Adding new transforms to bundles

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IMPORTANT NOTE: I can't guarantee that this method will work for weapon container bundles or anything that is animated. Most likely it won't.

As it turned out, it isn't particularly hard. In this guide, I will recreate what I did for the UMP barrel, because this example is lightweight enough to not require anything else.

1 Step 1 - Open the bundle

Should be obvious enough. Launch UABE, **File>Open**, open the bundle. Please don't touch the game files directly, copy the bundle you want to change to some other directory instead, ideally, the directory of your mod.

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Tarkov bundles are compressed, and UABE will ask you to uncompress it. Just give the new file some random name, we won't need it anyway. Press Info.

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2 Step 2 - Add the GameObject and Transform

We will need to add 2 new files in order to make this work, *GameObject* and *Transform*. **File>Add**. Select Custom if it wasn't selected already. In Type name/ID field, enter GameObject and Transform for the first and second file respectively.

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hGfxLIn.jpg

By the end of it, you will notice that two new objects were added to the bundle. I recommend you to write down their Path IDs somewhere, we will need them later (in my case - *8562774387588930460* for GameObject and *8562774387588930461* for Transform).

3 Step 3 - Adding info about new files

Either export dump some already existing GameObject and Transform files (I usually prefer .json over .txt) or use the following templates (GameObject and Transform).

We will also need to extract the Transform file that is related to the GameObject that is named identically to the main mesh of the bundle, but without the LOD part (in the case of the UMP barrel - there is a barrel_ump_200mm_1143x23_LOD0 GameObject file, so we need a GameObject file that is named barrel_ump_200mm_1143x23). If you've read the guide I linked, you should know what we are going to do next.

Export dump this Transform file, we will need to make some edits to it. Also write down its PathID in order to not lose it just in case.

We'll start with our own GameObject and Transform files.

In the **GameObject file**, we are going to replace *m_PathID* with the ID of our Transform file, as well as give our *m_Name* a proper name (in this case, we are going to add a muzzle slot, so we are naming it "mod_muzzle").

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In the **Transform file**, we replace the first *m_PathID* with the pathID of the GameObject, the second *m_PathID* - with the PathID of the Transform file that we exported earlier. Fill out m_LocalRotation, m_LocalPosition and m_LocalScale as you require it, although most of the time you only need to change LocalPosition.

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And finally, the **main Transform file.** There, in the *vector m_Children*, we simply copy-paste *"0 PPtr<Transform> data"* object and replace the pathID of the copypasted object with the pathID of our own Transform file.

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4 Step 4 - Updating our bundle with the new stuff

It should be pretty easy. Let's start with the main transform, since if you have been following this tutorial, you probably haven't selected anything else. Just press **Import Dump**. If you can't see our created files, change file type from UABE text dump to *UABE JSON dump*. Import the updated Transform data.

Do the same thing with our newly created GameObject and Transform and save the result.

5 Step 5 - Testing it in-game

If you are updating the already existing attachment and not adding the new one into the game, you might want to tell the game to use your newly created slot attachment. Not going to get into basics of mod creation, but all you need to do is add the following:

Code

```
database.templates.items[updatedItemIdHere]._props.Slots.push(items.sp-tarkov.com
    {
                "_id": "new_id_here", //no idea if you need something original
                                "_parent":  "updatedItemIdHere",  //same

        {


            ]
        }
    ]
},
lse/,/ctruea,lthoughldwhyowoulaldsbmethintghairsequiredthiensstalled


}
)
```

Display More

I really hope that it was useful to anyone and I am not saying something that is widely known.

```
┌─ Additional information ──────────────────────────────────────────┐
│                                                                   │
│  Programming skills        1                                      │
│  required                                                         │
│  Technical knowledge       Beginner                               │
│  requirement                                                      │
│                                                                   │
└───────────────────────────────────────────────────────────────────┘
```

```
┌─ Prerequisites ───────────────────────────────────────────────────┐
│                                                                   │
│                          • Unity Asset Bundle Extractor (wouldn't │
│                            work with the latest version of        │
│                            EFT bundles, probably, but if you've    │
│                            got the old files in your Aki           │
│                            directory, you should be fine)          │
│                          • Some kind of text editor that is not a  │
│  Tutorial prerequisite list  default windows Notepad.             │
│                          • I assume that you are familiar with how │
│                            to deal with Transform files, if        │
│                            not - read this guide.                  │
│                          • Asset Studio GUI (optional, could be    │
│                            useful for the easier acquiring of      │
│                            the required PathIDs).                  │
│                                                                   │
└───────────────────────────────────────────────────────────────────┘
```