ACE COMBAT 7

Weapon swap guide

By M4rkoz

Welcome to the Ace Combat 7 simple weapon swap guide which can also serve as a beginner's introduction to AC7 modding and the necessary tools. This document contains information from multiple sources and my own personal experience.

If you have any questions, want to learn more about modding or just want to meet a bunch of people who like AC7 and modding it, consider joining our Discord server:
https://discord.gg/get-home-be-home-stay-home-280590586321567745

REQUIREMENTS:
- UnrealPAK http://fluffyquack.com/tools/unrealpak.rar (copy-paste the link)
- UModel https://cdn.discordapp.com/attachments/1164262100433125409/1164285838465699952/UmodelAC7.rar?ex=668650ef&is=6684ff6f&hm=3e0630b92903af49a5c429765814ca06da6ded93ff9e0d7c3b8c162fb1e25fde&
- UAssetGUI https://github.com/atenfyr/UAssetGUI/releases/tag/v1.0.0.0-alpha.7

Tip: You can create an AC7 mod folder which you can use to keep all your tools and materials organized.

Part One

Extraction

First of all, you will need UModel in order to extract the game files. Specifically, UModel's PC executable file.

Two windows will pop up; One of them is a command prompt which you will not need, the other is the main window which is used to do pretty much everything you need to do in UModel.
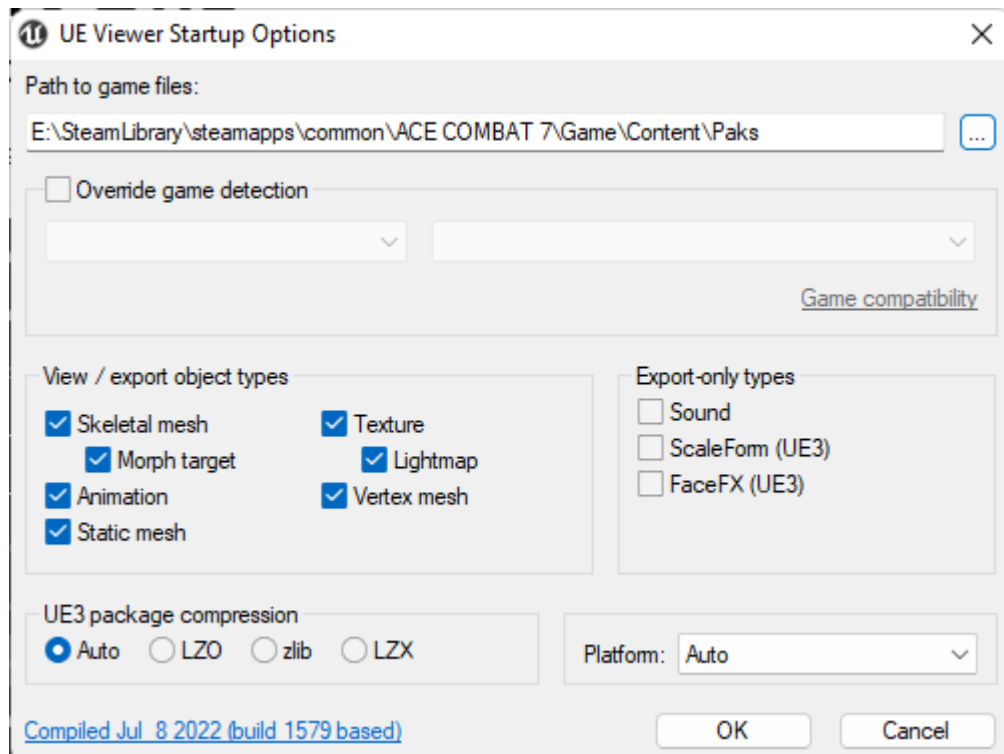
As shown in the image, you need to select the game files folder. Don't check or uncheck anything - keep it the way it is.

After you hit OK, you will see another window pop up, which will ask you for an encryption key.

The key is **https://ace7.acecombat.jp/specia** or **https://ace7.acecombat.jp/special/**
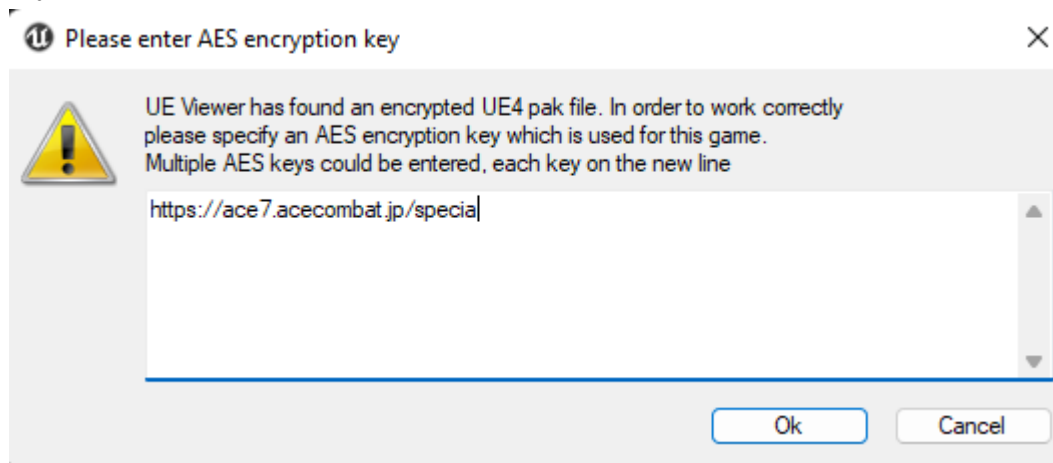
Both keys can work, I personally use the first one but it doesn't matter and is only up to personal preference.

After you hit OK once again, you will see a list of folders. Quite a big one, that is. But don't get overwhelmed - you only need one directory from here.

The directory is **Game\Blueprint\Player\Pawn**, that's where the files you need are placed.
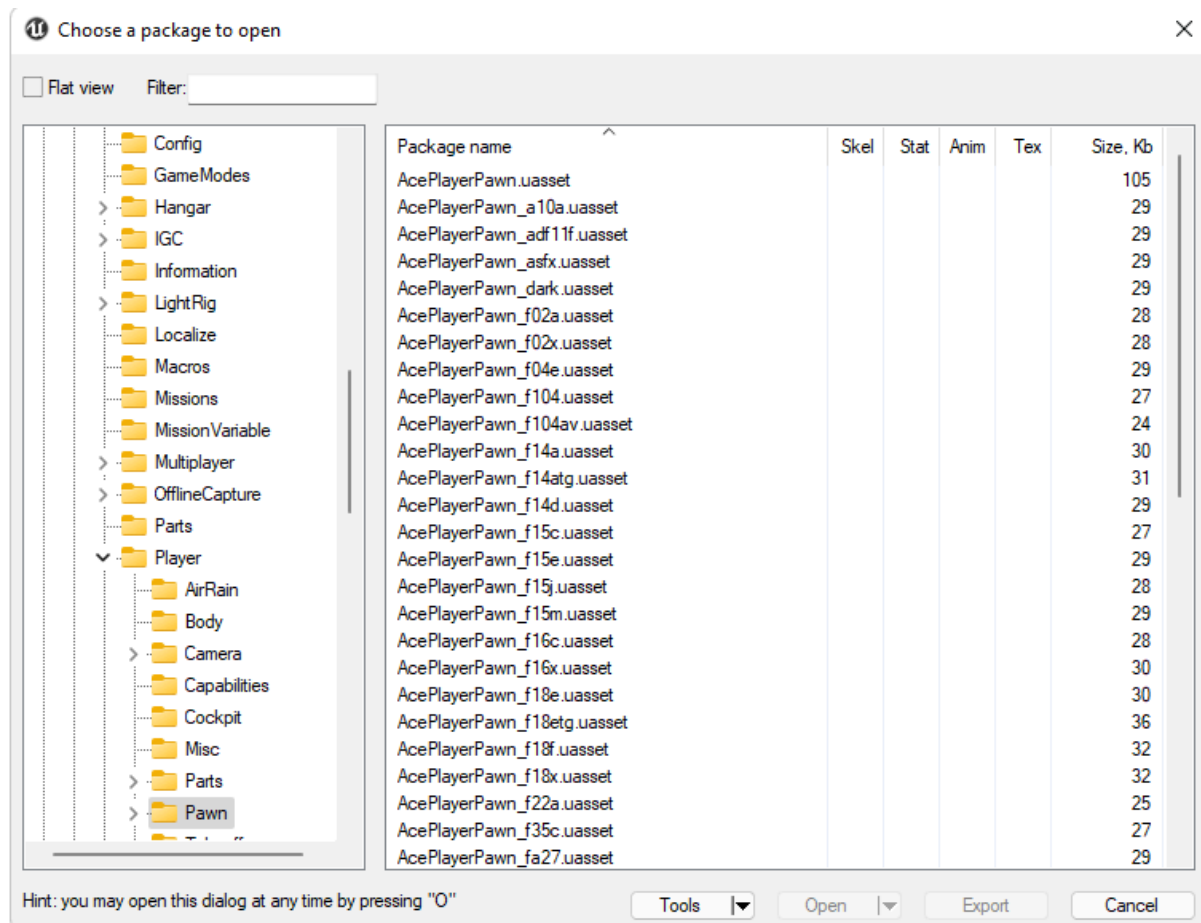
The amount of .uasset files might be overwhelming again, but you only need one depending on which aircraft you're weapon-swapping for. The names are mostly intuitive, but some might be a little tricky to guess.

List of playable aircraft's internal names:

- a10a - A10C
- adf11f - ADF-11F Raven
- asfx - ASF-X Shinden II
- dafk - DarkStar
- f02a - F-2A
- f02x - F-2A -Super Kai-
- f04e - F-4E Phantom II
- f104 - F-104C Starfighter
- f104av - F-104C -Avril-
- f14a - F-14A Tomcat (The DLC one)
- f14atg - F-14A Tomcat -Top Gun: Maverick-
- f14d - F-14D Tomcat
- f15c - F-15C Eagle
- f15e - F-15E Strike Eagle
- f15j - F-15J Eagle
- f15m - F-15 S/MTD
- f16c - F-16C

- f16x - F-16XL
- f18e - F/A-18E (DLC)
- f18etg - F/A-18E -Top Gun: Maverick-
- f18f - F/A-18F Super Hornet
- f18x - F/A-18F Block III
- f22a - F-22A Raptor
- f35c - F-35C Lightning II
- fa27 - XFA-27
- fa44 - CFA-44 Nosferatu
- fb-22 - FB-22 Strike Raptor
- j39e - Gripen E
- m21b - MiG-21 Bis Fishbed
- m29a - MiG-29A Fulcrum
- m31b - MiG-31B Foxbat
- m35d - MiG-35D Super Fulcrum
- mr2k - Mirage 2000-5
- mrgn - ADFX-01 Morgan
- pkfa - Su-57
- rflm - Rafale M
- su30 - Su-30M2
- su30sm - Su-30SM
- su33 - Su-33
- su34 - Su-34 Fullback
- su35 - Su-35
- su37 - Su-37 Terminator
- su47 - Su-47 Berkut
- su57tg - Su-57 -Top Gun: Maverick-
- typn - Typhoon
- x02s - X-02S Strike Wyvern
- yf23 - YF-23 Black Widow II
- zoef - ADF-01 FALKEN

Now that we've got the list covered, let's actually extract the necessary pawn file.
Find the desired .uasset file in the list (For this guide, I'll be using the F-14D's file), right click and press "Save packages".
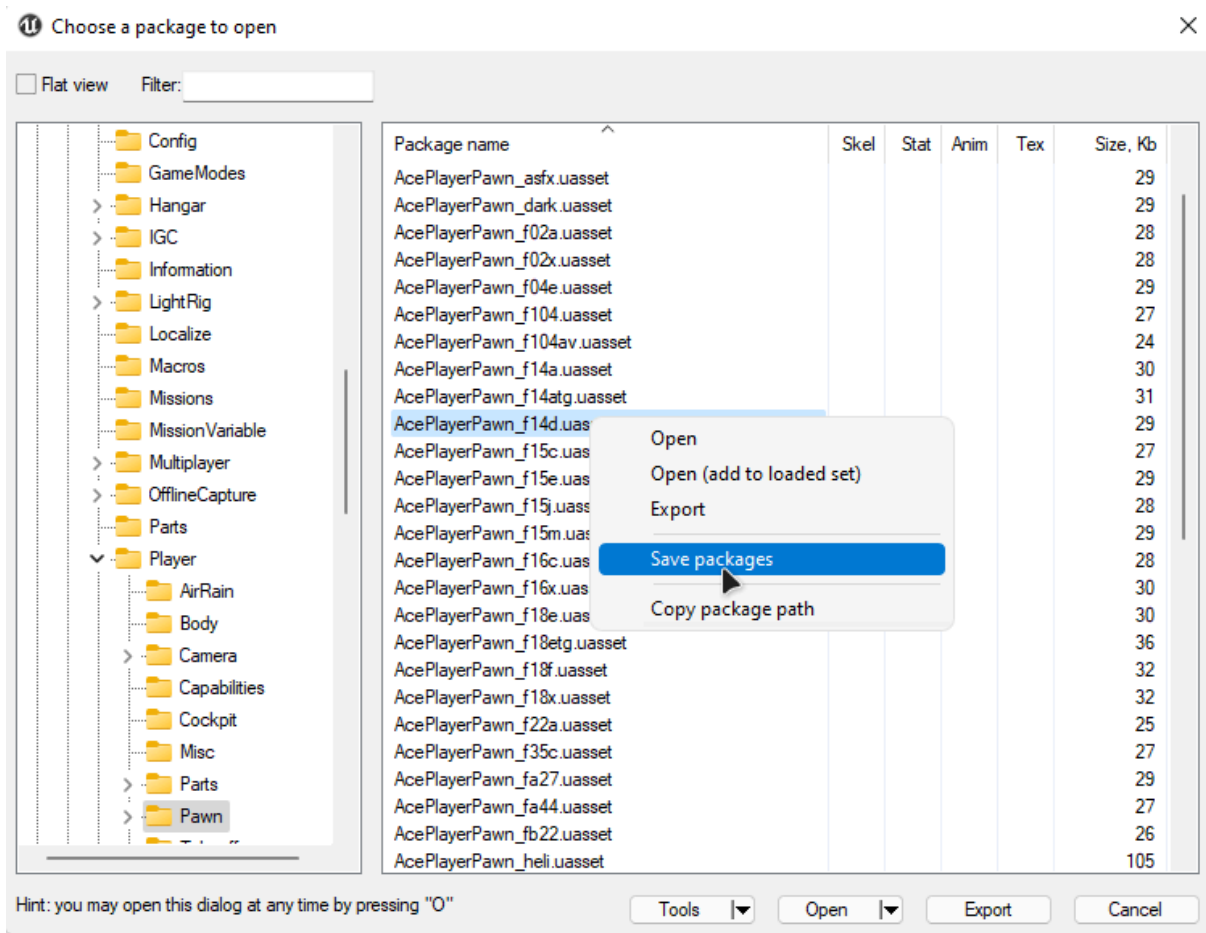
You will be offered to save the file to an automatically created UmodelSaved folder. You can choose the folder you want, I'll stick with the default directory.

Don't uncheck "Keep directory structure", keeping it on is quite helpful.
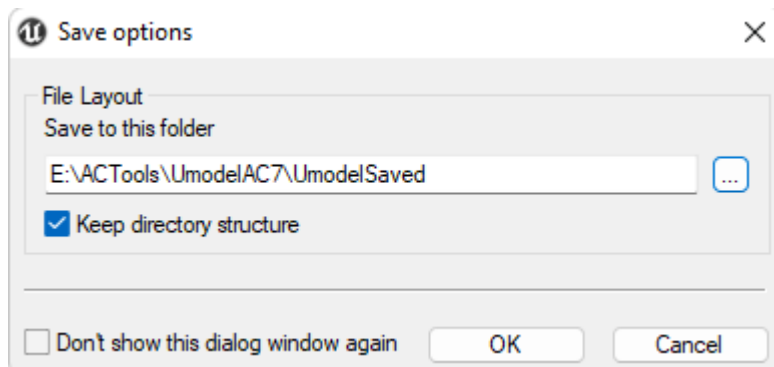
After you've saved the file, you can close UModel. Moving onto…

Part Two

Swapping the weapons

Now we move on to the main part - swapping the weapons on your aircraft.

Open up UAssetGUI.exe.

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Then go to Edit -> Settings.
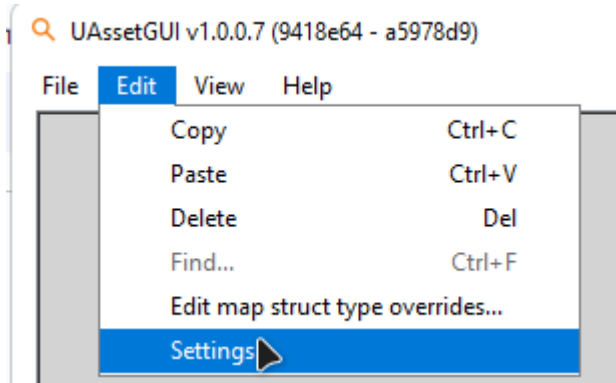
And for the love of God, turn on dark mode. I assure you that it is essential to drastically improve your experience of changing a few strings.
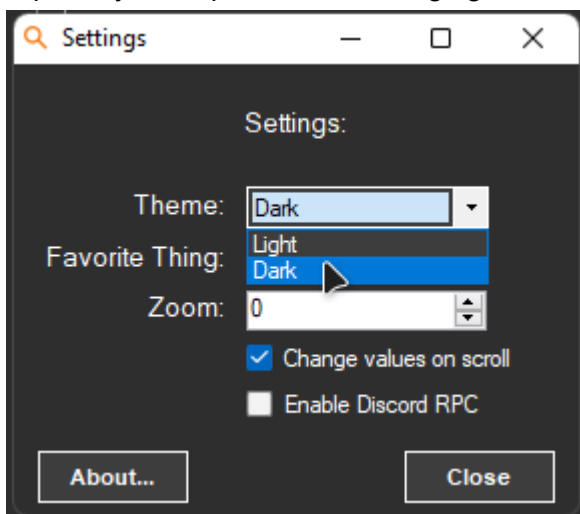
Now you grab your pawn file which should be in a similar directory to this:

And drag and drop it into the UAssetGUI window. You only need the .uasset file for now, but don't delete the .uexp file.
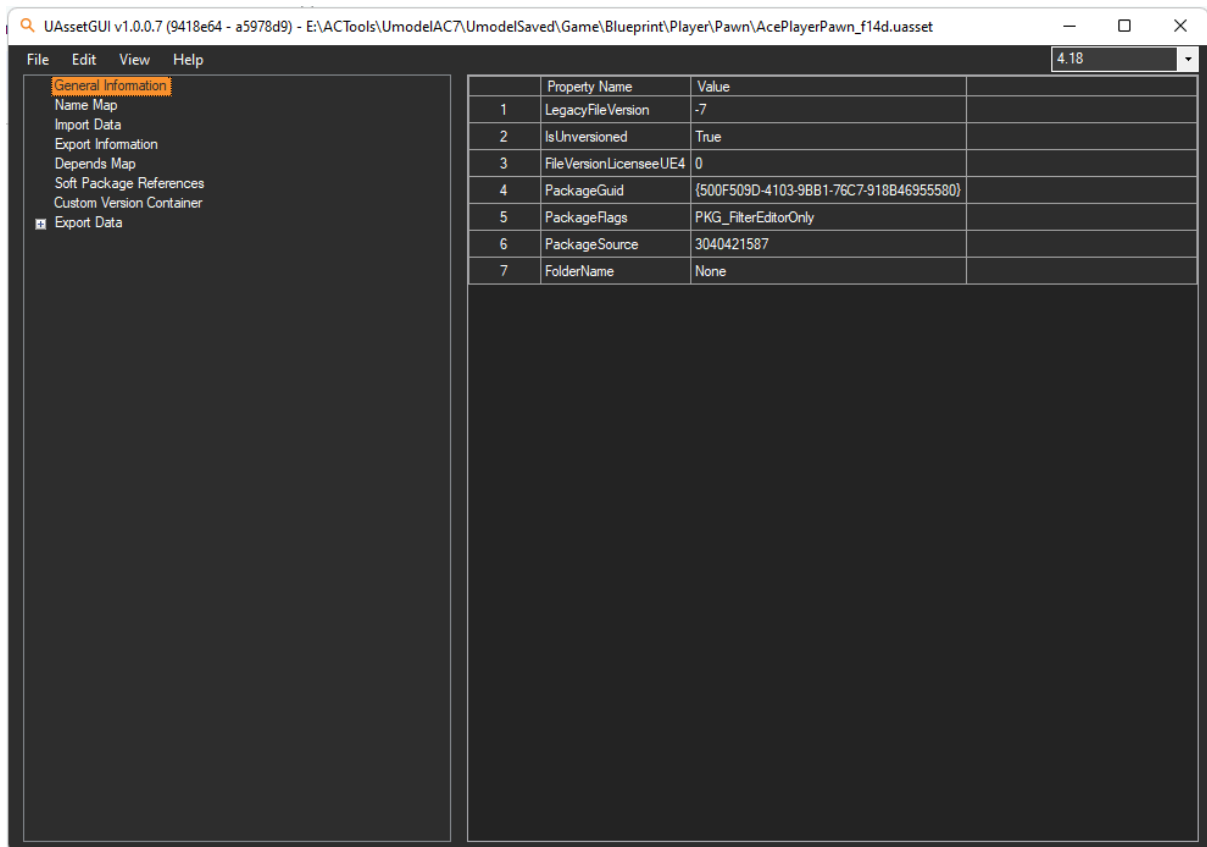
Once again, the interface and contents might be complicated for an inexperienced person, but, once again, we only need a small part of it.

Select "Import Data" on the left side.

You will see a list in which you need to find strings, names of which are formatted this way:

plwp_(weapon internal name)_(variant) and **plwp_(weapon internal name)_(variant)_C**

There's three sections in which there are these strings. You need to apply changes to all 3 sections.

1. Somewhere around number -10

-9	/Script/Engine		BlueprintGeneratedClass	-69	plwp_8aam_a0_C
-10	/Script/Engine		BlueprintGeneratedClass	-70	plwp_gpb_a0_C
-11	/Script/Engine		BlueprintGeneratedClass	-71	plwp_laam_a0_C

2. Somewhere around number -65

-69	/Script/CoreUObject		Package	0	/Game/Blueprint/Weapons/Player/Base/plwp_8aam_a0
-70	/Script/CoreUObject		Package	0	/Game/Blueprint/Weapons/Player/Base/plwp_gpb_a0
-71	/Script/CoreUObject		Package	0	/Game/Blueprint/Weapons/Player/Base/plwp_laam_a0

3. Somewhere around number -90

-96	/Game/Blueprint/Weapons/Player/Base/plwp_8aam_a0	plwp_8aam_a0_C	-69	Default__plwp_8aam_a0_C
-97	/Game/Blueprint/Weapons/Player/Base/plwp_gpb_a0	plwp_gpb_a0_C	-70	Default__plwp_gpb_a0_C
-98	/Game/Blueprint/Weapons/Player/Base/plwp_laam_a0	plwp_laam_a0_C	-71	Default__plwp_laam_a0_C

Now you need to know what weapon you want to get rid of and what you want to use instead.

The full list of weapons is presented below.

Base weapons

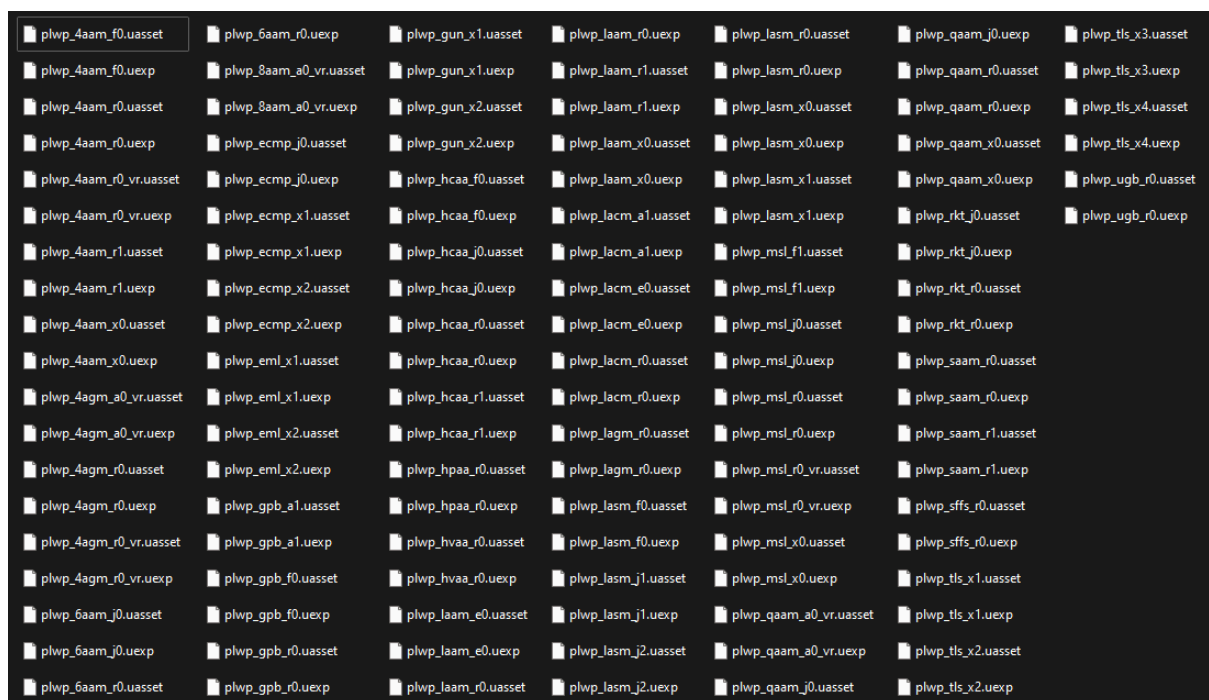|					
📁 Data	plwp_eml_x0.uasset	plwp_hpaa_a0.uexp	plwp_mpbm_x0.uasset	plwp_qaam_a0.uexp	plwp_WeaponUAV.uasset
plwp_4aam_a0.uasset	plwp_eml_x0.uexp	plwp_hvaa_a0.uasset	plwp_mpbm_x0.uexp	plwp_rkt_a0.uasset	plwp_WeaponUAV.uexp
plwp_4aam_a0.uexp	plwp_esm_x0.uasset	plwp_hvaa_a0.uexp	plwp_msl_a0.uasset	plwp_rkt_a0.uexp	plwp_xsdb_a0.uasset
plwp_4agm_a0.uasset	plwp_esm_x0.uexp	plwp_laam_a0.uasset	plwp_msl_a0.uexp	plwp_saam_a0.uasset	plwp_xsdb_a0.uexp
plwp_4agm_a0.uexp	plwp_faeb_a0.uasset	plwp_laam_a0.uexp	plwp_msl_a0_vr.uasset	plwp_saam_a0.uexp	SFFS_Child_Bomb.uasset
plwp_6aam_a0.uasset	plwp_faeb_a0.uexp	plwp_lacm_f0.uasset	plwp_msl_a0_vr.uexp	plwp_sasm_a0.uasset	SFFS_Child_Bomb.uexp
plwp_6aam_a0.uexp	plwp_gpb_a0.uasset	plwp_lacm_f0.uexp	plwp_mstm_x0.uasset	plwp_sasm_a0.uexp	SOD_Child_Bomb.uasset
plwp_8aam_a0.uasset	plwp_gpb_a0.uexp	plwp_lagm_a0.uasset	plwp_mstm_x0.uexp	plwp_sffs_a0.uasset	SOD_Child_Bomb.uexp
plwp_8aam_a0.uexp	plwp_grkt_a0.uasset	plwp_lagm_a0.uexp	plwp_pgun_x0.uasset	plwp_sffs_a0.uexp	
plwp_8agm_a0.uasset	plwp_grkt_a0.uexp	plwp_lasm_a0.uasset	plwp_pgun_x0.uexp	plwp_sod_a0.uasset	
plwp_8agm_a0.uexp	plwp_gun_x0.uasset	plwp_lasm_a0.uexp	plwp_plsl_UAV.uasset	plwp_sod_a0.uexp	
plwp_admm_x0.uasset	plwp_gun_x0.uexp	plwp_mgp_r0.uasset	plwp_plsl_UAV.uexp	plwp_tls_x0.uasset	
plwp_admm_x0.uexp	plwp_hcaa_a0.uasset	plwp_mgp_r0.uexp	plwp_plsl_x0.uasset	plwp_tls_x0.uexp	
plwp_droptank.uasset	plwp_hcaa_a0.uexp	plwp_mop.uasset	plwp_plsl_x0.uexp	plwp_ugb_a0.uasset	
plwp_droptank.uexp	plwp_hpaa_a0.uasset	plwp_mop.uexp	plwp_qaam_a0.uasset	plwp_ugb_a0.uexp	

Weapon variants

plwp_4aam_f0.uasset	plwp_6aam_r0.uexp	plwp_gun_x1.uasset	plwp_laam_r0.uexp	plwp_lasm_r0.uasset	plwp_qaam_j0.uexp	plwp_tls_x3.uasset
plwp_4aam_f0.uexp	plwp_8aam_a0_vr.uasset	plwp_gun_x1.uexp	plwp_laam_r1.uasset	plwp_lasm_r0.uexp	plwp_qaam_r0.uasset	plwp_tls_x3.uexp
plwp_4aam_r0.uasset	plwp_8aam_a0_vr.uexp	plwp_gun_x2.uasset	plwp_laam_r1.uexp	plwp_lasm_x0.uasset	plwp_qaam_r0.uexp	plwp_tls_x4.uasset
plwp_4aam_r0.uexp	plwp_ecmp_j0.uasset	plwp_gun_x2.uexp	plwp_laam_x0.uasset	plwp_lasm_x0.uexp	plwp_qaam_x0.uasset	plwp_tls_x4.uexp
plwp_4aam_r0_vr.uasset	plwp_ecmp_j0.uexp	plwp_hcaa_f0.uasset	plwp_laam_x0.uexp	plwp_lasm_x1.uasset	plwp_qaam_x0.uexp	plwp_ugb_r0.uasset
plwp_4aam_r0_vr.uexp	plwp_ecmp_x1.uasset	plwp_hcaa_f0.uexp	plwp_lacm_a1.uasset	plwp_lasm_x1.uexp	plwp_rkt_j0.uasset	plwp_ugb_r0.uexp
plwp_4aam_r1.uasset	plwp_ecmp_x1.uexp	plwp_hcaa_j0.uasset	plwp_lacm_a1.uexp	plwp_msl_f1.uasset	plwp_rkt_j0.uexp	
plwp_4aam_r1.uexp	plwp_ecmp_x2.uasset	plwp_hcaa_j0.uexp	plwp_lacm_e0.uasset	plwp_msl_f1.uexp	plwp_rkt_r0.uasset	
plwp_4aam_x0.uasset	plwp_ecmp_x2.uexp	plwp_hcaa_r0.uasset	plwp_lacm_e0.uexp	plwp_msl_j0.uasset	plwp_rkt_r0.uexp	
plwp_4aam_x0.uexp	plwp_eml_x1.uasset	plwp_hcaa_r0.uexp	plwp_lacm_r0.uasset	plwp_msl_j0.uexp	plwp_saam_r0.uasset	
plwp_4agm_a0_vr.uasset	plwp_eml_x1.uexp	plwp_hcaa_r1.uasset	plwp_lacm_r0.uexp	plwp_msl_r0.uasset	plwp_saam_r0.uexp	
plwp_4agm_a0_vr.uexp	plwp_eml_x2.uasset	plwp_hcaa_r1.uexp	plwp_lagm_r0.uasset	plwp_msl_r0.uexp	plwp_saam_r1.uasset	
plwp_4agm_r0.uasset	plwp_eml_x2.uexp	plwp_hpaa_r0.uasset	plwp_lagm_r0.uexp	plwp_msl_r0_vr.uasset	plwp_saam_r1.uexp	
plwp_4agm_r0.uexp	plwp_gpb_a1.uasset	plwp_hpaa_r0.uexp	plwp_lasm_f0.uasset	plwp_msl_r0_vr.uexp	plwp_sffs_r0.uasset	
plwp_4agm_r0_vr.uasset	plwp_gpb_a1.uexp	plwp_hvaa_r0.uasset	plwp_lasm_f0.uexp	plwp_msl_x0.uasset	plwp_sffs_r0.uexp	
plwp_4agm_r0_vr.uexp	plwp_gpb_f0.uasset	plwp_hvaa_r0.uexp	plwp_lasm_j1.uasset	plwp_msl_x0.uexp	plwp_tls_x1.uasset	
plwp_6aam_j0.uasset	plwp_gpb_f0.uexp	plwp_laam_e0.uasset	plwp_lasm_j1.uexp	plwp_qaam_a0_vr.uasset	plwp_tls_x1.uexp	
plwp_6aam_j0.uexp	plwp_gpb_r0.uasset	plwp_laam_e0.uexp	plwp_lasm_j2.uasset	plwp_qaam_a0_vr.uexp	plwp_tls_x2.uasset	
plwp_6aam_r0.uasset	plwp_gpb_r0.uexp	plwp_laam_r0.uasset	plwp_lasm_j2.uexp	plwp_qaam_j0.uasset	plwp_tls_x2.uexp	

These can be found in **Game/Blueprint/Weapons/Player/Base** and **Game/Blueprint/Weapons/Player/Variation** folders which you can also save through UModel.

(Note: You might not have some of those weapons because I can't be bothered to move the mods folder out before exporting.)

Let's say you want to swap the GPB for the FAEB.
You go to every line that mentions **plwp_gpb_a0** in any way and change it with **plwp_faeb_a0**. It should look like this:

-9	/Script/Engine		BlueprintGeneratedClass	-69	plwp_8aam_a0_C
-10	/Script/Engine		BlueprintGeneratedClass	-70	plwp_faeb_a0_C
-11	/Script/Engine		BlueprintGeneratedClass	-71	plwp_laam_a0_C

-69	/Script/CoreUObject	Package	0	/Game/Blueprint/Weapons/Player/Base/plwp_8aam_a0
-70	/Script/CoreUObject	Package	0	/Game/Blueprint/Weapons/Player/Base/plwp_faeb_a0
-71	/Script/CoreUObject	Package	0	/Game/Blueprint/Weapons/Player/Base/plwp_laam_a0

-96	/Game/Blueprint/Weapons/Player/Base/plwp_8aam_a0	plwp_8aam_a0_C	-69	Default__plwp_8aam_a0_C
-97	/Game/Blueprint/Weapons/Player/Base/plwp_faeb_a0	plwp_faeb_a0_C	-70	Default__plwp_faeb_a0_C
-98	/Game/Blueprint/Weapons/Player/Base/plwp_laam_a0	plwp_laam_a0_C	-71	Default__plwp_laam_a0_C

Note: Whenever you use a weapon variation, you should change the **…Weapons/Player/Base/** to **…/Weapons/Player/Variation** and vice versa.
Note 2: I don't recommend trying to change weapons that have pods (MGP, EML, PLSL, TLS). They need mesh editing and the process is more complex. This won't be explained in the guide simply because I don't know how to do it.

You can change all 3 weapons to whatever you want. There also might be additional slots, one for the gun (can be set to pgun (PLSL gun) or gun) and for the standard missile (MSL, can be changed for anything). If they aren't there, I don't think you can change them, so trying isn't a good idea.

After you're done, you hit Ctrl+S to save. **Important note:** DO NOT rename the .uasset and .uexp files in any case. It will break the mod and result in the game crashing.
You're done with UAssetGUI, and now you can move on to the final part.

Part Three

Packing

You're almost there. Grab your saved Pawn files (both .uasset and .uexp, don't mind the .bak ones)...

AcePlayerPawn_f14d.uasset	14/04/2023 23:21	UASSET File	19 KB
AcePlayerPawn_f14d.uasset.bak	14/04/2023 22:39	BAK File	19 KB
AcePlayerPawn_f14d.uexp	14/04/2023 23:21	UEXP File	11 KB
AcePlayerPawn_f14d.uexp.bak	14/04/2023 22:39	BAK File	11 KB

…and head over to your UnrealPAK directory.
Right above the UnrealPak.exe and other files, you will see a folder. You need to rename it to whatever you want your mod to be named and add **_P** in the end, otherwise the mod won't load.
For example, in my case it looks like this:

Now you go into the folder, go into the Nimbus folder, then into the Content folder. The directory should look like this:

Here, you replicate the directory of the .uasset file, imagining that the "Content" folder is the same as the "Game" folder. The directory should look like **Nimbus/Content/Blueprint/Player/Pawn**. Put the .uasset and .uexp file into the Pawn folder.

After that, you go back to the UnrealPAK folder, back to this scenario.

You grab the mod folder and drag-and-drop it right onto the
UnrealPak-Without-Compression.bat file.
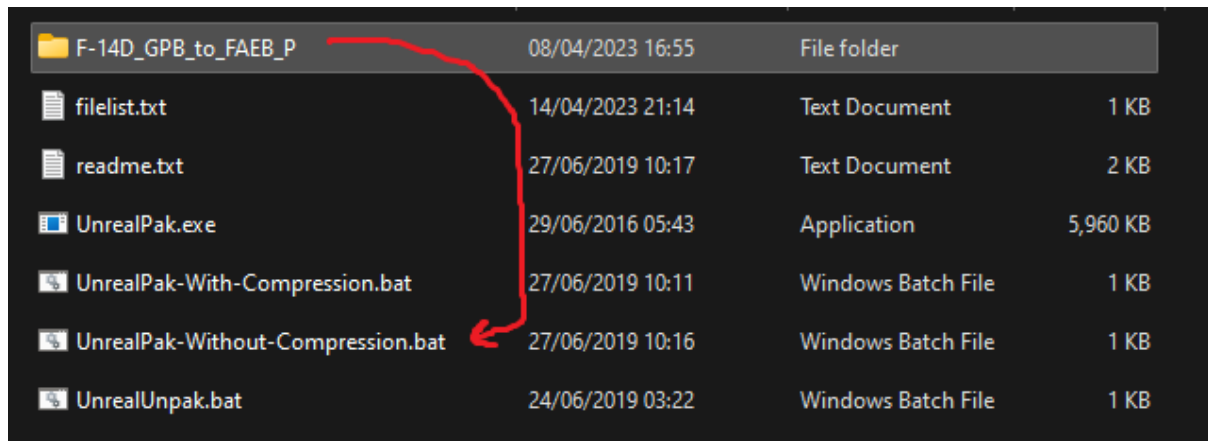
A command prompt window will open. After a very short while, you will be told to press any key to continue. Do so, and now you have a .pak file in front of you.
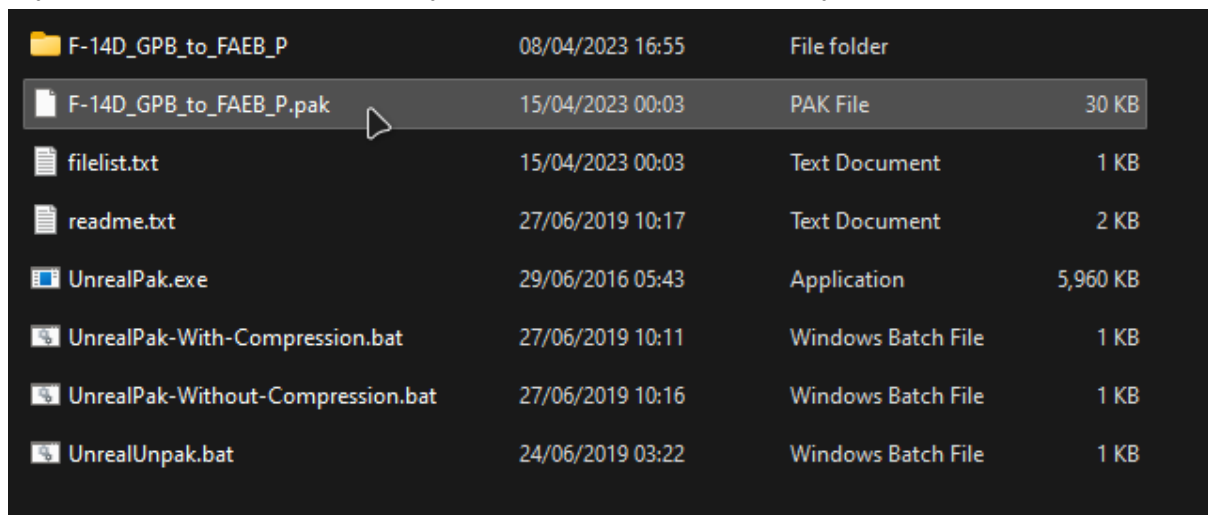
That is the finalized mod file. Unlike the .uasset and .uexp files, you can change the name of the .pak file, it won't harm anything. If you want to give your mod a higher load priority, add a few tildes to the beginning of its name. For example, **~F-14D_GBP_to_FAEB_P.pak** or **~~~~F-14D_GBP_TO_FAEB.pak**. The more tildes there are, the higher the load priority.

Now you grab the .pak file, preferably copy it to have a backup available, and go to your game folder - **ACE COMBAT 7/Game/Content/Paks**.
If you don't have a **~mods** folder there, create one. Open it and paste your mod there.

Congratulations!

You have finished your weapon swap mod.

You can see the results of your modding in the game. You will still see the name of the original SPW in the hangar, but the in-sortie HUD will show the correct name.

Thanks for sticking around till the end of the guide. I hope the explanation was good and clear and that the results satisfy you.

My Discord: m4rkoza7