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r/EldenRingMods



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r/EldenRingMods • 1 yr. ago

coffeegoblet



How to combine item.msgbnd.dcx files?

Question

I'm trying to use both Clever's Moveset and Map for Goblins, but both have the aforementioned file. How do I combine them?



3



6



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TheChewanater • 1y ago

You can use WitchyBND to compress and decompress bnd.dcx files

<https://github.com/ividyon/WitchyBND>

You need to extract both, move the changed .fmg files from one mod into the other, and recompress. The mod descriptions might say which .fmg files are changed



2



Reply



coffeegoblet OP • 1y ago

ty. looks like I can do this with yabber. just need to figure out if any of the edited fmg files conflict.



1



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Anyone have experience modding? Am trying to figure out how I can make bosses use a specific move over and over. No idea where to start.

4 upvotes · 3 comments



r/EldenRingMods • 1 mo. ago

This game is the perfect sandbox for someone like me who loves wolves, the color combination of black and blue, and ice powers in fantasy

103 upvotes · 3 comments



r/EldenRingMods • 2 yr. ago

Need help with merge c0000.anibnd.dcx files

3 upvotes · 1 comment



r/EldenRingMods • 17 days ago

ah thanks randomizer

325 upvotes · 20 comments



r/EldenRingMods • 6 mo. ago

Anyone know why WitchyBND is not appearing in my "show more options" selection?

1 upvote · 2 comments



r/EldenRingMods • 1 yr. ago

dcx. files aren't working for me

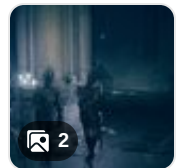
1 upvote · 5 comments



r/EldenRingMods • 18 days ago

Seamless co-op is really one of the best ways to enjoy this game

372 upvotes · 43 comments



r/EldenRingMods • 5 mo. ago

How to merge the item.msgbnd.dcx and item_dlc02.msgbnd.dcx files

1 upvote · 3 comments



r/EldenRingMods • 9 mo. ago

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r/EldenRingMods • 6 mo. ago

How do I edit a dcx file to fix animation speed?

2 upvotes · 2 comments



r/EldenRingBuilds • 25 days ago

Any build ideas for this weapon? 🤔 don't mind the stats was running a str build...



123 upvotes · 35 comments



r/EldenRingMods • 6 mo. ago

Question about partsbnd.dcx files for weapons

1 upvote · 2 comments



r/Sekiro • 3 yr. ago

How do you edit gameparam.parambnd.dcx?

2 upvotes · 2 comments



r/EldenRingMods • 3 mo. ago

How do i merge two mods with conflicting files that aren't regulation.bin files?

1 upvote · 1 comment



r/SteamRomManager • 1 yr. ago

How to add RPCS3 .self files?

1 upvote



r/EldenRingMods • 2 yr. ago

installing .DCX mods?

4 upvotes · 16 comments



r/EldenRingMods • 2 yr. ago

Trying to use several mods, how do I deal with them all having c0000.anibnd.dcx files of the same name?

4 upvotes · 15 comments



r/EldenRingMods • 6 mo. ago

How to change amor textures?

1 upvote · 8 comments

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3 upvotes · 2 comments



r/EldenRingMods • 2 yr. ago

How to remove mod (Yabber)

5 upvotes · 7 comments



r/EldenRingBuilds • 22 days ago

Favorite Greatsword/Colossal Sword Build?



544 upvotes · 151 comments



r/EldenRingMods • 9 mo. ago

Hey has/can anyone whose gotten Yabber to work extract the textures for the Elden Throne asset, I need them for reference for wood carving and Yabber HATES my setup.



3 upvotes · 2 comments



r/EldenRingMods • 7 mo. ago

PSA: Stop using Yapped and Yabber

13 upvotes · 10 comments



r/EldenRingMods • 1 yr. ago

What are the _l.partsbnd.dcx files?

3 upvotes · 3 comments



r/EldenRingMods • 2 yr. ago

Help with basic modding question to remove mesh

3 upvotes · 2 comments

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