How to use SIC, fast tutorial!

Example: Let's say you want to make Armor_180.sbfres standalone.

- We need to figure out what is that armor, so let's visit that page and find "Armor_180" in the list: https://github.com/MrCheeze/botw-tools/blob/master/botw_names.json

- According to that page, armor 180 is the "**Phantom Ganon**" set and has 3 parts:
  - Armor_180_Head → Phantom Ganon Skull
  - Armor_180_Upper → Phantom Ganon Armor
  - Armor_180_Lower → Phantom Ganon Greaves

- Let's search "Phantom Ganon" in that page: the only result, is for Armor_180, so it's **not upgradeable** (upgradeable ones will appear several times in the list with a different number, for example 181, 182, 183 and 184 –one fairy upgrade, two, three and mas upgrades--).

→ If you just want to make this armor standalone, skip the next part and jump to next page: "**USING SIC**".
→ If you have a mod replacing armor 180 and you want to make it standalone, **keep reading**.

So, you have a mod that replaces armor 180. My trick to make it *standalone-the-easy-way* is to cheat on SIC. To do that, we will replace the modded armor in the game:

- Open **CEMU**, right click on the game icon, and select "Update directory" on the context menu.
- In the file explorer window, select **CONTENT folder and make a copy of it** elsewhere in your computer.
- **KEEP SAFE THAT COPY AND LEAVE IT ALONE**. Now let's focus on the existing CONTENT folder.

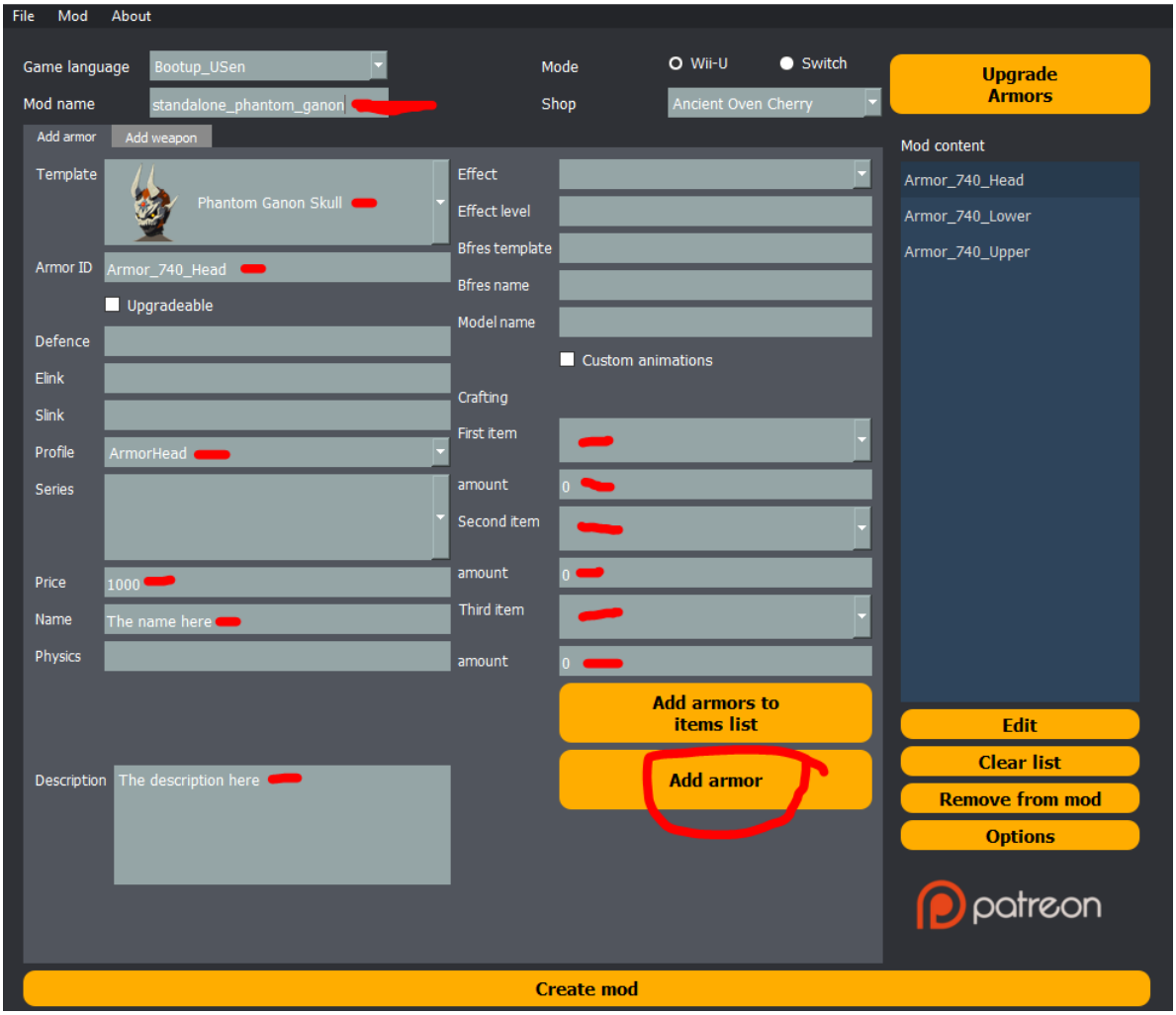
- If your armor mod has sbactorpack files:
  - Go inside CONTENT, then to the folder ACTOR, then to the folder PACK.
  - REPLACE THERE THE EXISTING GAME FILES, WITH THE ONES OF YOUR MOD
    (*probably Armor_180_Head.sbactorpack, Armor_180_Upper.sbactorpack, Armor_180_Lower.sbactorpack*)
- For the model and textures:
  - Go inside CONTENT, then to the folder MODEL.
  - REPLACE THERE THE EXISTING GAME FILES, WITH THE ONES OF YOUR MOD
    (*they should be: Armor_180.sbfres, Armor_180.Tex1.sbfres, Armor_180.Tex2.sbfres*)
- If your armor mod has icon files:
  - Go inside CONTENT, then UI, then STOCKITEM
    REPLACE THERE THE EXISTING GAME FILES, WITH THE ONES OF YOUR MOD
    (*they should be: Armor_180_Head.sbitemico, Armor_180_Upper.sbitemico, Armor_180_Lower.sbitemico*)

The core files of your armor mod are the ones I explained (actorpack files for the animations and properties, sbfres files for the design, sbitemicon for the icons). If your mod has more files in its CONTENT folder, then look for them in the game CONTENT folder and replace them too (but I'm not sure if SIC will work with them).

Anyway, at that point we have replaced the default game Armor_180 with the modded one. We can go to SIC!

WARNING: The game WON'T WORK if you try to play it now. That armor will not load. This is just to cheat on SIC.
IMPORTANT: Once all the thig has been done, we will restore the game files from the backup.
This will be explained in the last page of this document.

USING SIC – Let's open SIC:



- First write **a name** for your mod & choose a shop to make it purchasable (Ancient Cherry, usually).

---- ---- Head ---- ----

- On **TEMPLATE**, select "Phantom Ganon Skull" (the head part name of the Armor_180).
- On **Armor ID**, write "Armor_740_Head". You can use a different number, for example 280 instead. Just decide a number and use the same for all the parts. Around 300 and up to 999 are the unused spots. Other modders may use the same number for their mods, so pick one wisely.
- If this armor were **upgradeable**, we would have ticked the box (it's not, so leaving it unchecked).
- On **PROFILE**, select Armor Head, as we are adding a head.
- On **PRICE**, name it. It's for the shop.
- On **name**, write the name to be displayed in the game.
- On **description**, write the description of it. No more than 4 lines.
- On **FIRST ITEM**, pick the thing to be exchanged in the shop apart of the money, and the **AMOUNT** of it. Same for **SECOND** and **THIRD** item. Leaving it alone and using zeroes, will make the mod cost 1 unit of the default items (ancient gear stuff); but you should select items like ores, fruits, whatever material.
- THEN, press **ADD ARMOR** button and it will be added in the list of the right of the screen (in the picture, I already added the other parts too).

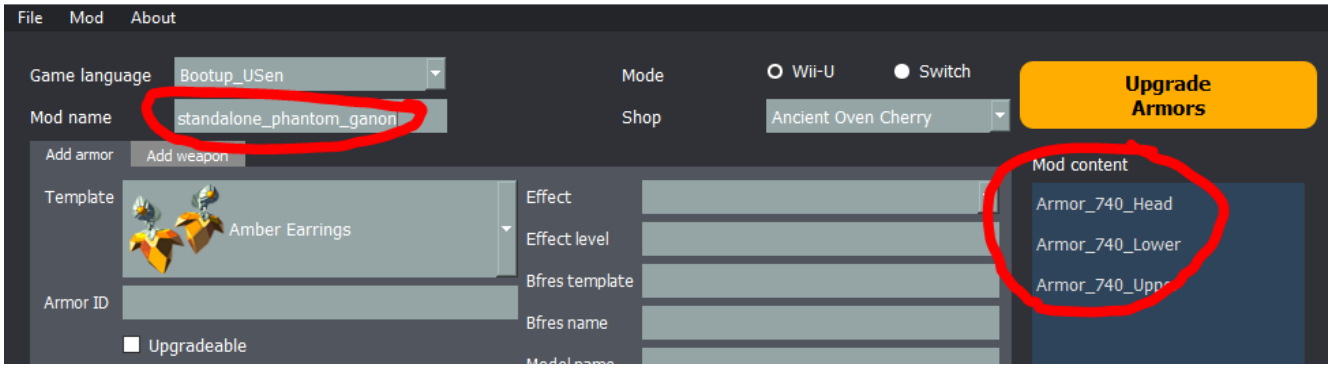
---- ---- Lower ---- ----

- Now, let's repeat the process for the greaves:
- On **TEMPLATE**, change to "Phantom Ganon Greaves" (the lower part of the Armor_180).
- On **Armor ID**, write "Armor_740_Lower" (or the number you have decided).
- If this armor were **upgradeable**, we would have ticked the box (it's not, so leaving it unchecked).
- On **PROFILE**, select Armor Lower, as we are adding a trousers/skirt/boots thing.
- On **PRICE**, **name**, **description**, **FIRST ITEM**, **SECOND** and **THIRD** and amount, do the same at your will.
- THEN, press **ADD ARMOR** button and it will be added in the list of the right of the screen.

---- ---- Upper ---- ----

- Finally, let's repeat the process for the body armor:
- On **TEMPLATE**, change to "Phantom Ganon Armor" (the upper part of the Armor_180).
- On **Armor ID**, write "Armor_740_Upper" (or the number you have decided).
- If this armor were **upgradeable**, we would have ticked the box (it's not, so leaving it unchecked).
- On **PROFILE**, select Armor Upper, as we are adding the armor/tunic/dress thing.
- On **PRICE**, **name**, **description**, **FIRST ITEM**, **SECOND** and **THIRD** and amount, do the same at your will.
- THEN, press **ADD ARMOR** button and it will be added in the list of the right of the screen.

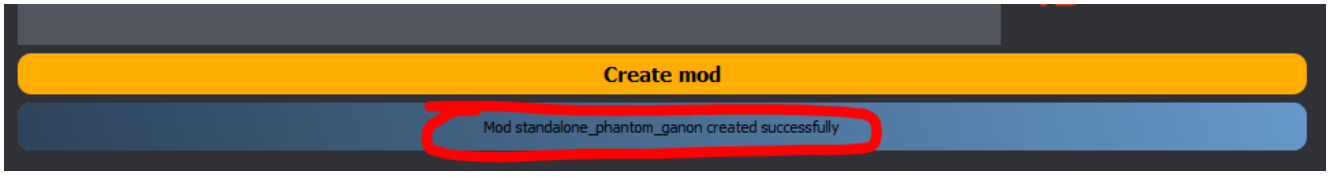
Once we have the 3 parts added to the list of the right, then go to menu FILE, select SAVE AS, and write the same name as the "mod name" (in the picture: "*standalone_phantom_ganon*"). This will store our mod design in "json" file format. Now close SIC and open it again. Go to FILE and load "standalone_pantm_ganon.json". If everything is OK, the list on the right will have our items (*ignore the amber earrings, they are just the first template*):



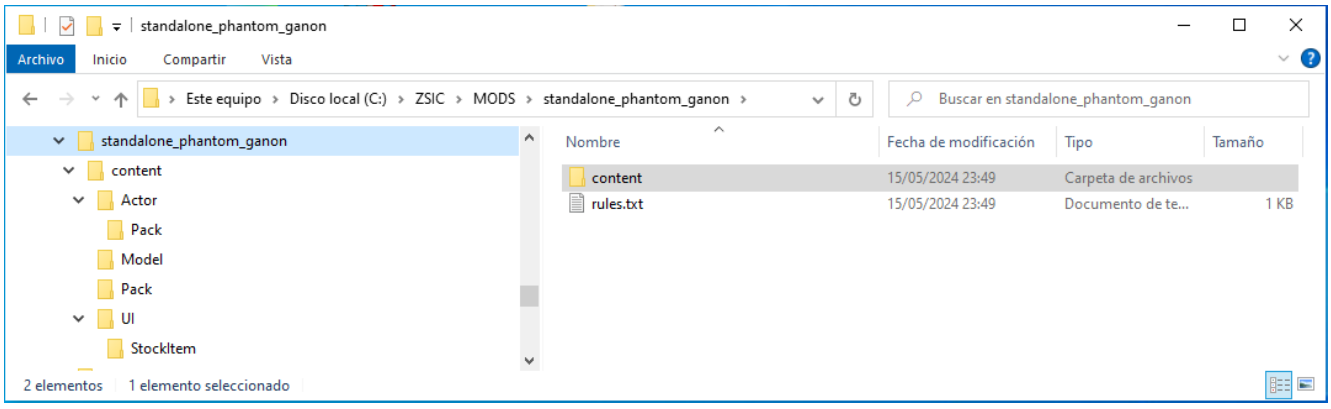
Now we're ready to CREATE THE MOD (the lower long yellow button). But first…

- In case our armor is upgradeable and we checked "upgradeable", now it's time to press the button "upgrade armors". This will duplicate as much as needed all 3 items, and will add +1 to the number (741 for the first fairy upgrade, 742 for the second, 743 for the third, 744 for the maximum).
- In case you want to edit something, just select the piece of armor in the list of the right and press the EDIT button. This will load that piece in the whole screen. Do the edit (for example a new description, different price, whatever), then IMPORTANT, press again ADD ARMOR to update it in the list of the right (this action apparently will do nothing, but YES, it updates your changes!).
- Remember to save changes / save as a different name to have your design at different stages, just in case you need to rollback something.

…and now, we press CREATE MOD button! If everything is ok, the lower blue part under the button will display a progress bar and several messages, and it will end with **mod created successfully**:



Congratulations! Go to the SIC folder, and look for the mod folder called **standalone_phantom_ganon**:



Restoring things

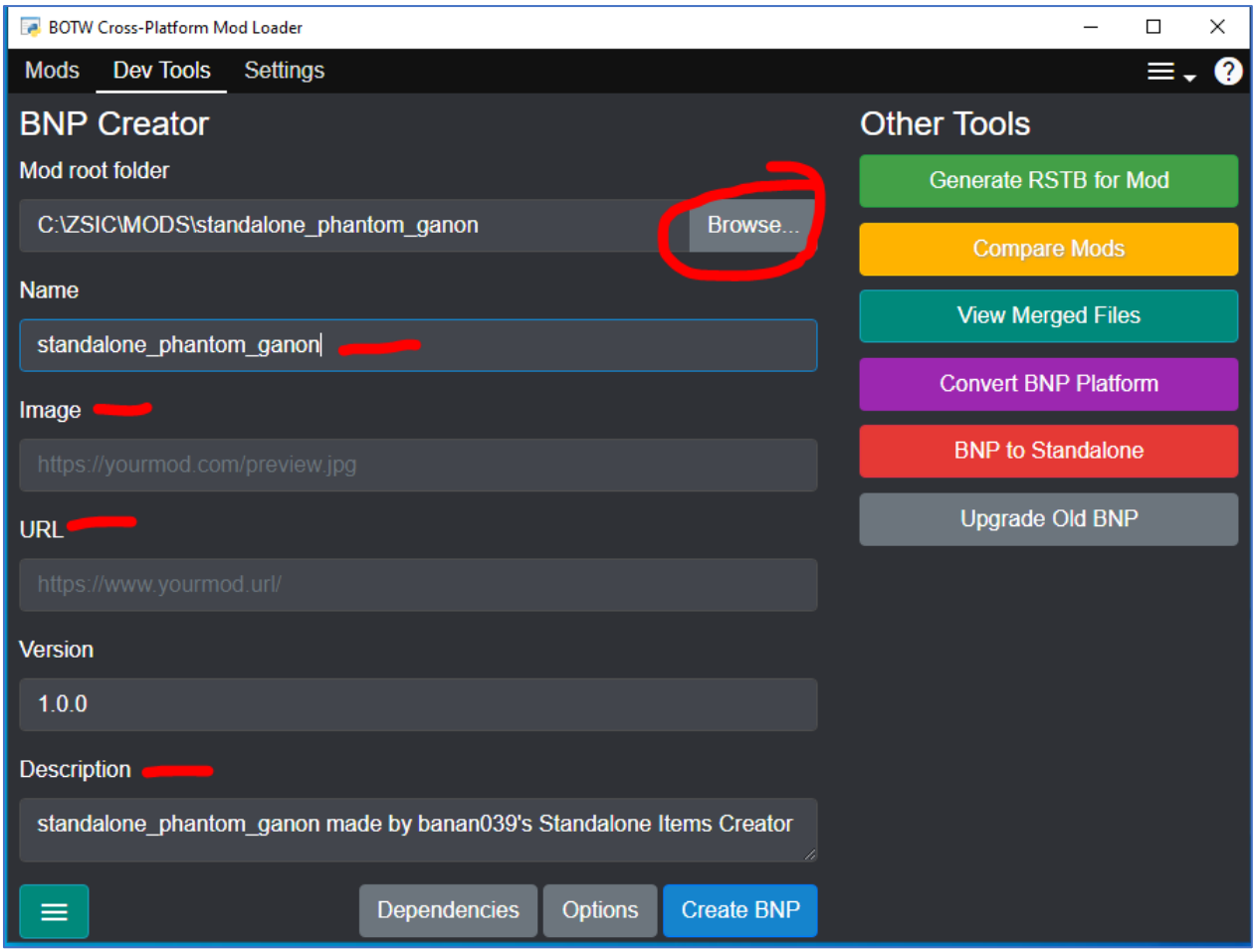
Read this part if in the first page, you replaced the armor game files with the ones from a replacement mod

Remember we made a copy of the **CONTENT** folder?
We will use it to leave the game as it was, without any changes on its files:

- If needed, open **CEMU**, right click on the game icon, select “Update directory” on the context menu.
- On the file explorer, select the **CONTENT folder and this time, delete it**.
- Now copy the CONTENT folder we backed in a different place, here.

With that, the game has again the default files as expected and will load and run as expected.

Creating the BNP



And finally, open **BCML**, go to **DEV TOOLS** tab, **browse** for the mod folder (**standalone_phantom_ganon**). The fields under the browse button will populate. Set a right name, perhaps an image, the url (if you plan to publish it), and the description. Then press **CREATE BNP** and after a few moments you will be the proud owner of a BNP mod file with your standalone armor, ready to be distributed and installed 😊

--Happy modding!—
-- i2m May 2024 --