Guide contents

Choose a data layer

Prepare a safe test environment

Make and verify one parameter change

Package without game files

Sources / References

Documentation: In progress **Quick start: In progress**

Offline copy from ModDocs. Source links remain clickable.

Dark Souls Remastered, Dark Souls III and Elden Ring modding

These games share a community of tools, but their data layouts, game builds and mod launch methods are not interchangeable. **Smithbox** supports all three and offers editors for maps, parameters, text, materials and other resources. Its project README lists supported games and current launch guidance. Choose one game and one tiny change for the first mod.

> **Quick start:** use Smithbox to create a project for the exact game you own, change one visible parameter in a disposable test project, launch it with that game's recommended mod profile, and confirm the result in an offline test save.

Choose a data layer

What you want to change	Editor or tool	First test
Equipment or gameplay numbers	Smithbox **Param Editor**	One value changes only in the modded launch
Display text	Smithbox **Text Editor**	One string appears in the intended language

What you want to change	Editor or tool	First test
Placement or map geometry	Smithbox **Map Editor**	Area loads and can be traversed
Models or materials	Smithbox Model/Material tools	Object renders correctly
Event logic	Separate script tooling such as DarkScript3	One event triggers once as intended

The Smithbox README describes these editors and points to related script tools. Parameter edits are the easiest way to prove your project and launch path. A new boss, quest or level needs several data layers working together and should come later.

Prepare a safe test environment

Back up saves and keep mod testing away from online play. Make a separate project directory for each game and record the exact executable version. Download a stable Smithbox release rather than assuming an in-development build is safer. Open the project against the target game and confirm its data can be read before editing anything.

The Smithbox authors say that recent versions can read game data without first unpacking the whole installation. That reduces setup work, but it does not remove the need for a proper mod launch profile. The README's troubleshooting section describes how a wrong launch setup can produce a save-corruption warning and distinguishes launch methods by game/version. Follow the current instructions for the exact game. Do not copy an Elden Ring loader configuration into Dark Souls Remastered.

Make and verify one parameter change

Create a Smithbox project and select a small parameter with a visible, safe effect. Save the project under a unique name. Before launching, verify that the changed file is in

the project output and that the mod profile points to that output. Run the game offline with the mod enabled and observe the intended effect. Restart the game and test again. Then run without the mod and confirm the original behavior returns.

If the effect is missing, inspect the project path, game target and mod launch profile before editing more parameters. If the game fails to start, remove the test mod from the launch profile and confirm a clean game still starts. If one text language works but another does not, inspect which localized resource you edited.

For map edits, use a separate checkpoint: make one placement change, test loading the area and walking through it, then check collision, camera and enemies before adding more objects. Event scripts and dialogue need their own tools and references; avoid changing both map and event data in the first build.

Package without game files

Ship your modified output and instructions for the supported game build and mod launch method. Do not include unmodified game archives. Test the release package from a clean profile without your Smithbox working directory on the load path. List any required tool or framework explicitly, and say whether the mod is intended for offline use only.

This guide is **unfinished**: it gives a safe first-project route and tool map but not a verified content-creation recipe for each of the three games. Use Smithbox's current documentation and linked tutorials for game-specific file formats, map editing and launch details.

Sources / References

External project and documentation links cited in this guide. Check the upstream release and version before following version-sensitive steps.

- project README
- README's troubleshooting section