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r/EldenRingMods



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r/EldenRingMods • 2 yr. ago

KouenVajira



installing .DCX mods?

Question

I'm using the Metis Mod Launcher, and I'm not sure how to add the 'swap rolls for quickstep animations' mod to it. It's not a DLL, it's a .dcx file and I don't think it works as a content mod either; at least it doesn't show up as one.

Sorry, I'm pretty much brand new to this.



4



16



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Cypher10110 • 2y ago

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I don't know what metis is, but dcx files replace existing files in the game. The dcx file will usually be inside a folder in the zip like /parts/ for weapon model replacements.

Modengine2 is the best way to load these types of mods. Extract modengine2 and place the folders and files from the mod zip into /modengine2/mod/, then run launch_eldenring.bat.

That launches the game, and replaces any game files with their modded versions in that /mod/ folder.

I hope it doesn't conflict with the mod launcher, but probably the mod launcher is using modengine2 already. It's just helping you by placing things in the right folders and keeping track of what files belong to what mod or something.



1



Reply

KouenVajira **OP** • 2y ago

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Sorry for the notification, so I've tried this with a ragdoll mod but it does not change anything in game. Any idea why that may be?

 1   Reply ... 12 more replies**ItsTheDaftFeegle** • 1y ago

Yeah, I'm trying to use some of KRDCD's dark souls armor model mods, and it's not working... no idea why.

Are you supposed to put the mods into the "modengine2" folder or what, bc i put it in "ModEngine-2.0.0-preview3-win64\mod"

 1   Reply ...**r/Stellaris** • 2 yr. ago

Mods don't work on the GOG version.

6 upvotes · 18 comments

**r/EldenRingMods** • 6 mo. ago

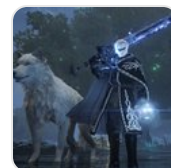
How do I edit a dcx file to fix animation speed?

2 upvotes · 2 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** • 1 yr. ago

dcx. files aren't working for me

1 upvote · 5 comments

**r/Maromba** • 8 mo. ago

Whey dcx gourmet e bom?

1 upvote · 5 comments

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Can't run mods through mod engine 2

1 upvote · 4 comments



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Metis Mod Launcher - Installing retexture mods using MML?

1 upvote · 3 comments



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Nexus "Elden ring mod loader", or "mod engine 2"

20 upvotes · 41 comments



r/EldenRingMods • 17 days ago

ah thanks randomizer

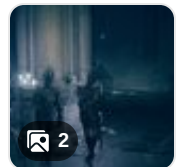
325 upvotes · 20 comments



r/EldenRingMods • 18 days ago

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

372 upvotes · 43 comments



r/FalloutMods • 2 yr. ago

[FNV] (Steam Deck) Mod Organizer 2 isn't giving prompts to customize mods

1 upvote



r/MechanicalKeyboards • 3 yr. ago

DCX: Honest Review

92 upvotes · 57 comments



r/EldenRingMods • 1 yr. ago

What are the _l.partsbnd.dcx files?

3 upvotes · 3 comments

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3 upvotes · 4 comments



r/EldenRingMods • 2 yr. ago

How do y'all manage mods?

2 upvotes · 2 comments



r/EldenRingMods • 2 yr. ago

Does metis mod launcher automatically merge regulation.bin files?

2 upvotes · 3 comments



r/EldenRingMods • 6 mo. ago

Is there a way to merge these mods?

2 upvotes · 1 comment



r/EldenRingMods • 1 yr. ago

How to combine item.msgbnd.dcx files?

3 upvotes · 6 comments



r/EldenRingMods • 2 yr. ago

Trying to unpack dcx file with Yabber

5 upvotes · 4 comments



r/virtualreality • 2 yr. ago

Not getting mods to work

1 comment



r/Sekiro • 3 yr. ago

How do you edit gameparam.parambnd.dcx?

2 upvotes · 2 comments



r/quake • 2 yr. ago

autoexec.cfg being ignored by level packs/mods by vkQuake and Ironwail

5 upvotes · 5 comments



r/EldenRingMods • 1 yr. ago

Noob attempt at mods



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How to edit mods?

3 upvotes · 4 comments

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