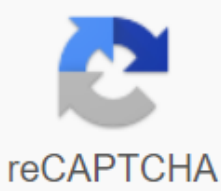




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Released on December 6, 2004, Star Wars Knights of the Old Republic 2: Sith Lords (KOTOR2) is the first game from the newly created Obsidian Entertainment. At the time, the new studio had scant operations with only seven veteran developers who made the transition from the newly shuttered Black Isle Studios, all lurking in the attic of Feargus Urquhart's CEO. Unsurprisingly, the finished product had some problems. The most notable of these issues at launch could be the completion of factory quests HK-50. In particular, this conclusion is simply nowhere to be found in the final game. This means that players can never detect the origin of the most recurring threat of KOTOR2. Several files buried in the game's code reveal obsidian content made for the latest KOTOR2 planet, including a dialogue and action set that developers simply couldn't get before launch. And that's where 15 years of collective obsession with modder comes in.... Putting the pieces back together is Ebon Hawk Land on the M4-78, the planet's droid removed from the game's original release. Modders won't be adding it back to KOTOR2 until 2012. Mandalor reaches the surface of the M4-78 HK-47 gives its good children a talk about birds and bees. To sell restored Mod content, Stanevich and his team edited the original KOTOR 2 graphic. When he first started modding KOTOR2 more than a decade ago, zbyl2 Stanevich had previously worked with fashion tools for Neverwinter Nights. This meant that he already had experience navigating the KOTOR2 engine. His initial focus was finishing the mod to bring the cut planet M4-78 back into the main game. This is the droid planet where players were originally supposed to find Jedi Master Lonne Yours, hiding from the threat of the Sith chasing the Jedi across the galaxy. Progress in the restoration of the M4-78 file was halted while Stanevich waited for the writer to return the scripts. So he moved on to starting work on what would be restored Mod content. Another group that was doing fashion restoration took years to release anything and I knew I could do something they were trying to do much faster,' he recalled. I met another guy in the modding community (DarthStoney) who shared my feelings and we just went for it. Initially, Stanevich and his team planned to fix one planet at a time and release them accordingly as they were completed. After the team finished work on Nar Shaddaa, however, they decided to keep going and releasing their work as one big mod covering all the content of the cut. As he progressed, Stanevich began to look for more people, Help get the project across the finish line. Hell, a modder named Hassat Hunter was brought in to perform beta testing and eventually began to help with the development. And another modder named VarsityPuppet was brought in to troubleshoot this incomplete HK-50 factory, putting together an unfinished second half of the mission. This kind of modding was far from a direct process. Even something as simple as changing the location of the NPC is required going into the game, finding the character, recording the coordinates, and then leaving the game and entering and changing the coordinates of the modding tool as Stanevich described it. But this mod tool gives no indication if the process worked, so modders had to start a backup game and find a new NPC location to see if they had succeeded. With what was left in the game files, the dialogue worked, but there was no end, - Stanevich explained. So they put the final sequences of the factory mission together to match the available dialogue with the plant and Malahor V. By releasing several versions of rcM, Stanevich stepped away from the project, while the team fixes problems with the system of random looted in the game, saying that he believes he no longer had significant feedback to offer during the process. The involvement of other members of the group meant progress was never ground to stop, however. If it were just me and Stoney ... we probably would have stopped much earlier, Stanevich said. Restored content mode entered the open beta in 2009. It has more than 400,000 subscribers to Steam Workshop. Wearing a disguise thanks to courage, Effix decided to turn the murderous wuki companion KOTOR2 into Care Bear. The Effix' Mission Vao Deluxe package allows the player to simulate the appearance of KOTOR's TWI'lek satellite. Effix's cat mod will allow you to live your dream of being a Star Wars cat man. One of the effix disguise mods on Steam allows players to dress up as Darth Revan, Malak and Nihilus Effix Bob Mandalor mod lets cosplay like one guy who looked cool before getting into Sarlaac. Not all KOTOR2 fashions are so complex. Effix, which has posted more than 60 mods on Steam since 2010, is focusing instead on more cosmetic changes. This can mean everything from changing the color of a companion's hair to turning Hanharr, a darkside-specific Wuki companion, into a pink Care Bear. There was someone who proposed it, and several others were also on board with the idea or daring me to do Care Bear mod, said Effix. I don't think they expected me to do the job, but for me it was very funny to turn this idea into an actual mod. Another Effix work includes fashions allowing the player to replace his standard human head with alien variants such as ancient Rakatan or dark Darth Malak. The technical term (for these mods) is camouflage, because it's a name in point of ownership that You take on a different look, Effix said. Many things from KOTOR (such as disguises) are left in KOTOR2 files, even if they can't make an appearance in the game. The bulk of Effix's work, he says, is done through Fred Tetra's KOTOR Tool, a simple utility for editing modules, images, wired models, character performances, dialogue, and elements in the game. Focusing on these elements helped Effix maintain its enthusiasm for modding games, he said, as it focused on projects that are rather bite-sized compared to others. I like to do retextures because I like to give something a new look, and for me it's pretty simple. I'm not that into more complex things like scripts, adding new areas, new 3D models and animations. Creating mods for a game that you really like is great fun, so that's my motivation,' he added. It's also satisfying to get positive feedback from people who use your fashion and are also passionate about the same game. For me, it's a fun and relaxing hobby. It's great to create things and see your creation in a Star Wars game and I get a lot of positive feedback from the community. Page 2 Unlike the first KOTOR, the Obsidian sequel has no variants of the same gender romance. Leilukin, a modder at the Nexus forums, has focused much of his modding work since 2016 on fixing this oversight. As much as I loved KOTOR2, I've always been disappointed by the fact that romance content with mates and some NPC ... all heterosexual,' she said. Some of these fixes are relatively simple. In vanilla KOTOR2, for example, only male characters can recruit a maid after leaving Telos, while female characters are the only ones who can recruit a pupil during the main quest on Dantooine. By default, Leiluken's mod simply flips this gender check, so that only male characters can recruit The Apprentice and only women can recruit a Maid. But Leiluken's mod goes further. The hardest part, she said, was finding all the references to the sex of the exile throughout the game, which was said by party members specific to gender, and then add an additional dialogue that replaces pronouns and splices the off-screen file. Leilukin's same-sex romance mod let Kriya manipulate the maid's feelings towards female exile. Leilukin's same-sex fashion novel allows the apprentice to shoot his shot with the male character of the player. To recruit as a maid and apprentice at the same time, players can install PartySwap mod DarthTyren. This mod was initially lacking same-sex romance dialogue with Leiluken's fashion. But Leiluken has since added the option of installing compatibility, allowing the two mods to now work together and fully discovering same-sex romance options for your dreams. it's all under control for years COTOR2, the fashion community knew several homes. Initially, fashions were posted on sites such as Filefront and Lucasforms. Both sites are closed. Currently, the fashion for KOTOR and its continuation can be found on sites such as Nexus, Deadly Stream, /r/kotor subreddit and the subreddit-associated Discord channel. And in June 2018, the administration of all three of these channels merged. As the subreddit grew, I became more familiar with the modding community, chief moderator Snigaroo said. In the end, I was approached by the owner of the site Deadly Stream, Tyvokka, with an offer of an administrative merger we have now. As a member of subreddit in 2013, Snigaroo began compiling a list of compatible mod builds for both KOTOR games. Each list is divided into two versions: one with spoilers and one without. That's when I started visiting Deadly Stream more regularly and started working on transforming my private use of fashion into an assembly that could be used by the community as a whole, including censored versions for new players, he said. Despite the unified administration, all three main channels for KOTOR mods have their own special focus, Snigaroo said. On subreddit, for example, Snigaroo said that the most common discussions are related to the creation of proposals and analysis of character power. Deadly Stream, on the other hand, often holds discussions on new fashion releases and tutorials, while the Discord server sees more discussions about fashion design. Despite these natural tricks to discuss, Snigaroo said, he doesn't want to chat on any forum to seem too restrictive. We try not to be too draconian, but if someone doesn't ask a simple support question, we really want any submitted post to be either visual (like a video or image) or a text post that is able to generate a lot of dialogue,' he said of the subreddit. We don't want to be just a nostalgia sub where half of the submissions and comments are I don't want to talk about it or other similar memes because we think it's unfair to new users who don't know these memes and who quite likely just need to get some help without being flooded with meaningless comments and views. There's no gatekeeping to it; we want our communities

to grow, promote new projects and be spaces of cooperation where new and old players can gather, he added. Image from Effix Effix

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