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r/EldenRingMods



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r/EldenRingMods • 1 yr. ago

Krispspie



Idk if this gonna help, but this is regarding the item.msgbnd.dcx fmg files

[General Discussion](#)

So, for example, you have the detailed item description mod and another mod (e.g. a new weapon mod) that add something to the game, you merged the two regulation.bin files, put it in mod folder, then open the game, then find out that the name or the description of the item is missing. Well, here's how I kinda fixed it.

Use WitchyBND on item.msgbnd.dcx on both mods, you will get the folder that has the fmg files, depending on what the mod that you have installed, you will only change the files that relates to it (So for a weapon mod, you will only change the files that starts with weapon), use WitchyBND again on the same fmg file of both mods , you will get a xml file, this where you gonna use a program like FlashDevelop, open the xml file (detailed item description) with FlashDevelop, and the other mod (weapon mod) on notepad or edge, you want to look in the other mod the text id (For the weaponname.fmg file, look for its name) , and see what's added or changed, then go to FlashDevelop and change the text id to the other mod's text id, then go save the file, go back to the fmg folder, delete the fmg file that has the same name of the xml file, Use WitchyBND on the xml file, then do the same thing for the other fmg files. Then, you should be able to see the name/description of the item in game.



7



4



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Beanie_Guy • 10mo ago

Thanks for posting this! A ray of sun in the darkness that is merging mods



1



Reply

Krispspie **OP** • 10mo ago

You are welcome!

[Skip to main content](#)[Log In](#)**takaotay** • 10mo ago

Did you have to use uxm unpack first to unpack game files before using witchybnd?



2



Reply

**Krispspie** **OP** • 10mo ago

Tbh, idk. It's been a long time since I dabbled in Elden ring modding



1



Reply

**r/EldenRingMods** • 1 yr. ago

How to combine item.msgbnd.dcx files?

4 upvotes · 6 comments

**r/EldenRingMods** • 4 mo. ago

Merging msgbnd.dcx files

4 upvotes · 3 comments

**r/EldenRingMods** • 2 yr. ago

Trying to unpack dcx file with Yabber

5 upvotes · 5 comments

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installing .DCX mods?

5 upvotes · 16 comments

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How?

3 upvotes · 7 comments

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SoulsBorne texture files

3 upvotes · 25 comments

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

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what to do

3 upvotes · 3 comments



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Help with basic modding question to remove mesh



3 upvotes · 2 comments



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How to unpack the Chinese Regulation.bin file?

5 upvotes · 11 comments



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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



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PSA: Stop using Yapped and Yabber

15 upvotes · 10 comments



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getting into modding

7 upvotes · 4 comments



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

1 upvote · 3 comments



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How to change amor textures?

1 upvote · 10 comments



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How can I edit/remove hud elements?

1 upvote · 2 comments

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found, but not activated) • ccbgssse001-fish.esm

1 upvote · 9 comments



r/OpenMW • 1 yr. ago

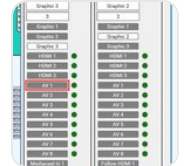
Help: Delta Merge/OpenMW wont detect ESPs that are in my load order

2 upvotes · 3 comments



r/QSYS • 1 yr. ago

How can I change the names of the AV Sources on the Decoder (NV32H)



3 upvotes · 2 comments



r/skyrimmods • 1 yr. ago

[Help] Suddenly CTD after downloading some new mods and then it says hdtSMP64.dll: disabled

13 comments



r/EldenRingMods • 10 mo. ago

How to combine dcx Files? (I want to combine Clever Moveset pack with Unalloyed Malenia



4 upvotes · 1 comment



r/learnpython • 1 yr. ago

Get the monitors serial number of monitor 1 and 2, link getmonitors and wmi

1 upvote



r/techsupport • 1 yr. ago

PC crashes a lot, and has been for a while. BlueScreenViewer says on all dump files that its dxgkrnl.sys ntoskrnl.exe and nvlddmkm.sys.

2 upvotes · 5 comments



r/techsupport • 1 yr. ago

PC crashes a lot, and has been for a while. BlueScreenViewer says on all dump files that its dxgkrnl.sys ntoskrnl.exe and nvlddmkm.sys

1 comment



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4 upvotes · 3 comments

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