
I am going to write a Monster Hunter Generations guide for beginners on how to use the Quest Editor. If you would like, I will also put in some tips for more advanced users. The Quest Editor is a tool that was released by Capcom when Monster Hunter Generations came out. It allows you to change what quests will appear in your Arena Quests and Hub Quests. It also allows you to add new monsters. If that was too long to read, click here for a short version of this guide that explains everything in one paragraph. When you open up the Quest Editor, you will see a screen with a lot of options. It can get pretty confusing at first, so I will put a description of every option here.

Edit Types - This is where you can edit all the type options. You can add new types or change what is already in there by pressing the edit button next to it

Quests - This is where all the hub and arena quests go. You can add new quests or delete old ones by double tapping the name of the quest.

Items - This is where all the items go. You can add new items by pressing New Item, but you have to have another item in there that it will be based off. For example, if I wanted to add a Sonic Bomb into my game, I would have to put an actual Sonic Bomb in one of the empty slots before I could create a new one.

Carves - This is where all your carve items go. Same thing with items; you need an item in one of the empty slots before you can make one for yourself.

DNA - This is where all your DNA information goes. Same thing with items.

Monster - This is where all your monsters go. Same thing with items.

Slots - The slots are the boxes under the drawing tips. This is where you put in your new monster. It will fill in the blank spaces by default, but you can change it around to suit your needs if you want to do that, or just press New Item to add a new creature into the game without having to mess around with slots.

Color - You can change the color of any of the options by pressing on them once, and then pressing Change Color to change their color.

Elements - Elements are what monsters are weak to, strong against, and take neutral damage from.

Horns - Horns are the weapons that each monster carries with them when they attack you or you attack them. They have a lot of range when it comes to their variety of attacks.

Weakness - Weaknesses are just what is said; they're how much damage you do when attacking a certain part of the monster.

Breaking Parts - This is where all your breaking parts go. You can add or delete parts here, and you can also change their color so they stand out in the quest list if you want.

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