

Placing an SFX on the Map

By [Challenger Andy](#)

Discord: challenger_andy, Email: Challenger Andy

Introduction

Using Dark Souls Map Studio's (DSMS) **Map Editor**, we can place a SFX on the map. This should work for at least DS1, DS2, DS3, and ER.

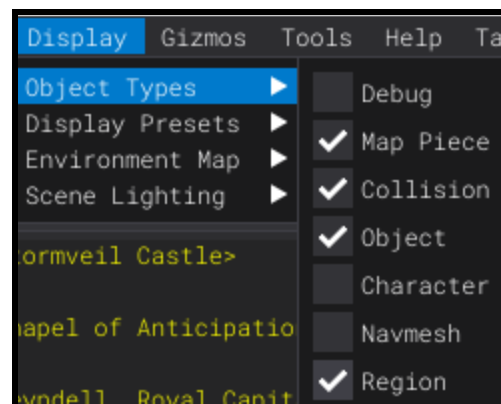
Note: Always keep in mind that the SFX you want to see may not match the ID you think it is due to **FXR References**. An FXR file may reference another FXR ID to create the entire effect, so just be aware of what you are viewing **may be referencing another effect or may be the reference itself**. This can be deduced by more involved FXR editing, and specifically Action 132.

Note: Be aware that effects that do not loop or are very short in length may despawn before you are able to even see it.



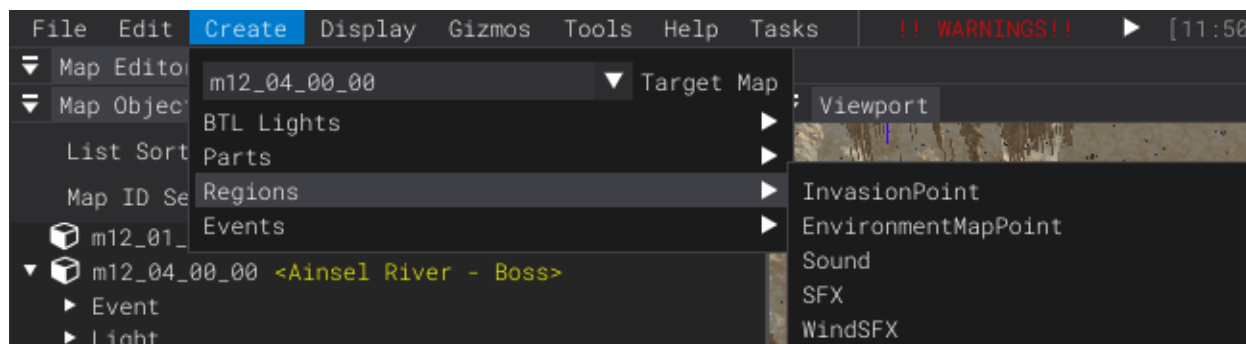
Placing SFX Directly on Map (DSMS)

1. Navigate to DSMS's Map Editor. Make sure that you have "Regions" displayed (at least) by clicking on **Display** in your menu bar, then **Object Types**, then checking **Region**.
2. Load the map you want to place the SFX in and navigate to the specific location you intend to place it (for example, the throne at Roundtable Hold).



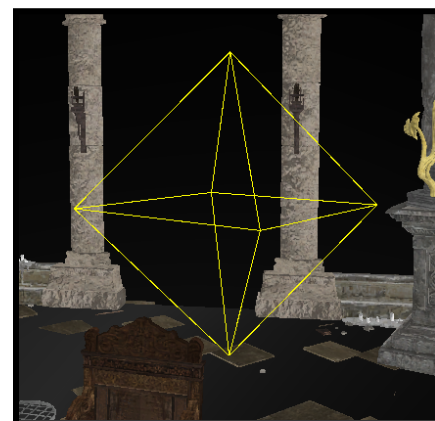
Display Regions

3. Now we will create a new SFX. Click **Create** in the menu bar, then **Regions**, then **SFX** (in Dark Souls 1, SFX is under **Events** instead of Regions). This will create a new SFX Region at coordinates 0,0,0. Now press "X" on your keyboard to move the SFX Region into your camera view.



Path to create new SFX Region

4. With your newly created SFX Region selected (it'll be purple if selected, yellow if not), look at the Properties window on the right side of DSMS. Near the bottom of the list of properties is a field labeled "EffectID". This is where the SFX ID can be input. Change it to the ID you are interested in.



An SFX Region as displayed by DSMS.

5. Save your changes and reload the area by resting at the bonfire/grace, fast traveling, quitting out, or rebooting the game. Note that you will have to do this each time you create a new SFX Region or change the Effect ID.



Credits

Challenger Andy - Author

Dylan Alexander - Informing of "X" hotkey for DSMS