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r/BaldursGate3



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r/BaldursGate3 • 5 mo. ago

sumrx

**SPOILER**

Adding Class Icons (BG3 Toolkit)

Mods / Modding

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4



4



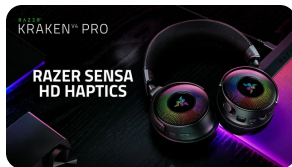
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Reckhorn • 5mo ago

I could be wrong, but If you're adding(modifying) a new asset like an icon you need to set up a "Source Asset Data Path". This is shown in the Creating a New Mod guide.

In my case, the new class just isn't showing as an option in testing. Anyway, hope it helps tho ._.



1



Reply

sumrx **OP** • 5mo ago

Thank you so much! I did just try this, but unfortunately its still not working :(



2



Reply



[Skip to main content](#)[Log In](#)**Mikihisa77** • 2mo ago

Maybe too late for the OP, but for anyone having similar issue, this was the problem for me :
The original .png file you are feeding the UI Assets Convertor with must be named accordingly.
(<ClassName>.png) BEFORE you convert it. It doesn't matter where you take from (can be from Desktop)
but it must have the correct name because it's the name that's going to be written in the .lsf metafile.

Both the 300x300 and 112x112 must be named <ClassName>.png before being converted by the toolkit. The file location doesn't matter. (So in my case I create a class named Nightbringer and my original icon files were both named Nightbringer.png, then the Toolkit will create the [Nightbringer.DDS](#) file and link it properly in the metafile.lsf

[Reply](#)**r/BG3mods** • 5 mo. ago

select class in bg3 mod toolkit

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**r/BaldursGate3** • 11 days ago

! SPOILER

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**r/BG3mods** • 5 mo. ago

BG3 Mod Manager Loading Profiles

5 upvotes · 11 comments

**r/BaldursGate3** • 9 days ago

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8 comments



r/TrailmakersImproved • 6 mo. ago

SPOILER

how to use DLC blocks in stranded (File edit/rename glitch involved)

2 upvotes · 4 comments



r/BaldursGate3 • 26 days ago

SPOILER

Tip if you can't work out Shadowheart and the Nightsong

291 upvotes · 72 comments



r/BaldursGate3 • 3 days ago

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Completed Honour mode thanks to you! Here are my insights

126 upvotes · 29 comments



r/BaldursGate3 • 16 days ago

Playing as Origin Character should play the dialogues audio

752 upvotes · 64 comments



r/BaldursGate3 • 2 days ago

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Cool God!Gale vs Professor!Gale detail I just realized...

468 upvotes · 16 comments



r/feedthebeast • 6 mo. ago

Forge modding : Issue with WildCropBlock class (Farmer's delight addon)

1 upvote



r/MinecraftHelp • 5 mo. ago

Dynamic Lights (Torches, etc) resource pack/ modpack not working [java]

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How to FIX the new Character Selection screen (customizable "folders")

86 upvotes · 22 comments



r/vscode • 5 mo. ago

I moved neovim to vscode, took me 1 year to match the 100% keyboard. Just implemented the hints on every buttons like vimium/surfingkeys.

99 upvotes · 58 comments



r/BaldursGate3 • 5 mo. ago

! SPOILER

Mod manager categories translations (ITA missing)

4 upvotes · 1 comment



r/BaldursGate3 • 5 mo. ago

BG3 Toolkit Not Launching/Folder Issue

43 upvotes · 28 comments



r/BaldursGate3 • 4 days ago

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Real talk - which of the gods have STYLE?

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r/BaldursGate3 • 5 mo. ago

BG3 Mod Manager Fix

1 upvote · 5 comments



r/BaldursGate3 • 17 days ago

! SPOILER

I have a problem with the way Kethrics is introduced

838 upvotes · 123 comments



r/BaldursGate3 • 11 days ago

! SPOILER

How to unlock the Evil Sheep in Act 3

277 upvotes · 44 comments



r/BaldursGate3 • 5 days ago



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330 upvotes · 414 comments



r/BaldursGate3 • 28 days ago

SPOILER

Shouldn't have helped Ravenguard

452 upvotes · 119 comments