

Hey man ! Thanks for downloading my mods.

## INSTALL

### 1. CREATE MOD FOLDER

To install chosen mod (or all of them) you need to create folder called "mod" in:

...\BnS\contents\Local\NCWEST\ENGLISH\CookedPC directory.

You will see all the upk. files there. Make sure it's not:

...\BnS\contents\bns\CookedPC

There is a chance you will get the error about "suspicious folder files" but the mods will still work fine. It's just annoying to click "ok" every time. Sometimes launcher is trying to restore the original files if the mod files are put in the wrong folder. In this case you need to see if your launcher is not downloading any new files after checking your game files.

### 2. COPY CHOSEN MOD FOLDER

Now you just need to copy any folder you want, for example "Goku SSJ3". Then you need to paste it in the "mod" folder you have just created. You can also copy all the folders at once if you want to have every skin. They don't collide with each other. You can also erase mods from the game by just deleting mod folders.

### 3. DOWNLOAD, INSTALL AND LEARN TO USE BNS SWAPING TOOL

Download Bns Mod Tool. This program is needed for swaping the models and textures before the game is launched.

In my opinion this is the best tutorial on how to install and use this program + download link in the description:

<https://www.youtube.com/watch?v=ko0kxIvQrRY>

Here is the main topic about the tool. Also with download link and tutorial:

<http://www.bladeandsouldojo.com/forums/topic/77985-one-click-costume-replacement-mod-tool/>

### 4. OPEN THE TOOL AND REPLEACE

Launch the program and replace outfits before launching the game. You can only replace any **chosen** outfits with **modded** outfits and **modded** accesories with **helm** accesories. No face masks, capes etc. allowed. This can mess up your textures badly. You can restore original files by clicking „Restore All” in the modding tool. I reccomend to get the helms and outfits from the first 2 bosses - Stalker Jiangshi (lvl 6) and Golden Deva (lvl 28). Those are the ones I used for testing all the mods. They have very good drop rate from the „wheel of fortune”. Take note that people will not see your modifications. Only you can see it.

If it doesn't work, don't ask me. I'm not the programmer of the tool. I just repleaced textures. As you can see in the videos they all work fine. Just make sure you did everything according to tutorials. Even if NSOFT is telling us we can be banned for this, probably no one ever did. There are hundreds of people using mods without complaining. Besides, it's only using your texture and model files to swap in your game. Not on the servers. I used 4 modding programs (upk manager, umodel, bns tool, bns ark) at once opened with the game launched for many months on CN and EU servers with my main accounts. No one ever noticed.

### 5. PAGES BELOW ARE THE LIST OF ITEMS TO REPLACE IN MODDING TOOL

Saitama

Icon	Code
	90012_inM_col3
	60125_inM_col1
	70030_inM_col1
	70031_inM_col1
	60127_inM_col1
	60127_inM_col3
	60128_inM_col1
	60109_inM_col1

cps/80008\_inM\_col4.png  
Pic download succeeded: https://raw.githubusercontent.com/agreatfool/BladeSouTool/master/database/costume/pics/80008\_inM\_col4.png

Selected model info:

```
{
  "skeleton": "00029673",
  "texture": "00029671",
  "material": "00029672",
  "col1Material": "00029672",
  "col": "col1",
  "core": "60127_inM",
  "code": "60127",
  "race": "jinM",
  "pic": "Costume_60127_inM_col1.png"
}
```

View 3D model  
Select as origin model  
Select as target model

UE Viewer

Package: 00029673.upk  
Class: SkeletalMesh  
Object: 60127\_inM

LOD: 1/2  
Verts: 2753  
Tris: 4482  
UV Set: 1/1  
Bones: 78

Icon	Code
	040042_inM_col1
	040043_inM_col1
	040047_inM_col1
	040045_inM_col1
	050006_inM_col1
	010027_inM_col1
	040053_inM_col1
	jinM_032_col1

cps/040043\_inM\_col1.png  
Pic download succeeded: https://raw.githubusercontent.com/agreatfool/BladeSouTool/master/database/attach/pics/040043\_inM\_col1.png

Selected model info:

```
{
  "skeleton": "00016187",
  "texture": "00016188",
  "material": "00016188",
  "col1Material": "00016188",
  "col": "col1",
  "core": "050006_inM",
  "code": "050006",
  "race": "jinM",
  "pic": null
}
```

View 3D model  
Select as origin model  
Select as target model

UE Viewer

Package: 00016187.upk  
Class: SkeletalMesh  
Object: 050006\_inM

LOD: 1/1  
Verts: 2182  
Tris: 3072  
UV Set: 1/1  
Bones: 42

Goku SSJ3

Icon	Code
	80008_inM_col2
	80008_inM_col3
	80008_inM_col4
	80008_inM_col5
	80008_inM_col6
	80011_inM_col1
	80007_inM_col1
	50001_inM_col1

cps/80008\_inM\_col3.png  
Pic download succeeded: https://raw.githubusercontent.com/agreatfool/BladeSouTool/master/database/costume/pics/80008\_inM\_col3.png

Selected model info:

```
{
  "skeleton": "00006256",
  "texture": "00006254",
  "material": "00013411",
  "col1Material": "00006255",
  "col": "col3",
  "core": "80008_inM",
  "code": "80008",
  "race": "jinM",
  "pic": "costume_80008_col3_inM.png"
}
```

View 3D model  
Select as origin model  
Select as target model

UE Viewer

Package: 00006256.upk  
Class: SkeletalMesh  
Object: 80008\_inM

LOD: 1/2  
Verts: 3151  
Tris: 4692  
UV Set: 1/1  
Bones: 84

Icon	Code
	010046_inM_col1
	040079_inM_col1
	040081_inM_col1
	040081_inM_col20
	040080_inM_col1
	040085_inM_col1
	040085_inM_col20
	040084_inM_col1

cps/040047\_inM\_col1.png  
Pic download succeeded: https://raw.githubusercontent.com/agreatfool/BladeSouTool/master/database/attach/pics/040047\_inM\_col1.png

Selected model info:

```
{
  "skeleton": "00020522",
  "texture": "00020521",
  "material": "00020520",
  "col1Material": "00020520",
  "col": "col1",
  "core": "040080_inM",
  "code": "040080",
  "race": "jinM",
  "pic": "Attach_040080_inM_col1.png"
}
```

View 3D model  
Select as origin model  
Select as target model

UE Viewer

Package: 00020522.upk  
Class: SkeletalMesh  
Object: 040080\_inM

LOD: 1/1  
Verts: 1574  
Tris: 1793  
UV Set: 1/1  
Bones: 16

## Vegeta

Icon	Code
	70026_GonM_col1
	60125_GonM_col1
	60127_GonM_col1
	70031_GonM_col1
	65031_GonM_col1
	60128_GonM_col1
	70033_GonM_col1
	70030_GonM_col1

[cps/00001\\_GonM\\_col1.png](#)  
[Pic download succeeded: https://raw.githubusercontent.com/agreatfool/BladeSoulTool/master/database/costume/pics/00001\\_GonM\\_col1.png](#)

Selected model info:

```

{
  "skeleton": "00029707",
  "texture": "00029704",
  "material": "00029706",
  "col1Material": "00029706",
  "col": "col1",
  "core": "60127_GonM",
  "code": "60127",
  "race": "GonM",
  "pic": "Costume_60127_InM_col1.png"
}

```

View 3D model  
 Select as origin model  
 Select as target model

UE Viewer

```

Package: 00029707.upk
Class: SkeletalMesh
Object: 60127_GonM

LOD: 1/2
Verts: 2723
Tris: 4460
UV Set: 1/1
Bones: 78

```

## Ash

Icon	Code
	70016_LynF_col2
	70016_LynF_col3
	70009_LynF_col1
	70009_LynM_col1
	60068_LynM_col1
	60068_LynM_col2
	60068_LynM_col3
	65081_LynM_col1

[cps/60068\\_LynM\\_col1.png](#)  
[Pic download succeeded: https://raw.githubusercontent.com/agreatfool/BladeSoulTool/master/database/costume/pics/60068\\_LynM\\_col1.png](#)

Selected model info:

```

{
  "skeleton": "00026276",
  "texture": "00026276",
  "material": "00026276",
  "col1Material": "00026274",
  "col": "col3",
  "core": "60068_LynM",
  "code": "60068",
  "race": "LynM",
  "pic": "Costume_60068_InF_col1.png"
}

```

View 3D model  
 Select as origin model  
 Select as target model

UE Viewer

```

Package: 00026276.upk
Class: SkeletalMesh
Object: 60068_LynM

LOD: 1/2
Verts: 2512
Tris: 4160
UV Set: 1/1
Bones: 75

```

Icon	Code
	LynF_021_col1
	LynF_022_col1
	040081_LynM_col1
	040081_LynF_col1
	040085_LynM_col1
	040085_LynF_col1
	010048_LynM_col1
	040087_LynM_col1

[Icon download succeeded](#)  
[Icon download succeeded](#)  
[All icons download failed](#)

Selected model info:

```

{
  "skeleton": "00020585",
  "texture": "00020584",
  "material": "00021773",
  "col1Material": "00020593",
  "col": "col1",
  "core": "040085_LynM",
  "code": "040085",
  "race": "LynM",
  "pic": "Atash_040085_InM_col1.png"
}

```

View 3D model  
 Select as origin model  
 Select as target model

UE Viewer

```

Package: 00020585.upk
Class: SkeletalMesh
Object: 040085_LynM

LOD: 1/1
Verts: 860
Tris: 952
UV Set: 1/1
Bones: 9

```

## Pikachu

You can't change skin of the cat in Bns Mod Tool. Putting „Pikachu” folder in „mod” folder will automatically replaces Fido's skin (orange cat.)

## Snorlax

Icon	Code
	60099_GonM_col1
	65017_GonM_col1
	70003_GonM_col1
	60108_GonM_col1
	70002_GonM_col1
	70008_GonM_col1
	60114_GonM_col1
	60114_GonM_col2

cps/Costume\_60133\_inF\_col1.png  
Icon download succeeded.  
All icons downloaded.

Selected model info:

```
{
  "skeleton": "00023574",
  "texture": "00023573",
  "material": "00023572",
  "collMaterial": "00023572",
  "col": "col1",
  "core": "60108_GonM",
  "code": "60108",
  "race": "GonM",
  "pic": "costume_60108_inM_col1.png"
}
```

View 3D model  
Select as origin model  
Select as target model

UE Viewer

```
Package: 00023574.upk
Class: SkeletalMesh
Object: 60108_GonM

LOD: 1/2
Verts: 2407
Tris: 3833
UV Set: 1/1
Bones: 90
```

Icon	Code
	040178_GonM_col1
	010099_GonM_col1
	040176_GonM_col1
	040180_GonM_col1
	040173_GonM_col1
	040185_GonM_col1
	040186_GonM_col1
	090073_GonM_col1

cps/GonM\_034\_col1.png  
Pic download succeeded: https://raw.githubusercontent.com/agreatfool/BladeSoulTool/master/database/attach/pics-  
long/GonM\_176\_col1.png

Selected model info:

```
{
  "skeleton": "00029820",
  "texture": "00029379",
  "material": "00031185",
  "collMaterial": "00031183",
  "col": "col1",
  "core": "040176_GonM",
  "code": "040176",
  "race": "GonM",
  "pic": null
}
```

View 3D model  
Select as origin model  
Select as target model

UE Viewer

```
Package: 00029820.upk
Class: SkeletalMesh
Object: 040176_GonM

LOD: 1/1
Verts: 2486
Tris: 3686
UV Set: 1/1
Bones: 9
```

Mods created by youtube/bleezgames