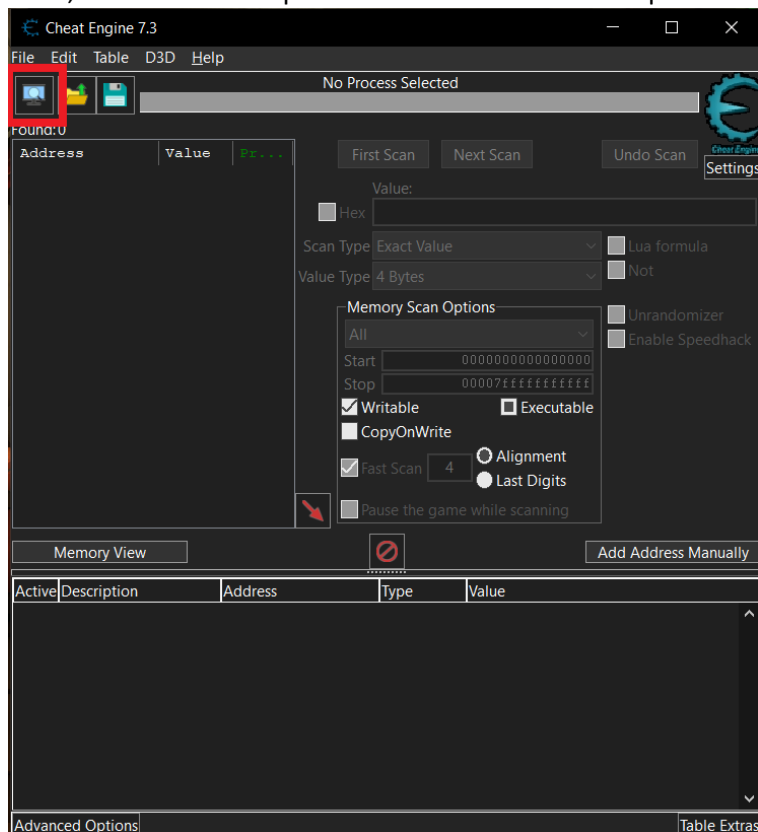
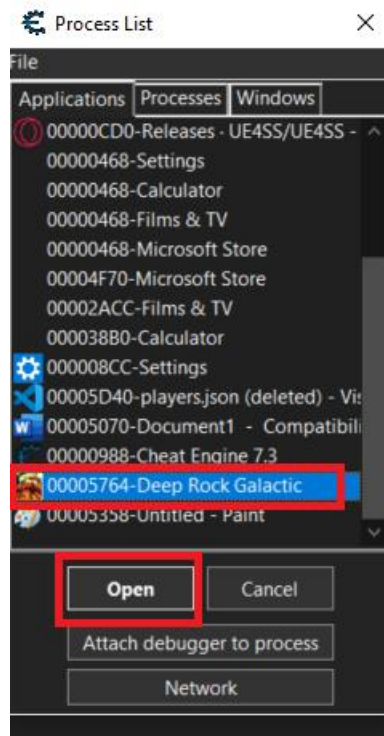


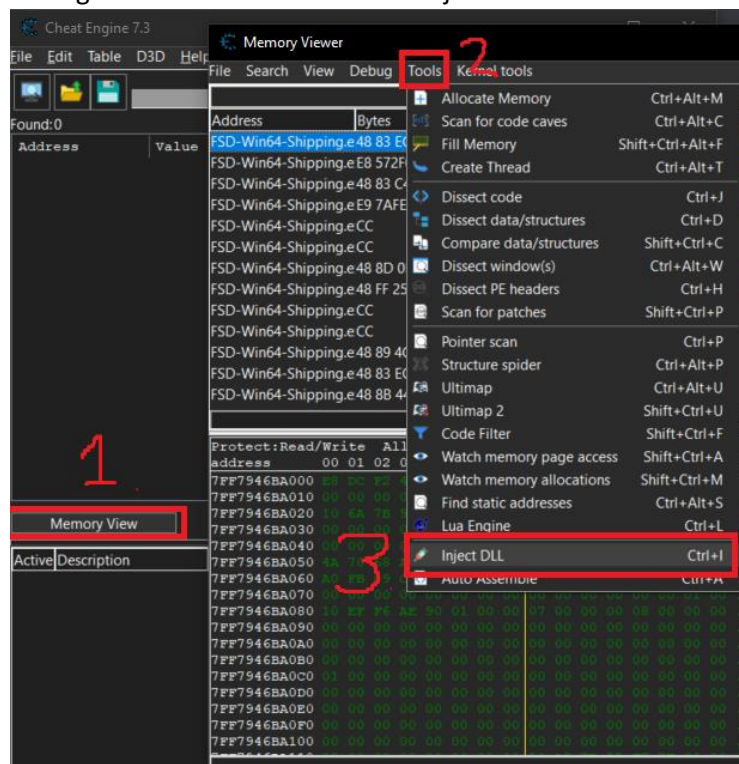
1. Get your release from the [Github repo](#)
2. Extract into the same folder that has the -Win64-Shipping.exe file
 - a. For DRG, this is Deep Rock Galactic\FSD\Binaries\Win64
3. Launch the game, wait for the spacerig to load, and then inject the ue4ss.dll with whatever injector you use
 - a. I use Cheat Engine, which you can get from [here](#) (be very careful when installing, as it will ask try to get you to install adware)
 - b. To use CE, start the game and CE
 - c. In CE, hit this little computer monitor button at the top under the File menu



- d. Go to the processes tab and find DRG, select it, then hit open



- e. Now hit the memory view button in the main UI
f. Then go to the tools menu and hit inject DLL



- g. Then select ue4ss.dll
h. A confirmation box asking if you want to execute a function of the dll will come up, press no
- Now go back into the game, and wait a few seconds (as the program is aob scanning). Then hit Alt + B
 - Then use F10 or the game's default key to open console