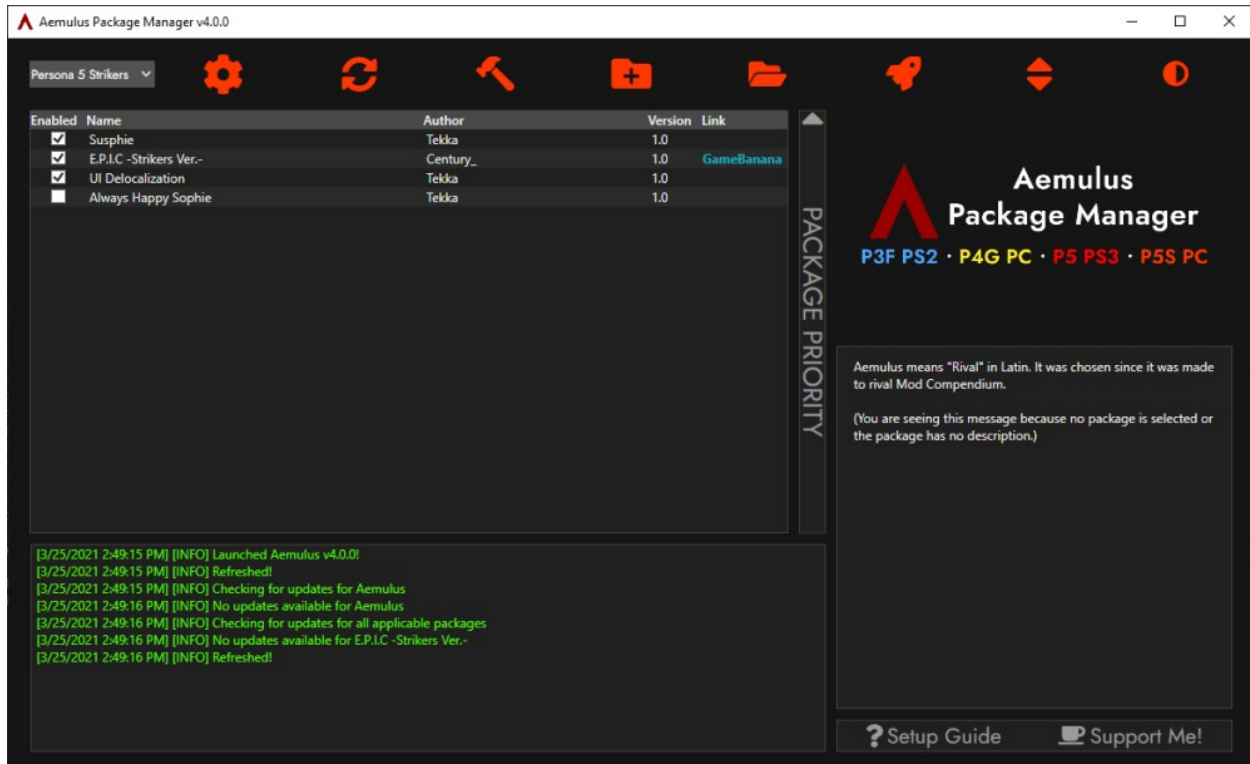










AEMULUS QUICK GUIDE




The main space on the left in the Aemulus window is called the **grid**.


Each individual entry in the grid is a **package**. A package is a collection of loose files that needs to be built before it becomes a working mod in your game.

Click the box in the top left corner to select the game you'd like to mod. Aemulus keeps a separate package loadout for each game.

-  Opens the Config window where you can set up Aemulus.
-  Refreshes the grid, updating it with any added or removed packages.
-  Builds your package loadout and saves it in your output folder.
Clicking this will delete everything in the output folder before building.
-  Opens the New Package window for mod creators.
-  Opens the Packages folder for your chosen game.
-  Launch the game and inject mods.
-  Swap the load order of packages in the grid.
-  Switch to light/dark themes


SETTING UP AEMULUS

Note: Aemulus is *not* a mod loader; clicking  just calls the programs that load mods. Before you begin, you will need to set up hostFS for P3F, Reloaded-II for P4G, and RPCS3 patches for P5.


1. Install [.NET Core 3.1 Desktop Runtime \(x64\)](#) and [Visual C++ 2010 Redistributable \(x86\)](#).
2. Move the **Aemulus Package Manager** folder somewhere you won't forget about it. Don't put it in a location that automatically synchronizes files to the cloud (Google Drive, etc.) or a location that requires administrator permissions.
3. Open the folder and launch **AemulusPackageManager.exe**.
4. Click  to open the **Config** window.
5. Click **Browse** to the right of the **Output Folder** box and select the appropriate folder, depending on the game:
 - **Persona 3 FES:** The folder containing SLUS_216.21.elf
 - **Persona 4 Golden:** Persona 4 Golden\mods
 - **Persona 5:** PS3_GAME\USRDIR
 - **Persona 5 Strikers:** P5S\data\motor_rsc
6. Set up the other boxes in the Config window in a similar manner; they should be self-explanatory.


Continued on next page.

SETTING UP AEMULUS

7. Set up the checkboxes in the Config window:
 - **Empty SND Folder (P4G):** Delete the contents of the mods\snd folder when building (for use with P4G Music Manager).
 - **Use CPK Structure (P4G):** Force Aemulus to output a data_x folder instead of multiple data0000x/movie0000x folders. If any packages with data_x folders are detected when building, Aemulus will always use CPK structure regardless of this setting.
 - **Disable Notification:** Disable the alert box that appears when Aemulus has finished building.
8. Click **Unpack Base Files**. Aemulus will extract all the archives from the game's data into the Original folder and use them for merging packages.
9. Set up and arrange your package loadout as you like.
10. Click  to build your package loadout.

Remember, this will delete everything in your selected output folder! Make sure there's nothing important there first!

11. Once Aemulus finishes building, you're ready to play! Click  to launch the game and inject your mods.

If you ever want to add or remove mods, make sure the game is closed, make your changes in Aemulus, and click  again.