



Soul 3 Mod Production Strategy

FROMSOFTWARE GAME MOD PRODUCTION TUTORIAL (MACHINE
TRANSLATED ENGLISH VER) V1.0

Forsakensilver . . . December 31, 2019

Warning: This is a machine translated version. The language may not be accurate!

Objective

Hello, I'm the producer of the DS3 and Sekiro game modding tool "Flver Editor", Forsakensilver.

The purpose of this tutorial, the main is to aspire to make FFROMSOFTWARE game Mod people, can go a little bit easier way of understanding The Mod production, model extraction, action exporting of the best method. I've seen the tutorial on theod Web, but it's not comprehensive enough; so I finally decided to write this tutorial.

After reading this strategy, you should be able to obtain the following crazy guy's knowledge:

- [Mod](#) for installing related games
- [Extract models, stickers, and even animation from related games \(Bloodborne, Sekiro, Dark souls\)](#)
- [Recognize the file structure](#) of the relevant game
- [Master how to use a range of relevant Mod tools](#)
- [Making related games Mod -FLVER Editor introduction](#)
- [Making related game Mod - the first external model weapon Mod](#)
- [Production of related games Mod - external character model Mod](#)

In addition, for your convenience, I packaged all the tools I wanted to use and uploaded them to Baidu Cloud, where you can download

- [RELATEDLINKS:https://pan.baidu.com/s/1MQdP7SFhGr_LvDGgzYX7Rw](https://pan.baidu.com/s/1MQdP7SFhGr_LvDGgzYX7Rw)
- [Extract code: paw4](#)

Of course, this strategy may involve some Blender and Photo shop-related knowledge, if the relevant aspects of hard-working shop people, look at the external learning materials, consolidate the relevant basis.

Don't be discouraged Oh, making Mod is much easier than challenging the Ishin, because those pits have long been levelled by pioneers like me, TKGP, Katalash... etc.

All right, let's get started!

Installm Mod

SEKIRO.

It's fairly easy to install the Mod of Wolf only, and see Ranger.com for details:

<https://gl.aliz13.net/html/2019-4/323695.html>

1. Download Wolf ModEngine, Unzip
(Address:<https://www.nexusmods.com/sekiro/mods/6>)
2. Copy dinput8.dll and modengine.ini files to the game installation directory (e.g. C:\steamsteam\common-sekiro)
3. Create a folder called "mods" under the game installation directory and copy the mod files you want to install into this "mods" folder.

Recommended reference video:<https://www.bilibili.com/video/av47690267>

DARK SOUL 3 MOD ENGINE INSTALLATION

Installing The Dark Soul 3 is a bit tedious because DS 3 is a networked game.

1. Download Dark souls's ModEngine, Unzip
(Address: <https://www.nexusmods.com/darksouls3/mods/332>)
2. Copy dinput8.dll, modengine.ini and other files to the game installation directory
(e.g. C: steamlibrary steamapps steamapps steamapps steamapps smups ssivision sss
soulS III sgame))
3. Create a folder named "mod" under the game installation directory (note that it is not
mods!)), copy the mod files you want to install into this "mod" folder.

Note that Dark souls 3 Mod Engine will create a new archive with a new name similar
to "DS30000.sl3" and the original progress cannot pass to Dark souls after playing Mod,
although you can use the Dark souls 3 Archive

Replacement ([http://l3g.space/files/SystemTest/?Main_Page:Dark Souls III](http://l3g.space/files/SystemTest/?Main_Page:Dark_Souls_III)) to follow
the original.sl2 archives to mod's .sl3 archive.

DARK SOUL 3 UXM MOD INSTALLATION METHOD

The better way to install Mod with unpacking/packing game tools is that it
doesn't have to open a new gear and basically doesn't affect online mode (though
there's a risk of B-an and it's not recommended to open the line). The disadvantage, of
course, is to unzip out more than 20GB of data first, and each time you install Mod you
have to pack the game files once.

Requires game packing tool UXM: <https://www.nexusmods.com/sekiro/mods/26>

1. Unpack Dark souls 3 with UXM
2. Overwrite Mod files into corresponding folders (e.g. parts, chr, hr etc.)
3. Repackaging with UXM

Extract models of Dark souls 3 and Sekiro, map

The tools required for this chapter:

UXM: <https://www.nexusmods.com/sekiro/mods/26>

Yabber: <https://www.nexusmods.com/sekiro/mods/42>

BB model extractor : <https://forum.xentax.com/viewtopic.php?f=16&t=17332>

Blender and its XPS plug-in: <https://www.deviantart.com/johnzero7/art/XPS-to-Blender-2-7x-Blender-internal-the-easy-way-489500171>

If the above page of English hard hands, may wish to open a machine turn, or download our [tool integration package](#).

The extraction of Wolf and Dark souls 3 is very similar, and I take the weapons extraction of "Wolf Only" as an example. Otherwise, the model is similar.

1. Using UXM to unpack wolf-only game files, you can see the following extra folders

unknown	2019/4/13 3:45	文件夹
action	2019/4/13 3:42	文件夹
chr	2019/7/16 0:02	文件夹
cutscene	2019/4/13 3:42	文件夹
event	2019/4/13 3:42	文件夹
facegen	2019/4/13 3:41	文件夹
font	2019/4/13 3:42	文件夹
map	2019/4/13 3:44	文件夹
menu	2019/4/13 3:42	文件夹
msg	2019/4/13 3:42	文件夹
mtl	2019/4/13 5:40	文件夹
obj	2019/4/13 3:43	文件夹
other	2019/4/13 3:42	文件夹
param	2019/4/13 3:41	文件夹
parts	2019/7/16 0:33	文件夹
script	2019/4/13 3:42	文件夹
sfx	2019/4/13 3:42	文件夹
shader	2019/4/13 3:42	文件夹

Each folder corresponds to different parts of the game, such as font to the font used in the game, while parts corresponds to the physical parts of the enemy and protagonist in the game, as well as weapons, and so on. We now open the parts folder and find the wp_a_0300 file, which is the weapon model file of the wolf protagonist. (The beginning wp represents the weapon model, am for the arm, bd for the torso, lg for the leg, fc for the head part)

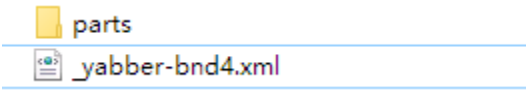
2. Drag this file to the previously unzipped yabber program to unzip the file.

<input checked="" type="checkbox"/>	wp_a_0300.partsbnd.dcx	2019/4/13 3:42	DCX 文件	2,705 KB
<input type="checkbox"/>	wp_a_0300.partsbnd.dcx	2019/4/13 3:42	DCX 文件	2,705 KB
<input type="checkbox"/>	Yabber.DCX.exe.config	2019/12/13 13:30	XML 配置文件	1 KB
<input type="checkbox"/>	Yabber.exe	2019/3/30 18:27	应用程序	65 KB
<input type="checkbox"/>	Yabber.exe.config	2019/12/13 13:30	XML 配置文件	1 KB






Note that basically most UXM unpacked files can be further unpacked by yabber. Contains. dcx file,. tpf's map files, etc. Try more if you're not sure it's the final file.

Alternatively, you can double-click the Yabber.Context.exe program to register the right-click shortcut package/unpack menu for yabber. Just enter r in the black screen console that appears and press carriage back.

3. After the yabber unpacking is complete, a wp_a_0300-partsbnd-dcx folder will appear, open edging in to see two files, where _yabber-bnd4.xml is the description file used when the file is repackaged, used to describe what needs to be packaged, in what form, and so on. For the time being, we don't care about it.



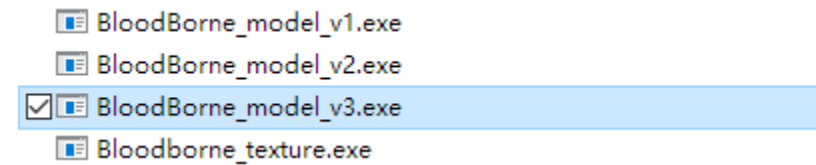
4. Enter the wp_a_0300-partsbnd-dcx-WP_A_0300 folder, and you should be able to see the following folders:

	WP_A_0300.anibnd	2019/5/18 21:19	ANIBND 文件	15 KB
	WP_A_0300.flver	2019/5/18 21:19	FLVER 文件	349 KB
	WP_A_0300.tpf	2019/5/18 21:19	TPF 文件	3,501 KB
	WP_A_0300_1.flver	2019/5/18 21:19	FLVER 文件	268 KB
	WP_A_0300_2.flver	2019/5/18 21:19	FLVER 文件	3 KB

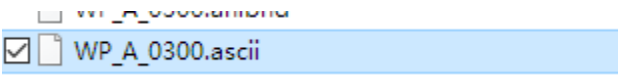
(Flver files don't necessarily have icons like mine, because I've tied the flver extension file name to my own Flver editor before I have this icon.)))

Among them, the.flver file is the file of the game storage model.

5. Ready to download the BB model extractor program (thanks again to the tool's provider, Daemon Dashen), a total of 4 files, this time we want to use BloodBorne_model_v3.exe

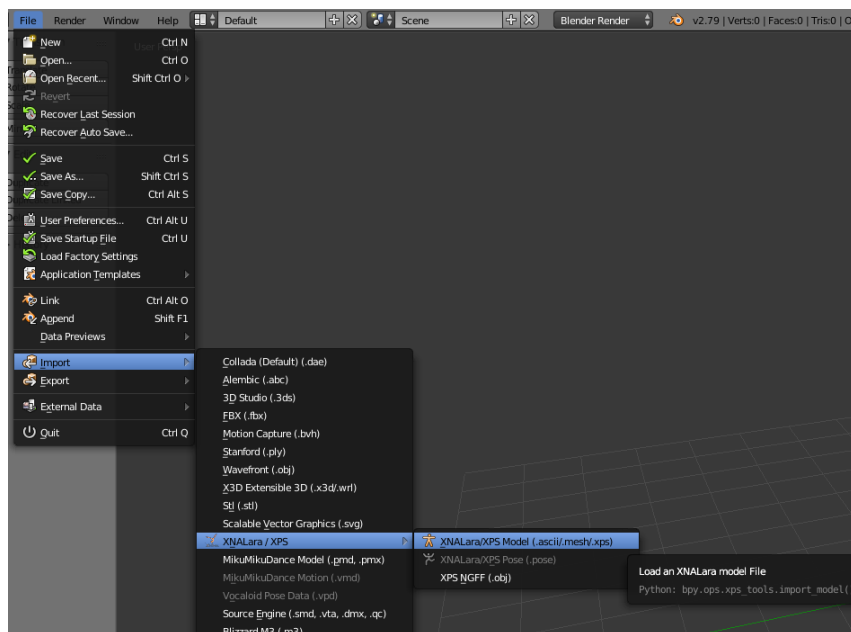


6. Drag the extracted WP_A_0300.flver file to the icon of BloodBorne_model_v3.exe to convert the model to XPS format WP_A_0300. Ascii model file. This file can be opened by Blender, which is fitted with an XPS plug-in.nder

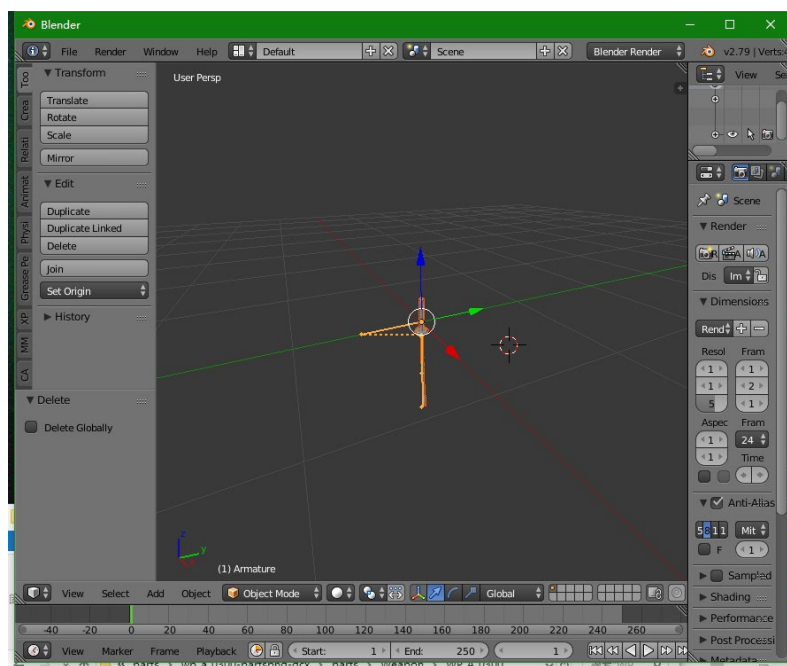


(See <https://www.deviantart.com/johnzero7/art/XPS-to-Blender-2-7x-Blender-internal-the-easy-way-489500171> on how to install the B HYPERLINK "https://www.deviantart.com/johnzero7/art/XPS-to-Blender-2-7x-Blender-internal-the-easy-way-489500171" lender and xps plug-ins)

7. Open Blender, empty the scene, then click on the figure and select import WP_A_o300.ascii model file

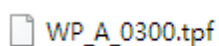


If you can see a model of an imported knife, it means that the import was successful! Congratulations, you have successfully learned to extract models.

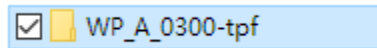


8. Of course, the extraction is certainly not enough for the model alone, and the map also needs to be extracted. For the "Wolf" and "Dark souls 3" sticker files, simply drag the corresponding xxx.tpf file onto the yabber.exe program icon to unpack.

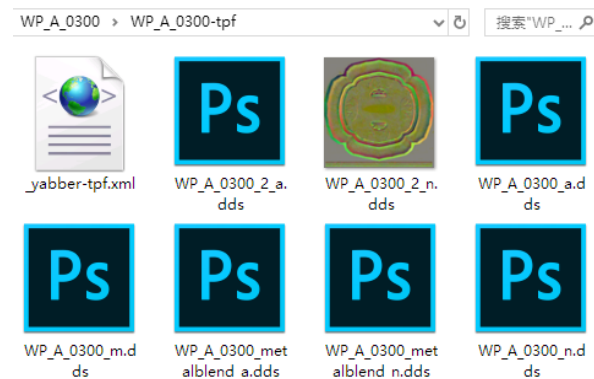
In this example, what we're going to unpack is WP_A_o300.tpf.



When the unpacking is complete, we'll see a WP_A_0300-tpf folder.



Open this folder, which is the dds map corresponding to the model.



Note that to turn on or convert these dds maps, you must install a version of photoshop cs6 or above, plus a dds plug-in.

Dds plug-in address: <http://gametechdev.github.io/Intel-Texture-Works-Plugin/>

Plug-in installation tutorial:

1. Close PS
2. Unzip the downloaded zip file
3. Copy the corresponding unzipped file

(If it's a 64-bit system)) .../IntelTextureWorks_1.0.4-Plugins?x64-IntelTextureWorks.8bi

(32-bit system)) ./IntelTextureWorks_1.0.4-Plugins-Win32-IntelTextureWorks.8bi

4. Paste to:

(PSCC Installation Directory)) s.Required.Plug-Ins-Files \

(PSPS CS6 Installation Directory)) s Plug-iins-Files

5. Copy the cubemap script: :

./IntelTextureWorks_1.0.4/PhotoshopScripts-IntelTextureWorks-ConvertCubeMap.jsx

./IntelTextureWorks_1.0.4/PhotoshopScripts-IntelTextureWorks-CubeMapGaussianBlur.jsx

6. Paste to:

(PSCC Installation Directory) \ spresets.scripts

All done.

Let's take a look at the model mapping method of Bloodborne Curse. The principle is basically the same. It's just that there are parts that need to be worked out.

Into the Class: Extracting the Model of Bloodborne

The biggest difficulty in extracting Bloodborne is finding pkg files as well as unpacking, and mapping aspects. The other processes are the same.

1. Download the pkg file for the blood-source curse. This Baidu search "Bloodborne curse pkg" should be able to download to, dozens of GB size.
2. Download pKG unwrapper
<https://sites.google.com/site/theleecherman/ps4pkgviewer>
3. Use pKG unpacker like UXM to unpack download. pkg file.
4. Use Yabber to unpack the unwrapped files and then use BloodBorne_model_v3.exe to solve them. Flver model file, then use Bloodborne_texture.exe(instead of Yabber) to solve the corresponding. Tpf file is just.
5. Great achievements

Master: Extract action data

"Action data can be said to be the soul of a game, quite difficult to extract, but thanks to our neighbors, the mod tool makers of Fallout 4, we can knock on the door. "

- Forsakensilver

Dark souls 3, Bloodborne, and Radiation 4 are both the havok 2014 physics engine middleware, both in havok 2014 format. hkx stores their clothing physics and motion data. This means that "Fallout 4" can extract action data, "Dark souls 3" and "Bloodborne" can also extract data.

Tools are required:

1. HavokContentTools_2014-1-0_20140830_64Bit_PcXs.exe:
https://pan.baidu.com/s/1oGMj_UkEuUJdR9oAj3mYfg

Extract code: 2su2

2. f4ak_hkxpack_UI : <https://www.nexusmods.com/fallout4/mods/16694/>
3. (for Bloodborne) BBAnimConverter.exe

(The blood-sourced hkx file cannot be read directly by havokContentTools, so it needs to be converted with BBAnim Converter.)))

Let me simply mention the process of extracting some of the actions in Dark souls 3.

1. Yabber unpacking chr/coooo.anibnd.dcx getchr?coooo-anibnd-dcx?chr?coooo?hkx.HKX\Skeleton.HKX file. This skeleton file is used later.
2. Yabber unpacking coooo_aoo_hi.anibnd.dcx gets coooo_aoo_hi-anibnd-dcx?chr?coooo?hkx?aooo-XXXXXX.hkx\XXXXXX.hkx files, which are the files that store the action.

(More than coooo_aoo_hi.anibnd.dcx files, other. The anibnd.dcx file also has an action file.))

3. Open HavokContentTools,, load the Skeleton.HKX file, and then save it again as The SkeletonXML.hkx file. (The format must be changed to xml when stored,, as long as there is this file, and then extract edgy without repeating the file.)))
4. HavokContentTools loads any file that stores the action, and you should now be able to preview the action in this program, and then save a new XXX.hkx file again. (The format should be changed to xml when storing)

5. Open f4ak_hkxpack_UI.exe



Drag into stored XXX.hkx file in the white box above

Next, press the Browse to select the stored SkeletonXML.Hkx file.

Next, press The Convert HKX to FBX to convert the hkx file to be recognizable. Fbx file ~

Can extract FBX files, then even if the success is complete

What's the s FBX action files don't know what to do with them?

Well, it's time to pay the price. ... Learn a wave of 3DMAX or Blender. Of course Maya is also a success.





















.... But who needs to extract the action data? Independent game developer? MMD producer?

The structure of the game file

FILE STRUCTURE

In the previous chapter we mentioned the things uxM unpacked, so let's take a closer look at what these folders correspond to. These are the cornerstones of doing Mod. (The files that are mod will be covered by the blue label)

 _unknown	2019/4/13 3:45	文件夹
 action	2019/4/13 3:42	文件夹
 chr	2019/7/16 0:02	文件夹
 cutscene	2019/4/13 3:42	文件夹
 event	2019/4/13 3:42	文件夹
 facegen	2019/4/13 3:41	文件夹
 font	2019/4/13 3:42	文件夹
 map	2019/4/13 3:44	文件夹
 menu	2019/4/13 3:42	文件夹
 msg	2019/4/13 3:42	文件夹
 mtd	2019/4/13 5:40	文件夹
 obj	2019/4/13 3:43	文件夹
 other	2019/4/13 3:42	文件夹
 param	2019/4/13 3:41	文件夹
 parts	2019/7/16 0:33	文件夹
 script	2019/4/13 3:42	文件夹
 sfx	2019/4/13 3:42	文件夹
 shader	2019/4/13 3:42	文件夹

Action: Script File

Chr: Character model and action data, cloth effect data

Cutscene: Over-the-field animated action file

Event: Event files

Facegen: Pinch Face File

Font: Font

Map: Map model file

Menu: UI files and UI maps.

Msg: Game text translates files, note that Yabber can be solved directly. fmg is a text file.

Mtd: Material description file, generally not moving

Obj: Store object model files

Other: Other

Param: Store game parameter files

Parts: Character parts models, weapons models, equipment models, etc.

Script: Script File

Sfx: Special Effects Files

Shader: Shader

Sound: sound file

FLVER MODEL FILE STRUCTURE

FLVER is a model file for theFromsoftware game, which stores quite a bit of information.

Dummy point:

Without Dummy point, the trajectory of the attack will not be displayed properly and the damage range will go wrong ...

Material:

Material info.

Mesh:

Mesh info.

How to make Mod

This paragraph focuses on how to make a 3D model to replace Mod, if you want to learn to make other types of Mod, od,

There are some good getting started videos for reference on Bilibili:

Making a death screen Mod: <https://www.bilibili.com/video/av47690267>

Modify the Mod of themap: <https://www.bilibili.com/video/av48924028>

Modifty player sound Mod: <https://www.bilibili.com/video/av49527892>

All right, let's get back to the point. Before we start making 3D models to replace Mod, let's take a look at the tool we're going to use, Flver editor. This is a relatively perfect wolf-only, Dark souls model editing software that Can be used to modify most of the 3D models of wolves, Dark soulss, Bloodbornes, or import external models.

ABOUT FLVER EDITOR

Github download address for the software: https://github.com/asasasasbc/FLVER_Editor/releases

名称	修改日期	类型	大小
runtimes	2019/12/16 16:43	文件夹	
AssimpNet.dll	2018/10/29 11:08	应用程序扩展	186 KB
AssimpNet.xml	2018/10/29 11:08	XML 文档	561 KB
boneConversion.ini	2019/7/14 14:40	配置设置	4 KB
boxobj.mtl	2019/4/27 11:32	MTL 文件	1 KB
boxobj.obj	2019/4/27 11:32	3D Object	1 KB
CJClutter.Objloader.Loader.dll	2019/4/27 11:37	应用程序扩展	22 KB
dummyInfo.dll	2019/4/21 10:59	应用程序扩展	5 KB
EliteKnight.flver	2019/10/14 11:31	FLVER 文件	129 KB
EliteKnight.flver.bak	2019/4/26 14:09	BAK 文件	129 KB
Material.json	2019/7/8 10:45	JSON 文件	7 KB
MonoGame.Framework.dll	2018/12/9 0:35	应用程序扩展	905 KB
MonoGame.Framework.xml	2019/2/19 6:28	XML 文档	1,009 KB
MySFormat.exe	2019/10/27 9:39	应用程序	158 KB
MySFormat.exe.config	2019/4/21 10:59	XML 配置文件	1 KB
MySFormat.pdb	2019/10/27 9:39	程序调试数据	170 KB
ReadMe.txt	2019/10/27 9:41	文本文件	8 KB
RiggedSample.blend	2019/5/4 12:08	Blender 文件	832 KB
RiggedSample.fbx	2019/7/1 1:46	FBX 文件	925 KB
SekiroSkeleton.fbx	2019/4/30 9:40	FBX 文件	723 KB
SharpDX.Direct2D1.dll	2018/12/9 0:35	应用程序扩展	496 KB
SharpDX.Direct2D1.xml	2019/2/19 6:28	XML 文档	4,688 KB
SharpDX.Direct3D9.dll	2019/4/21 10:59	应用程序扩展	342 KB
SharpDX.Direct3D9.xml	2019/4/21 10:59	XML 文档	3,451 KB
SharpDX.Direct3D11.dll	2018/12/9 0:35	应用程序扩展	770 KB

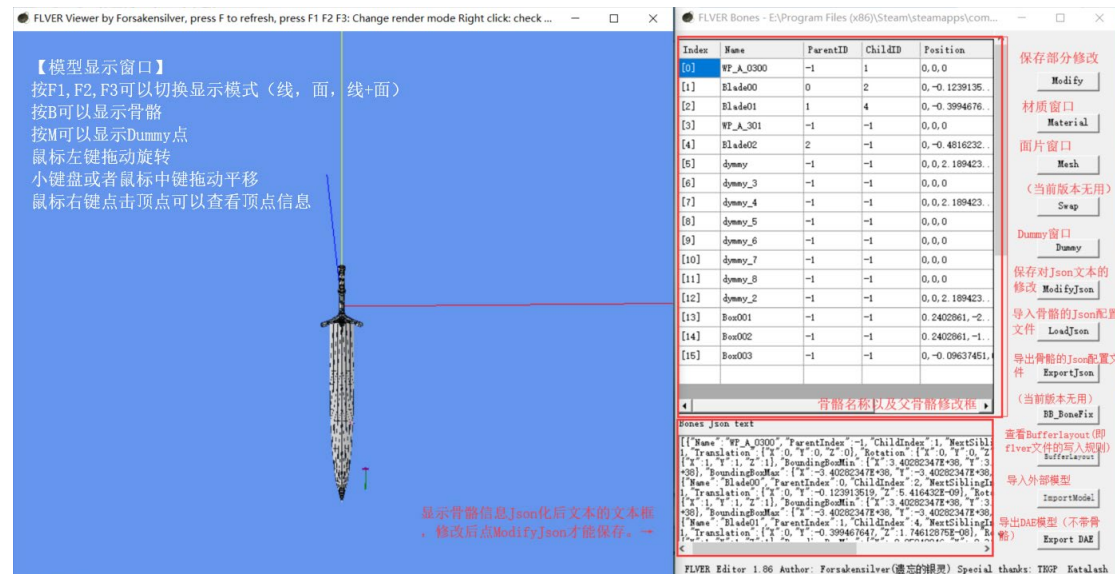
downloading FLVER EDITOR, run MySFormat.exe runs the program.

If you want to run this program quickly, right-click the flver file you want to open and click "Open mode ... f Then, then select More apps, then click Find Apps, and then select MySFormat.exe is sufficient so that the subsequent Flver files can be opened directly with a double-click.

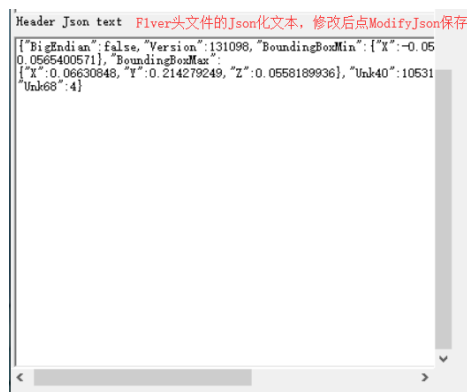
Of course, you can also drag the flver file to MySFormat.exe program icon to open quickly.

FLVER EDITOR MAIN MENU WITH MODEL DISPLAY WINDOW

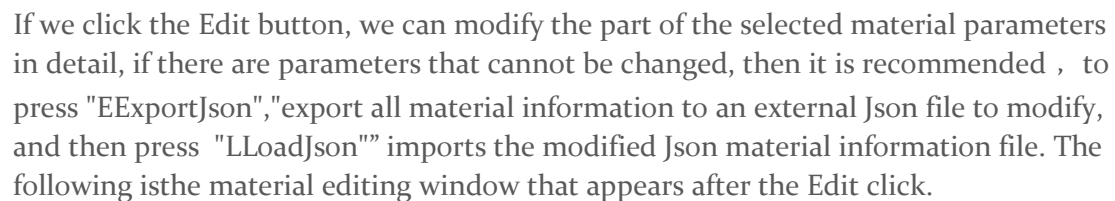
Open the "WP_A_0300.flver" file that comes with the folder and you'll see the main menu window below and the model browsing window. I have already marked the relevant information, if you need more detailed information, can let the mouse stay on the button for a moment, will appear more detailed bilingual introduction.



Scroll down the red box above with such a text box. However, this information is generally not used as a modification.



Let's open the Material window:

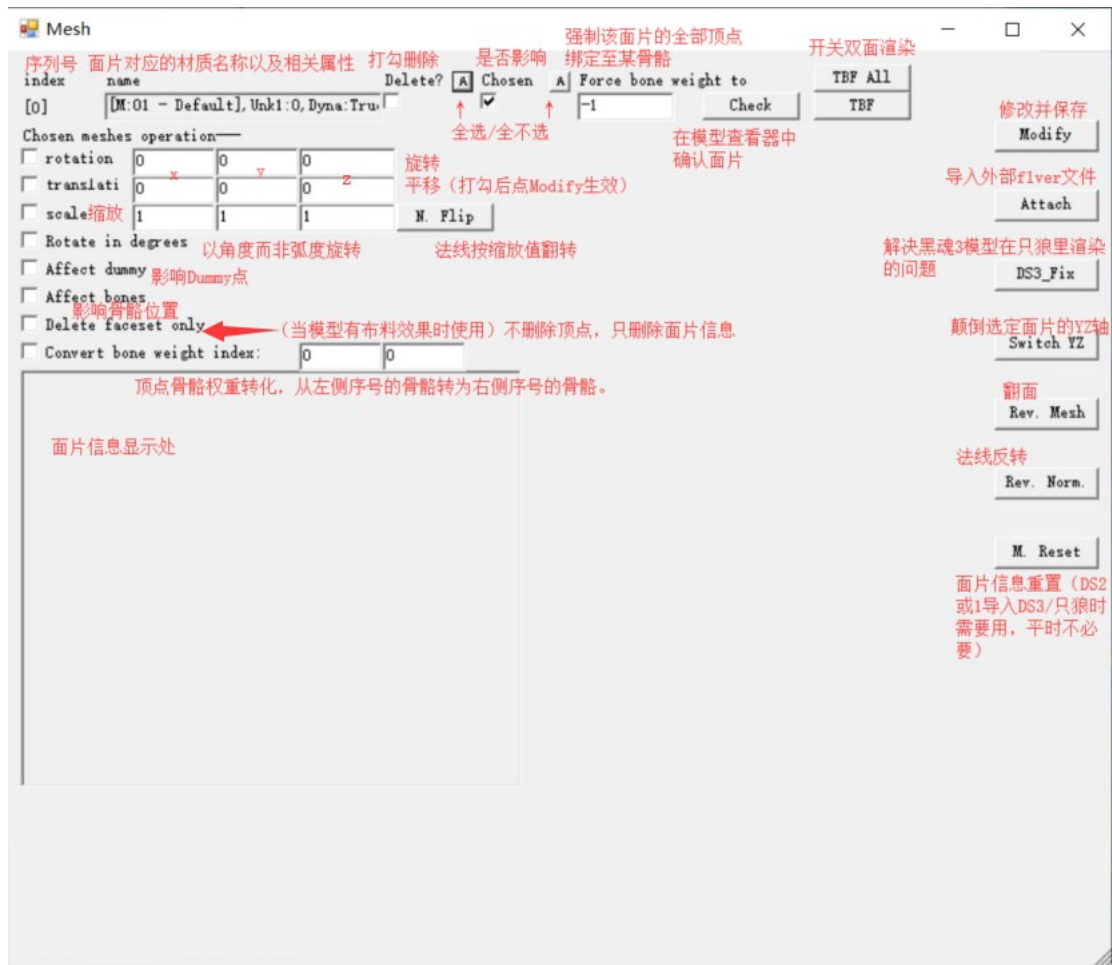


In the image above, the most important thing is the Material Type, whose value determines how the map is displayed (metal color, whether it glows, whether it is transparent, and so on). Different material types have a variety of corresponding map types, sometimes, change the material type without changing the "map type", the map will not load the display normally.

Here are some of my common comparisons to material types and map types:

Material Description	Material type	Map type	Describe
Non-transparent diffuse	M[A].mtd	g_DiffuseTexture	Diffuse map
Transparent and diffuse	M[A]_e.mtd	Ditto (same as upper one)	Ditto
Diffuse, Normal, Highlight	M[ARSN].mtd	g_DiffuseTexture	Diffuse map
		g_BumpmapTexture	Normal map
		g_SpecularTexture	Highlight map
Diffuse, Normal, Highlight, Transparent	M[ARSN]_e.mtd	Ditto	Ditto
(Dark souls 3, BB) Diffuse Reflections , Normals , Highlights	P[ARSN].mtd	Ditto	Ditto
(Dark souls 3, BB) Diffuse Reflections , Normals , Highlights , Transparent	P[ARSN]_e.mtd	Ditto	Ditto
(Sekiro) Diffuse and Normal	N:\NTC\data\Material\mtd\character\c9990_dummy.mtd	Character_AMSN_snp_Texture2D_2_Albedo Map_o	Diffuse
		Character_AMSN_snp_Texture2D_7_Normal Map_4	Normal

FLVER EDITOR GRID/MESH MESH) WINDOW



As shown in the figure above, any operation of any opposite piece must be pressed for the "Modify" to take effect, and the Chosen 那一 column must be 打 (checked).

For example, if the user wants to move the no. 0 patch up to 1 unit, he must tick 上勾 (check) the translation, then change the three xyz value boxes on the right side of the translation, confirm that the chosen of the no. 0 mask is also ticked, and then click modify.

In addition, the default rotation is the radian, i.e. turn $3.1415926 = 180^\circ$, if you want traditional degree system, click 【Rotate in degrees.

One might ask why it's not a convenient way to operate because the software is not modeling software and is not designed to quickly and precisely modify 3D models. If you need these features, you may want to use professional modeling software, export Fbx and then import into the software.

THE FIRST EXTERNAL MODEL MOD MADE!

Learn about these knowledges of Blender editor and believe you've jumped on it! Well, let's start making the first external model, Mod od! Press the steps below and you'll be able to import your own Mod for the external weapon model. Of course, this is just a very basic and rigid Mod production method for beginners, and when you get started, you don't have to make Mods in this dead-end way, , and you can consider optimizing the process according to your own ideas and experience.

1. Download and install Sekiro-only external weapon Mod

I downloaded my own earliest weapon, Mod - threaded cane.

Download address: <https://dl.3dmgame.com/patch/137386.html>

N station download address: <https://www.nexusmods.com/sekiro/mods/124>

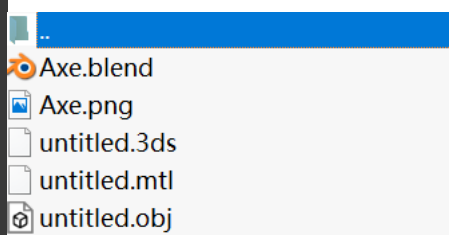
Make sure the installation is complete and the effect is correct.



2. Download an external weapon model

I downloaded a free hand axe model, in fact, any simple model can be, preferably only one map.

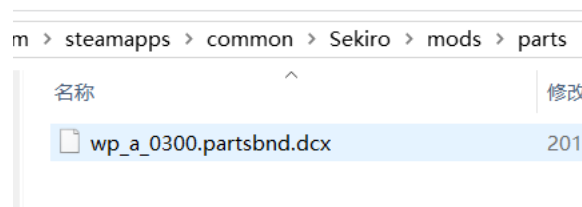
Download address: <https://free3d.com/3d-model/leviathan-axe-god-of-war-433671.html>



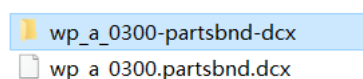
(包内文件)

3. Unpack, modify, package

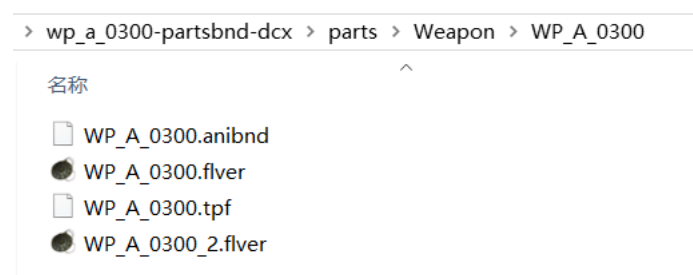
Open the Wolf/Mods/Parts folder and we should only see one file now, which is wp_a_0300.partsbnd.dcx



Drag this file to Yabber.exe to unpack and we'll get the corresponding folder:

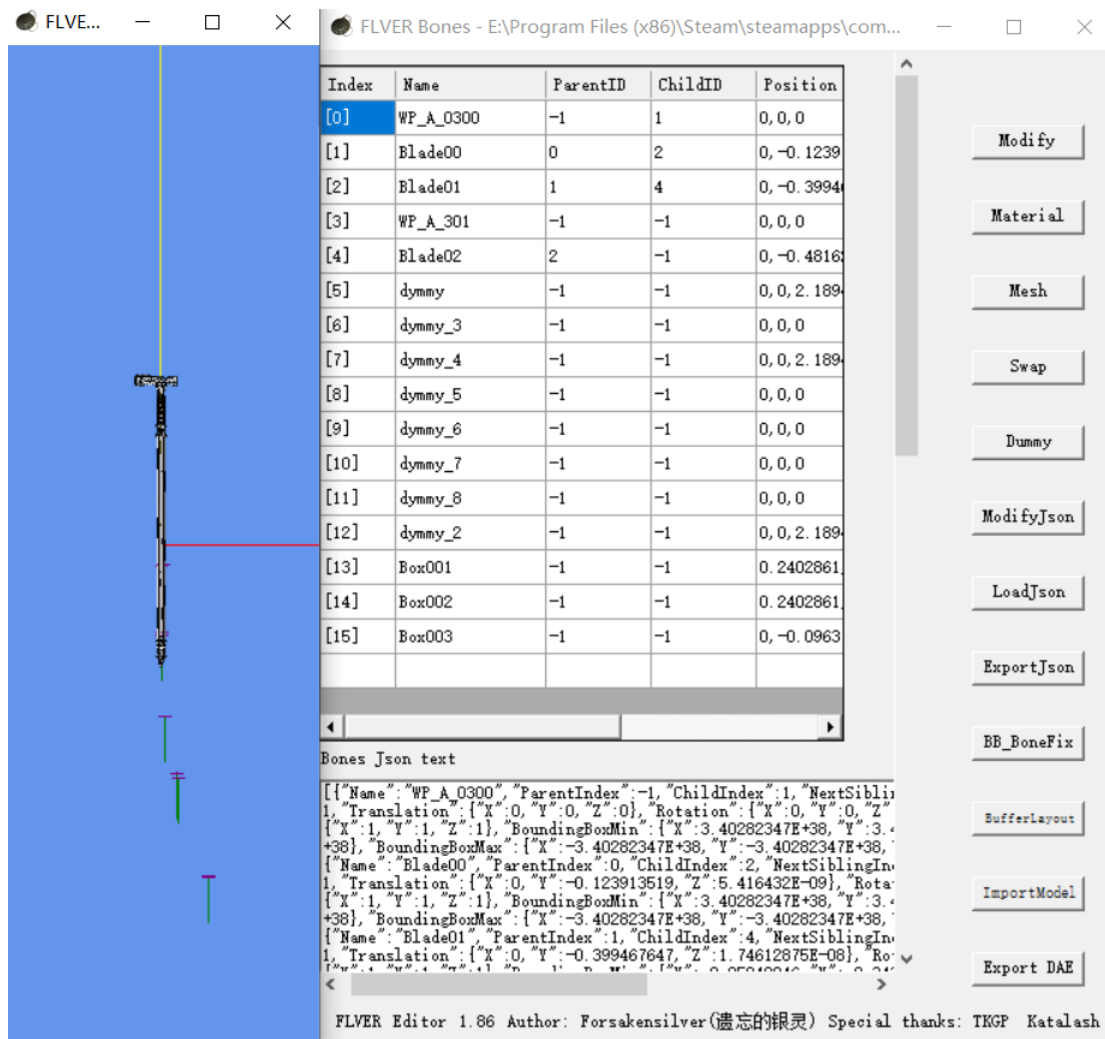


Double-click into the parts-Weapon-WP_A_0300 directory of this folder and we can see 4 files:



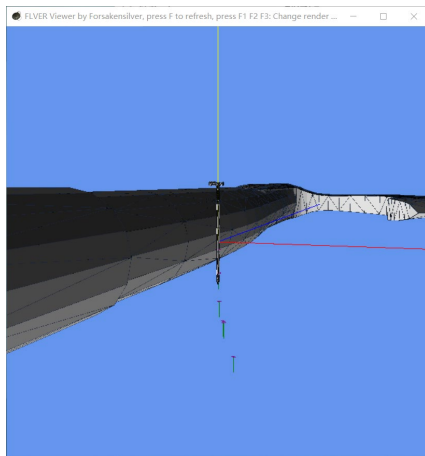
Among them, WP_A_0300.anibnd is an animated file, we don't make modifications, WP_A_0300.flver is a model file for Sekiro-only knife, WP_A_0300.tpf is a map file for the model, WP_A_0300_2.flver is a knife file. The main changes we have now are the WP_A_0300.flver and WP_A_0300.tpf files.

Now, let's open the WP_A_0300.flver file with The Flver editor.



We can now clearly see the threaded cane model and the corresponding model bone information. Those purple-green coordinates are Dum points, the determination point, which determines the location of the weapon effect, the distance of the damage, and so on.

Now, let's import the external model! Click on the "ImportModel" button and select the untitled.3ds model file (import support. 3ds as well. fbx model), and then full point Yes.

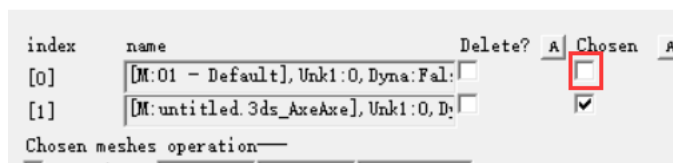


...然后，就会看到一把超级大的斧头模型。

This is due to the inconsistent units of external model files. We now need to click the Mesh button, go to the Mesh operation window to manually zoom, and move this imported external axe model.

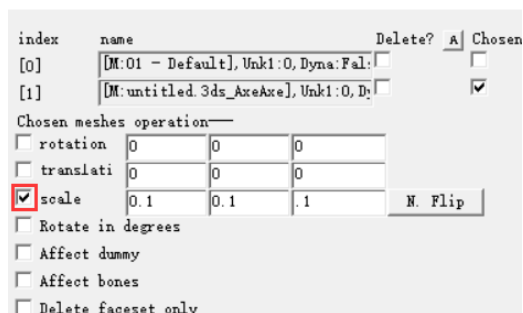
Enter the Mesh window and uncheck the oth patch because we don't want those panning, zooming operations to affect our cane model.

Mesh



Next click on the check box for Scale (Zoom) and then modify the values of 1,1,1 on the right too.1,0.1,0.1.

Mesh



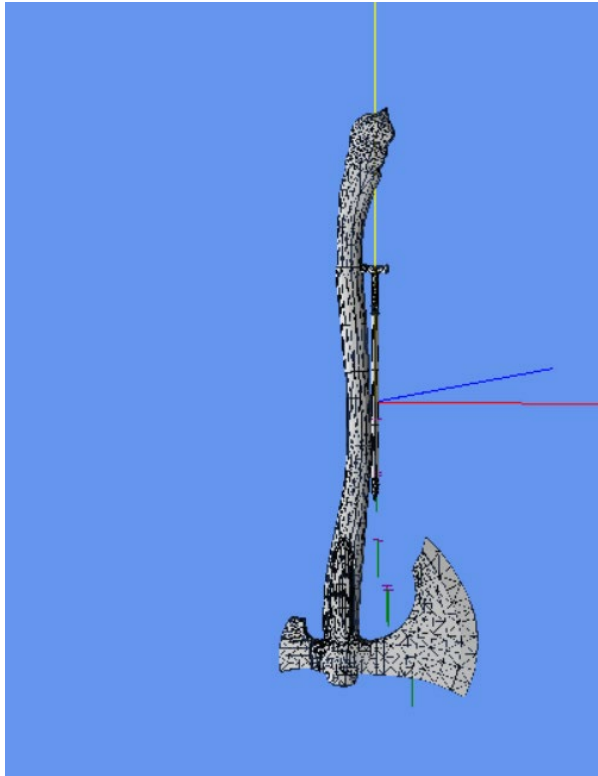
Next, click on the Modify button and you can see the reduced axe.



Now that the axe is scaled well, but the rotation doesn't seem right, then we can adjust the rotation of the next axe.

Now, uncheck, then check Rotation and Rotate in degrees, then change the value of the first text box on the right side of The Revolve 然后把 Rotate to 90, and then click the Modify button so that the axe rotates a lot more correctly.

Chosen meshes operation				
<input checked="" type="checkbox"/> rotation	90	0	0	N. Flip
<input type="checkbox"/> translati	0	0	0	
<input type="checkbox"/> scale	0.1	0.1	.1	
<input checked="" type="checkbox"/> Rotate in degrees				
<input type="checkbox"/> Affect dummy				
<input type="checkbox"/> Affect bones				

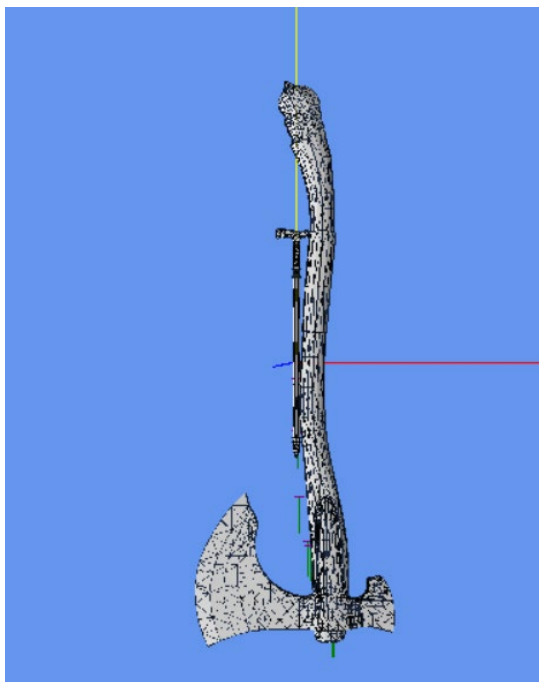


Of course, you can rotate again, turning the axe again after 180 degrees of Y:

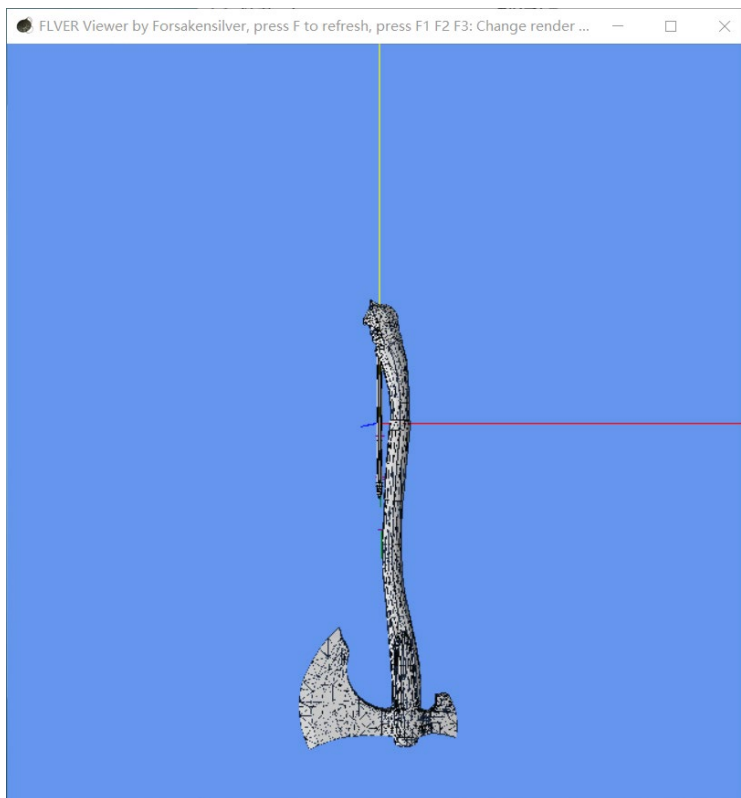
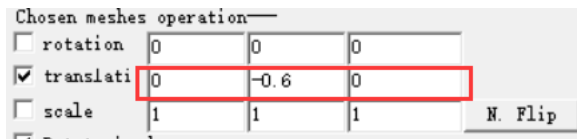
Chosen meshes operation—

<input checked="" type="checkbox"/> rotation	0	180	0	N. Flip
<input type="checkbox"/> translati	0	0	0	
<input type="checkbox"/> scale	0.1	0.1	.1	

☒ Rotate in degrees

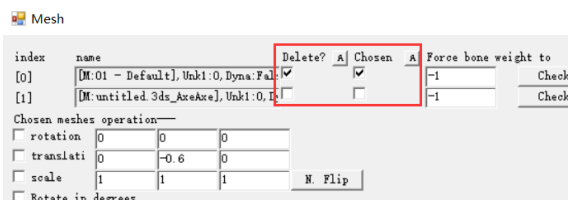


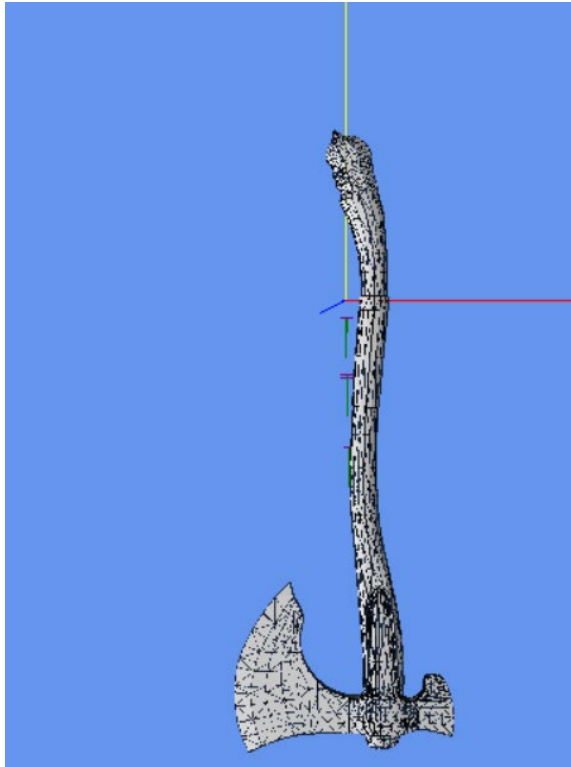
Finally, we can do the pan operation, the same, uncheck the rotation, then check the translation, change the value of the second box to -0.6, so that you can pan down 0.6 units, and then point the Modify button :



So it looks like there should be no problem with the model position, and then we need to remove the original threaded cane:

Uncheck the other boxes, then check the Delete check box and the Chosebox for the oth piece of face (i.e. the face of the original threaded cane), and click the Modify button. The model of the threaded cane is then removed.





The model modification part is complete! Of course, we haven't dealt with the map issue yet, but let's try packing the model first and see what we've made.

Drag wp_a_0300-partsbnd-dcx to the Yabber.exe program and pack.

wp_a_0300-partsbnd-dcx
wp_a_0300.partsbnd.dcx

If the packaging is successful, you should find a new file: wp_a_0300.partsbnd.dcx.bak, which is the original wp_a_0300.partsbnd.dcx file that is backed up by Yabber.

Now that we're in the game, we'll see our newly imported model:



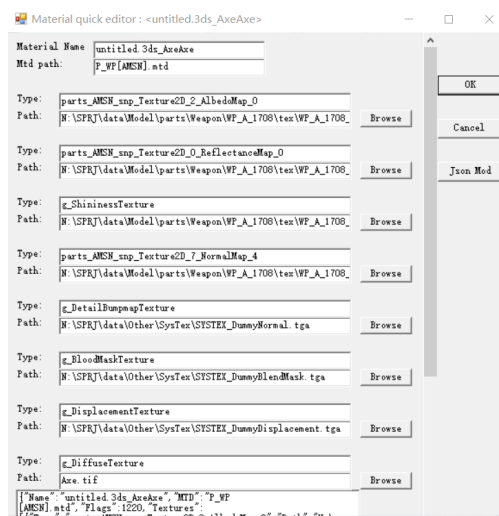
It still doesn't look like this scale, and the map has to be changed. Well, now that everyone already knows how to scale, rotate, and move the model, let's focus on fixing the mapping problem.

Click on the "Material" button of the Flver editor and enter the material window and we can see that the second line is the material of the axewe imported.

Material

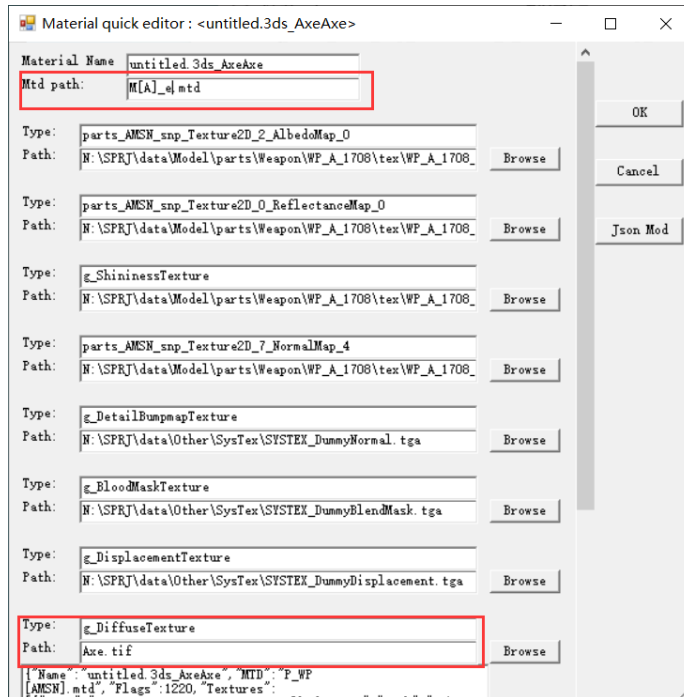
index	name	type	
[0]	01 - Default	1220, GXSyst	Edit
[1]	untitled.3ds_AxeAxe	1220, GXSyst	Edit

Now, let's click on the Edit button on that line.



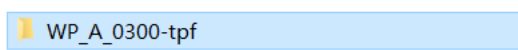
As you can see, it copies some material parameters for the threaded cane, and then automatically imports the material path Axe.tiff for the external model on the nextline.

Now we need to change the value of Mtd path (material path)) m.a.e.mtd., and do ok to complete the modification. Note that the diffuse map path read by the game is the gg-DiffuseTexture the following path, and page 17 is available on the relationship between the map path to the material path, if you use the M[A]_e.mtd

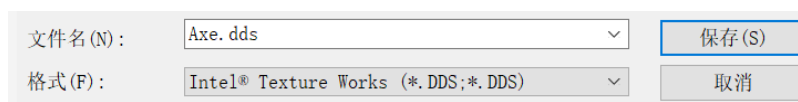


Well, we've done the changes in the Flver editor, and then we need to name Axe.dds(note, not Axe. The tif)map is pressed into the WP_A_0300.tpf file. Then package the entire wp_a_0300-partsbnd-dcx folder into dcx.

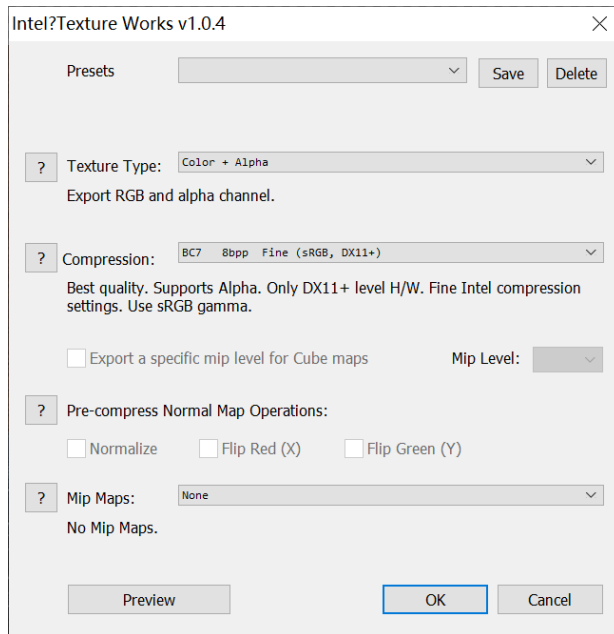
1. Unpack WP_A_0300.tpf file with Yabber to get WP_A_0300-tpf folder



2. Open the previously downloaded Axe.png file with PS, and save it as Anaxe.dds file and place it in the WP_A_0300-tpf folder.



DDS export configuration is shown below: If it is a normal map, Texture type select Normal map, Xancompression select none 32bpp,and if it is another map, just click the way to the graph.



3. Now we can see an additional Axe.dds file in the folder, and then open the _yabber-tpf.xml with a notebook to modify the Yabber profile so that it knows to pack Axe.dds in.
4. On the last side of the file, </textures> insert the following code on the previous line of the file, and then save

```
sl;texture
Axe.ddsand
ox00/format</format>
slt;flags1-gt;ox00/flags1-gt; ox00
slt;flags2-gt;ox000000000/flags2-gt;</flags2>
slt;/texture
```

In this case, the end of this xml file should be:

```
<flags2>0x00000000</flags2>
</texture>
<texture>
  <name>WP_A_1708_s.dds</name>
  <format>0x67</format>
  <flags1>0x00</flags1>
  <flags2>0x00000000</flags2>
</texture>
<texture>
  <name>Axe.dds</name>
  <format>0x00</format>
  <flags1>0x00</flags1>
  <flags2>0x00000000</flags2>
</texture>
</textures>
</tpf>
```

Note that if you are importing a normal dds map, the format should not be followed by a value such as ox 而应该是 o6a.

5. Pack WP_A_o300-tpf with Yabber, , then 再 pack the wp_a_o300-partsbnd-dcx folder for . dcx file, it's done!



Mod effect.

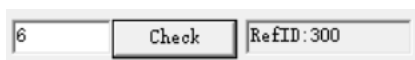
Oh yes, actually, there's one small problem with the mod right now, and that's The Dummy point - the decision point.

If the main character attacks now, you can see the wolf's attack produced by the knife wind and damage distance or the original cane look, so to change the knife wind and damage to determine the point. To change the decision point, click the Dummybutton to enterthe Dummy interface to make the changes.

For example, if I move to the position of the point of the reorder number 1, I'll changethe value of the text box that displays -1 to 1, then enter the XYZ value of the translation, then click the Modify button, and then I can pressthe Check button to see the modified position of the Dummy point.



Where in this, the ID of the determination point is very important, generally id 300 Dummy point is the initial point of injury, 301 Dummy point is the end point of the injury. This line from 300 to 301 is the damage line, and any enemy who touches the damage line will be attacked.



CHARACTER MOD PRODUCTION!

Character Mod Production and Weapon Mod Production are actually much the same.

However, the difficulty with character Mod is actually binding bones and using modeling software, which is not something this tutorial can teach you. The main thing I can offer is a standard workflow: :

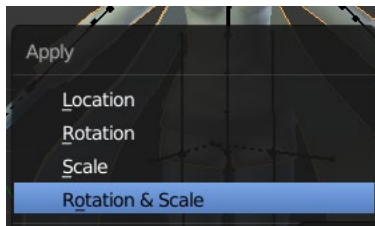
1. Open the RiggedSample.blend file from FLVER Editor, delete the extra model, and keep only the wolf's bones



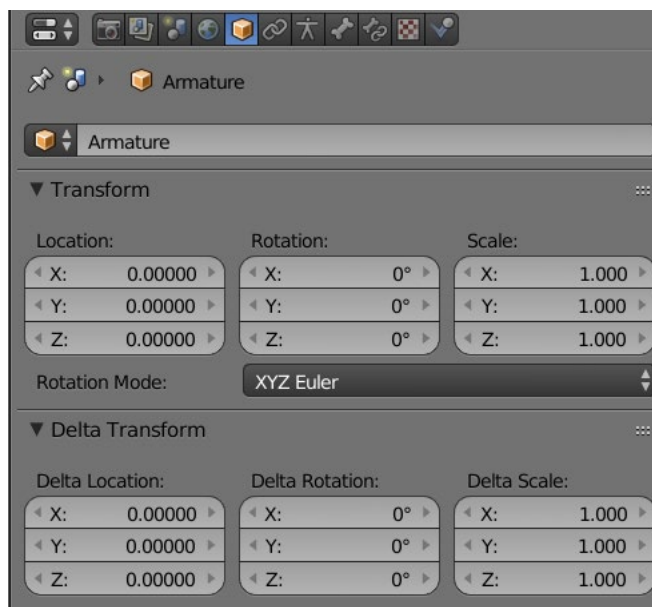
2. Import an external model into this file and then skin, tying the bones to the wolf's bones. (If you think the skin is too cumbersome, you can use Mixamo.com automatic skinning, and then pose in the same position as the wolf into Flver, Flver editor can automatically identify the Mixamo-bound bones and convert to the bones of the wolf, so don't worry.)))



3. If you need to zoom, move, turn the original model, remember ctrl-A,, and then point To Rotate and Scale,

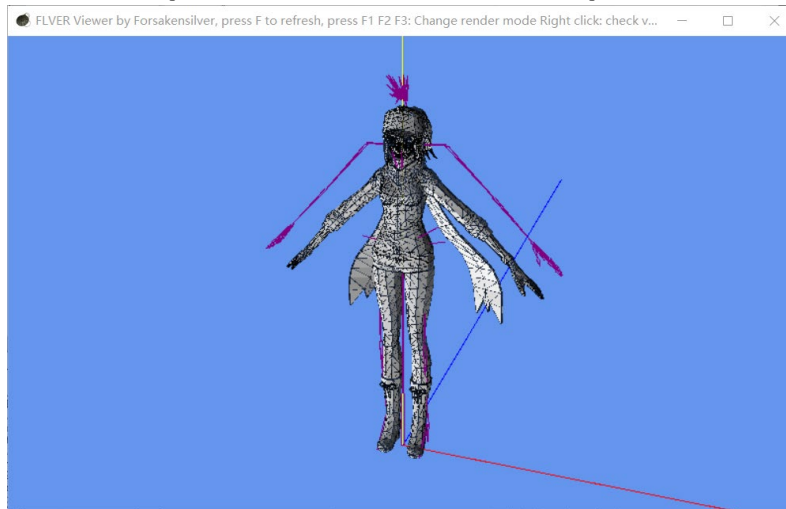


This ensures that the value of the Transform, Delta Transform in the following image is the same as the following image, otherwise there will be problems with scaling or rotation when the Flver editor is imported.

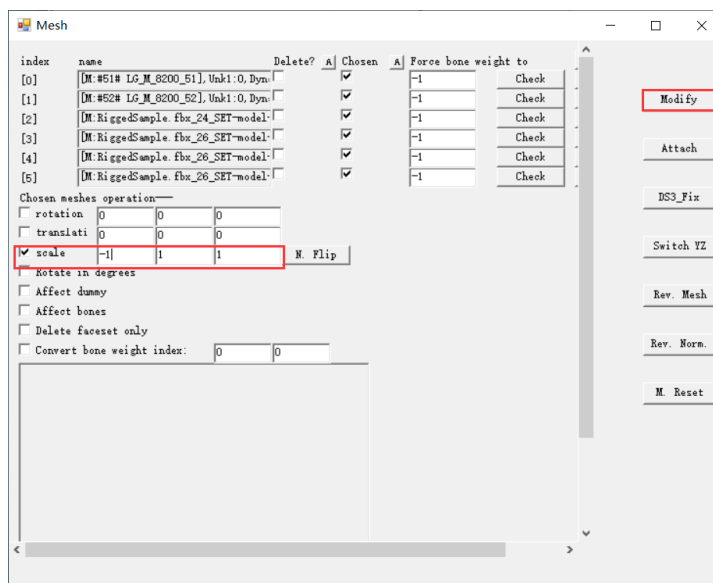


4. The Blender exports the bound character model as FBX, and then fully press the confirmation key to import into the FLVER editor (it is recommended to import this file with UseThisFileFileToImport3Dcharater.flver, and then change the file name to the Flver file name you want).))
5. Press B to show bones, if you find that the model is not on the bone, then click Rotation & Scale then go back to the third step to confirm that the following is not the Transform of all the objects in the scene, Delta Transform is consistent with the above image, if not consistent, please press step 3 Ctrl s. . (You can

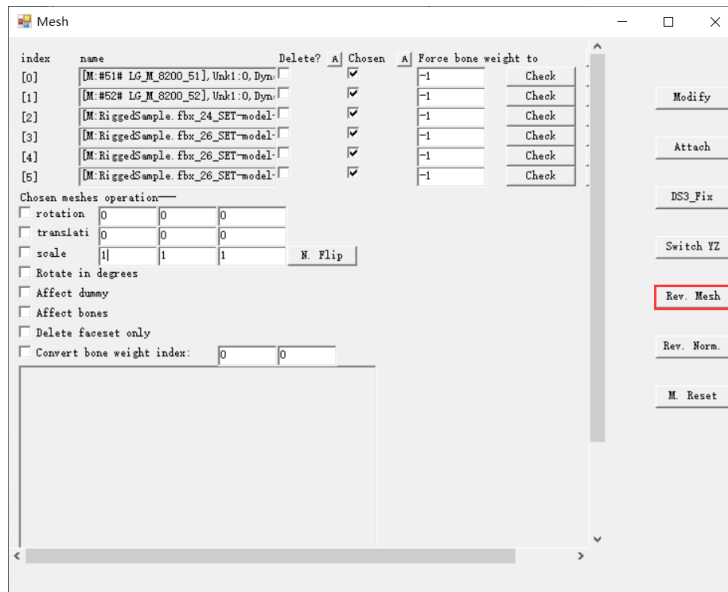
also manually tune Scale in the FLVER editor yourself)



6. If the model is scaled correctly after import, but vice versa, go into the Mesh window to rotate the model 180 degrees along the Y axis, if the effect is still not right in the game (the left and right arm weights are opposite), mirror the model again on the X axis, as follows:



Modify the X value of scale to -1, check scale, and then click Modify



Click on Rev. Mesh,, flip the patch.

- Next, modify the material as [previously](#), map the path, and press the map inside the .pt file.

POSTSCRIPT

This strategy was completed on December 31, 2019, and is probably a New Year's Day gift for you.

I know this trick came a little late, in fact, I had early on to write Mod tutorial plans, but all kinds of trifles can not be removed, coupled with fishing mind, so dragged to the end of 19 this last day. Fortunately, I still have a little face, know really should not drag. "Further dragged down, Aiden's Ring will be released, and then you have to rewrite this Mod to make a trick!" "I think so, trying to get out of this full version of the book on the last day of the 19 years.

May the Mod circle of soul games grow even stronger.

Forsakensilver

December 31, 2019

<https://space.bilibili.com/7252176>