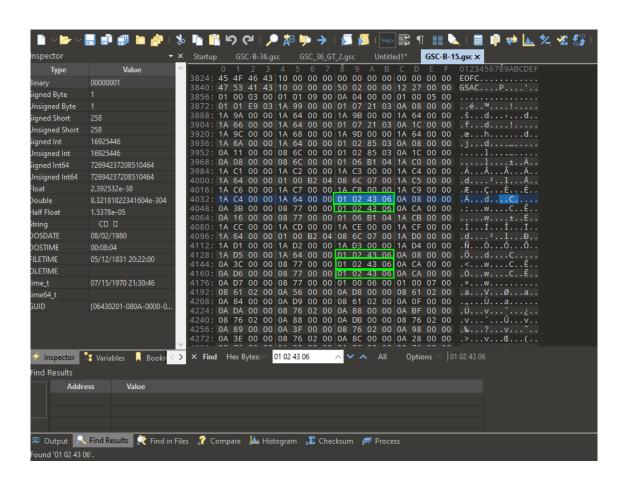Big Shout outs to PxGamer for telling me how to do it and allow me to tell you how to do this as well.

This is an Tutorial on how to add Music changes in Story Mode Battles

For this example, Im going to use Chapter 2 of the Buu Saga (Majin Vegeta vs Majin Buu) and add an music change at the start of cutscene 3 (there's only one music playing during the whole fight, so let's change that)
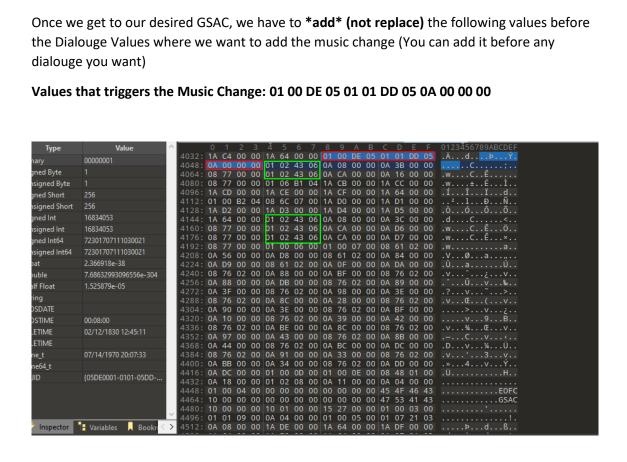
The first thing we need to do is Search the cutscene we want to add the Music change, for that, we need to search for this: **"01 02 43 06"** (these values indicates when a character is talking during a cutscene, the amount of these values on an GSAC indicates how many dialouges are said in a cutscene)

In my case, Cutscene 3 has 5 Dialouges, which means I have to search for an GSAC with 5 of these Values "01 02 43 06"
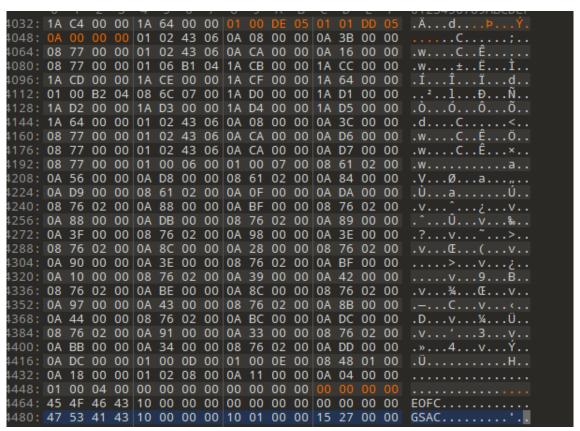
Once we get to our desired GSAC, we have to ***add* (not replace)** the following values before the Dialouge Values where we want to add the music change (You can add it before any dialouge you want)
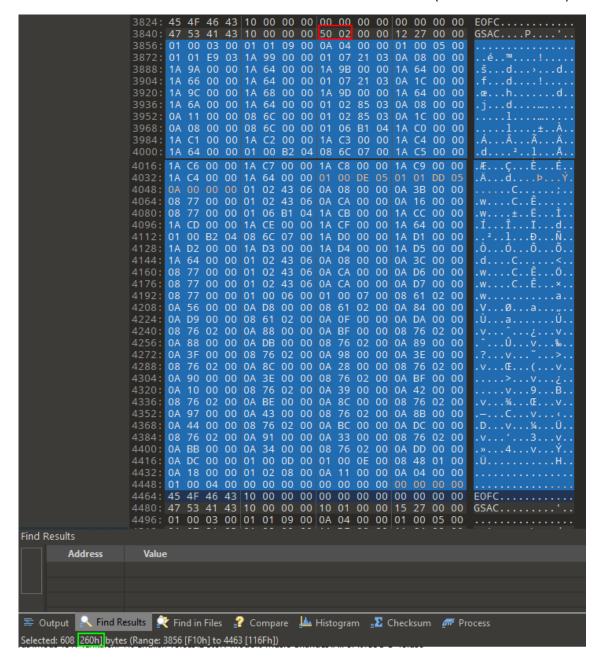
Values that triggers the Music Change: 01 00 DE 05 01 01 DD 05 0A 00 00 00

Once added, now we have to fix the possitions of the rest of the GSACs (and the file in general) by adding 00s

After that, **we have to fix the length Indicator of the GSAC we added the Music Change values to**, select the rows from the one after the GSAC to the last one, change values marked in Red to the ones marked in Green indicated down below 010 editor (50 02 becomes 60 20)

And after that, we have to fix the pointers of the GSCF and GSCD:

Before:

As only one hex possition changed we only need to change to the next Hex Value

Once we fix the file, we have to chose which music we want to change

For that, we need an pointer with the Music ID we want to use on the GSDT (in my case it's the ID: CD)

(Important in the case you just want to replaces the music it's playing in any of these codes: Due to how the file handles the pointers and IDs, we can't just go to whatever possition the music change values was pointing and change it's ID as it could mess up with any other actions that uses the same pointer, for example, an pointer that has "01 00 00 00" could be used for both a character, costume and Music)

To search an ID, search "[ID] 00 00 00" ("CD 00 00 00" for my example)

In my case, the ID im looking for it's not here, so we need to add it **(In the case the ID you're looking for is here, you can Skip this part)**

We have to go to the end of the file and look at the 3rd last row of the file

If there's any "00 00 00 00", take adventege of it and add the ID you want, if not, we'll need to add another row of 00s

```
8480: 66 66 FA C1 33 33 0B C2 9A 99 A9 42 33 B3 14 43   ffúÁ33.Âš™©B3³.C
8496: C3 F5 F6 C1 2F 5D 32 C2 56 0E 05 43 B8 1E F9 C1   ÃõöÁ/]2ÂV..C..ùÁ
8512: C9 B6 27 43 9A 99 B9 40 EC 51 C1 41 A6 9B 10 C1   É¶'Cš™¹@ìQÁA¦›.Á
8528: 7F 6A 28 C1 87 16 A9 40 42 80 13 43 48 01 00 00   .j(Á‡.©@B€.CH...
8544: 14 27 00 00 11 80 00 00 3B 5F 19 C2 F8 53 53 C1   .'...€..;_.ÂøSSÁ
8560: 56 0E 87 42 3F 35 02 C1 FE D4 9C C1 00 00 08 41   V.‡B?5.ÁþÔœÁ...A
8576: CF F7 62 C2 6A BC D0 C0 83 80 E9 42 AE 47 B5 C0   Ï÷bÂj¼ÐÀƒ€éB®GµÀ
8592: 83 C0 A5 C1 06 01 3D 42 AC 1C AE C0 DB F9 74 C2   ƒÀ¥Á..=B¬.®ÀÛùtÂ
8608: 5C 8F D2 41 66 E6 D3 42 2F 27 00 00 3B 27 00 00   \.ÒAfæÓB/'..;'..
8624: 2C 80 00 00 84 01 00 00 1F 85 17 42 42 60 81 C0   ,€..„......…BB`.À
8640: A4 70 C9 C1 10 58 89 3F BE 3F 1A 43 00 00 F0 40   ¤pÉÁ.X‰?¾?.C..ð@
8656: FC A9 55 42 2D B2 C5 C0 50 8D 65 C2 25 06 DC 41   ü©UB-²ÅÀP.eÂ%.ÜA
8672: 39 74 8F 42 B2 9D 01 C1 44 CB 94 C2 66 66 92 C0   9t.B²..ÁDË"Âff'À
8688: D3 CD 23 C2 B0 72 ED 42 85 2B 8F C2 75 93 C9 C2   ÓÍ#Â°ríB…+.Âu"ÉÂ
8704: FC A9 F3 C1 A8 46 3A C2 CD CC 4C 41 CD CC CC 40   ü©óÁ¨F:ÂÍÌLAÍÌÌ@
8720: 9A 99 85 C1 9A 99 5B 42 0E 2D 51 C2 C3 F5 B7 C1   š™…ÁŠ™[B.-QÂÃõ·Á
8736: 83 40 8C 42 E1 7A A7 C1 5C 0F F8 42 00 00 B0 40   ƒ@ŒBáz§Á\.øB..°@
8752: 21 B0 DA C0 08 AC EC 41 EE 7C B3 C0 DB 99 06 43   !°ÚÀ.¬ìAî|³ÀÛ™.C
8768: 82 01 00 00 83 01 00 00 9A 99 B9 41 33 33 2B C1   ‚...ƒ...š™¹A33+Á
8784: 00 00 D8 C1 00 00 90 42 1B AF 22 42 8F C2 57 C1   ..ØÁ...B.¯"B.ÂWÁ
8800: 27 31 16 C1 5C 8F 40 C1 1B AF 68 C2 00 00 94 41   '1.Á\.@Á.¯hÂ.."A
8816: 00 00 40 C0 33 33 B3 C1 9A 99 80 42 CD CC 95 C1   ..@À33³ÁŠ™€BÍÌ•Á
8832: CF F7 A7 C0 F4 7D 47 42 77 BE 17 C0 BA 49 34 C1   Ï÷§Àô}GBw¾.À°I4Á
8848: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00   ................
8864: 45 4F 46 43 10 00 00 00 00 00 00 00 00 00 00 00   EOFC............
8880: 45 4F 46 43 10 00 00 00 00 00 00 00 00 00 00 00   EOFC............
8896:
```
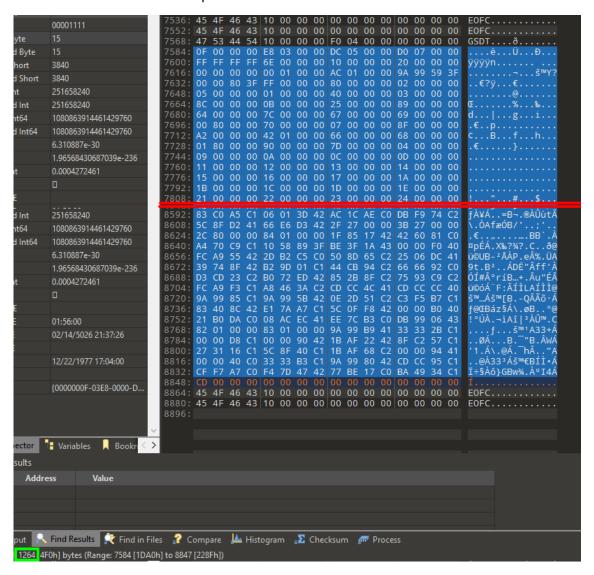
After that, we need to fix the legnth of the GSDT like we did to the GSAC

```
7552: 45 4F 46 43 10 00 00 00 00 00 00 00 00 00 00 00   EOFC............
7568: 47 53 44 54 10 00 00 00 F0 04 00 00 00 00 00 00   GSDT....ð.......
7584: 0F 00 00 00 E8 03 00 00 DC 05 00 00 D0 07 00 00   ....è...Ü...Ð...
7600: FF FF FF FF 6E 00 00 00 10 00 00 00 20 00 00 00   ÿÿÿÿn....... ...
7616: 00 00 00 00 00 01 00 00 AC 01 00 00 9A 99 59 3F   ........¬...š™Y?
7632: 00 00 80 3F FF 00 00 00 80 00 00 00 02 00 00 00   ..€?ÿ...€.......
7648: 05 00 00 00 01 00 00 00 40 00 00 00 03 00 00 00   ........@.......
7664: 8C 00 00 00 0B 00 00 00 25 00 00 00 89 00 00 00   Œ.......%...‰...
7680: 64 00 00 00 7C 00 00 00 67 00 00 00 69 00 00 00   d...|...g...i...
7696: 00 80 00 00 70 00 00 00 07 00 00 00 8F 00 00 00   .€..p...........
7712: A2 00 00 00 42 01 00 00 66 00 00 00 68 00 00 00   ¢...B...f...h...
7728: 01 80 00 00 90 00 00 00 7D 00 00 00 04 00 00 00   .€......}.......
7744: 09 00 00 00 0A 00 00 00 0C 00 00 00 0D 00 00 00   ................
7760: 11 00 00 00 12 00 00 00 13 00 00 00 14 00 00 00   ................
7776: 15 00 00 00 16 00 00 00 17 00 00 00 1A 00 00 00   ................
7792: 1B 00 00 00 1C 00 00 00 1D 00 00 00 1E 00 00 00   ................
7808: 21 00 00 00 22 00 00 00 23 00 00 00 24 00 00 00   !..."...#...$...
7824: 26 00 00 00 29 00 00 00 2A 00 00 00 2B 00 00 00   &...)...*...+...
7840: 2F 00 00 00 30 00 00 00 31 00 00 00 33 00 00 00   /...0...1...3...
7856: 34 00 00 00 36 00 00 00 37 00 00 00 38 00 00 00   4...6...7...8...
7872: 39 00 00 00 3A 00 00 00 3B 00 00 00 3C 00 00 00   9...:...;...<...
7888: 3D 00 00 00 3E 00 00 00 3F 00 00 00 41 00 00 00   =...>...?...A...
```

IMPORTANT: Because we added another row at the end, we have to adjust the GSCF again (Only the GSCF, the GSCD remains unchanged)

Now that we have the ID we want, we neet to get it's pointer, to get it, we need to select from the row below the GSDT to the point before our desired ID

We take the number of selected bytes (marked on Green on the screenshot) and divide it by 4

$$1264 \div 4 = 316$$

HEX   13C

The Hex Value of the Result it's our pointer, all what's left it's to put it into the Music change values marked and it's done!

```
3984: 1A C1 00 00 1A C2 00 00 1A C3 00 00 1A C4 00 00  .Á...Â...Ã...Ä..
4000: 1A 64 00 00 01 00 B2 04 08 6C 07 00 1A C5 00 00  .d....²..l...Å..
4016: 1A C6 00 00 1A C7 00 00 1A C8 00 00 1A C9 00 00  .Æ...Ç...È...É..
4032: 1A C4 00 00 1A 64 00 00 01 00 DE 05 01 01 DD 05  .Ä...d....Þ...Ý.
4048: 0A 3C 01 00 01 02 43 06 0A 08 00 00 0A 3B 00 00  .<...C......;..
4064: 08 77 00 00 01 02 43 06 0A CA 00 00 0A 16 00 00  .w....C..Ê......
4080: 08 77 00 00 01 06 B1 04 1A CB 00 00 1A CC 00 00  .w....±..Ë...Ì..
4096: 1A CD 00 00 1A CE 00 00 1A CE 00 00 1A 64 00 00  .Í...Î...Ï...d..
```