

WeiDU

Modmerge

Before using any WeiDU mods in combination with SOD(Siege of Dragonspear) and BGE:EE, it is necessary to install [modmerge](#).

1. Get the [latest modmerge version](#) from GitHub
2. After the download, unzip the file and place **modmerge.exe** into your Baldur's Gate folder.

GOG > Baldur's Gate - Enhanced Edition	
Name	Änderungsdatum
engine.uaa	24.01.2023 22:40
EULA.txt	24.01.2023 22:43
gog.ico	28.09.2017 13:12
goggame-1207666353.hashdb	24.01.2023 22:42
goggame-1207666353.ico	24.01.2023 22:40
goggame-1207666353.id	24.01.2023 22:42
goggame-1207666353.info	24.01.2023 22:42
goggame-1207666353.script	24.01.2023 22:42
goggame-1459335293.hashdb	24.01.2023 22:43
goggame-1459335293.ico	24.01.2023 22:40
goggame-1459335293.info	24.01.2023 22:43
goggame-1915136134.hashdb	24.01.2023 22:43
goggame-1915136134.ico	24.05.2021 13:21
goggame-1915136134.info	24.01.2023 22:43
goglog.ini	24.01.2023 22:42
Launch Baldur's Gate - Enhanced Edition	24.01.2023 22:42
modmerge.exe	25.01.2023 21:09

3. Start **modmerge.exe** and select "y".

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The Plan:
1: Backup your chitin.key as chitin.key.bak
2: Load our chitin.key
3: Load our sod-dlc key file
   If unsuccessful, attempt to extract dlc/mod.zip, and create sod-dlc.key
   The data/ folder inside sod-dlc.zip will be placed inside the folder sod-dlc/
4: Merge our mod sod-dlc into the chitin.key
5: Overwrite our chitin.key
6: Rename dlc/sod-dlc.zip to dlc/sod-dlc.disabled

Continue? [y/n]|

```

4. After that all the 6 points seen in the screenshot above will be processed and the WeiDU mods should work fine.