

Specifically, by repeated request, "[More perks](#)" by fireundubh (version 1.1) and "[Perkaholic](#)" by Xylozi (version 1.01)

Two things I forgot; in case your unaware, this is a guide to help you modify your own game. I am happy to help as much as I can, but ultimately you are the one doing it, therefore I cannot be held responsible for issues (will try to resolve them with you as best as I can though!)

Secondly; please do NOT ask me for the files. They ARE NOT allowed to be distributed due to permissions. That includes me "just sending it privately, no one will know". Please stop asking guys!

p.s. the are some formatting bugs stemming from the bbcode, am trying to find out why they are occuring (code in editor does not show them, only shown when "saved" to here)

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## Guide on Merging“[More Perks](#)” and “[Perkaholic](#)”

(these two by popular request, ask for others and shall see what I can do!)

### Having the right Programs;

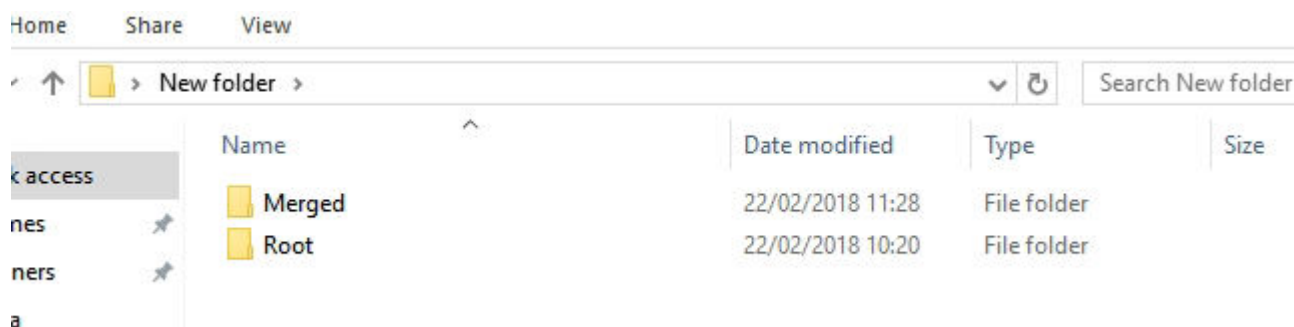
Make sure you have [7zip](#) or similar AND [notepad++](#) (can do it in notepad/wordpad etc but notepad++ is just better in every way!)

Make sure you can see the file extensions! [How to for windows 10](#), other OS's; [Google is your friend](#)

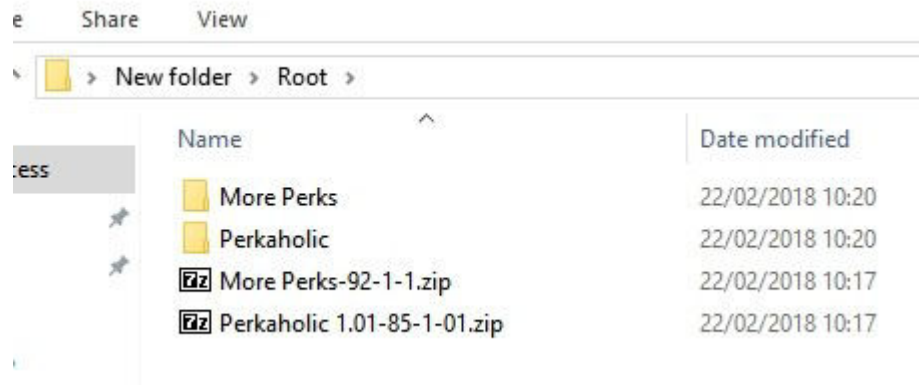
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### Setting up a new working environment;

1. Create a New Folder for you to work in, so your files do not confused. I recommend this way, but if you prefer navigating the file structures in one window feel free.
2. Inside of this folder create 2more, one called “merged” (where we are going to put the merged files) and one called “root” (with the original files).



3. Right click “root” and “open in a new window”. Inside “root” Put the .zip’s of the mods you are going to merge (2 at a time, else you can get confused. Later you can do more, but on your head be it!). And create 2 folders, one named after each mod
4. Extract the mods.zips to their individual folders



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### Re-create the directory paths in “Merged” folder;

1. Create new folder called “Localization”
2. Create new folder called “Data” and open it in a new window (right click > “open in new window”).

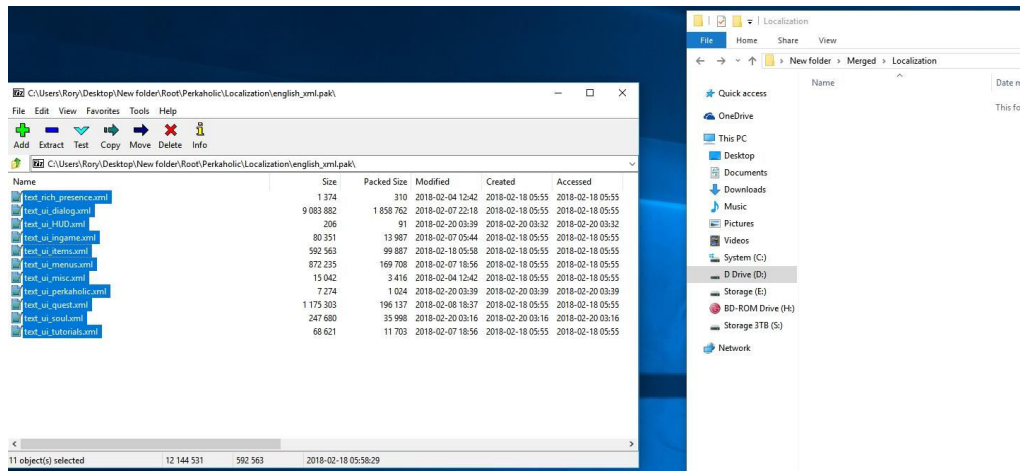
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## Localization merge;

We will use “Perkaholic” as the base for this guide as Xylozi has given me permission to do so (thank you!)

1. So Open the folder you put the “perkaholic” files in to in 1d) and open “Localization” folder. (If your using perkaholic at all, always use this mod as a starting point, other perk mods may not handle the localization xml in the same was & need manually merging as well)
2. Open english\_xml.pak with 7zip, you can associated 7zip with this file type to make your life easier
3. Make sure you can view “Localization” folder open made in 2a in another window (Merged\Localization)

#### 4. Extract english\_xml.pak to “Localization” folder

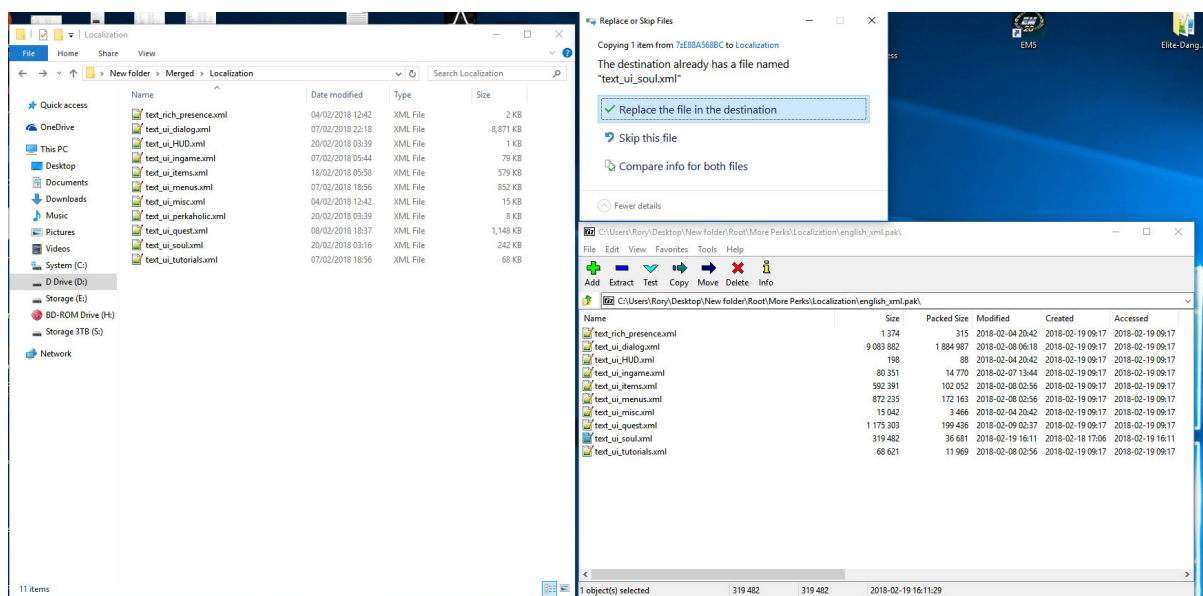


5. Go to other mods “english\_xml.pak”, in this case “more perks” under root\more perks\Localization

6. Extract ONLY “text\_ui\_soul.xml” and put it in to the merged\localization folder, overwrite when prompted to do so N.b. These two mods handle localization differently, so you can do it this way

7. Select everything in the merged\localization folder and right click > 7zip > add to localization.zip

8. Rename “localization.zip” you just created to english\_xml.pak, confirm the extension change















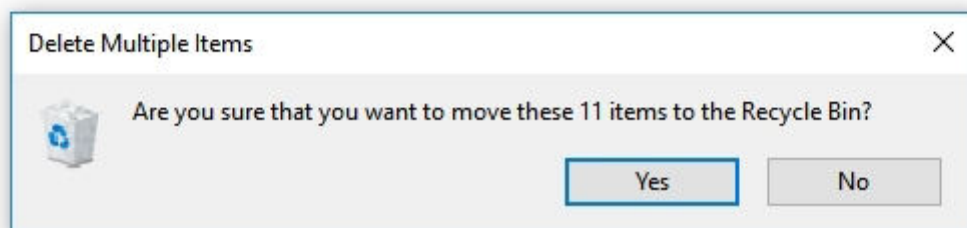
9. Delete (or Move) the .xml files that remain (they are safely within the .pak and not needed any more, if moving; move outside of the “Merged” directory)

VIEW

new folder > Merged > Localization

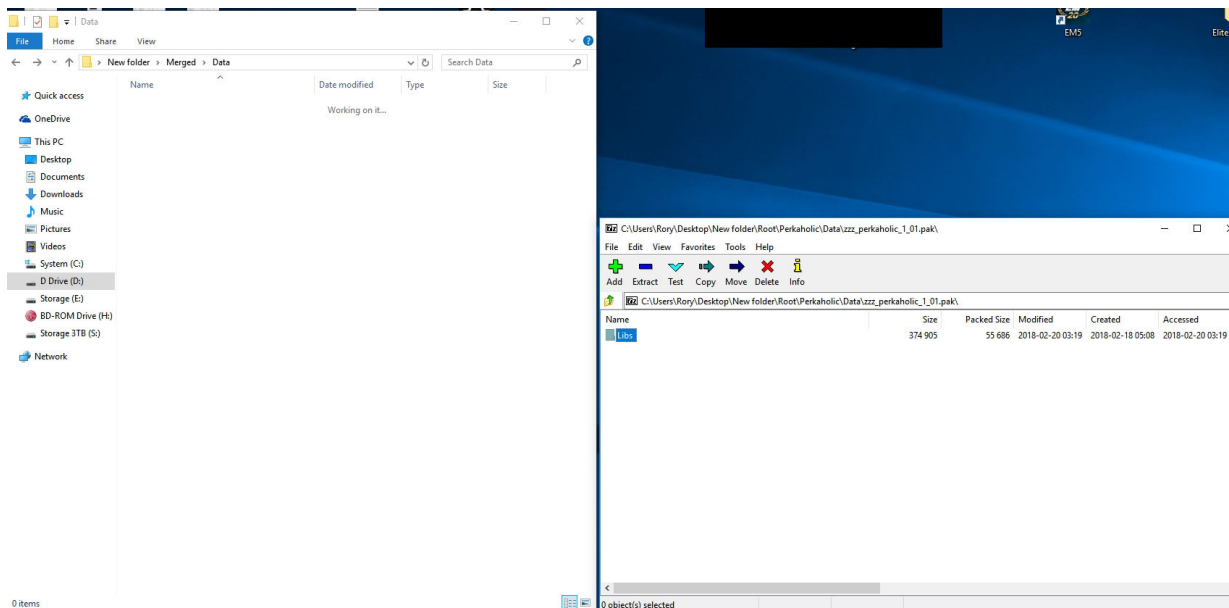
Search Localization

Name	Date modified	Type	Size
 english_xml.pak	22/02/2018 10:38	PAK File	2,372 KB
 text_rich_presence.xml	04/02/2018 12:42	XML File	2 KB
 text_ui_dialog.xml	07/02/2018 22:18	XML File	8,871 KB
 text_ui_HUD.xml	20/02/2018 03:39	XML File	1 KB
 text_ui_ingame.xml	07/02/2018 05:44	XML File	79 KB
 text_ui_items.xml	18/02/2018 05:58	XML File	579 KB
 text_ui_menus.xml	07/02/2018 18:56	XML File	852 KB
 text_ui_misc.xml	04/02/2018 12:42	XML File	15 KB
 text_ui_perkaholic.xml	20/02/2018 03:39	XML File	8 KB
 text_ui_quest.xml	08/02/2018 18:37	XML File	1,148 KB
 text_ui_soul.xml	19/02/2018 16:11	XML File	312 KB
 text_ui_tutorials.xml	07/02/2018 18:56	XML File	68 KB



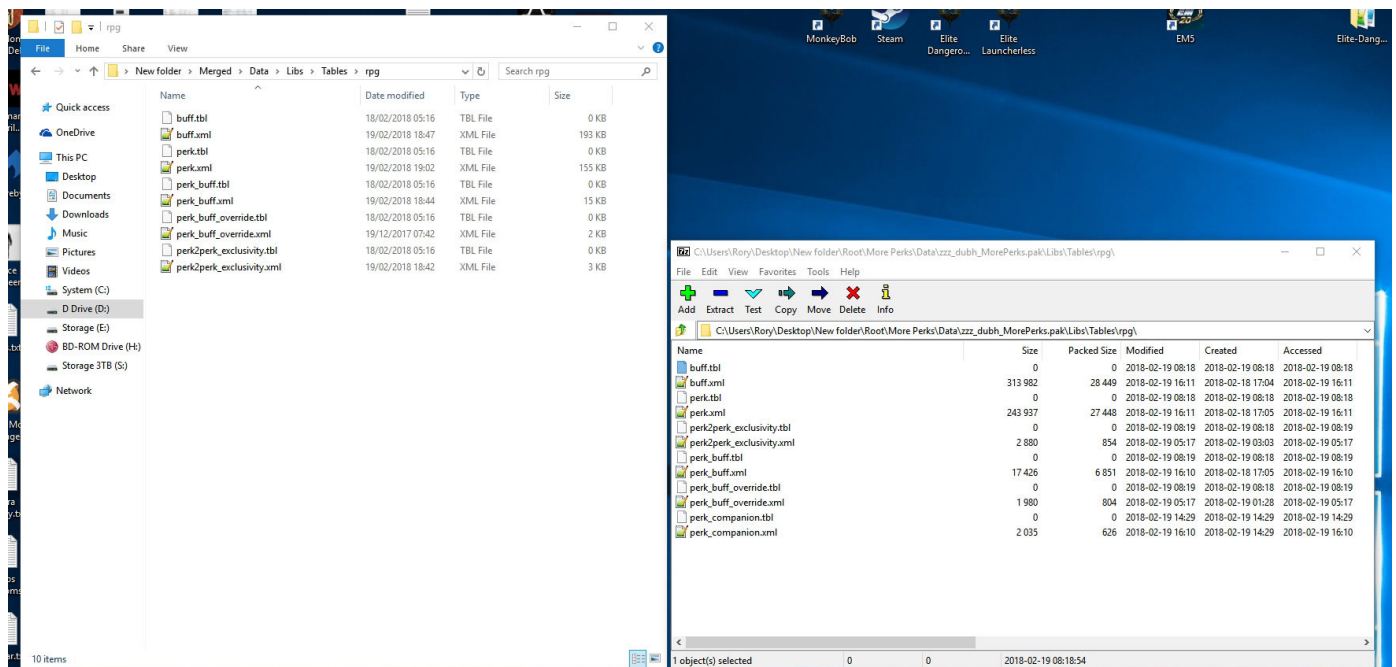
## Now the real work begins (merging rpg tables);

1. Make sure you have the windows showing your Merged\Data\ ,Root\Perkaholic\Data and Root\More Perks\Data visible. Close any others if you feel you have too many open. Also close all instances of 7zip.
2. Open “zzz\_perkaholic\_1\_01.pak” in Root\Perkaholic\Data and extract its contents to Merged\Data, then close 7zip.



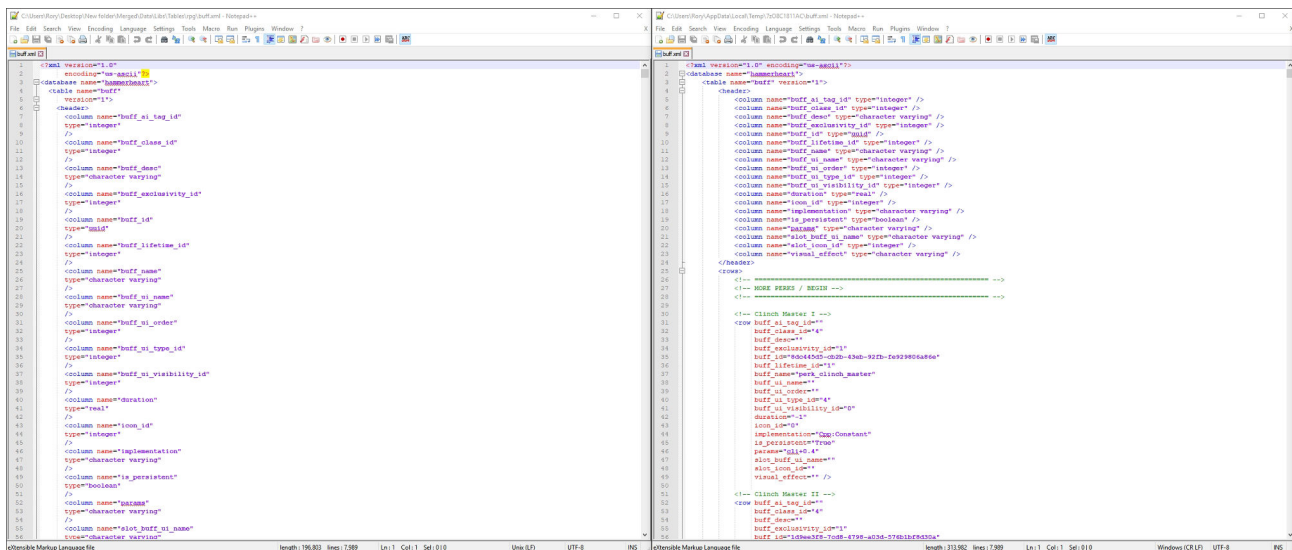
3. Navigate to Merged\Data\Libs\Tables\rpg
4. Open the other perk mod (“more perks” in this case) .pak in Root\More Perks\Data and navigate inside 7zip through the folders until you see the xml files, put the two windows side by side so you can see both at once.

Now you will see the main focus of the merge (and this guide);

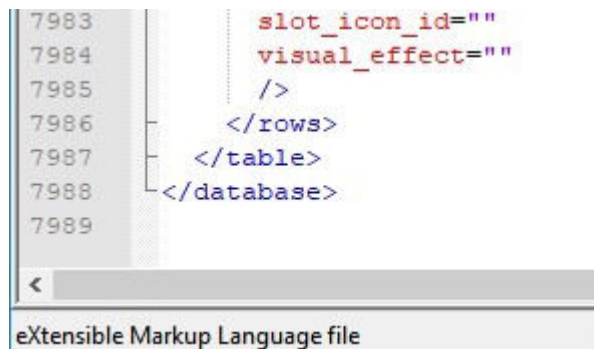


## Merging the xml's;

1. I left you at 4e looking at the screenshot  
**buff.xml**
2. Now open buff.xml in Merged\Data\Libs\Tables\rpg with notepad ++ (& associate it with .xml file type). Drag this window to the left of the screen so it “pins” there.
3. Open “buff.xml” that is inside the 7zip window, this will open it in notepad++ as a second document, drag this second document to the right side of the screen and pin it (so they appear side by side)



4. Navigate on the **LEFT** notepad++ to the bottom of the document (ctrl+end). Here you will see





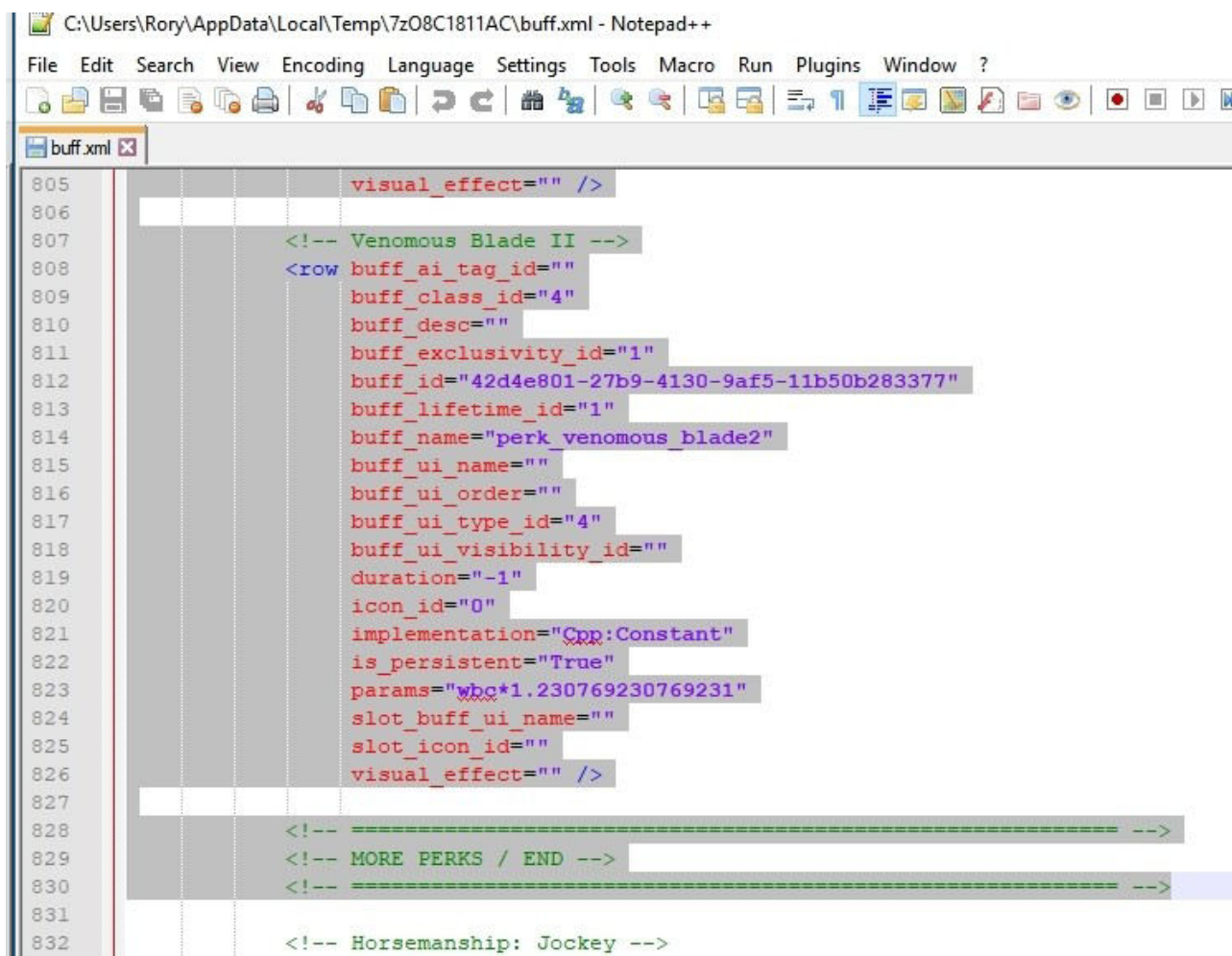
Press enter a few times just AFTER the /> so it looks like this; (MAKE SURE THE NEWLINES ARE BEFORE THE "</rows>")

```
7981      params="wbc*1.1"
7982      slot_buff_ui_name=""
7983      slot_icon_id=""
7984      visual_effect=""
7985      />
7986
7987
7988
7989    </rows>
7990  </table>
7991 </database>
7992
```

5. On the **RIGHT** notepad++ you will see fireundubh has kindly used comments (the green text) to show where his additions start and end  
Starting at the first row of the comment (line 26 in this version) that reads;

```
<!--===== -->
```

Click and drag downwards until you see the comment at the end (line 831) of his



```
C:\Users\Rory\AppData\Local\Temp\7zO8C1811AC\buff.xml - Notepad++
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?
buff.xml x
805      visual_effect="" />
806
807    <!-- Venomous Blade II -->
808    <row buff_ai_tag_id=""
809      buff_class_id="4"
810      buff_desc=""
811      buff_exclusivity_id="1"
812      buff_id="42d4e801-27b9-4130-9af5-11b50b283377"
813      buff_lifetime_id="1"
814      buff_name="perk_venomous_blade2"
815      buff_ui_name=""
816      buff_ui_order=""
817      buff_ui_type_id="4"
818      buff_ui_visibility_id=""
819      duration="-1"
820      icon_id="0"
821      implementation="Cpp:Constant"
822      is_persistent="True"
823      params="wbc*1.230769230769231"
824      slot_buff_ui_name=""
825      slot_icon_id=""
826      visual_effect="" />
827
828    <!-- ===== -->
829    <!-- MORE PERKS / END -->
830    <!-- ===== -->
831
832    <!-- Horsemanship: Jockey -->
```

adjustments and copy (ctrl+c)

6. Click at the start of the first line after “/” on the **LEFT** notepad++ and paste here (ctrl+v).  
The indent may be different, but that does not matter
7. Save the **LEFT** buff.xml (ctrl+s) and close both notepad++’s

### **perk.xml**

8. Now we move onto the next xml, “perk.xml” and open them the same way, the 7zip on the right and the one from Data\Libs\Tables\rpg on the left. (You can check it is this way around as the 7zip one (more perks) has the green comment text again (thank you!))
9. Navigate to the end of the document on the left (we are doing the same as above again) and press enter after the “/” (MAKE SURE THE NEW LINES ARE BEFORE THE “</rows>”)
10. Again select all the text on the **RIGHT** document starting at the beginning of the “More Perks” comment (line 19 in current version) to the end of it (line 527 in current version) and copy, then paste on **LEFT** document at the end, where you made the gap.
11. If you want to remove the duplication of featherweight 2 perk, scroll upwards until you find  
“<!-- Featherweight II -->” Change this to “<!-- Featherweight II ”  
Go down 12 lines until you see “visibility=“2” />” and add “-->”  
to the end of this so it now reads “visibility=“2” /> -->”

12. Save **LEFT** notepad++ and close both notepad++’s

### **perk\_buff.xml**

13. Move on to the next xml; “perk\_buff.xml” and split the windows as before, so commented (green) is on the right
14. Go to end of **LEFT** document, make some new lines (MAKE SURE THE NEW LINES ARE BEFORE THE “</rows>”) and copy the “More Perks” data (right) over (lines 9 to 107, in current version) and paste in the space you made.
15. Save the **LEFT** document, and close both windows

### **perk\_buff\_override.xml**

16. Next xml is “perk\_buff\_override.xml”, same setup (split left/right), same procedure. In brief;  
Make space at end of **LEFT** document after “/” before “</rows>”  
Select lines 10 to 15, on **RIGHT** document, copy and paste in to space on **LEFT** .  
Save **LEFT** , close both windows.

You may notice notepad++ is keeping the old documents we have worked on open, this is normal behaviour for it, if you want to remove them click the little “x” next to its name on the tabs.

### **perk2perk\_exclusivity.xml**

17. Next up is “perk2perk\_exclusivity.xml”, so as before, make space at bottom of **LEFT** document, select text on **RIGHT** document, copy & paste, save **LEFT** & close both.



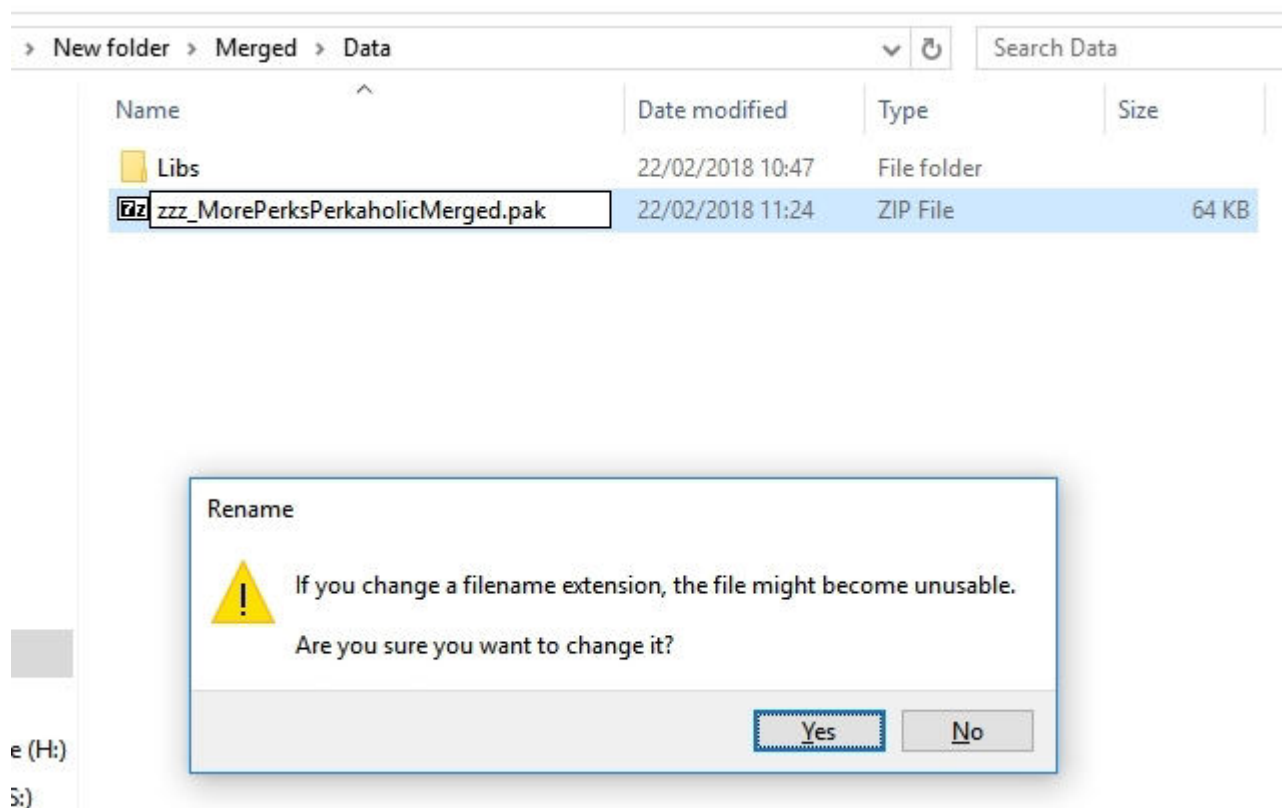
18. Now you just need to drag ONLY “perk\_companion.tbl” AND “perk\_companion.xml” from the 7zip over to the folder we were working in (Merged\Data\Libs\Tables\rpg) (not strictly speaking needed as More Perks does not **currently** change horses, but better to be safe than sorry!)

If you are using this guide for another mod and these files are already present then you will need to merge them as well!

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## Nearly done!

1. Go back from Merged\Data\Libs\Tables\rpg to Merged\Data\ and right click “Libs” folder > 7zip > Add to “libs.zip”
2. Rename libs.zip to a unique name for this merge (I use zzz\_MorePerksPerkaholicMerged.pak) and confirm the extension change.  
**MAKE SURE YOU HAVE NO SPACES IN THE NAME!**



3. Delete/Move the folder “Libs” (if moving to outside of the “Merged” directory!)
4. Not strictly speaking necessary these two next steps, but makes it easier to store/move imo

- Navigate back one folder to \Merged\ and select BOTH “Data” and “Localization” and add to 7zip again (Right click > 7zip > Add to “merged.zip”)
  - Rename Merged.zip to whatever you want .zip
5. Navigate to Kingdom Come root directory, and go to KingdomComeDeliverance\Localization, select “english\_xml.pak” and rename it to “english\_xml.orig” (backing up original file).
  6. Select your merged folders (\merged\ or open the zip you made) and copy/extract the contents to Kingdom Come root folder, no over-writes should happen.
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**Start the game and see if it works**  
(it should as I re-did mine along side writing this)