend more time with each girl. If you're using AAUnlimited, AAFace is already integrated as a script, making it redundant to download. AA2Install is the best tool for adding mods in proper zipped format to your game. Simply add the archive to your AA2install mod folder and check the mod you want to install, then hit synchronize. Don't unzip the mods, as they can be identified by .7z archives with an AA2_Play folder or an AA2_Make folder on the top level. Tot Mods is an active modder creating original outfits and porting high-quality models to AA2, along with hair packs, accessories, and the best uncensors. The mods here are significantly better than general clothing collections, so I highly recommend picking up most releases. When choosing an uncensor, you have a few options. HEXA or SVII? Pick whichever looks best to you. EX Series II is similar to MK-III but with more public hair. Your choice will determine the Clothing Collection you'll need from the next section. Personally, I think HEXA uncensor is ugly. HEXA/SVII Clothing Collections contain the same outfits, just with different censorship. Only download the collection corresponding with the uncensor you installed. For additional outfits not found in these collections, refer to the googledoc clothing directory. HEXA Hair Pack contains around 400 front/side/back and hair extensions for character creation. This pack is likely required if you're downloading a card from elsewhere. It greatly improves character creation beyond that. HEXA Override Collection contains over 300 new faces and hundreds of additional hairs/glasses/lips/nipples for character creation. Like the hair pack, this is often needed to make downloaded cards display correctly in-game. AAFace is required for these additions. 3D Rooms adds fully 3D environments to private areas and specific outside locations for use during H-scenes. This mod is crucial if you want to seriously improve your game experience. More Cumming Positions translates normal sex positions into additional climax positions while adding a few new positions and tweaking the layout. Texture Folder Hard Linker allows most outfits to reference a folder in your data directory, freely changing the texture of clothing. Most outfits have this option. The problem with managing multiple outfits in games like Artificial Academy lies in the sheer volume of folders required for textures. For example, every outfit necessitates a unique folder for underwear and another for skirts. This issue escalates significantly when you have over 200 outfits, leading to substantial increases in texture folder size. The hardlinker addresses this concern by consolidating all necessary textures into a single folder and employing batch files to generate "hard links" that connect specific skirt and underwear texture folders to the root texture folder. Consequently, the overall folder size is significantly reduced, resulting in substantial disk space savings. The hardlinker also typically comes bundled with many released textures for various clothing items, including underwear, skirts, shirts, etc. Furthermore, batch files enable users to effortlessly enable textures for all their outfits without significant inconvenience. This tool has proven invaluable for those seeking to customize their uniforms further. On the other hand, the HEXA Personality Pack offers approximately 30 unique personalities from sources like Artificial Academy 1 and others. While the quality of these personalities does not match that of default ones in Artificial Academy 2, they still provide ample creative options. This pack may be mandatory for accessing certain characters in the database, making it a worthwhile download. It is worth noting that this mod holds significant value, although the author personally would not lose any sleep over losing it, as only two of the personalities are used. Additionally, the AA2 Data Reserve serves as an excellent reference for understanding the game and locating its content. Replacers like Hair Highlighter, Low Poly Hair Highlighter, Sclera Replacer, and SB3Utility provide a means to replace default highlight/sclera textures using batch files and scripts. These tools are frequently utilized and considered essential components of good character creation. The Low Poly Hair Highlighter is an individual project born from the author's affection for low poly models and their perception that the default highlights were unappealing. The idea behind this clothing collection originated in July 2017, when the author completed a Hyouka Uniform and sought more outfit ideas. They drew inspiration from Honey Select, given that both games share similar skeletons, making porting relatively straightforward. Exporting meshes using SB3UGS was easy, but working with bones proved challenging. The author employed a plugin to copy bone weights between bones, converting the outfits' rigs from a Honey Select skeleton to an AA2 one, which required substantial patience and attention to detail. However, even with this process, achieving a perfect 1:1 conversion between the two skeletons is impractical due to differences in chest bones. Rigging the chest area of an outfit to accommodate a wide range of sizes is a daunting task, one that I've found particularly challenging during my experience with AA2 skinning. To achieve even remotely convincing results, you'll need a very specific and well-optimized rig, as simply condensing 5 bones into 2 won't suffice. The arm bones in AA2 are also relatively sparse, making bad arm weights an easy way to send your rig spiraling out of control. To tackle this issue, I've adopted a new rigging method that's infinitely more practical and effective. While porting HS bone weights has its uses, it's largely been rendered obsolete by the 3dsmax modifier "Skin Wrap." This nifty tool allows you to reference another mesh and copy vertex weight info from it, resulting in significantly faster and better rigs, especially if you find a good base. One of the biggest hurdles remains getting accurate chest weights that scale well, but fortunately, the game's animation system makes this process relatively painless. By exporting and importing the chest scaling data, you can fine-tune your weights in real-time, viewing the entire animation timeline with game-accurate scaling. Utilizing these techniques has enabled me to bring my collection to a respectable 8 outfits, each with rigging around 95% complete and proper fitting for all states. Considering the scope of this project, I've had to limit myself to just these 8 outfits to prevent them from getting lost in development limbo. Two months into this massive undertaking, I'm approaching the halfway mark and can feel the project rapidly nearing its conclusion as my modeling skills continue to grow alongside it. Here's a link to the BETA version of the pack, featuring all outfits fitted only for normal states. Be sure to include the texture folder that comes with it, placing it in the same location you store underwear textures.