How to Merge Mods
By Various Smart People

<u>Introduction</u>

       This document serves as a directory for tutorials on merging mods, which is the process of resolving conflicting files and resources between two different mods in order to play them. Ping Challenger_Andy in Discord to add your tutorials. Note that most of them will probably be for Elden Ring, but that doesn't mean it won't apply to your game!

<u>**IMPORTANT NOTE:**</u> "Please be aware that merging can be an extremely tedious task that is **generally unfun and annoying to sort through**. In general it's much wiser to play one of the [many overhauls/big mods that already exist.](#)"

If you have trouble during the process, feel free to jump back in one of the Discord channels in here and ask a very pointed question. The more specific the better. **DO NOT** ask: "How do I merge? It's not working..." **DO** ask: "I followed a few merging guides and don't see my changes taking place in game?" Lastly, please be patient with yourself and the people in here. You are not entitled to help or information and a lot of experienced modders are jaded with people requesting merges without trying themselves. You'll get out of this Discord server what you put in so show some initiative!"

-Dylan

FAQ (READ FIRST)

How do I merge [specific file type]? If a file type is not covered in the above tutorials, first try reading the glossary on the SoulsModding wiki and then ask for help in here while explaining in detail what you've already tried.

How do I merge [x overhaul mod] with [y overhaul mod]? Please refer to the above statements about merging being a nightmare. This is *especially* true with overhaul mods as they touch so many similar files that it quickly becomes a disaster and in some cases is impossible. It's more recommended that you pick an overhaul you like and merge smaller changes into that.

Something something YappedRuneBear Do not use Yapped to merge or work with CSV's or whatever the ancient tutorial you found says. Please use Smithbox as it's much more comprehensive, while tools like Yapped and DSMapStudio are generally out of date: https://github.com/vawser/Smithbox/releases

Tutorials - How To Merge:

GENERAL KNOWLEDGE (Recommended Before Merging)

JeNoVaViRuS's Modding Basics Guide & Rainer's Basics Guide

Regulation.bin (params)

📄 How to merge/update params with Smithbox

TAE

Angel Dasha's "Probably okay Tae Merging Tutorial

Animations, Params, TAE

Rainer's "Elden Ring | How to Merge Mods! (animations/params/taes)"

Msgbnd

📄 How to merge text (msgbnd) with Smithbox

1. Use WitchyBND to unpack the msgbnds
2. Use WitchyBND to unpack the relevant fmgs
3. Open the unpacked fmgs in a text editor
4. Diff the files
5. Copy/paste/change the relevant rows
6. Save the files
7. Repack FMGs
8. Repack msgbnds

Lua

Paraphrased from f_wang

1. Learn Lua

FXR (SFX; Visual Effects)

By Challenger Andy

"Easy" Method (BND Conflicts Only)

Note: I'm going to use sfxbnd and ffxbnd interchangeably here, FromSoftware named these stupidly. They refer to the same thing.

1. This method will need to be used if you have multiple ffxbnds to merge. This still assumes that there are no conflicts with IDs (going through this method will check definitively for that).

2. An ffxbnd is a packed folder that contains a set of SFX. It's not important for merging to know why or what's in them, however, we must merge ffxbnds of the same name with each other. For example, if I had one mod that has a sfxbnd_c4810 and another mod that has the same sfxbnd_c4810, I need to merge those together. I should not merge a sfbnx_c4810 with a sfxbnd_c8100 or sfxbnd_commoneffects.

3. Unpack the two ffxbnds of the same name you intend to merge with WitchyBND. Designate one of them (in your head) as the **"main"** ffxbnd, where we'll be merging everything into.
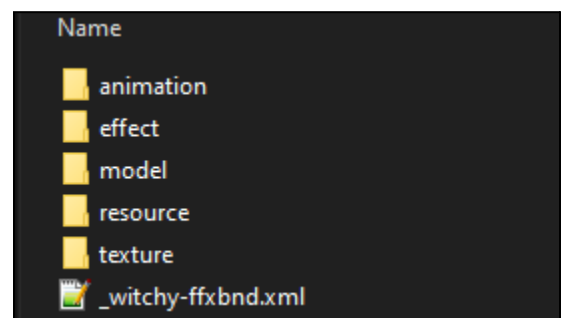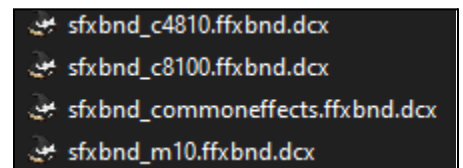
4. In the unpacked ffxbnds, you'll see a number of folders. Simply move the contents of each folder in one ffxbnd to the <u>corresponding</u> folder in the **main sfxbnd**. If the **main sfxbnd** is missing a specific folder, don't worry. Just copy the whole folder from the second ffxbnd to the **main sfxbnd** folder. Similarly, don't worry if your second unpacked ffxbnd is missing a specific folder that is in the **main sfxbnd** folder.

5. <u>**NOTE:**</u> If at any point you're getting a warning that you have to replace a specific file (as in you have two 6456.ffx files for example), you're fucked, do not go pass go, do not collect $200, go to **Worst Method** below.

6. Once you've moved all the files from the second ffxbnd, continue adding additional ffxbnds to the **main sfxbnd** in the same fashion until you have all of the content in the **main sfxbnd**.

7. Repack the **main sfxbnd** with WitchyBND.

8. If the sfxbnd is not already in the sfx folder in your mod folder already, put it there. Enjoy.

Worst Method (FXR ID Conflicts)

1. If you find that you have conflicting FXR IDs <u>INSIDE</u> of a specific folder (for example, two 6534.fxr files), you're basically screwed. Merging this type of confliction without detailed logs from the modders takes an immense amount of FXR knowledge, due to FXRs linking to at least 6 different resources (that being params, animations, textures, models, resourceLists, and worst of all, other FXR (reference FXR)). These issues cannot always be solved by simply renaming the actual files, as you would also need to change the files in the FXR.xmls as well, which requires extensive knowledge (and probably identification procedures) of action IDs. I suspect even the most experienced FXR modders wouldn't pursue this and would simply give up. To learn how to do this, you basically need to learn how to mod SFX at a moderate to high level.

<u>Credits</u>

Challenger Andy - Host, putting this together, FXR Tutorial, formatting
Dylan Alexander - General FAQ and Quoted Section in intro
?Rainer? - Animations, Params, TAE tutorial

Angel Dasha - TAE Merge Tutorial
PositronCannon- Param and text merging guides