

Make sure you read the README.txt!

What does this mod do?

1. Creates a standalone class that is identical to a base game class, except it has a different name and a different skeleton.
2. Modifies trinket files so that class-only trinkets are able to be used with your new standalone classes.

Section 1: Setup

1. The software is written in Java, and requires Java 16 to run. You can download the latest version here: (Higher versions should be fine)

<https://www.oracle.com/java/technologies/downloads/>

2. You will also need 7zip or some other tool for unzipping 7z files. You can download it here:

<https://www.7-zip.org/>

3. Make backups of your trinket files. The exact files which will be modified are different depending on the standalone class you are making.

a. Arbalest, Crusader, Hellion

`\Steam\steamapps\common\DarkestDungeon\trinkets\base.entries.trinkets.json`

`\Steam\steamapps\common\DarkestDungeon\dlc\580100_crimson_court\features\crimson_court\trinkets\crimson_court.entries.trinkets.json`

`\Steam\steamapps\common\DarkestDungeon\dlc\735730_color_of_madness\trinkets\special_com.entries.trinkets.json`

b. Abomination, Antiquarian, Bounty Hunter, Grave Robber, Highwayman, Houndmaster, Jester, Leper, Man At Arms, Occultist, Plague Doctor, Vestal

`\Steam\steamapps\common\DarkestDungeon\trinkets\base.entries.trinkets.json`

`\Steam\steamapps\common\DarkestDungeon\dlc\580100_crimson_court\features\crimson_court\trinkets\crimson_court.entries.trinkets.json`

`\Steam\steamapps\common\DarkestDungeon\dlc\735730_color_of_madness\trinkets\com.entries.trinkets.json`

c. Flagellant

\Steam\steamapps\common\DarkestDungeon\dlc\580100_crimson_court\features\flagellant\trinkets\flagellant.entries.trinkets.json

\Steam\steamapps\common\DarkestDungeon\dlc\580100_crimson_court\features\crimson_court\trinkets\crimson_court.entries.trinkets.json

\Steam\steamapps\common\DarkestDungeon\dlc\735730_color_of_madness\trinkets\com.entries.trinkets.json

d. Shieldbreaker (DOES NOT HAVE CC TRINKET FILE)

\Steam\steamapps\common\DarkestDungeon\dlc\702540_shieldbreaker\trinkets\shieldbreaker.entries.trinkets.json

\Steam\steamapps\common\DarkestDungeon\dlc\735730_color_of_madness\trinkets\com.entries.trinkets.json

e. Musketeer

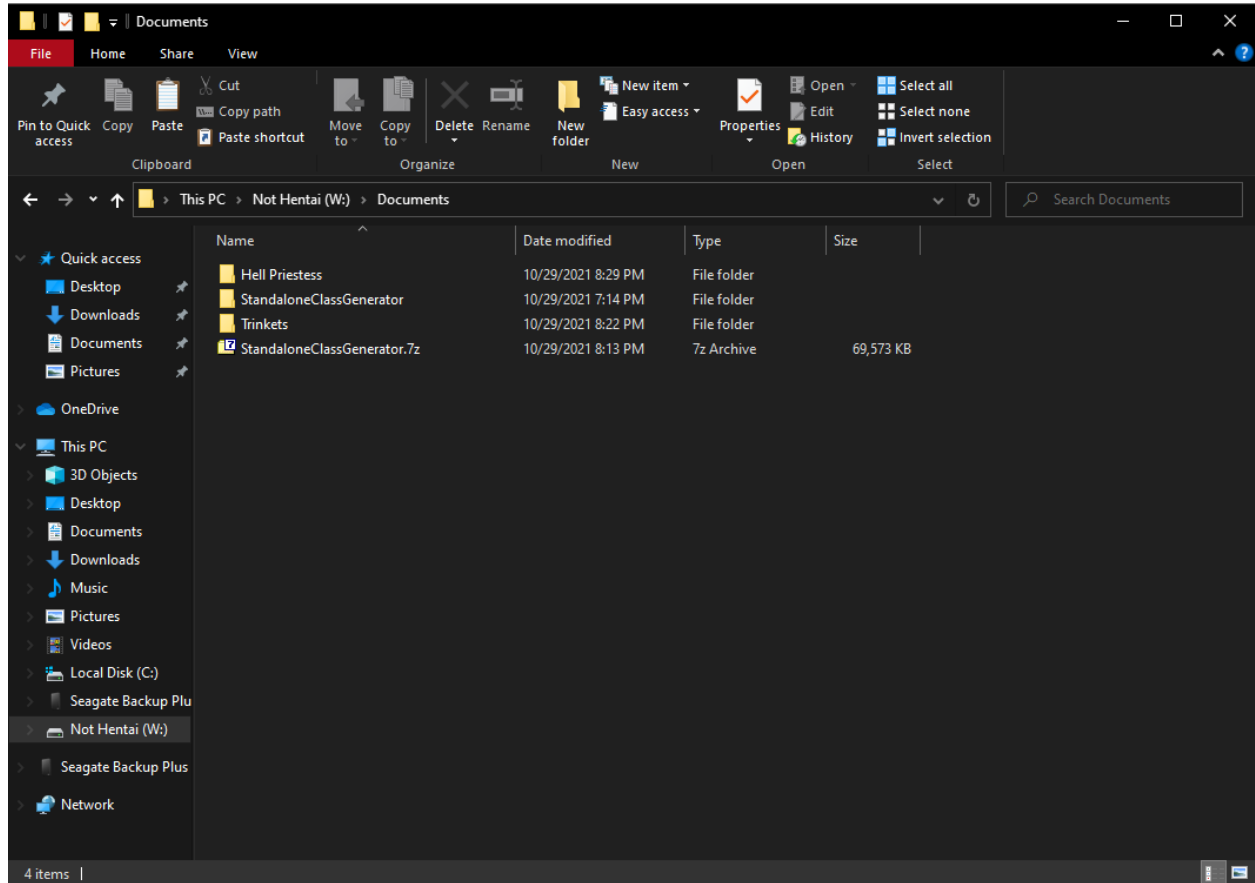
\Steam\steamapps\common\DarkestDungeon\dlc\445700_musketeer\trinkets\musketeer.entries.trinkets.json

\Steam\steamapps\common\DarkestDungeon\dlc\580100_crimson_court\features\crimson_court\trinkets\crimson_court.entries.trinkets.json

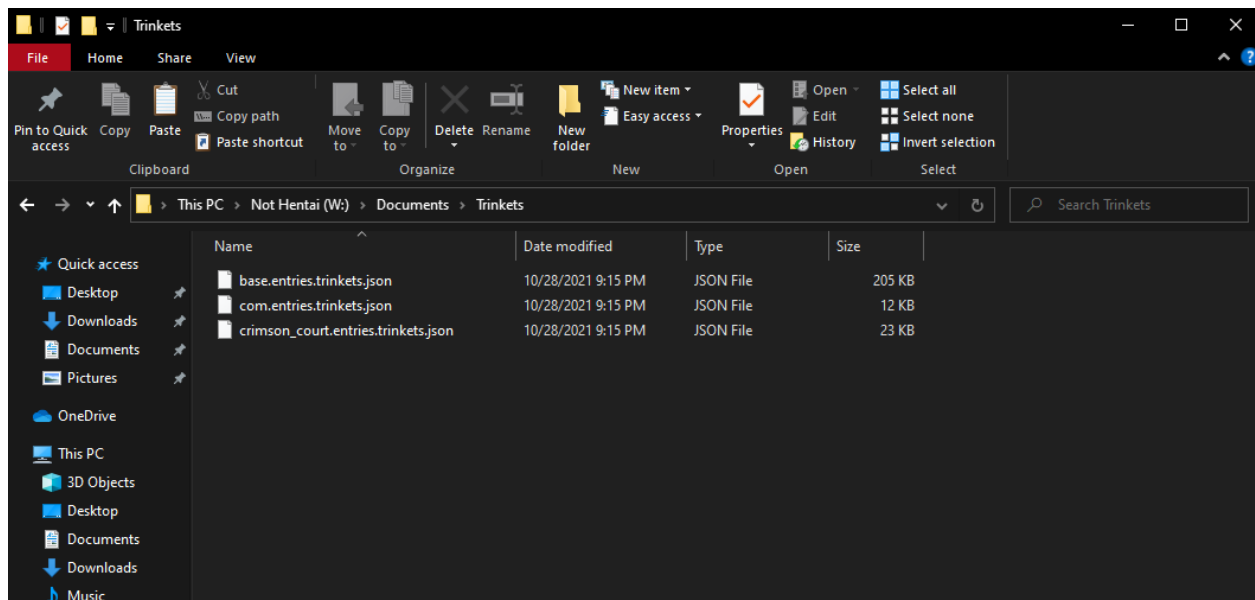
\Steam\steamapps\common\DarkestDungeon\dlc\735730_color_of_madness\trinkets\com.entries.trinkets.json

Section 2: Instructions

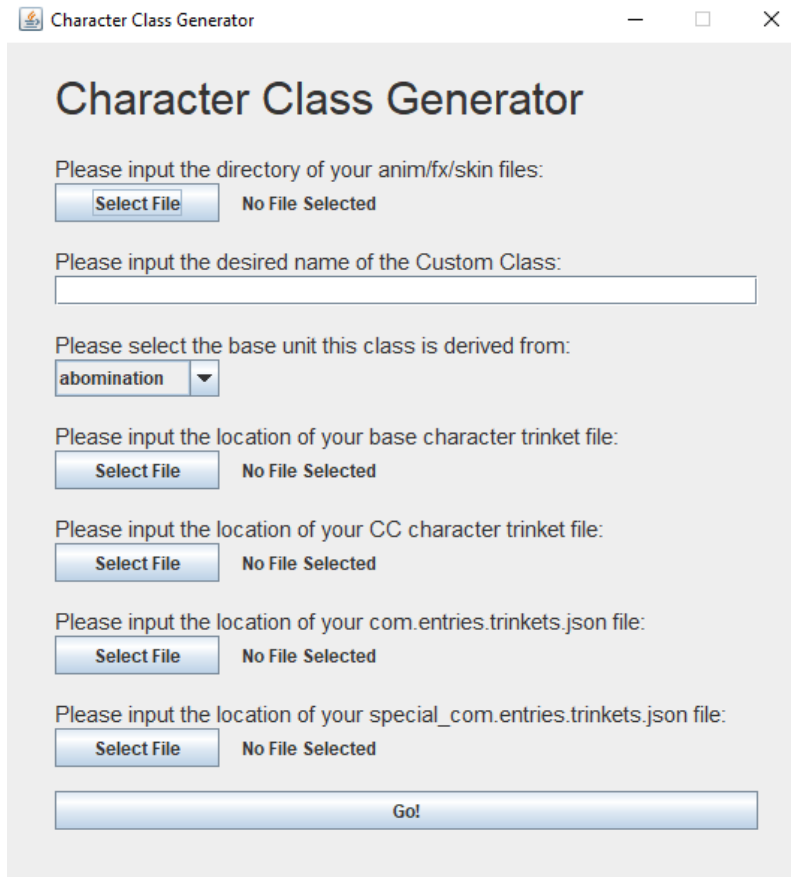
1. Unzip the “StandaloneClassGenerator.7z” file to a directory of your choice. I have placed it in my W:\Documents folder, along with my modded skin file. (Hell Priestess)



2. Take note of the trinket files from the setup files. I personally create a copy of each and move them somewhere separate from the game installation so that I can easily locate them. In this example, I will create a folder called “W:\Documents\Trinkets” and place them in there. I will be making a Vestal standalone in this example.

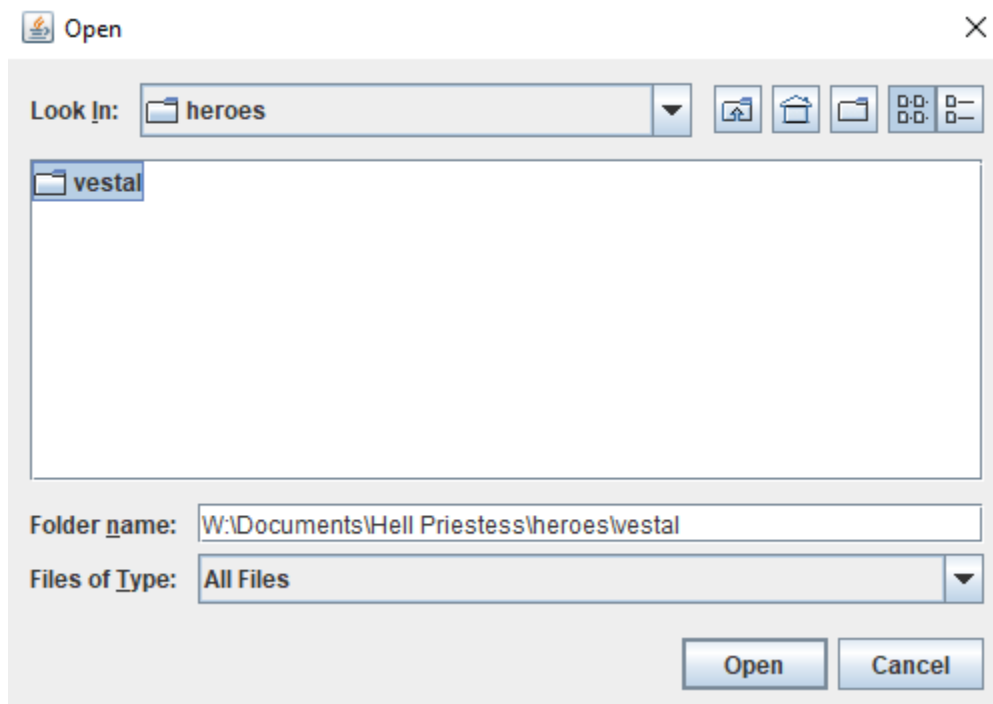


- Run the “ClassGenerator.jar” by double clicking it. A window should appear:

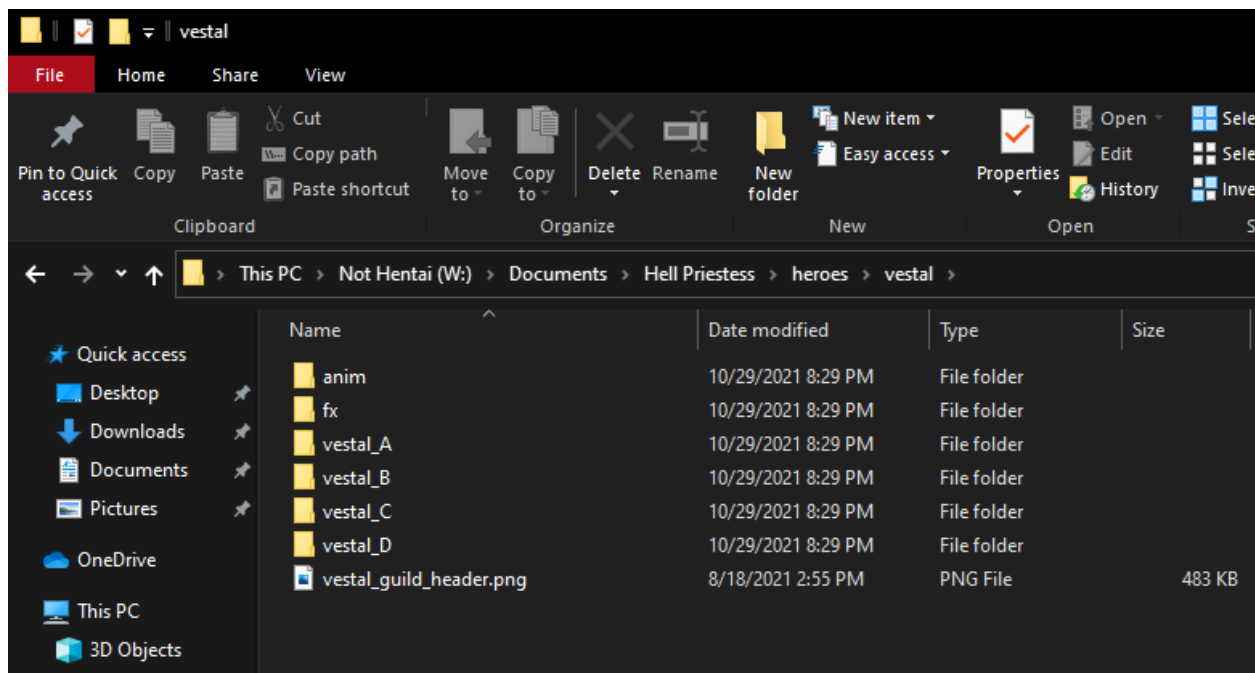


The image shows a window titled "Character Class Generator". It contains several input fields and buttons. The first section asks for the directory of anim/fx/skin files, with a "Select File" button and "No File Selected" text. The second section asks for the desired name of the Custom Class, with an empty text box. The third section asks for the base unit this class is derived from, with a dropdown menu showing "abomination". The fourth section asks for the location of the base character trinket file, with a "Select File" button and "No File Selected" text. The fifth section asks for the location of the CC character trinket file, with a "Select File" button and "No File Selected" text. The sixth section asks for the location of the com.entries.trinkets.json file, with a "Select File" button and "No File Selected" text. The seventh section asks for the location of the special_com.entries.trinkets.json file, with a "Select File" button and "No File Selected" text. At the bottom, there is a "Go!" button.

- Click the first “Select File” button and select the directory of your mod which you are converting into a standalone class. Make sure you select the folder which contains your anim/fx/skin files. This folder will generally be titled <classname>. In this case, the folder will be called “vestal”.



You can see that within the vestal folder, the actual skin/fx/anim folders are there:

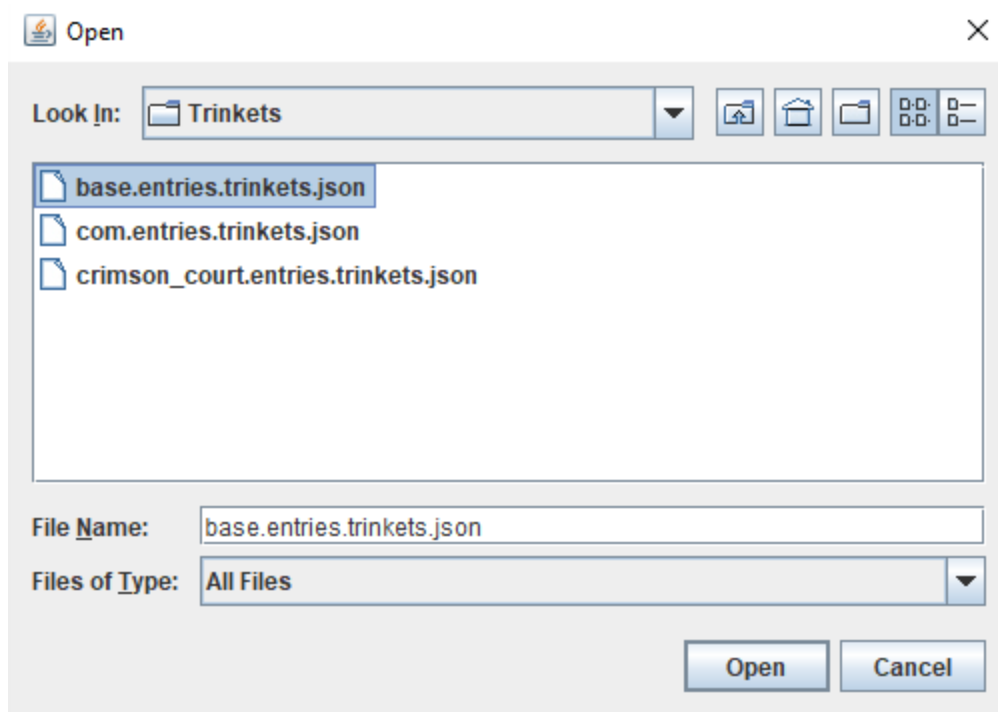


- Click “Open” and in the next line put in what you want the standalone class to be called. **Do not use any spaces. Do not use special characters. Do not name it the same as another modded or unmodded class. Ideally, only use alphanumeric characters.** I will name mine “DemonPriestess”. In the dropdown below select the base class your skin is built for. In this case, a vestal.

The screenshot shows the 'Character Class Generator' application window. It has a title bar with the application name and standard window controls. The main content area has a light gray background and contains the following fields:

- A label 'Please input the directory of your anim/fx/skin files:' followed by a 'Select File' button and the text 'File Selected!'.
- A label 'Please input the desired name of the Custom Class:' followed by a text input field containing 'DemonPriestess'.
- A label 'Please select the base unit this class is derived from:' followed by a dropdown menu with 'vestal' selected.
- A label 'Please input the location of your base character trinket file:' followed by an empty text input field.

6. Next, we will specify our trinket files. For those of you who are interested, this is how trinket file modification works. Each trinket file has essentially a list of trinkets and an attribute of each trinket is what classes can use them. What we are essentially doing is going into each trinket file, going to every trinket that has “vestal” as a class limitation, and adding our new class to it. This will allow our new class to use the trinket. As I have created a “trinket” folder with all my trinket files, I will specify those. The utility will create a copy, so don’t worry about the file you select being modified. **If you do not care about your standalone class being able to use unique trinkets, you can skip this step.**



Select the base trinket file for the one labeled “base character trinket file”.
Select the Crimson Court file for the one labeled “CC character trinket file”.
Select the Color of Madness file for the one labeled “com.entries.trinkets.json file”.

You will generally only ever use three of these. Please ensure you put the files into the correct slots. (If you are using a special CoM file then upload to the fourth instead of the third) My final screen will look as follows:

 Character Class Generator

Character Class Generator

Please input the directory of your anim/fx/skin files:

Select File

File Selected!

Please input the desired name of the Custom Class:

DemonPriestess

Please select the base unit this class is derived from:

vestal

Please input the location of your base character trinket file:

Select File

File Selected!

Please input the location of your CC character trinket file:

Select File

File Selected!

Please input the location of your com.entries.trinkets.json file:

Select File

File Selected!

Please input the location of your special_com.entries.trinkets.json file:

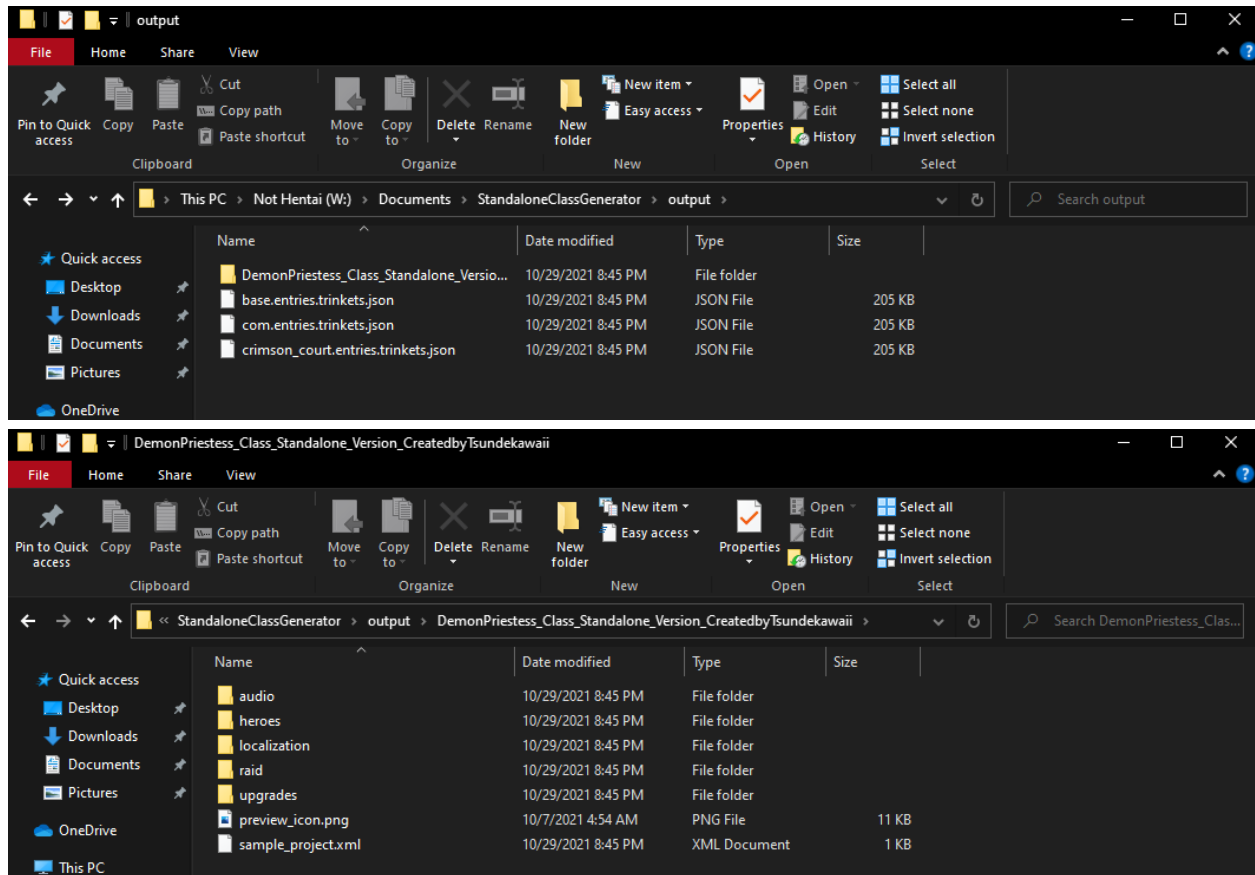
Select File

No File Selected

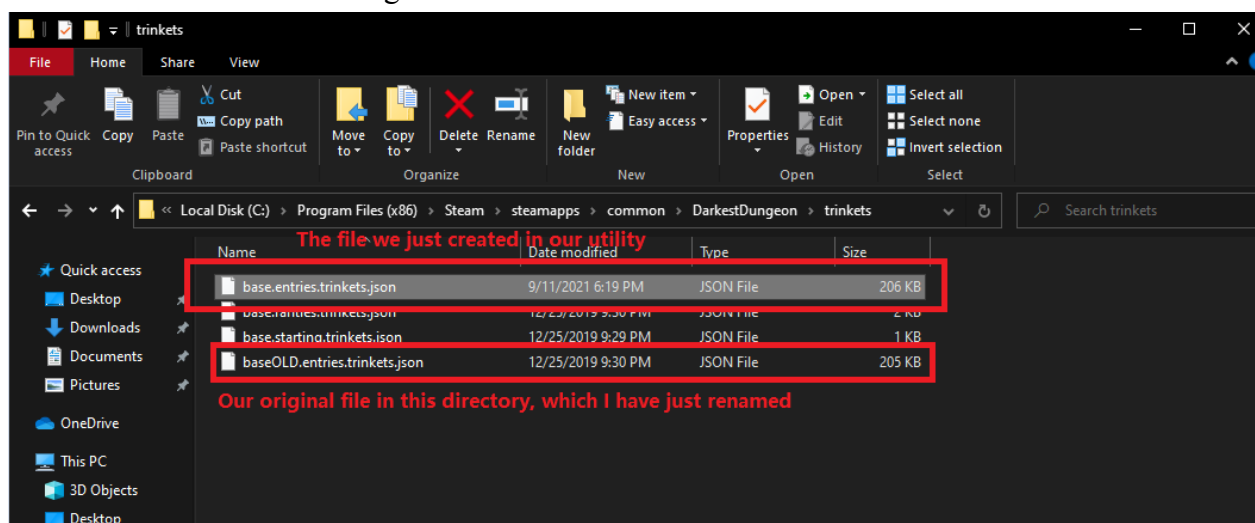
Go!

Note the shieldbreaker only has two files, a base file and a CoM file.

7. Click go! An output directory will have been generated in the directory with the .jar. Our mod will be in there, as well as modified versions of our trinket files.



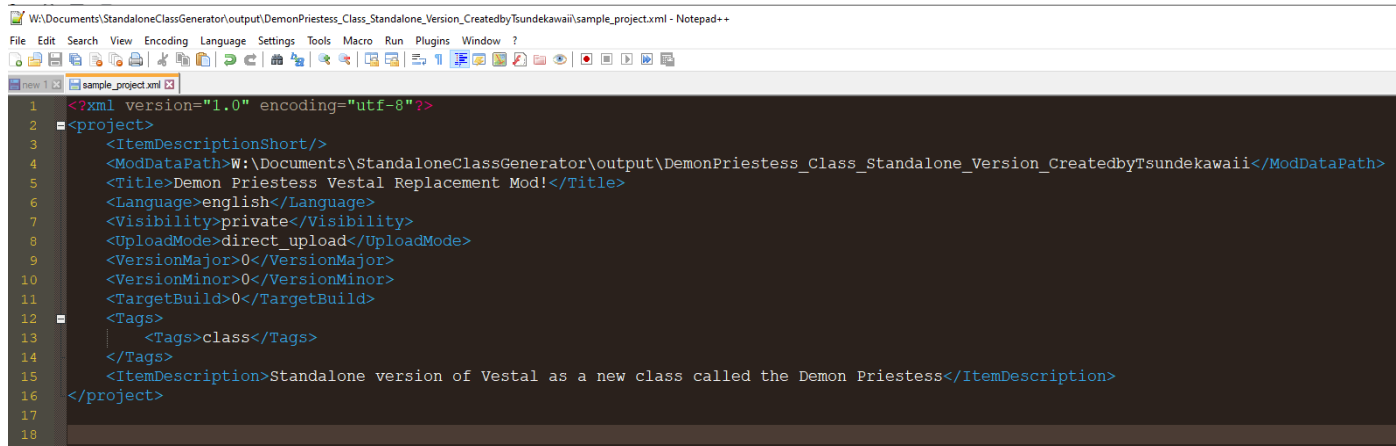
8. Move our trinket files to their base locations in the game directory where you got them. I would advise against deleting the originals, and instead renaming them. You can see what I mean in the following screenshot for the base trinket file:



Repeat this process with the other trinket files we created. (Original directories are in setup)

Note about trinket files: The program simply creates a copy of the file you specify and then edits it. If you use this utility more than once, you will have to feed it your new modified trinket files rather than vanilla ones. For example, if after this vestal example I decide I want to create another standalone skin (that uses the base.entries.trinkets.json file) I will use the above 206kb file instead of an unmodified, vanilla one. This goes for all trinket files.

9. Go to the “<Classname>_Class_Standalone_Version_CreatedbyTsundekawaii” directory and open the sample_project.xml with your text editor of choice. We are going to add the path of our newly created mod to the <INSERT PATH HERE>. We are also going to change the MODTITLE as well as the ItemDescription at the bottom. Please do not modify any other parameters. If you haven’t deviated from the instructions so far, the INSERT PATH HERE section will just be the “<Classname>_class_standalone_blahblah” directory. See screenshot below.



```
1 <?xml version="1.0" encoding="utf-8"?>
2 <project>
3   <ItemDescriptionShort/>
4   <ModDataPath>W:\Documents\StandaloneClassGenerator\output\DemonPriestess_Class_Standalone_Version_CreatedbyTsundekawaii\ModDataPath</ModDataPath>
5   <Title>Demon Priestess Vestal Replacement Mod!</Title>
6   <Language>english</Language>
7   <Visibility>private</Visibility>
8   <UploadMode>direct_upload</UploadMode>
9   <VersionMajor>0</VersionMajor>
10  <VersionMinor>0</VersionMinor>
11  <TargetBuild>0</TargetBuild>
12  <Tags>
13    <Tags>class</Tags>
14  </Tags>
15  <ItemDescription>Standalone version of Vestal as a new class called the Demon Priestess</ItemDescription>
16 </project>
17
18
```

Plaintext below:

```
<?xml version="1.0" encoding="utf-8"?>
```

```
<project>
```

```
  <ItemDescriptionShort/>
```

```
<ModDataPath>W:\Documents\StandaloneClassGenerator\output\DemonPriestess_Class_Standalone_Version_CreatedbyTsundekawaii</ModDataPath>
```

```
  <Title>Demon Priestess Vestal Replacement Mod!</Title>
```

```
  <Language>english</Language>
```

```
  <Visibility>private</Visibility>
```

```
  <UploadMode>direct_upload</UploadMode>
```

```
  <VersionMajor>0</VersionMajor>
```

```
  <VersionMinor>0</VersionMinor>
```

```
  <TargetBuild>0</TargetBuild>
```

```
  <Tags>
```

```
    <Tags>class</Tags>
```

</Tags>

<ItemDescription>Standalone version of Vestal as a new class called the Demon Priestess</ItemDescription>

</project>

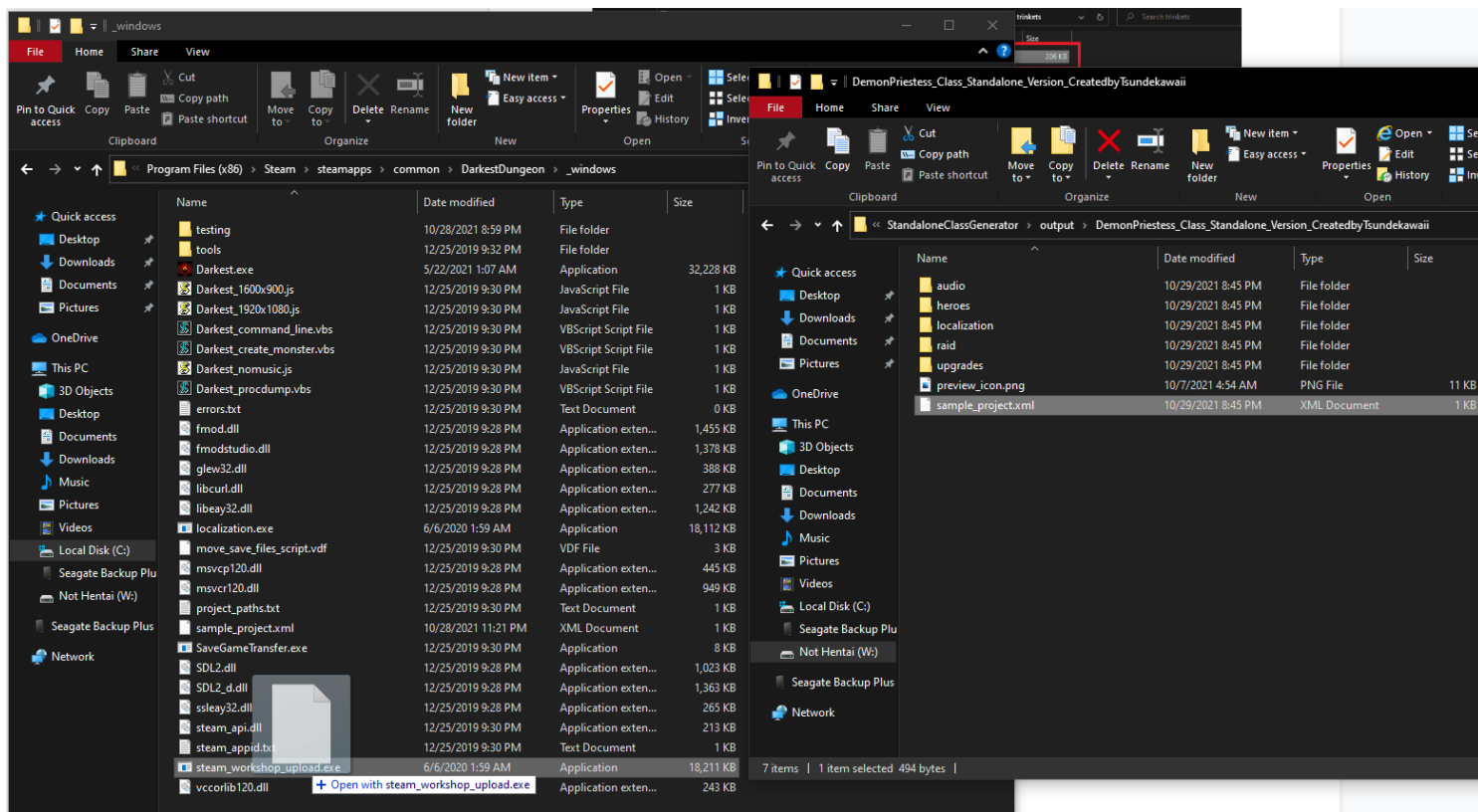
10. Next we will open the following directory in a new explorer window:

\\Steam\\steamapps\\common\\DarkestDungeon_windows

The file we care about here is the steam_workshop_upload.exe file. We are going to drag the

“sample_project.xml” from my

“W:\\Documents\\StandaloneClassGenerator\\output\\DemonPriestess_Class_Standalone_Version_CreatedbyTsundekawaii” directory onto the “steam_workshop_upload.exe”.



This will cause a console window to open. If you see something similar to the following, things worked:

```
C:\Program Files (x86)\Steam\steamapps\common\DarkestDungeon\windows\steam_workshop_upload.exe

-----
Parsing project file - W:\Documents\StandaloneClassGenerator\output\DemonPriestess_Class_Standalone_Version_CreatedbyTsundekawaii\sample_project.xml
Mod Data Directory = W:\Documents\StandaloneClassGenerator\output\DemonPriestess_Class_Standalone_Version_CreatedbyTsundekawaii\
Setting breakpad minidump AppID = 262060
Steam_SetMinidumpSteamID: Caching Steam ID: 76561198045812045 [API loaded no]

Creating new item...
.....Created
Processing Map Files files...

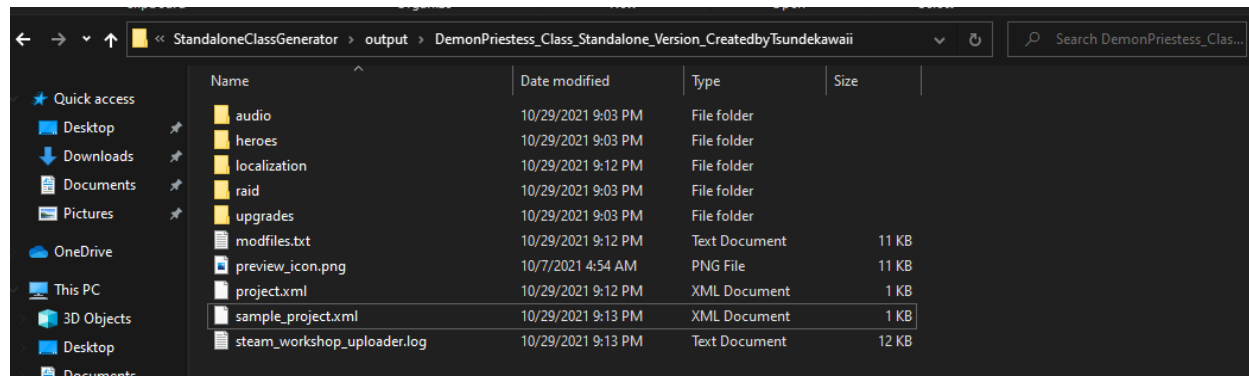
-----
Running Localization...
Building Languages
Exporting .loc2 files

-----
Searching for preview icon file W:\Documents\StandaloneClassGenerator\output\DemonPriestess_Class_Standalone_Version_CreatedbyTsundekawaii\preview_icon.png...FOUND!
<UploadMode> - Set to direct_upload

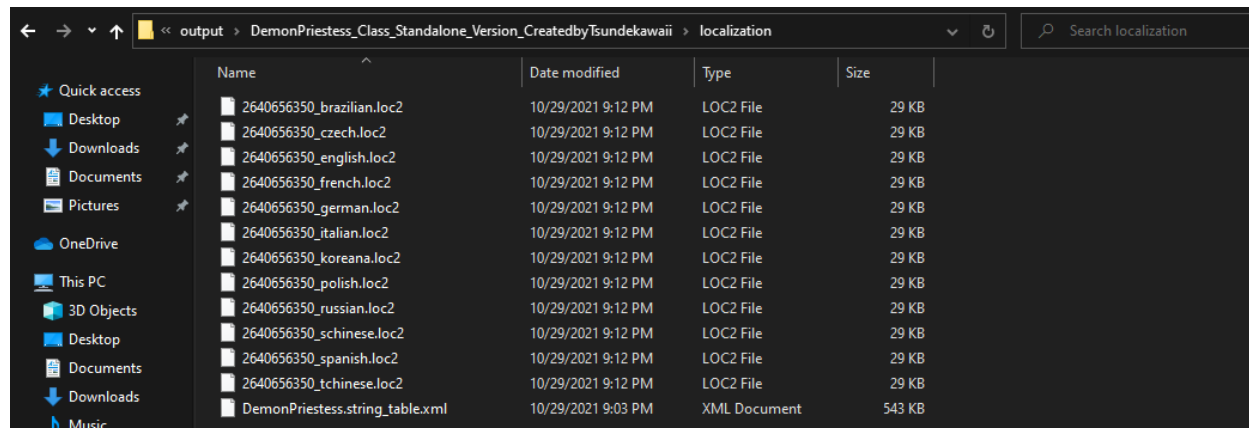
Submitting.....Submitted.
Saving project file W:\Documents\StandaloneClassGenerator\output\DemonPriestess_Class_Standalone_Version_CreatedbyTsundekawaii\sample_project.xml
Press any key to continue . . .
```

(Disregard all the Yen icons... my computer is on Japanese locale)

You should also see some new files created in the same directory as your sample_project.xml.

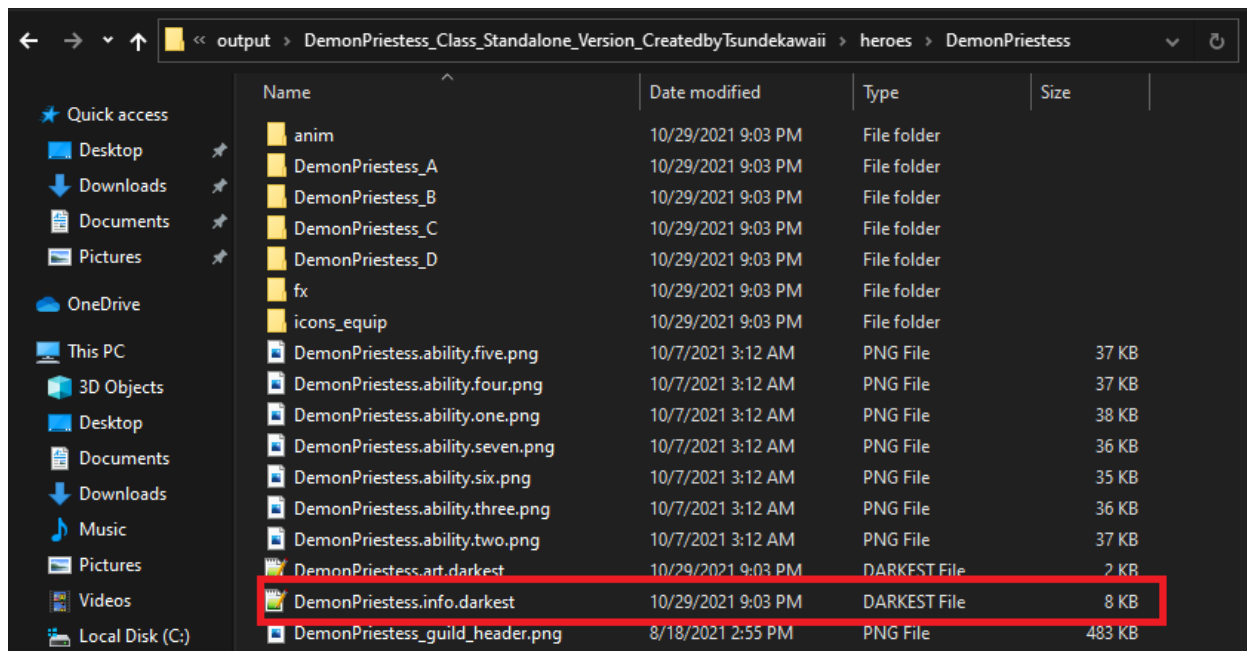


Your localization folder should also have a lot of files with a number before them:



Your number will be different.

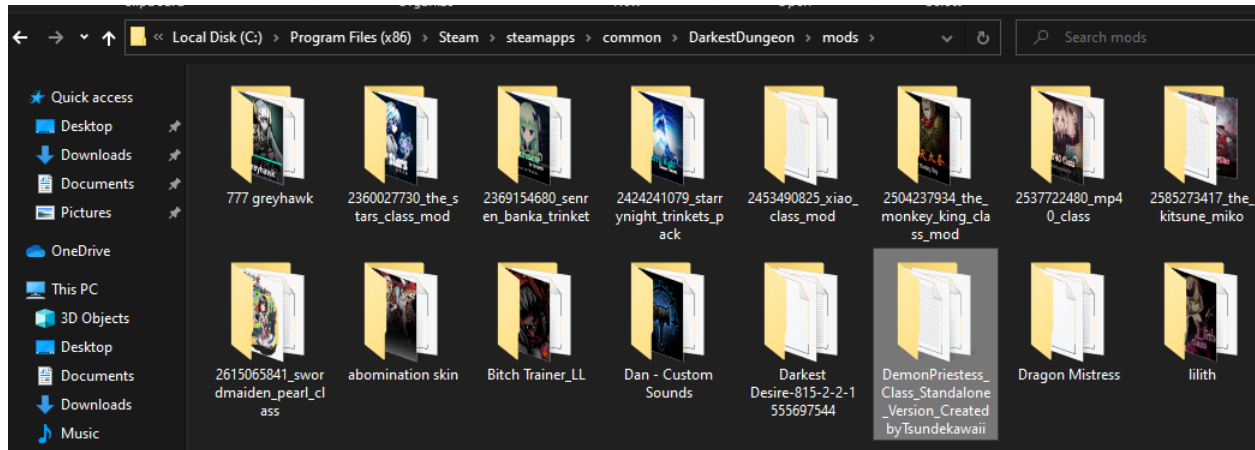
11. Lastly, open the /heroes/<classname> directory and modify the <classname>.info.darkest file.



We want to modify the id_index value to an arbitrarily high value. Ensure this value does not coincide with any base class or other modded class you have installed. (Base classes all use numbers <50, so I would pick a number higher than a few hundred. I chose 537 arbitrarily here:

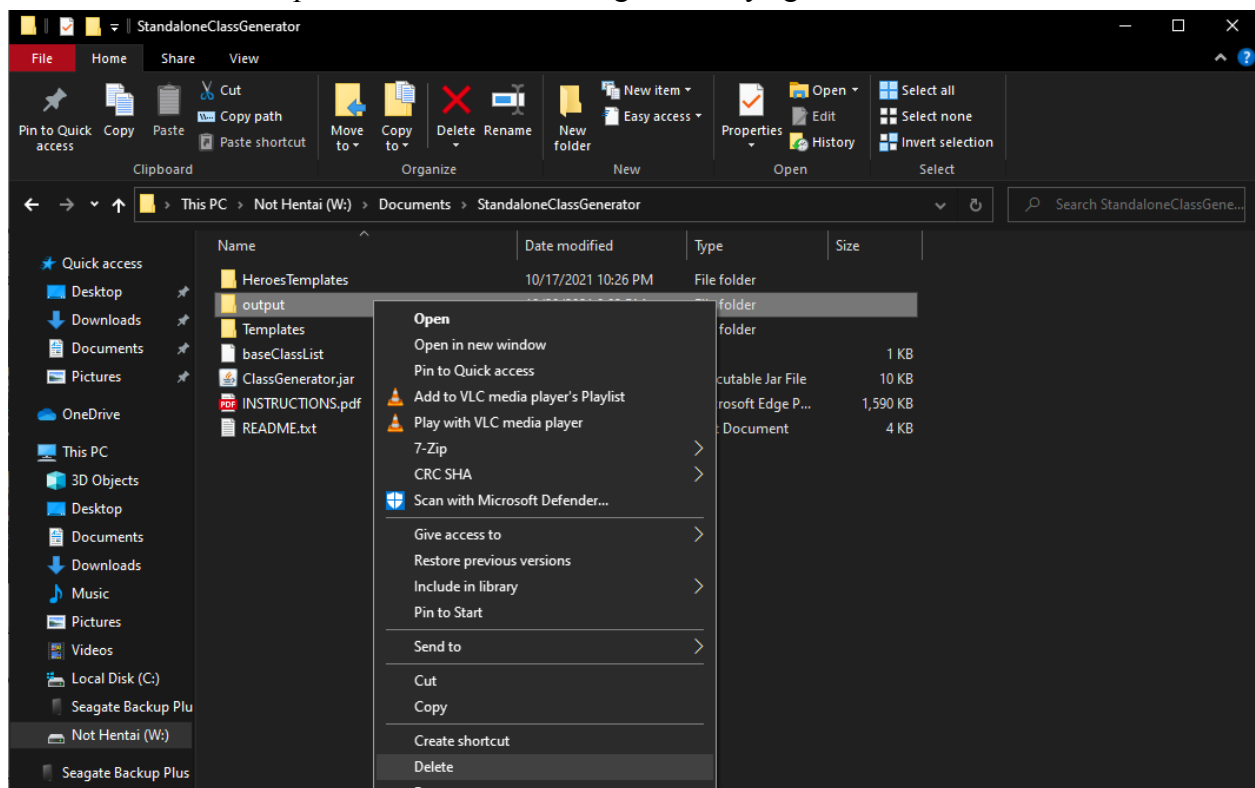
```
42 combat_skill: .id "gods_illumination" .level 3 .type "ranged" .atk 105% .dmg -75% .crit 0%
43 combat_skill: .id "gods_illumination" .level 4 .type "ranged" .atk 110% .dmg -75% .crit 0%
44 combat_skill: .id "gods_hand" .level 0 .type "ranged" .atk 85% .dmg -50% .crit 1% .launch 1
45 combat_skill: .id "gods_hand" .level 1 .type "ranged" .atk 90% .dmg -50% .crit 2% .launch 1
46 combat_skill: .id "gods_hand" .level 2 .type "ranged" .atk 95% .dmg -50% .crit 3% .launch 1
47 combat_skill: .id "gods_hand" .level 3 .type "ranged" .atk 100% .dmg -50% .crit 4% .launch 1
48 combat_skill: .id "gods_hand" .level 4 .type "ranged" .atk 105% .dmg -50% .crit 5% .launch 1
49 tag: .id "religious"
50 tag: .id "heavy"
51 tag: .id "altar_of_light"
52 deaths_door: .buffs deathsdoorACCDebuff deathsdoorDMGLowDebuff deathsdoorDMGHighDebuff deat
53 controlled: target_rank 4
54 id_index: .index 537
55 skill_selection: .can_select_combat_skills true .number_of_selected_combat_skills max 4
56 generation: .is_generation_enabled true .number_of_positive_quirks_min 1 .number_of_positiv
57
```

12. Drag and drop the “<Classname>_Class_Standalone_Version_CreatedbyTsundekawaii” file to your mods folder in your Darkest Dungeon directory at
\\Steam\\steamapps\\common\\DarkestDungeon\\mods



Done! Your game should now be playable with your new standalone class.

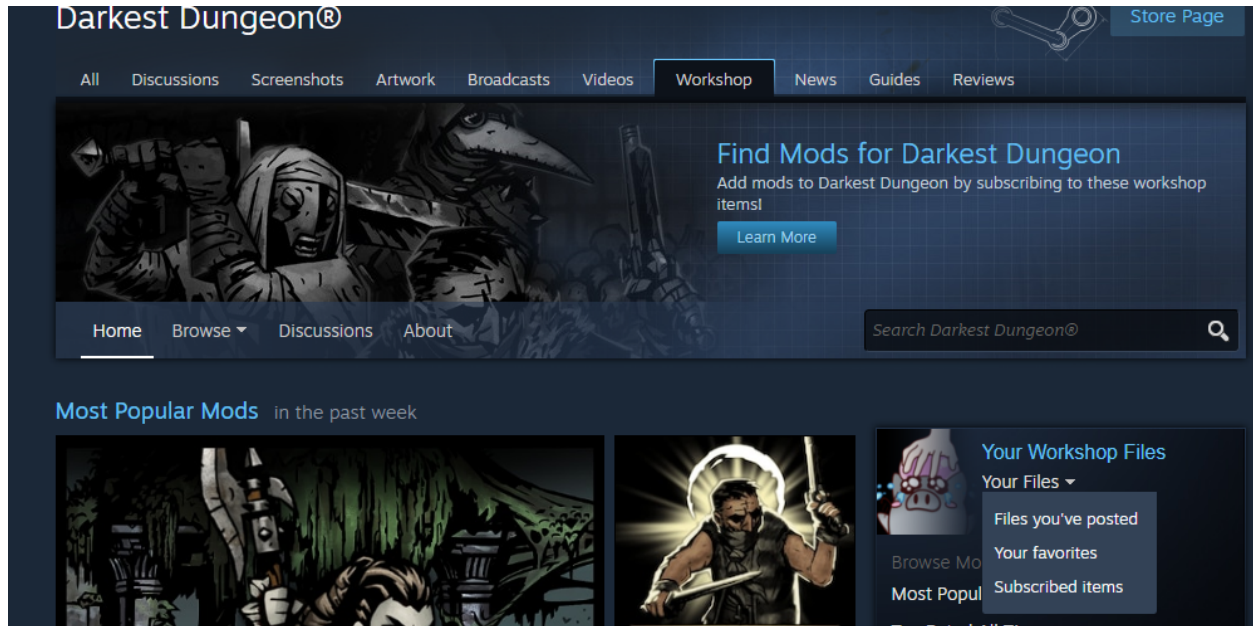
13. Delete the “output” folder before running the utility again.



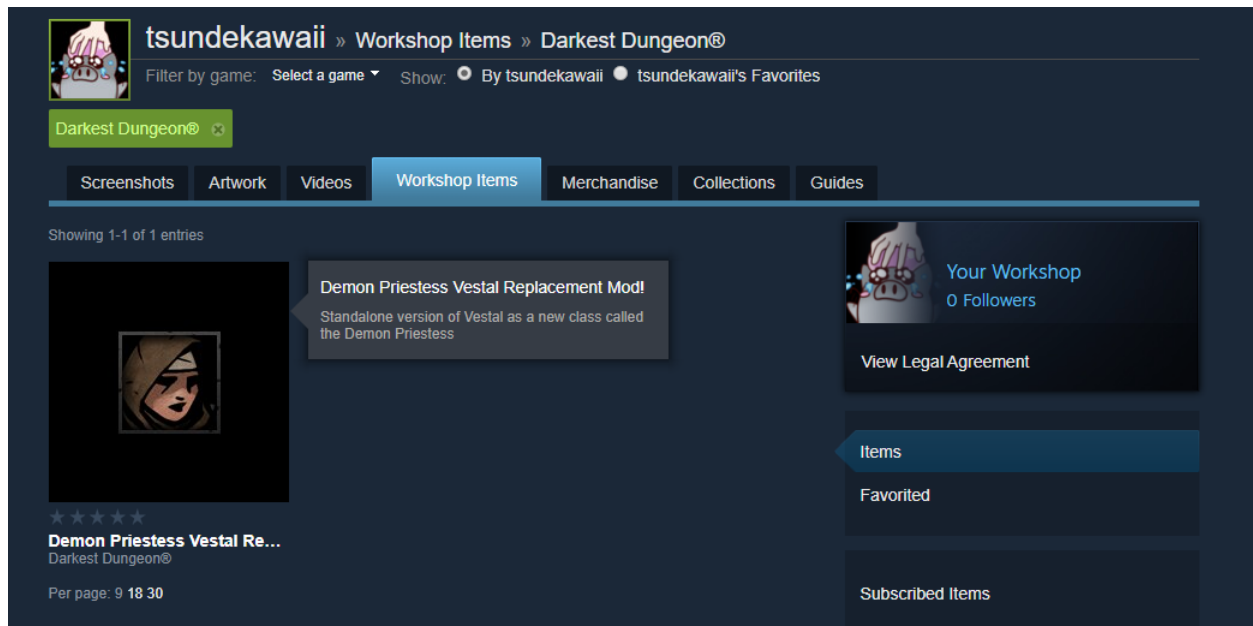
14. DELETING YOUR WORKSHOP UPLOAD

Back in step 10, we uploaded a mod to steam so that we could generate some of the much-needed files for our mod to work. Now, we'll just delete it so that you don't fill your steam profile with private character mods.

Go to the Darkest Dungeon Steam page and hover over "your files" under your profile:



Click "Files you've posted" and then click on the mod that you uploaded.



Click delete:

Demon Priestess Vestal Replacement Mod!

★★★★★
Not enough ratings

Description

Discussions 0

Comments 0

Change Notes

Item Stats



Tags: class

File Size 33.973 MB

Posted Oct 29 @ 9:13pm

1 Change Note (view)

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DESCRIPTION

Standalone version of Vestal as a new class called the Demon Priestess

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Add/Remove Required DLC

Add/Remove Required Items

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