

3Dmigoto基础教程(2) d3dx.ini的最基础配置

继续使用keno Bridge of Spirits来进行演示，其它游戏比如某锅铲之光，某血印也是同样的原理。



在上一节中，我们成功安装了3dmigoto到游戏内，在本节内容中，我们将配置3dmigoto，使其能够用于打mod。

第一步：打开d3dx.ini

一般使用notepad++ 打开d3dx.ini，如果没有条件也可以使用记事本或其它文本编辑软件。

Kena Bridge of Spirits > Kena > Binaries > Win64				
名称	修改日期	类型	大小	
RedpointEOS	2022/12/24 20:38	文件夹		
ShaderCache	2023/1/19 8:55	文件夹		
ShaderFixes	2023/1/19 8:54	文件夹		
d3d11.dll	2023/1/19 8:51	应用程序扩展	3,199 KB	
d3d11_log.txt	2023/1/19 8:55	文本文档	0 KB	
d3dcompiler_46.dll	2023/1/19 8:51	应用程序扩展	3,783 KB	
d3dx.ini	2023/1/19 8:51	配置设置	55 KB	
Kena Win64 Shipping.exe	2022/12/24 20:03	应用程序	101,574 KB	
nvapi_log.txt	2023/1/19 8:55	文本文档	0 KB	
nvapi64.dll	2023/1/19 8:51	应用程序扩展	181 KB	

打开后是这样的：

```
CA\Program Files (x86)\Steam\steamapps\common\Kena Bridge of Spirits\Kena\Binaries\Win64\d3dx.ini - Notepad++ [Administrator]
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window 2
d3dx.ini
1 ;-----CRLF
2 ; Additional configuration filesCRLF
3 ;-----CRLF
4 [Include]CRLF
5 ; If you were using 3DMigoto as a full modding platform for a given gameCRLF
6 ; instead of just a single stand-alone mod (e.g. facilitating mesh/textureCRLF
7 ; replacements or other graphics mods), you can include an entire directoryCRLF
8 ; where users can extract third party mods created by others and 3DMigoto willCRLF
9 ; include every .ini file and any external files referred to by CustomShader./CRLF
10 ; Resource sections (Replaced shaders in these mods should still go inCRLF
11 ; ShaderFixes for now, unless the modders want to use CustomShaders orCRLF
12 ; ShaderRegex to keep them standalone).CRLF
13 ;include_recursive:= ModsCRLF
14 exclude_recursive:= DISABLED*CRLF
15 CRLF
16 ; Uncomment to enable a custom shader that allows the stereo output mode to beCRLF
17 ; upscaled. NOTE: uncomment only if 'upscaling' and resolution are not zero inCRLF
18 ; the [Device] section.CRLF
19 ;include:= ShaderFixes\upscale.iniCRLF
20 CRLF
21 ; Uncomment to enable a custom shader that implements a software mouse cursor.CRLF
22 ; Use in games that use a hardware cursor if you want to be able to adjust theCRLF
23 ; stereo depth of the mouse, or to work with the below 3Dvision2SBS shader.CRLF
24 ; Note that this shader has a higher latency than the hardware cursor!CRLF
25 ;include:= ShaderFixes\mouse.iniCRLF
26 CRLF
27 ; Uncomment to enable a custom shader that allows the stereo output mode to beCRLF
28 ; changed to Side-by-Side or Top-and-Bottom via the F11 key. If you are usingCRLF
29 ; SLL and this isn't working properly (partially blank or stuck image) you mayCRLF
30 ; need to also set StereoFlagsDX10:= 0x00000008 in the [Profile] section. YouCRLF
31 ; can set a default mode by altering $ShaderFixes\3dvision2sbs.ini\mode in theCRLF
32 ; [Constants] section.CRLF
33 ;include:= ShaderFixes\3dvision2sbs.iniCRLF
34 CRLF
35 CRLF
36 ;-----CRLF
37 ; Loading options CRLF
```

第二步：配置Mod存放目录

找到[Include]标签：

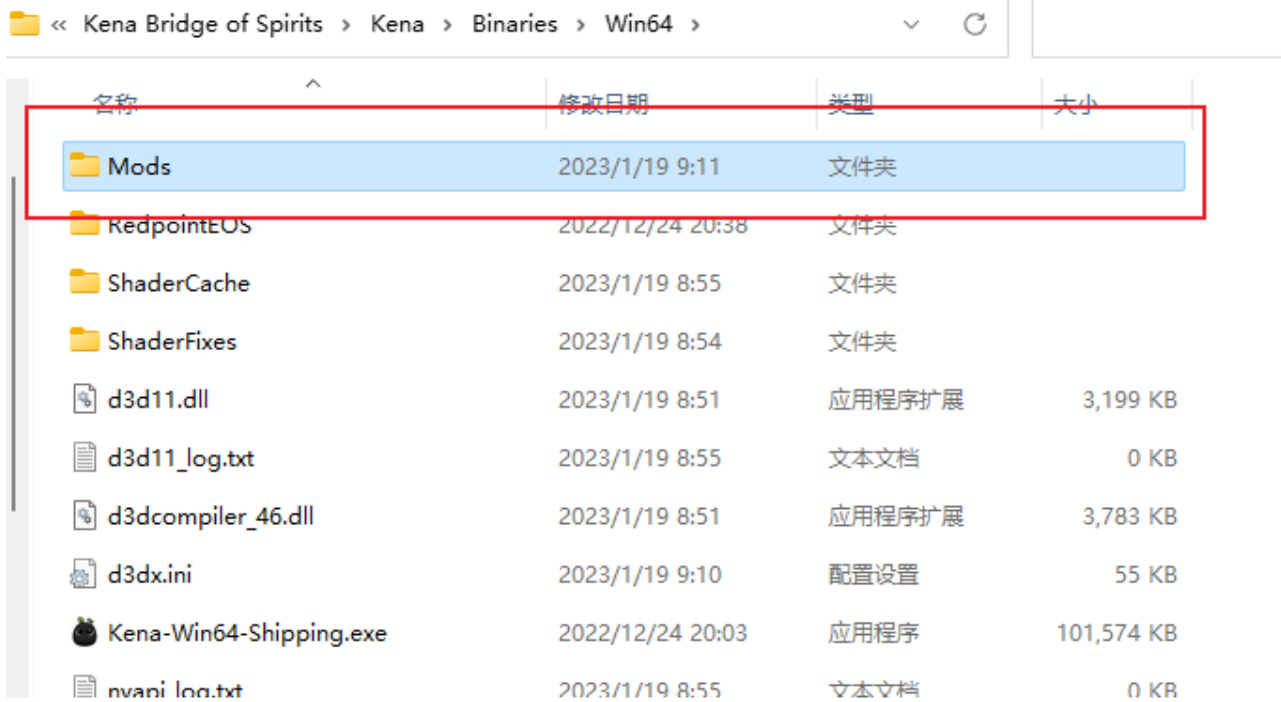
```
3 ;-----
4 [Include]CRLF
5 ; If you were using 3DMigoto as a full modding platform for a given gameCRLF
6 ; instead of just a single stand-alone mod (e.g. facilitating mesh/textureCRLF
7 ; replacements or other graphics mods), you can include an entire directoryCRLF
8 ; where users can extract third party mods created by others and 3DMigoto willCRLF
9 ; include every .ini file and any external files referred to by CustomShader./CRLF
10 ; Resource sections (Replaced shaders in these mods should still go inCRLF
11 ; ShaderFixes for now, unless the modders want to use CustomShaders orCRLF
12 ; ShaderRegex to keep them standalone).CRLF
13 ;include_recursive:= ModsCRLF
14 exclude_recursive:= DISABLED*CRLF
15 CRLF
16 ; Uncomment to enable a custom shader that allows the stereo output mode to beCRLF
17 ; upscaled. NOTE: uncomment only if 'upscaling' and resolution are not zero inCRLF
18 ; the [Device] section.CRLF
```

在3dmigoto的d3dx.ini配置文件中，分号;是用于注释某一行

如果某一行以;开头，说明这一行是不生效的，这里我们需要解开include_recursive的注释

```
[Include] CR LF
; If you were using 3DMigoto as a full modding platform for a given game CR LF
; instead of just a single stand-alone mod (e.g. facilitating mesh/texture CR LF
; replacements or other graphics mods), you can include an entire directory CR LF
; where users can extract third party mods created by others and 3DMigoto will CR LF
; include every .ini file and any external files referred to by CustomShader / CR LF
; Resource sections (Replaced shaders in these mods should still go in CR LF
; ShaderFixes for now, unless the modders want to use CustomShaders or CR LF
; ShaderRegex to keep them standalone). CR LF
include_recursive = Mods CR LF
exclude_recursive = DISABLED* CR LF
CR LF
```

此时，Mods这个名称就是你的游戏mod存放目录名称，打开刚才的游戏目录，创建一个名为Mods的文件夹用来存放游戏的mod



第三步：配置Hunting

找到[Hunting]标签：

```
[Hunting] CR LF
CR LF
; 0: Release mode is with shader hunting disabled, optimized for speed. CR LF
; 1: Hunting mode enabled CR LF
; 2: Hunting mode "soft disabled" -- can be turned on via the toggle_hunting key CR LF
hunting=1 CR LF
CR LF
```

Hunting就是在游戏中捕获游戏内模型素材的过程，开启后会降低帧率。

这里设置为0是关闭hunting，一般在mod制作完毕后都会关闭hunting，设置为0，可以大大减少帧率降低。

在刚下载好3dmigoto时，hunting默认设置为1，设置为1时，代表永久启用hunting，一般情况下我们不需要永久启用。

所以我们设置为hunting = 2，这样通过配置好的toggle_hunting key（触发Hunting的快捷键）就可以开启或关闭hunting，这样方便使用。

```
[Hunting] CR LF
CR LF
; 0: Release mode is with shader hunting disabled, optimized for speed. CR LF
; 1: Hunting mode enabled CR LF
; 2: Hunting mode "soft disabled" -- can be turned on via the toggle_hunting key CR LF
hunting=2 CR LF
CR LF
```

第三步：配置verbose_overlay

默认情况下，verbose_overlay=0，代表在你Hunting的过程中，屏幕左上角不会实时显示hash地址。

```
CR LF
; Enabling this makes the overlay show the hashes of the currently selected CR LF
; shaders and index buffer during hunting. We don't actually recommend this, CR LF
; because writing down the hash from the screen is a bad habit that tends to CR LF
; be very error prone -- the recommended workflow is to dump the shaders to disk CR LF
; and check the most recently modified file in ShaderFixes, but advanced users CR LF
; can enable this if they want it: CR LF
verbose_overlay=.0 CR LF
CR LF
```

开启后，可以在Hunting的过程中实时显示当前选择的模型资源的hash地址。

```
; Enabling this makes the overlay show the hashes of the currently selected CR LF
; shaders and index buffer during hunting. We don't actually recommend this, CR LF
; because writing down the hash from the screen is a bad habit that tends to CR LF
; be very error prone -- the recommended workflow is to dump the shaders to disk CR LF
; and check the most recently modified file in ShaderFixes, but advanced users CR LF
; can enable this if they want it: CR LF
verbose_overlay=.1 CR LF
CR LF
; tunable parameter to use in modified shaders as variable. (StereoParams.Load(int3(1.
```

第四步：添加F3键作为Mod的开启和关闭按键

将文件下滑到末尾，在末尾添加如下内容：

```
[KeyToggleMods]
Key = no_modifiers F3
$costume_mods = 0, 1
type = cycle

[ResourceBakVB]
[ResourceBakIB]
[ShaderRegex_BulletGirlsSwapAll]
shader_model = ps_4_0 ps_5_0
if $costume_mods
ResourceBakVB = ref vb0
ResourceBakIB = ref ib
checktextureoverride = vb0
checktextureoverride = ib
vb0 = ref ResourceBakVB
ib = ref ResourceBakIB
endif
```

添加后效果如下：

```

1120 ; Useful to clear custom resources or ini params at the start of each frame, or
1121 ; to run a custom shader to do whatever you can dream up. The post keyword will
1122 ; make an action run at the start of a frame instead of the end - as general
1123 ; guideline you want overlays drawn at the end of a frame and resources cleared
1124 ; at the start of a new frame.
1125 ;-----
1126 [Present]
1127 ; Example: Clear an ini param at the start of each frame:
1128 ; post x = 0
1129 ; Example: Undefine a custom resource until something is copied into it:
1130 ; post ResourceDepthBuffer = null
1131 ; Example: Clear a custom resource with black/zero at the start of each frame
1132 ; (beware that driver bugs may mean only one eye is cleared in some cases):
1133 ; post clear = ResourceFoo
1134 ;
1135 ; If you are looking for CustomShader3DVision2SBS, CustomShaderSoftwareMouse or
1136 ; CustomShaderUpscale, these are now enabled in the [Include] section at the
1137 ; top of this file instead. The other options related to these are still in
1138 ; the same place.
1139 ;
1140 ;
1141 [KeyToggleMods]
1142 Key = no_modifiers.F3
1143 $costume_mods = 0, 1
1144 type = cycle
1145 ;
1146 [ResourceBakVB]
1147 [ResourceBakIB]
1148 [ShaderRegex_BulletGirlsSwapAll]
1149 shader_model = ps_4_0.ps_5_0
1150 if $costume_mods
1151     -> ResourceBakVB = ref.vb0
1152     -> ResourceBakIB = ref.ib
1153     -> checktextureoverride = vb0
1154     -> checktextureoverride = ib
1155     -> vb0 = ref.ResourceBakVB
1156     -> ib = ref.ResourceBakIB
1157 endif

```

然后找到[Constants]标签:

```

68 ;-----
69 [Constants]
70 ; Declare named global variables here to use them from other command lists,
71 ; [Key] bindings and [Preset]s. Named variables are namespaced so that any
72 ; included ini files can use their own without worrying about name clashes:
73 ; global $my_named_variable = 0.0
74 ;
75 ; Mark a variable as persist[ent] to automatically save it to the
76 ; d3dx_user.ini on exit or F10 (config_reload). Use Ctrl+Alt+F10
77 ; (wipe_user_config) to discard persistent values:
78 ; global persist $some_persistent_variable = 1
79 ;

```

在下面添加一行:

```
global persist $costume_mods = 1
```

添加后效果如下:


```

68 L;-----
69 [Constants] CR LF
70 CR LF
71 global.persist.$costume_mods.=.1 CR LF
72 CR LF
73 ;.Declare.named.global.variables.here.to.use.them.from.other.command.lists, CR LF
74 ;. [Key].bindings.and.[Preset]s..Named.variables.are.namespaced.so.that.any CR LF
75 ;.included.ini.files.can.use.their.own.without.worrying.about.name.clashes: CR LF
76 ;global.$my_named_variable.=.0.0 CR LF
77 CR LF
78 ;.Mark.a.variable.as.persist[ent].to.automatically.save.it.to.the CR LF

```

设置好后，就可以通过F3键开启或关闭mod

第五步：开启dump

在[Hunting]标签下找到analyse_frame：

```

384 CR LF
385 ;.Dumps.out.a.flight.log.of.DirectX.state.changes.and.the.contents.of.each CR LF
386 ;.render.target.after.every.immediate.draw.call.for.the.next.frame..Takes.up.a CR LF
387 ;.large.amount.of.space,.so.disabled.by.default. CR LF
388 analyse_frame.=.no_modifiers.VK_F8 CR LF
389 CR LF
390 ;.analyse_options.specifies.options.for.the.frame.analysis.feature..Options.can CR LF
391 ;.be.combined.by.separating.them.with.a.space. CR LF
392 . CR LF

```

将注释解开就好了：

```

385 ;.Dumps.out.a.flight.log.of.DirectX.state.changes.and.the.contents.of.each CR LF
386 ;.render.target.after.every.immediate.draw.call.for.the.next.frame..Takes.up.a CR LF
387 ;.large.amount.of.space,.so.disabled.by.default. CR LF
388 analyse_frame.=.no_modifiers.VK_F8 CR LF
389 CR LF
390 ;.analyse_options.specifies.options.for.the.frame.analysis.feature..Options.can CR LF
391 ;.be.combined.by.separating.them.with.a.space. CR LF

```

设置好之后，F8键就用于触发dump了

恭喜你完成了基础配置！

当你配置好上面的内容之后，就可以制作最简单的角色去衣mod了。



比如实现类似这样的去除效果，具体方法我们在下一节中讲解。