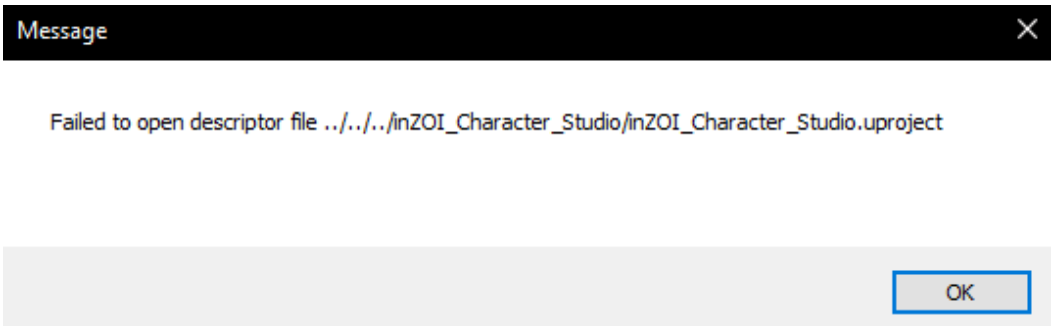
Bypass Signature Protection and Make *Creator Studio* Moddable:

Prerequisites:

- InZOI [Early Access Or Creator Studio].
- Bitfix .Sig Bypass: Used to bypass the game's sig protection. (The signature bypass here and on Nexus are the same thing. They use Bitfix Lua script injector & the universal signature bypass script from the Unreal Engine Modding Discord.)

1. Open the inZOI game folder: *SteamLibrary\steamapps\common\inZOI*
2. Drag and drop the BlueClient folder into the game's folder. To Check to make sure everything has worked…

    a. For the .sig bypass, go to the InZOI Paks folder: *inZOI\BlueClient\Content\Paks* and find all files ending in *.sig* (there should be 19 of them). Move them to your desktop or delete them. Just make sure it's not in the folder. When you launch the game and you don't get an error, you've bypassed the need for the .sig file and the game will load your custom paks. If not, you will get this error message:



    If you do get this message, go back and retrace your steps to make sure you've done everything in this doc correctly.

5. Your inZOI can now load custom Paks you make.