

First things first:

What is BepInEx ?

BepInEx is an open source plugin framework for modifying and extending game functionality. It allows users to load and run custom plugins without changing the game itself.

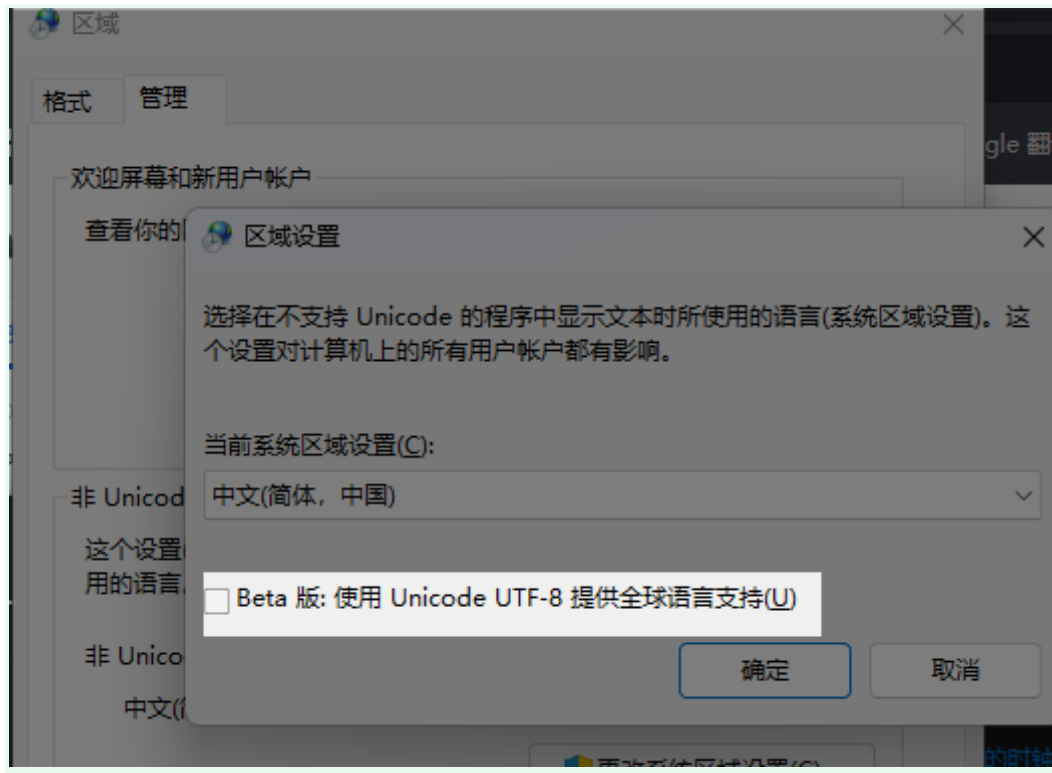
Plugins and Mods

Throughout this document, you may come across the terms "Plugin" and "Mod". They are both used to extend and modify the game, but there are some important differences:

- **插件 (Plugin) :**
 - An extension component created using the BepInEx framework is usually a single DLL file.
 - Can directly modify the game's code and behavior.
 - **Mod :**
 - Replacements or additions to game assets or content, of various types.
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Summary of frequently asked questions:

1. The uninstall script is garbled?



2. The game crashes after running?

Do not double-click the game exe directly, start it from Steam

Framework, plugin and mod installation tutorial

1. Find the bepinex5 framework and unzip it to the game root directory to complete the framework installation
2. Download the plugin you need and put it in the plugins folder in the bepinex folder to complete the plugin installation. (Important: Before installing any plugin, be sure

to install the mod. core plugin first. The installation method is the same as the ordinary plugin installation. Copy mod.core into the plugins folder)

3. If you need to install a mod, find the compressed package of the mod loader, unzip it to the plugins folder in the bepinex directory, and then run the game. If you find that the mods and modconfig folders appear in the game root directory after running the game, the installation of the mod loader is complete.

4. After the mod loader is correctly installed, find the mod folder, download the mod you need, and unzip the mod into the mods folder to complete the installation.

2. Module button positions

Large backpack warehouse adjustment interface HOME

Sodium optimization F6

Store refresh N

Weapon disassembly F7

One-click backpack sorting L

Automatic pickup switch J

Loot container customization F8

Monster frenzy DELETE

JE automatic synthesis recipe END

Out-of-game growth system M

Pet system P

Mod core None

Weapon rank expansion None

Health bar display None

Boss loot optimization None

3. Plug-in Introduction

1. Mod.Core

This plug-in is the core of all plug-ins and a pre-installed

plug-in. Be sure to install this plug-in before installing all plug-ins and mods. No matter what operations you perform on other plug-ins and mods, be sure to keep this plug-in in the plugins folder.

2. Big Backpack Warehouse Official Version Plug-in

This plug-in allows you to customize the size of the backpack and the size of the warehouse. The adjustable parameters are the xy size of the grid, the number of grids, the location of the warehouse, the location of the backpack, and the location of the bullets and money. All can be customized (after adjusting the xy size of the grid, you need to save and exit the game to take effect. The UI for accessing money and bullets may disappear because of the position change. You can move the access UI to the desired location in the debugging interface of the big backpack)

3. Sodium Optimization Plug-in

This plug-in allows you to turn off the fog of war in the game, change the monster ai, and change the monster rendering Infection distance, change the monster entity disappearance time, turn off bloodstains, etc. to optimize the game's frame rate

4. Store refresh plug-in

This plug-in allows you to refresh the items of the in-game store NPC. Use the n key on the store page to refresh the mall. Each refresh costs 2500 sulfur coins

5. Weapon disassembly plug-in

This plug-in allows you to disassemble the equipped weapons. Equip the weapon to be disassembled, fire a shot and make sure there are 2500 yuan in the backpack, then press F7. The disassembly content includes all accessories, gun barrel chisels, magic oil and other items. The weapon rank level and the number of bullets in the weapon barrel will be retained during disassembly.

6. Weapon rank expansion plug-in

This plug-in modifies the weapon rank. Now you can upgrade the weapon to the highest level 10, which is used to place more magic oils you like

7. Health bar display plug-in

This plug-in adds a health bar on the monster's head to facilitate your control of the monster's health

8. One-click backpack sorting plug-in

This plug-in comes with an algorithm that can sort your backpack in the game with one click. You can find the sorting style that suits you by repeatedly using shortcut keys (L key to sort backpack, K key to sort warehouse)

9. Automatic pickup plug-in

This plug-in opens Automatically pick up items within the range, no longer have to worry about too many small mushrooms, press J to open this mod, all drops will be automatically picked up into the backpack

10. Loot container custom plug-in (destroy balance)

This plug-in allows you to change the weight of droppable items at will (press F8 in the game to call up the debug menu, remember to save after adjusting the explosion rate.), it is easier to drop high-level supplies, etc., you can fully customize the luck value, weapons, food, miscellaneous, valuables and other items. If you pull it to the maximum, it will affect the balance of the game, use it with caution. This mod has now been updated to support the customization of the weight of a single item.

11. Monster Frenzy Plug-in (Destroy Balance)

This plug-in will greatly increase the difficulty of the game (press the End key before entering the level to call up the debug menu for adjustment). Please install it as appropriate. This module adds a new gameplay to the game. Monsters will greatly increase the refresh rate. It is recommended for players who have completed the game and have sufficient supplies to experience it. We have prepared several presets

for you, including a simple increase in monster difficulty and two new Easter egg gameplays

12. JE automatic synthesis recipe plug-in

This plug-in opens the way to put items into the pot for synthesis with one click, and will prioritize all the synthesizable recipes in the backpack to the front, allowing you to more conveniently manage the synthesizable materials in the backpack. At the same time, it provides the function of querying all recipes. If there are uncertain items, you can directly query them through the search box in the module

13. Boss loot optimization plug-in

This plug-in changes the loot dropped by the boss, making the complete clearance more valuable. The boss will drop purple and above items to facilitate you to better brush rare items

14. Better move for the item plugin

This plugin provides a quick way to transfer items. If you need to transfer items, just long press the left mouse button and drag the mouse position. The item pointed by the mouse will be transferred to the backpack or warehouse. If you need to discard items, just long press q and drag the mouse position to discard all the items you have moved the mouse over

15.seed regulator

This plugin allows you to change the seed for each level independently, so as to share the seed number you think is good with friends. At the same time, the same seed can also completely fix the random items in the map

16.fps++ and expansion

This mod uses the underlying algorithm architecture change, which will greatly and permanently improve your Fire Lake game frame rate. This mod and the Na optimization mod are called the Fire Lake optimization three-piece set. Equipping this three-piece set will optimize the Fire Lake to the extreme, and there will be no more lag in almost any extreme situation

17. The same magic oil and scroll can be installed at the same time (free enchantment)

This mod allows the same magic oil and multiple scrolls to be installed on the same gun

18. Death-free drop

As the name implies, after installing the death-free drop module, you will not drop anything after death

4. Mod Introduction

1. NPC beautification mod

This mod replaces the textures of all NPCs in the game with two-dimensional images, and the artist is Black Hat Rabbit

2. Independent item mod

This mod adds up to 20 items made by us to the game. Please enter the game to play the specific items

3. Off-site growth system mod

This mod provides a new way to play. By spending high-value materials and sulfur coins, you can add permanent attributes to the characters, and you can also unlock special abilities when you reach the full level. (Press M to call out the menu. Some upgrade items require the installation of independent item mods to be available. When upgrading, put the upgrade materials into the warehouse, carry the gold coins with you, and call out the upgrade interface in the warehouse interface to upgrade)

4. Endless Greed mod

This mod adds a series of items from the Endless Greed mod in MC, which can be synthesized and used. It adds a full set of Endless Greed armor, Endless Greed magic oil exclusive to this mod, etc.

5. Pet system mod

This mod adds a complete pet system, with four types of pets from melee to ranged to choose from. Use items in the

independent item mod to upgrade your pet (Press P to call out the menu , some development items also need to install independent item mods to spawn)

6. Kill icon mod

This mod adds killing and hitting sounds and icon displays to the game, making the game more impactful

7. Damage display mod

This mod adds numerical display to each of your attacks, and the numbers will float on your screen

8. Home page background replacement mod

This mod allows you to replace the home page at will, whether it is video, picture, voice, music, you can complete the replacement

9. Custom synthesis formula mod

This mod allows you to add and modify all the recipes in the game, and you can completely customize the synthesis formula you want