

1. If you haven't already, go and download the most recent version of DAUM from <https://github.com/DarthPointer/DAUM/releases/>
2. You need .NET 5 downloaded if you do not already have it, to run DAUM
3. Open any .uasset from your content folder with it (drag and drop into duam.exe) – I just used Content\Audio\BP_DynamicReverb.uasset but it really does not matter
4. Use the command **PreloadPatterns** first
5. When that is complete, run the command **IndividualJParse ..**
 - a. The reason we use two dots here is because the asset we selected is a directory down from root (Content)
 - b. If we selected an asset, say, WPN_SMG_OneHand.uasset which is in Content\WeaponsNTools\SMG\, we need to then specify two folders up, which would be ../..
 - c. If you only want to parse the current directory, you can use just .

```
Drg Automation Utility for Modding welcomes you!  
Entered interactive mode for file F:\DRG Modding\DRGPacker\U35.63118\FSD\Content\Audio\BP_DynamicReverb.uasset  
  
PreloadPatterns  
Done!  
IndividualJParse ..
```

6. On my pretty high-end PC it took roughly 5 minutes, and there is no feedback in console (at the time of writing this) – the best way to tell when it is finished, is to type a few letters in and when they appear in the console window it is done