

How to use replace in depload

If you want to add or replace some entries in *_depload.dat files, you can also use info_replace.xml.

Here are some examples.

How a *_depload.dat works?

Depload file, exactly dependency loader, is a file which preloads some files which are required by another files. Typical example is bwsk. If you edit bwsk – change some xbg paths, the game crash when load the edited bwsk.

So, to prevent the game from crashing you need to change the xbg path also in depload file.

For example here is depload entry of uni100 bwsk which is Carmina from New Dawn.

```
<CBinaryResourceContainer ID="graphics\_common\characters\bowmore\wardrobe\_dna\uniques\dna_uni100.item.bwsk">
  <CGeometryResource ID="graphics\_common\characters\bowmore\wardrobe\handwear\handw_uni100_glove01_aver_f.xbg" />
  <CGeometryResource ID="graphics\_common\characters\bowmore\wardrobe\hair\hair_uni100_aver_f.xbg" />
  <CGeometryResource ID="graphics\_common\characters\bowmore\wardrobe\feet\feet_uni100_boots01_aver_f.xbg" />
  <CGeometryResource ID="graphics\_common\characters\bowmore\wardrobe\headwear\headw_uni100_beanie01_aver_f.xbg" />
  <CGeometryResource ID="graphics\_common\characters\bowmore\wardrobe\top\top_uni100_jackets_aver_f.xbg" />
  <CGeometryResource ID="graphics\_common\characters\bowmore\wardrobe\head\head_uni100_carminarye_aver_f.xbg" />
  <CGeometryResource ID="graphics\_common\characters\bowmore\wardrobe\bottom\botm_uni100_pants_aver_f.xbg" />
  <CMaterialResource ID="graphics\_materials\psavignac-m-20180511141028.material.bin" />
  <CGeometryResource ID="graphics\_common\characters\bowmore\wardrobe\head\teeth\head_shar_teetha_aver_mf.xbg" />
  <CNomadResource ID="graphics\_common\characters\bowmore\wardrobe\wardrobe.config.bwsk" />
  <CGeometryResource ID="graphics\_common\characters\bowmore\wardrobe\head\eyes\eyes_share_aver_mf.xbg" />
  <CGeometryResource ID="graphics\_common\characters\bowmore\wardrobe\body\body_npc_basemesh_aver_f.xbg" />
</CBinaryResourceContainer>
```

It means that *dna_uni100.item.bwsk* requires all these files to be preloaded. If you delete any child of *CBinaryResourceContainer*, the game will crash. So, if you change for example *hair_uni100_aver_f.xbg* in the bwsk, you must change it also here.

The name of each child of *CBinaryResourceContainer* means what kind of a file it is.

You can of course add as many **Resource* nodes as you want – or how many are in bwsk.

Sometimes in depload are not all files which are in bwsk, why? I don't know – another Ubi strange thing. But for sure, you can put in depload all files which are in bwsk.

And now, the info_replace.

Replacing a resource file

If you want to replace a resource file, then you can do:

```
<Replace RequiredFile="patch_depload.dat">
  <CBinaryResourceContainer ID="graphics\_common\characters\bowmore\wardrobe\_dna\uniques\dna_uni100.item.bwsk">
    <CGeometryResource ID="graphics\_common\characters\bowmore\wardrobe\hair\hair_uni100_aver_f.xbg" newID="graphics\_common\characters\bowmore\wardrobe\hair\hair_npc_ponytail01_aver_f.xbg" newType="CGeometryResource" />
  </CBinaryResourceContainer>
</Replace>
```

You just put copied *CBinaryResourceContainer* node from converted depload file. Then you add new *newID* attribute and *newType* attribute to **Resource* node.

This example change dependency on file from:

graphics_common\characters\bowmore\wardrobe\hair\hair_uni100_aver_f.xbg

to

graphics_common\characters\bowmore\wardrobe\hair\hair_npc_ponytail01_aver_f.xbg

Adding new files / resources

If you want to add new files which are not present in depload, you can do it like this:

```
<Replace RequiredFile="patch_depload.dat">
  <CBinaryResourceContainer ID="graphics\_common\characters\bowmore\wardrobe\_dna\uniques\dna_my_uni.item.bwsk" addNode="1">
    <CGeometryResource ID="graphics\_common\characters\bowmore\wardrobe\handwear\handw_uni100_glove01_aver_f.xbg" />
    <CGeometryResource ID="graphics\_common\characters\bowmore\wardrobe\hair\hair_uni100_aver_f.xbg" />
  </CBinaryResourceContainer>
</Replace>
```

```
</CBinaryResourceContainer>  
</Replace>
```

It is basically same as normal *CBinaryResourceContainer* node, but you just add *addNode* attribute with value 1.

This example will add new entry to deploy.

If you want to add only one **Resource* to a *CBinaryResourceContainer*, then do this:

```
<Replace RequiredFile="patch_deploy.dat">  
  <CBinaryResourceContainer ID="graphics\_common\characters\bowmore\wardrobe\_dna\uniques\dna_my_uni.item.bwsk">  
    <CGeometryResource ID="graphics\_common\characters\bowmore\wardrobe\hair\hair_uni100_aver_f.xbg" addNode="1" />  
  </CBinaryResourceContainer>  
</Replace>
```

Simply add attribute *addNode* with value 1.

Removing **Resource* nodes

Sometimes if you want to remove some resource files, you can do it like this:

```
<Replace RequiredFile="patch_deploy.dat">  
  <CBinaryResourceContainer ID="graphics\_common\characters\bowmore\wardrobe\_dna\uniques\dna_uni100.item.bwsk">  
    <CGeometryResource ID="graphics\_common\characters\bowmore\wardrobe\handwear\handw_uni100_glove01_aver_f.xbg" deleteNode="1" />  
  </File>  
</Replace>
```

This will remove the file **graphics_common\characters\bowmore\wardrobe\handwear\handw_uni100_glove01_aver_f.xbg** from required files by **dna_uni100.item.bwsk**

