

<u>Pack Authors</u>		<u>Latest Version</u>	<u>Latest Release Date</u>
Vitéz	The Unguided	H.B. Pack v6.3	13.12.2015
<u>This version of the H.B. Pack is compatible with Movie Battles II v1.3.2.</u>			

### INSTALLATION OF THE H.B. PACK:

Copy the .pk3 file from the downloaded .zip file into your MBII folder.

#### Location of the MBII folder:

Computer > Local Disk > Program Files > LucasArts > Star Wars Jedi Knight Jedi Academy > GameData > MBII  
Computer > Local Disk > Program Files (x86) > LucasArts > Star Wars Jedi Knight Jedi Academy > GameData > MBII

#### Location of the MBII folder for Steam Users:

Computer > Local Disk > Program Files > Steam > steamapps > common > Jedi Academy > GameData > MBII  
Computer > Local Disk > Program Files (x86) > Steam > steamapps > common > Jedi Academy > GameData > MBII

#### Location of the MBII folder for Mac Users:

Finder > Applications > Jedi Academy > MBII

### REPORTING BUGS:

Please be aware that **this replacement pack has been tested without using any other replacement packs at the same time**. It might be working properly with using further replacements however, if you don't have the proper knowledge about this, you might be surprised when serious issues arise in the H.B. Pack while using other replacements at once. Nonetheless we're human too so it's possible that you may find bugs we did not notice earlier. **If so, please check first are you using any other replacements inline**. When you do so, please remove the other replacement pack then check the bug once more. If you still get it or you don't use other replacement packs at all, then **please let us know about the issue by writing in the H.B. Pack topic or by sending a PM to Vitéz on the MB forum**.

### UTILIZING MATERIALS FROM THE H.B. PACK:

Everyone is allowed to utilize anything from the H.B. Pack, but please **be sure you credit the authors for it**. Also be sure that you check this readme file for information first. If you can't find it here, please send a PM to Vitéz on the MB forum. Please don't utilize self-created information about the authors if you're willing to utilize any materials from this pack. Thanks for understanding this.

The FA changes are made by **The Unguided**. The sounds and the configuration (.cfg) files for the characters are collected and/or organized also by **The Unguided**. The Force icons are from an old replacement pack, it seems to be unavailable for now, so the author of these icons is **unknown**. The menu icon is from **JKII**. The User Interface modifications and the character organization are made by **Vitéz**. The authors of the utilized character models and textures might be found at the end of this file.

**CHANGES AND NOTES (v6.3):**

- User Interface
  - restored the option to turn on/off the seasonal hats in Setup
  - the 501st premade RGB color for Clonetroopers and ARCs has been changed
    - the 501st icons are changed in both Open mode and in FA mode
  - the Mandalorian RGB characters got their unique "Default" colors
  - default/brown RGB cultist got an updated "Default" color
- Clonetrooper and ARC Trooper
  - new RGB Clonetrooper: 41st Trooper (phase 2), replacing the P1 ARC Trooper without the kama
  - new RGB ARC Trooper: Captain Rex (phase 2), replacing the basic P2 ARC Trooper
  - Fives is edited: now has both range finder on his helmet, and an ammo box on his chest
  - edited clonetrooper model
    - the clipping problem at the shoes/legs are fixed
    - the normals are edited on both legs at the shoes, to get the same light effects ingame as the other parts of the legs have
    - the default pads are edited, they don't have a totally ellipse form now
    - the upper parts of the legs (the armor area, under the black cloth) is changed to be thinner
    - the ammo box is separated from the pauldron and it's edited to look, like a box
    - a copy of the original rangefinder was added to be used on phase 2 helmets
    - a modified version of the kama is added, its used on RGB Rex and Fives
    - these modifications are applied on the FA exclusive jetpack clone model too
  - edited skins
    - all torso texture is edited to fix some errors
    - new phase 2 ammo box textures
    - the RGB layer on the phase 1 ARC Trooper is fixed
    - the RGB Commando clone is using the default textures now
- Full Authentic
  - the Kamino FA fix of v6.2.1. is still usable, it's file is unmodified

**CHANGES AND NOTES (v6.2.1):**

- Sith
  - a bug on Darth Sidious' arms is fixed
- Mandalorian
  - the arms are switched back to their original places
  - the fuel line on the left side is kept
  - the shining effect on the helmets is reduced
- Full Authentic
  - a temporary fix is released to fix the problems with the Kamino FA

**CHANGES AND NOTES (v6.2):**

- User Interface
  - slightly changed point selection screen
    - more pre-made colors are present at the RGB settings
    - new „Default” button to select RGB characters’ default color
  - different colors are used for sabers in the Lightsaber menu to represent the color of the blade of the sabers
    - yellow color is used on random sabers and on those whose default color is unknown
- Hero Soldier & Elite Trooper
  - the RGB Rebel is now based on the new textures
  - Crix Madine is removed due to the less character slots in the hero Elite Trooper class
- Jedi
  - Aayla Secura, Jolee Bindo, Shaak Ti and the Quarren Male Jedi are removed
    - however Ahsoka was not part of the previous version of the pack, but please be aware that Ahsoka Tano is replaced by this pack, so she’s unavailable in Open mode
  - Kreia returned to Open mode
  - Anakin Skywalker, Coleman Trebor, Mace Windu, the Zabrak Male Jedi, the RGB Twi’lek Male Jedi and the Asian Human Male Jedi got new model and textures
    - the Asian Human Male Jedi also got RGB customization support
    - fixed some minor problems on the model (see at the model credits)
  - added new Human Female Jedi
  - the Ongree Male Jedi is using new textures
  - Jedi Master lost his RGB customization support
- Hero
  - fixed the hand bug on the Endor Leia model
  - AotC Padme (default), Carth and Atton are removed
  - Morgan Katarn, Luke and Han in Stormtrooper outfit are added
  - upgraded textures for Han Solo
- Clonetrooper & ARC Trooper
  - **it’s a great honor to say that most of the clones were added to the mod with the 1.3 patch**
  - modified core model for almost all clonetroopers
    - two versions are added to the pack, one to use in Open mode, one to use in FA
      - the FA version of the model supports jetpacks without any bugs
      - the jetpack effects and the rocket visibility is fixed
  - Shadow Clone is removed from Open mode due to the less character slots in the Clonetrooper class
  - the default Phase 1 clone is used again, instead of the VM model
  - revamped Visor Clonetrooper
  - new RGB ARC Troopers: ARCsRemade Red, ARCsRemade Yellow, Phase 2 ARC Trooper
  - new pauldron textures for Phase 2 ARC Troopers
  - minor shader improvements

- Villain Soldier & Commander
  - the TFA Stormtroopers got slightly darkened textures
  - the Stormtrooper and the Sand Trooper are switched back to HapSlash's model
  - the JKO/JKA Swamptrooper is restored in place of the alternate Swamptrooper
- Sith
  - Sion and Nihilus are removed
    - however General Grievous was not part of the previous version of the pack, but please be aware that General Grievous is replaced by this pack, so he's unavailable in Open mode
  - Asajj Ventress and the default RGB Cultist are returned
  - the hooded Malgus is replaced with a "younger" version, without the scars on his face
  - the two RGB Human Male Fallen Jedi got new model and textures
  - updated Palpatine model
    - Emperor Palpatine replaces the damaged Palpatine
- Bounty Hunter
  - the old Gamorrean is replaced with the new one
  - Reelo returned
- Mandalorian
  - male mandalorians got an updated model
    - the jetpack effects and the rocket visibility are fixed
    - the left hand weapon bug is fixed
    - the left and the right lower-arm are switched, so the fuel line is on the left arm now
- Full Authentic
  - revamped Jedi team on Jedi Temple and Enclave
  - revamped Clonetroopers on various maps
  - the Jedi Female model is not used due to the quality of the model
  - other minor character modifications
    - mainly using better quality characters instead of the less better ones



**LIST OF CHARACTERS IN OPEN MODE (v6.3):****Hero Soldier:**

Bespin Cop [RGB], Dia Passik [RGB], Naboo Guard, Old Republic Soldier [RGB], Prisoner Elder, Prisoner Merchant, Rebel [RGB], Rebel Pilot [RGB], Tyria Sarkin [RGB]

**Hero Elite Trooper:**

Human Female Hoth [RGB], Human Male Hoth [RGB], Human Male Mercenary [RGB], Kel-Dor Male Hoth [RGB], Naboo Palace Guard, Prisoner [RGB], Rebel Commando (desert), Rebel Commando (forest), Rebel Commando (snow), Rodian Male Hoth [RGB], Zabrak Female Hoth [RGB]

**Jedi:**

Anakin Skywalker (AotC), Anakin Skywalker (RotS), Coleman Trebor, Galen Marek (TFU2), Human Female Jedi, Human Female Jedi [RGB] (JKA), Human Male Jedi [RGB], Human Male Jedi [RGB] (JKA), Jedi [RGB] (JKO/JKA), Jedi Master (JKA), Jedi Trainer [RGB], Jedi2 [RGB] (JKO/JKA), Kel-Dor Male Jedi [RGB] (JKA), Ki Adi Mundi, Kit Fisto, Kreia, Kyle Katarn (DFII), Kyle Katarn (JKO/JKA), Luke Skywalker (ESB), Luke Skywalker (RotJ, Endor), Luke Skywalker (RotJ, main), Mace Windu, Mara Jade (MotS), Obi-Wan Kenobi (ANH, robe), Obi-Wan Kenobi (AotC), Obi-Wan Kenobi (RotS), Obi-Wan Kenobi (TPM), Ongree Jedi, Plo Koon, Qui-Gon Jinn, Quinlan Vos (TCW), Rodian Male Jedi [RGB] (JKA), Rosh Penin, Twi'lek Female Jedi [RGB] (JKA), Twi'lek Male Jedi [RGB], Visas, Zabrak Female Jedi [RGB] (JKA), Zabrak Male Jedi

**Hero:**

Admiral Ackbar [RGB], Captain Panaka, Dash Rendar, Han Solo, Han Solo (stormtrooper suit), Jan Ors (JKO/JKA), Kyle Katarn (DF), Lando Calrissian (JKO/JKA), Leia Organa (ANH), Leia Organa (ESB), Leia Organa (RotJ, bunker), Leia Organa (RotJ, forest), Leia Organa Hoth (ESB), Lobot, Luke Skywalker (stormtrooper suit), Mara Jade, Morgan Katarn, Padme Amidala (AotC, arena), Padme Amidala (TPM), Porkins [RGB]

**Wookiee:**

Albino Wookiee, Chewbacca, Tarfful, Zaalbar, Wookiee x5, Wookiee [RGB]

**Clonetrooper:**

Clone Commando [RGB], Clonetrooper (P1) [RGB], ~~Clonetrooper (P1, pauldron) [RGB]~~, Clonetrooper (P2, 41st) [RGB], Clonetrooper (P2, 212th) [RGB], Clonetrooper (P2, 501st) [RGB], Clonetrooper (P2, airborne) [RGB], Clonetrooper (P2, senate) [RGB], Clonetrooper (P2, visor) [RGB], Commander Bacara (P2) [RGB], Commander Cody (P2) [RGB], Galactic Marine [RGB]

**ARC Trooper:**

ARC Trooper (helmlless) [RGB], ARC Trooper (P1) [RGB], ~~ARC Trooper (P2) [RGB]~~, ARCSRemade Red [RGB], ARCSRemade Yellow [RGB], Captain Fives [RGB], Captain Rex [RGB], Clonetrooper (P2, 327th) [RGB], Commander Bly [RGB], Commander Deviss (P2) [RGB], Commander Keller [RGB], Commander Neyo [RGB], RC-1138 "Boss", RC-1140 "Fixer", RC-1207 "Sev", RC-1262 "Scorch"

### Villain Soldier:

Battledroid (AotC) [RGB], Battledroid (black) [RGB], Battledroid (commander) [RGB], Battledroid (RC), Sith Trooper, Storm Pilot, Stormtrooper (ANH), Stormtrooper (TFA), Swamptrooper, War Droid

### Villain Commander:

Battledroid (BX) [RGB], Elite Stormtrooper (TFA) [RGB], HK-51, Imperial Commando, Imperial Officer (brown), Imperial Officer (female), Imperial Officer (gray), Imperial Saboteur, Mandalorian [RGB], Sandtrooper [RGB], Scout Trooper, Sith Trooper (red), Snowtrooper

### Sith:

Alora (unused) [RGB], Asajj Ventress, Chancellor Palpatine, Count Dooku, Cultist [RGB], Cultist [RGB], Darth Malak, Darth Malgus, Darth Malgus (trailer), Darth Maul, Darth Revan, Darth Talon [RGB], Darth Traya, Darth Vader, Desann, Emperor Palpatine, Human Male Fallen Jedi #1 [RGB], Human Male Fallen Jedi #2 [RGB], Jerrec, Kyle Katarn (MotS), Reborn, Reborn Acrobat, Reborn Boss, Reborn Fencer, Reborn Force User, Reborn New [RGB], Reborn Twin [RGB], Savage Opress, Shadowtrooper, Shadowtrooper (remade) [RGB], Sith Stalker, Tavion (JKA), Tavion (JKO)

### Bounty Hunter:

Ailyn Vel, Chiss Bartender [RGB], Devaronian, Durge, Gamorrean, Gran [RGB], HK-47, Human Mercenary, IG88, Mandalore, RAB-24, Rax Joris, Reelo Baruk, RGB Rodian, Trandoshan [RGB], Twi'lek Female BH [RGB], Weequay [RGB], Zam Wesell, Zuckuss

### Mandalorian:

Boba Fett (ESB), Boba Fett (RotJ), Jango Fett, Female Mandalorian [RGB], Male Mandalorian [RGB] x5

The characters of the Droideka and the Super Battle Droid classes are unmodified.

## USED MATERIALS (v6.2):

### General Information:

These credits are only for the models and textures. The sound, shader and holster optimizations are made by **The Unguided**. Battlefront II sounds are exported by **WorstMB2Player**. All additional RGB textures and additional from PNG to TGA converting are made by **Vitéz**. Any other material, what is not mentioned below is either made by the **makers of JKO/JKA** or already part of the mod, so the required information about the authors might be found in either the JKA credits or in the **MBII credits file**.

### Prisoner reskins:

Additional face textures are based on the **original JKO/JKA textures**, they're reskinned by **Vitéz**.

### Human Male Mercenary:

The textures are based on the **original JKO/JKA textures**, they're reskinned by **Vitéz**.

### Mara Jade:

Model is made by **HapSlash**, textures are made by **DarthPhae**.

<http://jkhub.org/files/file/804-dark-forces-ii-skin-pack/>

### Jedi Pack:

It includes the **models, textures - from the H.B. Pack's "models/players/jedipack" and ".../jedipack2" folders** - and the new textures in the **".../gwethenea" folder**, so assets for Anakin Skywalker, Mace Windu, Vrook Lamar, Zhar Lestin, Dorak, the non-JKA Human Male, Zabrak Male, Twi'lek Male, Ongree Male, Kel-Dor Male, Rodian Male and Chiss Male Jedi, the Fallen Human Male Jedi, the Female Jedi and for other characters (for FA).

The first model is based on **HapSlash's** Anakin Skywalker model, along the additional hips of HS's Obi-Wan model. The Human Male heads (three), the Zabrak Male head and the Twi'lek Male head of another Jedi model are made by **DT**. The second model is also based on HS's models, the KDM and RM parts are from the **original JKA** KDM and RM models. Some additional modifications were made on both models to fix the problem with the neck of the Anakin head (first model only), to fix some problems with the robed body and to fix the caps of the right Jedi hand. The original body textures of the HS Anakin model are made by **HapSlash** and **Spanki**. Anakin's textures are based on **Toshi's** work, and Windu's textures are based on **Elek Andor's** work. All reskinned textures are based on the original textures, and these new ones are reskinned by **Vitéz**. Both models are frankensteined by **Vitéz**. The Jedi Female textures are based on the original textures by **HapSlash**, and recolored by **Vitéz**.

### Obi-Wan Kenobi (RotS):

The textures are based on **Elek Andor's** work. The final reskin is made by **Vitéz**. Since the Filefront website of JKA is closed, I can't give download link for the original files, I didn't find this file on other sites.

### Coleman Trebor:

The model was made by combining **PsykoSith's** Coleman Trebor and **HapSlash's** Obi-Wan. Frankensteined model and reskinned outfit are made by **Vitéz**.

### Kyle Katarn (DFII):

Textures are made by **DarthPhae**.

<http://jkhub.org/files/file/799-dark-forces-ii-kyle/>

### Jedi Trainer:

The reskinned torso texture is based on the **original JKO/JKA texture**, made by **Vitéz**.

### Quinlan Vos:

The additional textures are made by **Scerendo**.

<http://jkhub.org/files/file/851-clone-wars-aayla-secura-and-quinlan-vos-with-sp-support/>

### Leia Organa RotJ:

The model and textures are made by an **unknown author**. The model modification is made by **Vitéz**.

### Han Solo, Han & Luke in Stormtrooper armor:

The utilized parts of the Stormtrooper Hero model are made by **HapSlash** (Stormtrooper), **Major Clod** (Han Solo), **DT** and **Toshi** (Luke). Reskinned and frankensteined by **Vitéz**.

### Albino Wookiee:

Textures are based on the MBII textures (unkown author), made by **Vitéz**.

### Clonetroopers:

Model optimizations for the main model (v6.2) and for the Delta Squad (v6.0) model are made by **Vitéz**. The utilized textures are based on the original **VM** textures by **Mars Marshall** and reskinning is made by **Vitéz**. **Same goes for all textures within the "models/players/clonetrooper" folder both in MBII and in the H.B. Pack**, except the Marine and the ARCsRemade textures. The Marine reskin textures and the ARCsRemade reskinned textures are made by **Laam'inui**, the utilized pack versions are modified by **Vitéz**.

<http://jkhub.org/files/file/859-clone-marine/>

### Black Battledroid:

Textures are reskinned by **Vitéz**.

### Imperial Officer:

The model is based on **HapSlash's** Officer and Dooku models, additional parts are from **JKO/JKA models**. Additional reskins are made by **Vitéz**.



**Darth Malgus:**

The additional textures are also made by **PsykoSith**.

**Kyle Katarn (MotS):**

Original textures are made by **DarthPhae**, face reskin made by **Vitéz**.

<http://jkhub.org/files/file/804-dark-forces-ii-skin-pack/>

**Ierrec:**

Textures are made by **DarthPhae**.

<http://jkhub.org/files/file/804-dark-forces-ii-skin-pack/>

**Palpatine:**

Original Palpatine model is made by **Toshi**, additional parts are made by **HapSlash**. The RotJ Emperor's head texture is made by **ViceK**, the Emperor's body textures and the frankensteined models are made by **Vitéz**.

<http://jkhub.org/files/file/2099-the-emperor-episode-6/>

**Mandalorians:**

The original model and the original RotJ Boba Fett textures are made by **Corto**. The model modification and the additional textures are made by **Vitéz**.

<http://jkhub.org/files/file/1516-boba-fett/>

**War Droid, HK-51, Darth Malak, HK-47 and Mandalore:**

These characters are from **Ambrom**'s character pack. Malak got only textures from this.

<http://www.moddb.com/games/star-wars-knights-of-the-old-republic/addons/jka-kotor-pc-pack>

**Twilek Female Bounty Hunter:**

The character is from **DarthStiv**'s character pack.

<http://www.moddb.com/games/star-wars-jedi-academy/addons/kotorpack>

**If you find any missing or incorrect information about the makers of the materials in use, or you have any question about these, please send a PM to Vitéz on the MBII forum.**