



## The Witcher 3: Wild Hunt - ModKit Quick Guide

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### 1. Uncooking Game

```
wcc_lite uncook -indir=<game_path>\content -outdir=<dirpath>\Uncooked  
-imgfmt=png
```

Usage:

```
uncook -indir=<dirpath> -outdir=<dirpath> [options]  
-indir - Path to the bundled directory.  
-outdir - Path to the unbundled directory.
```

NOTE: If any of paths contain spaces - put in quotations

Options:

-skiperrors	- Upon failure, skips to the next file.
-targetdir=<dirpath>	- Relative inner path to be extracted.
-unbundleonly	- Unbundles data without uncooking it.
-uncookonly	- Assumes data in unbundled dir is unbundled already.
-uncookext=<...>	- Comma delimited list of file extensions to uncook. If options missing will uncook all available. Example: -extensions=xbm,w2mesh
-imgfmt=<imgopt>	- Image format for XBM files. Choose one of bmp, png, jpg, or tga. Default is tga.

## 2. Exporting Assets

```
wcc_lite export -depot=<dirpath>\Uncooked -file=<filepath>  
-out=<filepath>
```

Usage:

```
export -depot=<local|absolute|path> -file=<relative|path> -out=<absolute|output|path>
```

Params:

-depot=local	- Use local depot (r4data)
-depot=absolute path	- Use depot at given directory
-file=relative path	- Local (depot) path for the file to export
-out=absolute path	- Output absolute path for the exported file

Supported resource types and formats:

w2mesh (Mesh) exportable into 1 file format(s):

fbx: Autodesk FBX

xbm (2D Texture) exportable into 5 file format(s):

dds: DirectDraw Surface

bmp: Windows Bitmap

jpg: Joint Photographics Experts Group

tga: Truevision Targa

png: Portable Network Graphics

## 3. Modifying Assets

Modify meshes and textures in your preferred editor (e.g.: Maya for meshes and GIMP for textures).

## 4. Importing Assets

```
call wcc_lite import -depot=<dirpath>\Uncooked -file=<filepath>  
-out=<filepath>
```

Usage:

```
import -depot=<local|absolute|path> -file=<input|file> -out=<output|file>
```

Params:

-depot=local	- Use local depot (r4data)
-depot=absolute path	- Use depot at given directory
-file=input file	- Absolute path to file to import
-out=output file	- Relative (depot) path for the output file

Supported resource types and formats:

xbm (2D Texture) importable from 5 file format(s):

dds: DirectDraw Surface

bmp: Windows Bitmap

jpg: Joint Photographics Experts Group

tga: Truevision Targa

png: Portable Network Graphics

w2mesh (Mesh) importable from 2 file format(s):

re: Red Engine File

fbx: Autodesk FBX

## 5. Modifying Scripts

To create Script mods it's advice to use Script Studio (~\Witcher 3 Mod Tools\bin\x64\scriptStudio.exe)

Game scripts are located in:

`<game_path>\content\content0\scripts`

and can be edited in any text editor.

Modified scripts should be placed in the following directory:

`<game_path>\mods\modXXX\content\scripts\[files]`

and should keep their original names and folder structure.

## 6. Cooking Mod

```
wcc_lite cook -platform=pc -mod=<mod_dirpath>\Uncooked  
-basedir=<dirpath>\Uncooked -outdir=<dirpath>\Cooked
```

where: "-mod=" points where assets were imported, and "-basedir=" points on uncooked game

## 7. Building texture.cache

```
wcc_lite buildcache textures -basedir=<dirpath>\Uncooked -platform=pc  
-db=<dirpath>\Cooked\cook.db -out=<dirpath>\Packed\modXXX\content  
\texture.cache
```

## 8. Packing Mod into Bundles

```
wcc_lite pack -dir=<dirpath>\Cooked -outdir=<dirpath>\Packed\modXXX\content
```

## 9. Generating Mod metadata.store File

```
wcc_lite metadatastore -path=<dirpath>\Packed\modXXX\content
```

## 10. Running Game with Mod

Copy the folder *modXXX* from *Packed* (content folder) into your <game\_path>\mods\ folder and then start the game as usual. Remember that every mod in the mods directory must be in its own folder. Each mod's name should start with the word "mod" and shouldn't contain any spaces, e.g.:

```
E:\GOG\The Witcher 3 Wild Hunt\mods\modMyCoolMod\content\[mod_files]
```

## 11 . Mods.settings File

Optional file responsible for simple mod settings (on/off, mod priorities). Should be placed in:

```
C:\Users\[user_name]\Documents\The Witcher 3\mods.settings
```

File structure:

```
[modName1]      ← name of the mod in square brackets
Enabled=1        ← 0 or 1, 1 means the mod is enabled and 0 turns it off
Priority=100      ← from 0 to 9999, lower number means higher priority, eg.: 5 before
8
```

```
[modName2]      ← the same for all mods installed
Enabled=1
Priority=100
```

## 12. Examples

- Get game and uncook it:

```
wcc_lite uncook -indir=F:\Witcher3\content -outdir=F:\Uncooked
-uncookext=xbm -imgfmt=tga -dumpswf
```

- Export mesh or texture that you want to change from an uncooked game:

```
wcc_lite export -depot=F:\Uncooked
-file=characters\models\animals\pig\model\t_01__pig.w2mesh
-out=F:\Mods\Pig\Raw\t_01__pig.fbx
```

```
wcc_lite export -depot=F:\Uncooked
-file=characters\models\animals\pig\model\t_01__pig_d01.xbm
-out=F:\Mods\Pig\Raw\t_01__pig_d01.tga
```

```
wcc_lite export -depot=F:\Uncooked
-file=characters\models\animals\pig\model\t_01__pig_n01.xbm
-out=F:\Mods\Pig\Raw\t_01__pig_n01.tga
```

- Modify mesh or texture. Then import:

```
wcc_lite import -depot=F:\Uncooked -file=F:\Mods\Pig\Raw\t_01__pig.fbx
-out=F:\Mods\Pig\Uncooked\characters\models\animals\pig\model\t_01__pi
g.w2mesh
```

```
wcc_lite import -depot=F:\Uncooked
-file=F:\Mods\Pig\Raw\t_01__pig_d01.tga
-out=F:\Mods\Pig\Uncooked\characters\models\animals\pig\model\t_01__pi
g_d01.xbm
```

```
wcc_lite import -depot=F:\Uncooked
-file=F:\Mods\Pig\Raw\t_01__pig_n01.tga
-out=F:\Mods\Pig\Uncooked\characters\models\animals\pig\model\t_01__pi
g_n01.xbm
```

- Cook and build new texture cache:

```
wcc_lite cook -platform=pc -mod=F:\Mods\Pig\Uncooked
-basedir=F:\Uncooked -outdir=F:\Mods\Pig\Cooked
```

```
wcc_lite buildcache textures -basedir=F:\Mods\Pig\Uncooked
-platform=pc -db=F:\Mods\Pig\Cooked\cook.db
-out=F:\Mods\Pig\Packed\modPig\content\texture.cache
```

- Pack mod:

```
wcc_lite pack -dir=F:\Mods\Pig\Cooked
-outdir=F:\Mods\Pig\Packed\modPig\content
```

- Generate mod metadata.store file

```
wcc_lite metadatastore -path=F:\Mods\Pig\Packed\modPig\content
```

- Copy mod into game folder and run it.