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Do dark souls 2 mods work with scholar of the first sin

Random corrections for dark souls ii: scholar of the first sin (wip) how to use the download of the track from the release page to unsubscribe it in \dark souls ii scholar del first Sin\Game (in your steam installation directory) play the game I can get (soft)banned for using this? read this and this. Yes, you'll soften. - No, you're not going to soften yourself. Do you understand? Softban are managed manually by a team of people. will or will not ban you depending on a group of reasons and / or mod. this has been declared in a softban confirmation email from bamco: on ds2fix: ds2fix was not officially released fromsoftware file/mod and as such are well within their rights to limit any player that uses it. we are not really sure of the exact reasons why fromsoftware decides some mods are violations of the eula while others seem to go unnoticed (but these will probably still lead to restrictions once drom is aware of them) and as such we strongly recommend to our end users who simply do not use mod, hack, or external files with the game (since they will all be "a risk"). These are some other applications that can cause problems - using x360ce, sweetfx, reshade, dxtory or the Dead-zone fix. So here she is. you can use ds2fix64 and be completely fine, or be banned two days later. or you can avoid daring and get banned independently because of sweetfx, or x360ce without which your aftermarket gamepad does not even work. Shit sucks, I suck.but now you do it too (you know, don't suck). Take care. fix current bug tightening fixes -- disabled: fixed in sotfs 1.0.2 dark souls would damage your weapons according to your framerate. sotfs will apply the damage twice independently. Don't do it. 0000 looking further @ 1F492F[1] you can see a short jmp at 1F4939[2] — it is there that the lasting damage of the weapon is applied. here, the game will cause damage[3][4][5] and will call the routine[6] to apply this damage. [DarkSoulsII.exe+1F4D80] .text:00000001401F4D80 [7] mov [rsp+10h], rbx .text:00000001401F4D85 [8] mov [rsp+18h], rbp [... snip ...] .text:00000001401F4DE2 movzx r8d, bpltext4I'm sorry. This is necessary because online assembly is not possible in MSVC_x64 and it seems too stupid to invoke a __fastcall without pulling out the shit from every single x86_64 register has to offer. Thank you, Microsoft. We only get xmm2, they sutter and jump back to the trampoline function created by MinHook, where the 5 bytes we overwrite in advance are stored, then we will jump back into Dark Souls II and let the game go from its activity[8]. +14 updated elements crash / save the Dark Souls II corruption manages upgrades to +10 in play — anything above that (through the means of cheeety) could, can and will cause unexpected behaviors. In particular, the upgrade +14 will clear the game upthe inventory menu / equipment and will prevent you from falling the item, effectively condemning that character to deletion. Let's avoid this, okay? Details SotFS seems to manage this exception better than its predecessor — the game will remove the offended object and will unfold it to +0. The thing is, it still crashes. Yeah. Don't ask. [Axxx=0=0] | 00007FF629121670 mov rcx, qword ptr ds:[ax+38] | 00007FF629121674 mov ex, dword ptr ds:[ax] | 00007FF629121677 cmp ex, 3197509167exe 00007 movzx eax +10 max jbe nevermind xor eax, eax upgrade level is >10FF628FA7DD1 and F |; perlost due to the jmp 00007FF628FA7DD3 mov byte ptr ds:[rbx] to |; perlost due to the jmp 00007FF628FA7DD5 mov rax, rbx |l mov Hit me. Namecrash / assert bug The old namecrash comes back. The game is unable to account properly for misunderstood text strings that may or may not be voluntarily introduced into your world (read between rows). > > >