

Quick tutorial modding LE2.

Needed: ME3Tweaks → Tools → Legendary Explorer (Nightly),
Notepad++

Your main programs in the explorer will be PKG-editor, Sequence-editor, and Plot Database.

For the setup you're going to want to make a new file in Notepad++, call it PlotManagerUpdate.pmu (PMU).

All changes that you want to make to conditional functions, more on that later, go in here to prevent other mods from overwriting them. This also prevents the mod from accidentally causing any permanent damage to the game. Everything in the game is handled by functions. You can find more in-depth information from other sources. For now, only the conditional functions are of interest to us to change who can or can't be romanced or by whom.

All the functions in the game are handled by the PlotManager.pcc (PM) file. You can find the PM file in the Mod-Resource folder of this tutorial or, in the case of Steam, in;

Steam\steamapps\common\Mass Effect Legendary Edition\Game\ME2\BioGame\CookedPCConsole.

For a clearer overview of the functions open the PlotDatabase. Check Addendum 1 for a quick rundown on that.

Open the PM file in the PKG-editor, drag and drop. Now expand, the little arrow, (Exp) 6764 BioAutoConditionals (Class). Congratulations you're at the starting line and can now start modding.

Now It's a case of finding the right function, either by code or name, copying everything in the script editor (**including** the public function line) and pasting it in your PMU file. Now you're free to edit away.

For last reverence *charactername_is_it_time_for_R4* is the romance lock in conversation. It's also where gender starts playing a role in romance.

That's it!

That's it!

All you have to do now is ME3Tweaks→Tools→Generate new DLC and add you files to the new folder.

The cutscene order thing you can still use with multiple simultaneous romances.

I've also added the separate character files as well as their dialog file's (incase you want to edit anything there).

Good Luck Modding!