

# How to make a text-edit mod with msyt-tools

A guide for visual learners by Laureeeeeeeeeeeeeeeen

**Note:** If you're reading this in the future, the python website may have changed. Just make sure you install 64-bit and you should be fine.

**Note:** If you already have Python 3 installed but it is not 64-bit. Uninstall it and restart your PC before installing again.

Go to <https://www.python.org/downloads/windows/> and download the latest 64-bit release of Python 3.

## Python Releases for Windows

- [Latest Python 3 Release - Python 3.7.3](#)
- [Latest Python 2 Release - Python 2.7.16](#)

### Stable Releases

- Python 3.7.3 - March 25, 2019

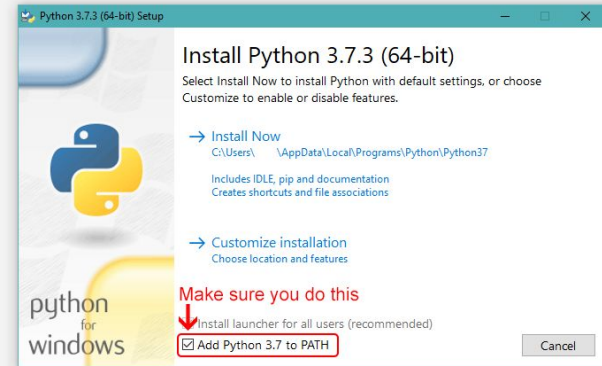
**Note that Python 3.7.3 cannot be used on Windows XP or earlier.**

- Download [Windows help file](#)
- Download [Windows x86 64 embeddable zip file](#)
- Download [Windows x86 64 executable installer](#) ←
- Download [Windows x86 64 web-based installer](#)
- ~~Download Windows x86 embeddable zip file~~
- ~~Download Windows x86 executable installer~~
- ~~Download Windows x86 web-based installer~~

Make sure  
it's 64-bit.

Make sure you select "Add Python 3.x to PATH."  
Then press "Install Now."

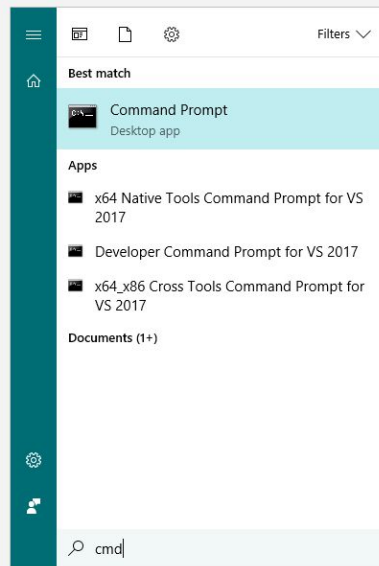
Press "close" at the end of the installation and then restart your system.



# Installing the correct version of Python

Press the Windows key, or open your start menu. Then type "CMD." You should see something like this:

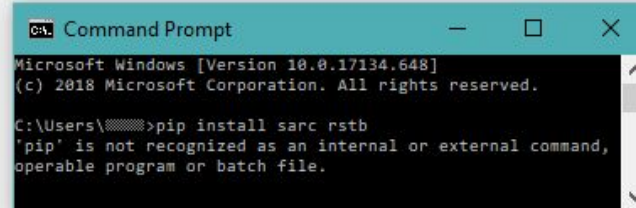
Click to open the command prompt.



Type `pip install sarc rstb` and hit enter. It should successfully install.

If you get the following error message, please read the next section on adjusting your environment variables.

Otherwise skip the next page!

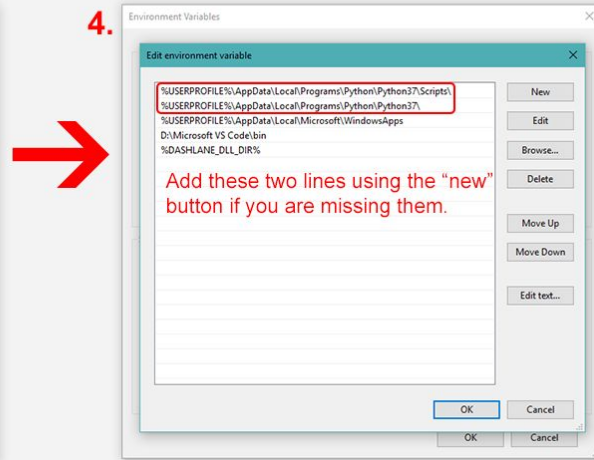
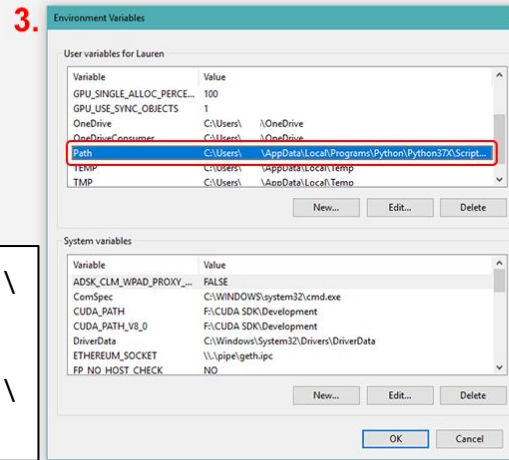
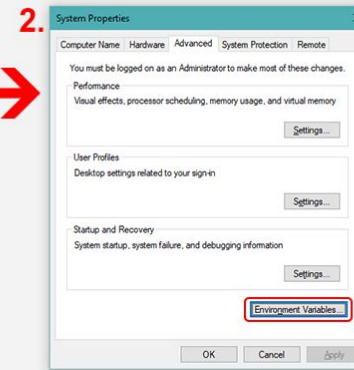
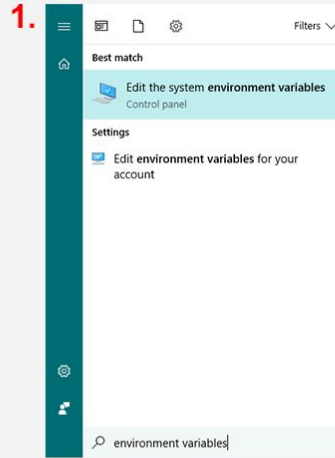


**Note:** PLEASE READ the previous page to find out whether or not you can skip this page!

- Start>Environment Variables
- Click on Environment Variables
- Double-click on Path
- Add the following two lines:

```
%USERPROFILE%\AppData\Local\Programs\Python\Python37\Scripts\
```

```
%USERPROFILE%\AppData\Local\Programs\Python\Python37\
```

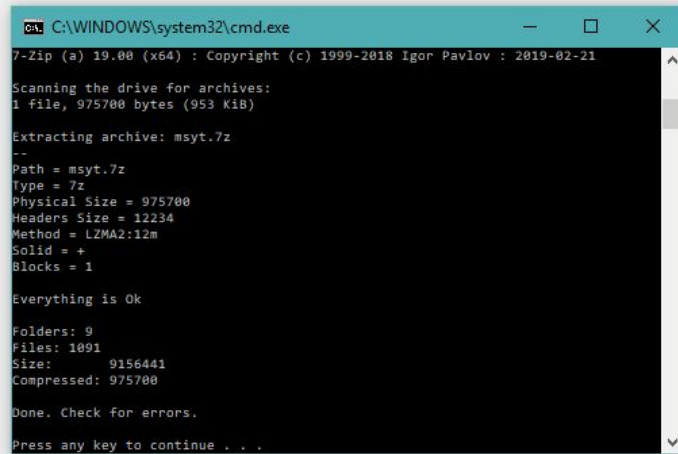




# Using msyt-tools

Inside the msyt-tools folder, run setup-files.bat  
If successful it should look something like this:

*Everything is Ok*



```
C:\WINDOWS\system32\cmd.exe
7-Zip (a) 19.00 (x64) : Copyright (c) 1999-2018 Igor Pavlov : 2019-02-21

Scanning the drive for archives:
1 file, 975700 bytes (953 KiB)

Extracting archive: msyt.7z
--
Path = msyt.7z
Type = 7z
Physical Size = 975700
Headers Size = 12234
Method = LZMA2:12m
Solid = +
Blocks = 1

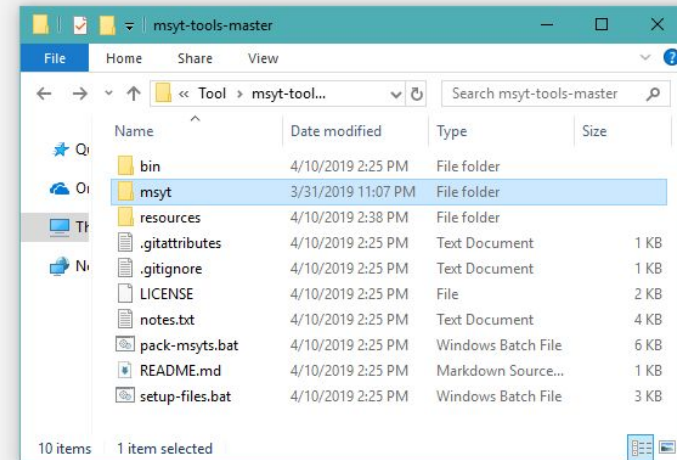
Everything is Ok

Folders: 9
Files: 1091
Size: 9156441
Compressed: 975700

Done. Check for errors.

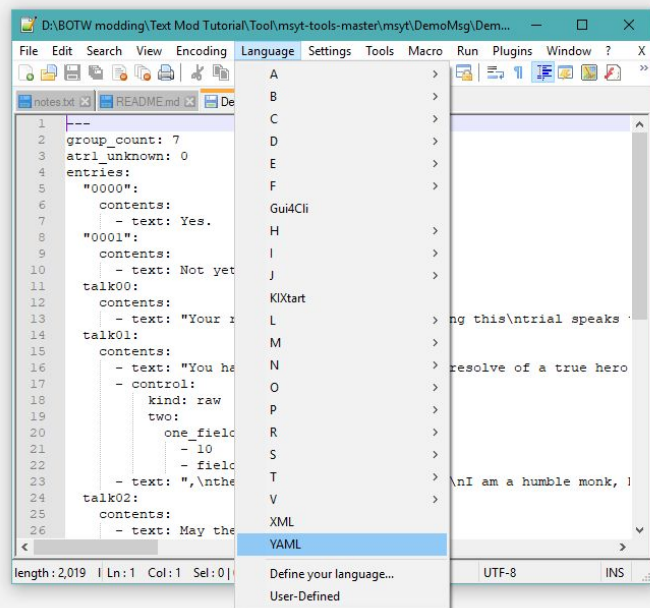
Press any key to continue . . .
```

Afterwards your folder structure should look something like this. Inside the msyt folder you'll find all of the files, ready to edit, to make your own text-edit mod.



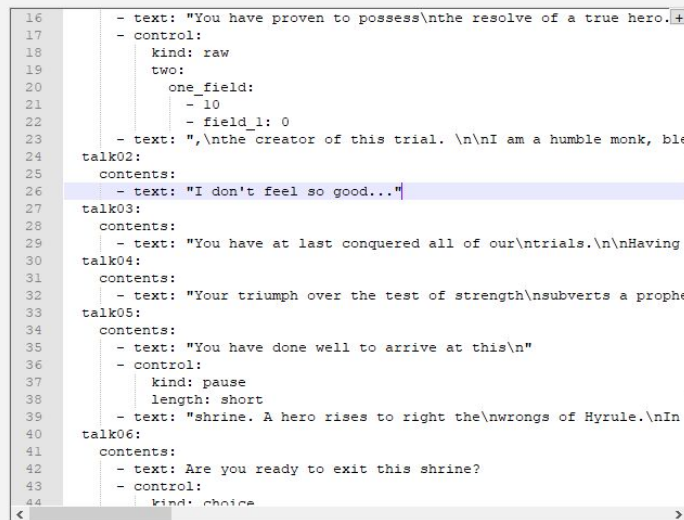
Find the .msyt file you want to open. If you need help finding the file you are looking for, the [BOTW Modding Discord server](#) is a good place to go ask for help.

Open the text in an editor. *I recommend Notepad++*. Switch your language to YAML so it highlights everything properly, making it easier to read.



**Note:** Be very careful when editing these files, their structure needs to remain intact. This includes indentation and placement of certain special characters.

Follow the guide in notes.txt  
Follow the guide in notes.txt  
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Packing up your mod

**Note:** When revising your mod, no need to unpack everything again. Just make more edits and return to this step.

When you've finished your editing, run `pack-msyts.bat`. It should spray out a bunch of information and then look like this when it's done.

```
C:\WINDOWS\system32\cmd.exe

1 file(s) copied.
1 file(s) moved.

Building Switch Bootup_XXxx.pack...
Message/Msg_EUen.product.ssarc
Message/Msg_USen.product.ssarc

Building WiiU Bootup_XXxx.pack...
Message/Msg_EUen.product.ssarc
Message/Msg_USen.product.ssarc

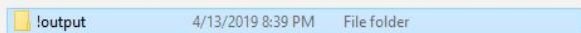
Restructuring output dir...
1 file(s) moved.
1 file(s) moved.
1 file(s) moved.
1 file(s) moved.
1 file(s) moved.
1 file(s) moved.
1 file(s) moved.

Deleting mess...

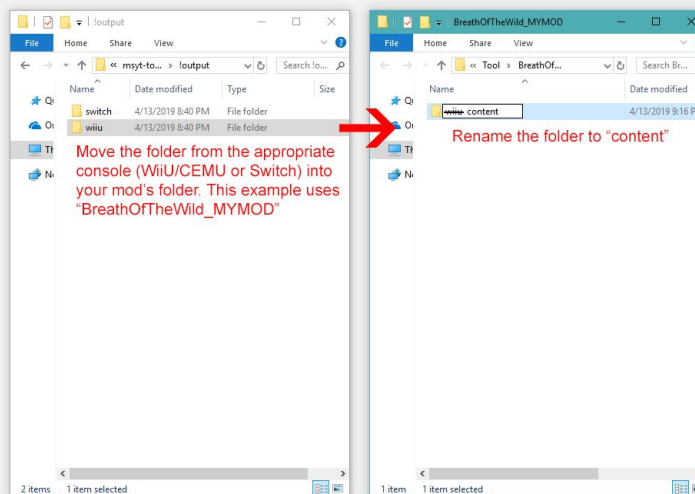
Done. Check for errors.

Press any key to continue . . .
```

Inside the main folder you should now see a folder called ! output.



Inside of ! output you will find the contents of your mod. Move and rename it as shown here.



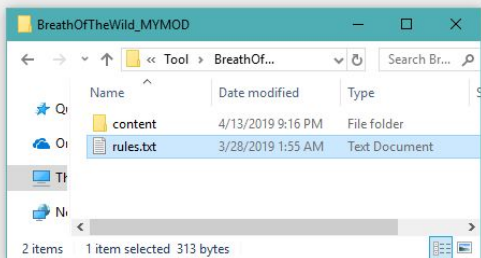
**Note:** I do not know how to make mods for Switch... And that is beyond the scope of this tutorial anyway. Please visit the [BOTW Modding Discord server](#) for help with doing that.

In order to make your mod work as a CEMU graphic pack you need to create the `rules.txt`.

Below is an example that you can *and should* copy and paste into your mod's `rules.txt`.

```
[Definition]
titleIds = 00050000101C9300,00050000101C9400,00050000101C9500
name = MYMOD
path = "The Legend of Zelda: Breath of the Wild/Mods/MYMOD"
description = My mod that I made all by myself. (With a little help from Lauren and polarbunny)
version = 4
```

The `rules.txt` file goes with the content folder as shown:



Now your mod is a fully functioning CEMU graphic pack. Test it with all other mods turned off, make sure it works before trying it with other mods on.

The people at the [BOTW Modding Discord server](#) can help you work out any issues specific to your mod, or answer any other questions not answered by this guide.

Thanks!

Thanks for reading, if you have more questions you can go to that  
Discord server that I linked a bunch of times throughout the guide.

Tool by [polarbunny](#)  
Msyt by [Kyle Clemens \(jkcclemens\)](#)  
Guide by [Laureeeeeeeeeeeeeeeen](#)