

Warning:

Do not use repacks for this guide. The repacks you can find are full of useless and dated Plugins and Mods, most often poorly installed.

Do not use Fakku's version for this guide.

Do not use STN's BepInEx version for this guide.

This is an Installation Guide for the standard IPA version of Honey Select.

For live chat help, visit the **#hs-help** channel found here:

Discord Server: <https://discord.gg/illusionsoft>

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Live Updated Mod Feed: **#hs-mod-sharing** channel on the Discord Server linked above. (Do not chat in that channel)

===== SECTION 0 =====

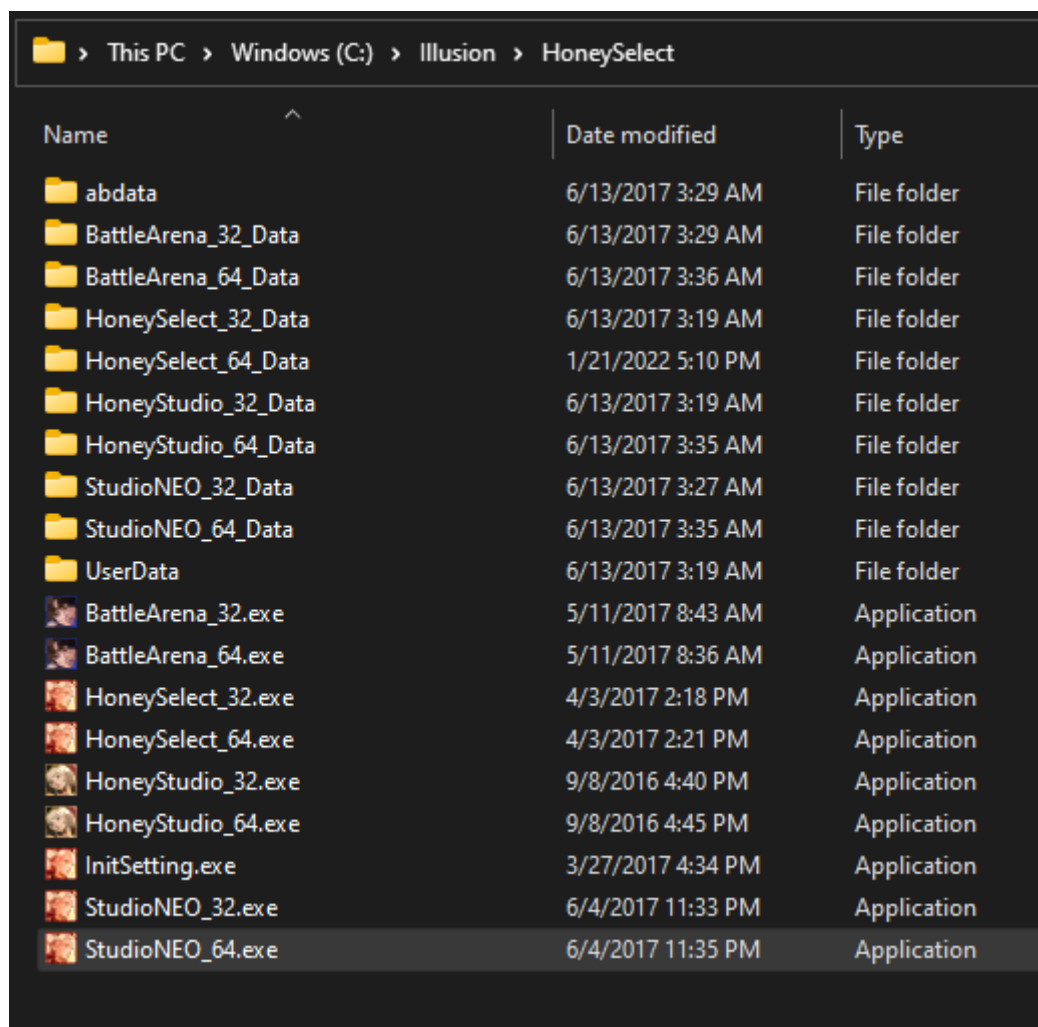
- The best way to find the game: search GOOGLE for the

Fully Updated HoneySelect + All DLC & Extra Content [BACKUP] - Version 1.20

Strongly recommended that it be the [BACKUP] version because it contains only the original game files. The size of the compressed backup is just under 11GB, sizes exceeding 20GB contain versions that have already been reworked and with which proper functioning is not guaranteed.

- After ILLUSION's recent bankruptcy announcement, the game is no longer purchasable through legal channels.

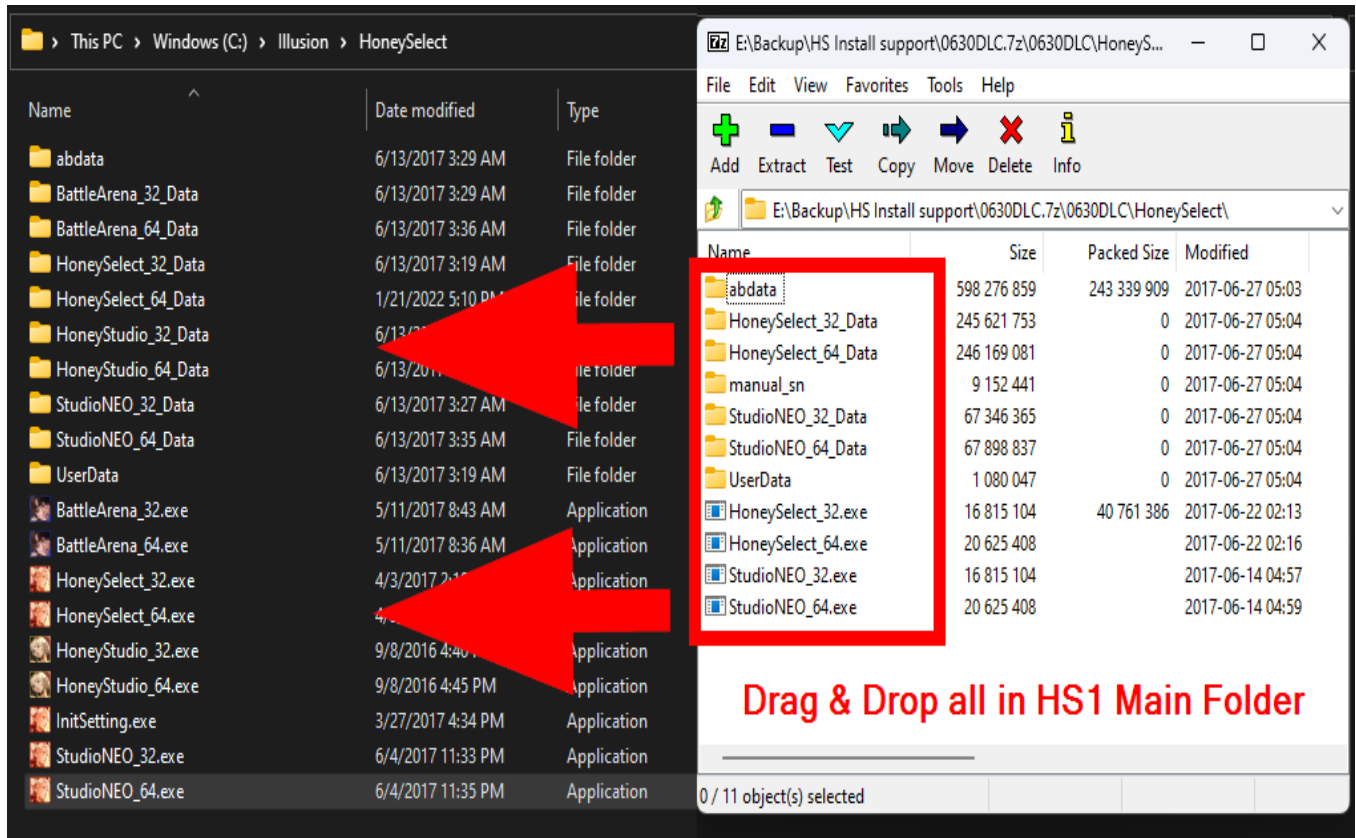
Choose a folder path that is not too nested and does not contain special characters, an example of the post-installation HS main folder status:



- After the game has been successfully installed, check that these .exe start:
 - HoneySelect_32.exe
 - HoneySelect_64.exe
 - StudioNEO_32.exe
 - StudioNEO_64.exe

Depending on the hardware configuration of your PC, you can also test only the 32 or 64 bit version. You can ignore the other .exe because you will never use them.

- Download (**Pre-Extracted 630 Patch**)
https://mega.nz/#!GRcEEKzY!a32EwjKXQgdq4BhzzWuS_7tPzW-2JANb0oxcF_8Gp2o
- Apply the 0630 DLC patch (Latest Patch):
 1. Inside 0630DLC.7z you will see many data folders and exe's similar to the ones found in your HoneySelect folder.
 2. Drag and Drop **everything** inside of it into your **HoneySelect** folder.
 3. **Overwrite when asked**. This will update your game to the latest version.



- (**optional**) Lighten the contents of the HS folder, since you will hardly use both 32/64 bit versions, you can decide based on the performance of your PC, for example if you will only use the 64 bit version, delete:

- HoneySelect_32_Data folder
- HoneySelect_32.exe
- StudioNEO_32_Data folder
- StudioNEO_32.exe

in both cases I recommend deleting:

- BattleArena_32_Data folder
- BattleArena_64_Data folder
- BattleArena_32.exe
- BattleArena_64.exe
- HoneyStudio_32_Data folder
- HoneyStudio_64_Data folder
- HoneyStudio_32.exe
- HoneyStudio_64.exe

Above all HoneyStudio does not support the vast majority of mods that you are going to use making it useless. **A 64-bit user following this example recovers 1.29GB.** You can create a backup but it is not necessary.

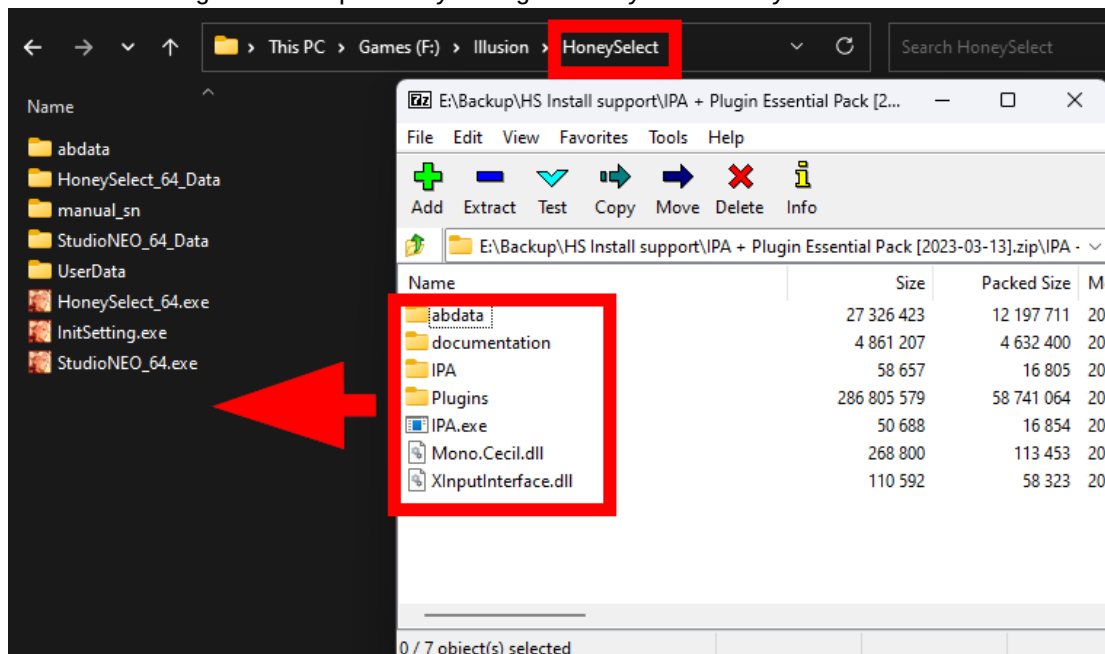
===== SECTION 1 =====

• Step 1 – Installation

1. Download the **IPA + Plugin Essential Pack [2023-03-13]**:

https://mega.nz/file/VTQTmL7K#lN_Ga0eGrHaT2aUUN3MJV782Ktor3kItBXbX0BuofdY

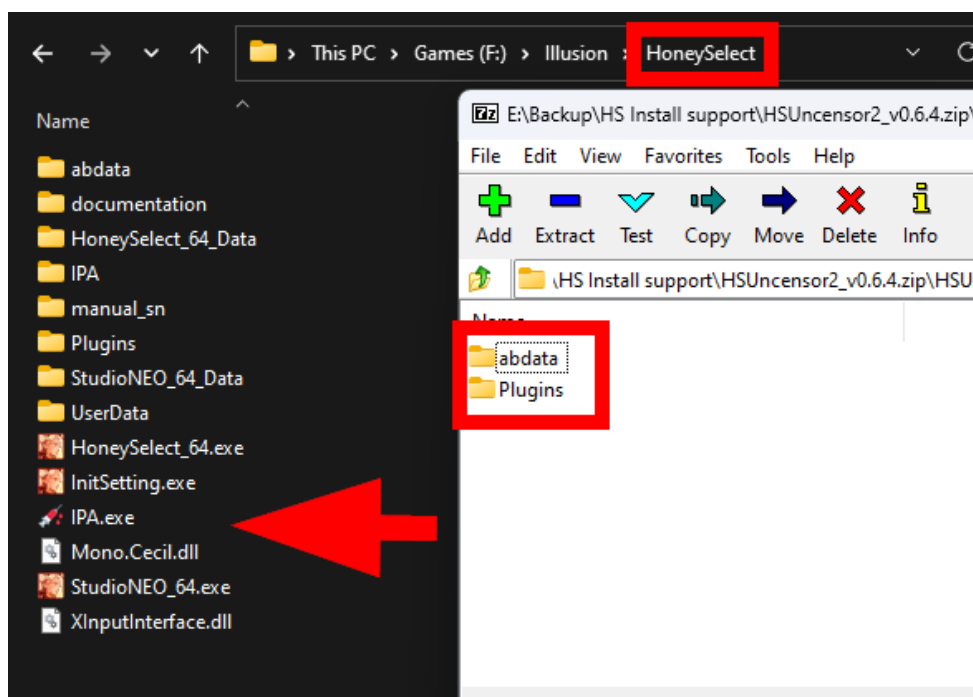
- Drag and drop everything into your HoneySelect folder.



2. Download **HS_Uncensor2_v0.6.4**:

http://www.mediafire.com/file/yteojb9bbf0w3ew/HSUncensor2_v0.6.4.zip/file

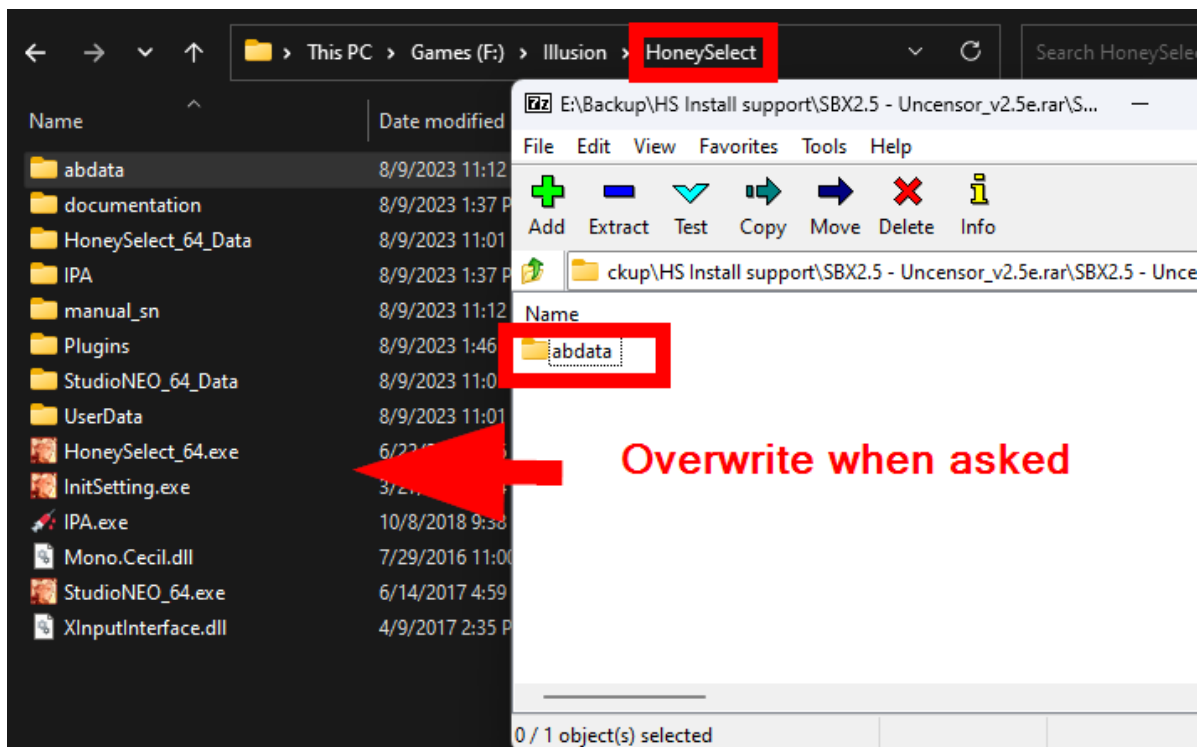
- Drag and drop the **abdata** and **Plugins** into your HoneySelect folder.



3. Download **SBX2_Uncensor_v2.5e**:

<https://www.mediafire.com/file/0ymcbgap0zjbkz8/SBX2.5 - Uncensor v2.5e.rar/file>

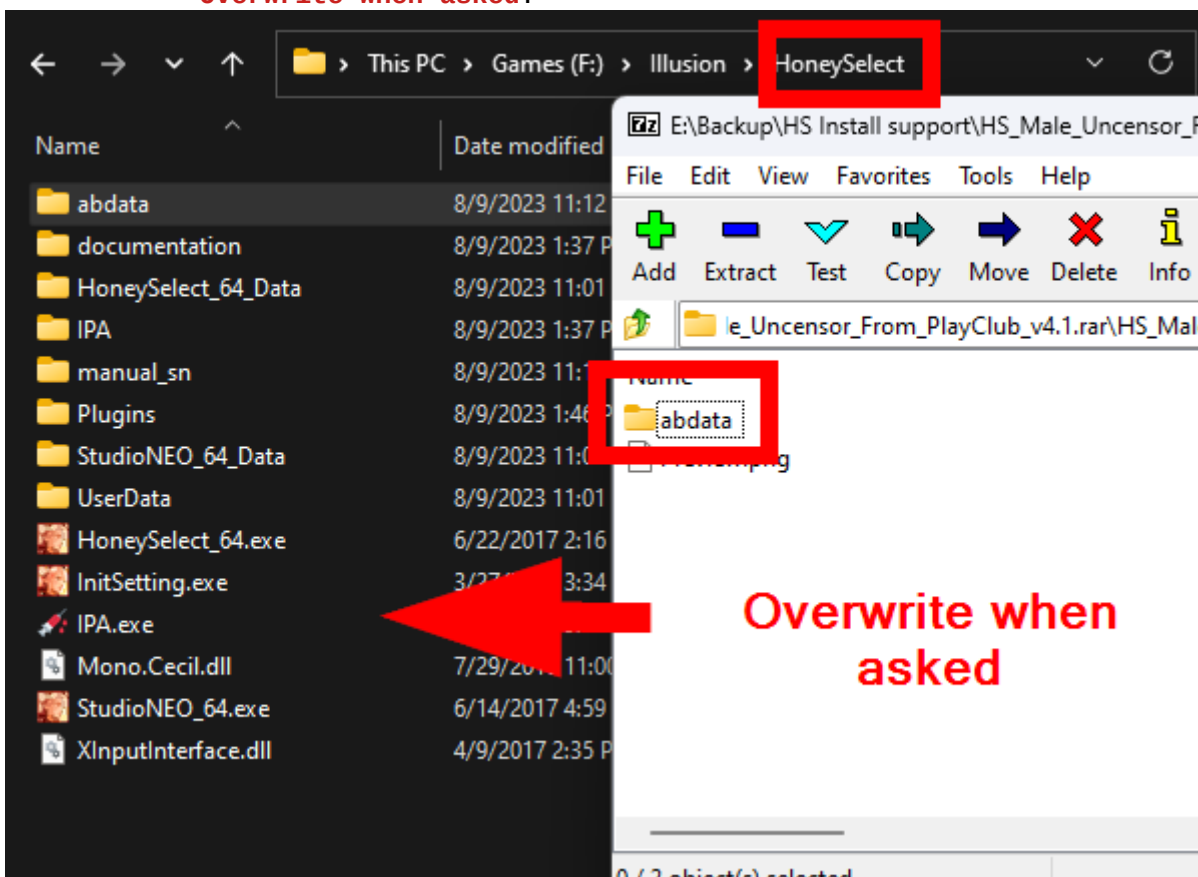
- Drag and drop the **abdata** into your HoneySelect folder.
- **Overwrite when asked.**



4. Download **Male_Uncensor_From_PlayClub_v4.1**:

https://www.mediafire.com/file/.../HS_Male_Uncensor_From_PlayClub_v4.1.rar/file

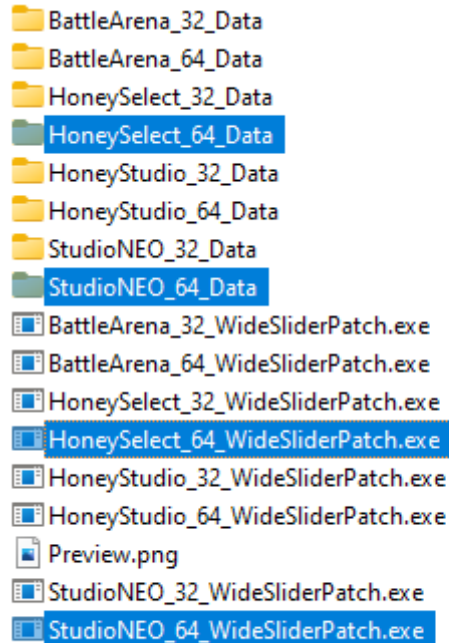
- Drag and drop the **abdata** into your HoneySelect folder.
- **Overwrite when asked.**



5. Download and install **WideSlider** exe's:

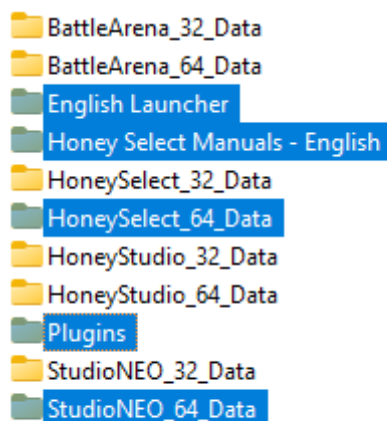
https://mega.nz/file/sYwz2QDL#Dq_ubHVMx31YJoWiv1Z6yXEZPGpbFFHT7V4cYugw96Y

- Drag and drop the EXE's and folders into your HoneySelect folder.
- Choose between EXE and _32 and _64 folders depending on your system. If you continue the installation following the example for 64 bit, drag & drop only those highlighted as in the following image



6. Download **English Translations (UI Translations AI0)** if needed from: <https://tinyurl.com/2wj43j4n>

- Drag and drop everything into your HoneySelect folder or only the folder needed for you configuration, if you continue the installation following the example for 64 bit drag & drop only those highlighted as in the following image



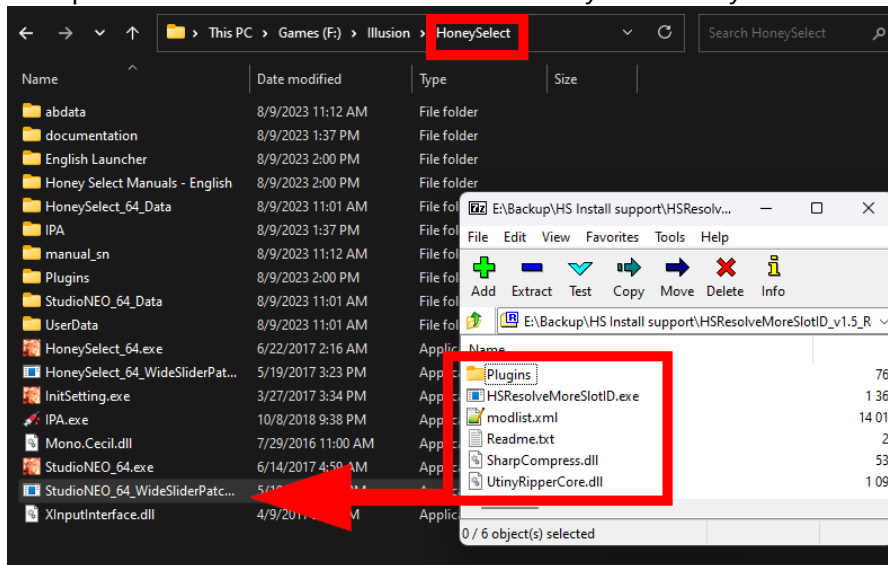
- **Overwrite when asked.**

- Step 2 - Enable Modding

- Download **HSResolveMoreSlotID 1.5**

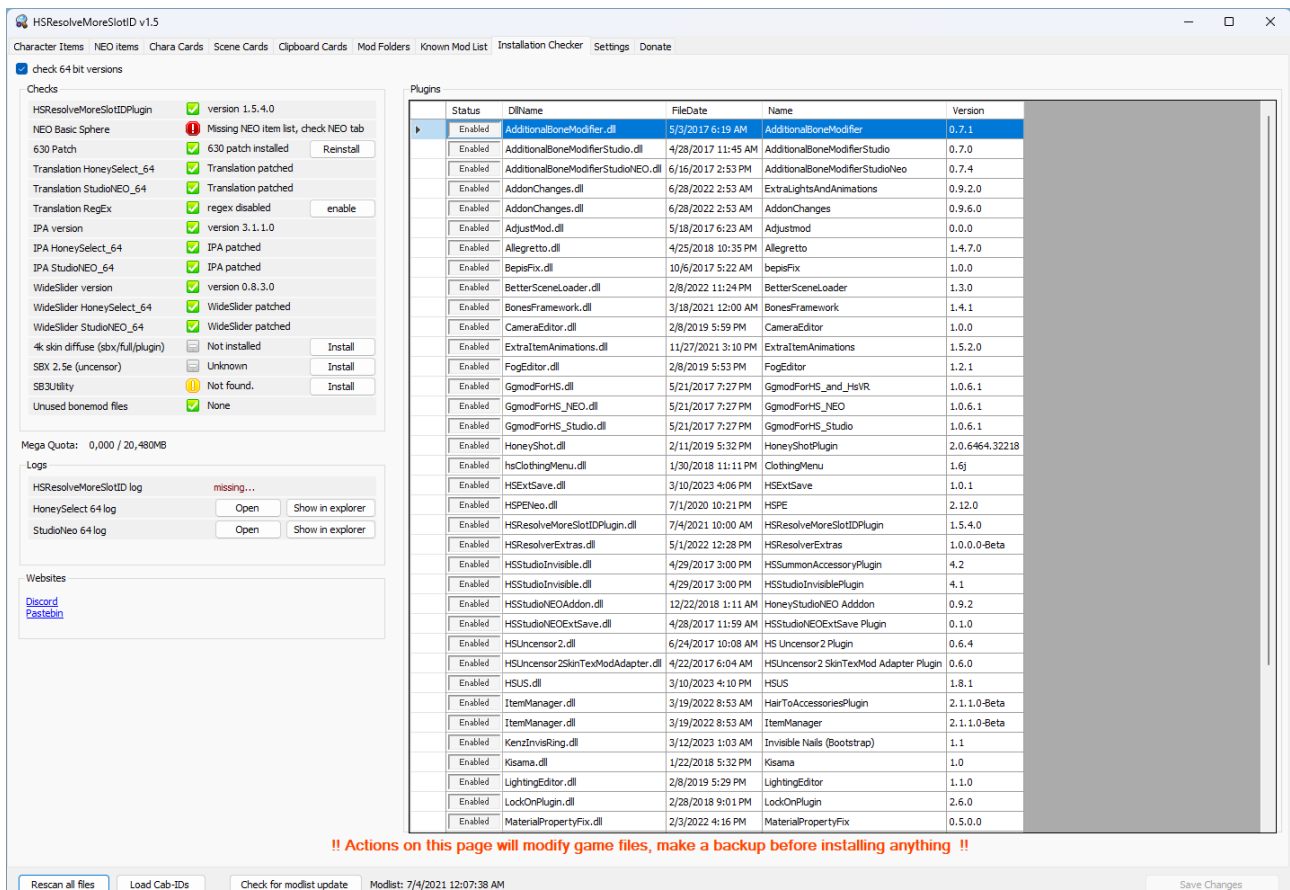
<https://mega.nz/file/5PAhyCKK#0x-lTla29El3XbSpqfj6SaorzzK0BQ8HseSl8-MCoAM>

- Drop **all the files and folder** into your HoneySelect folder.

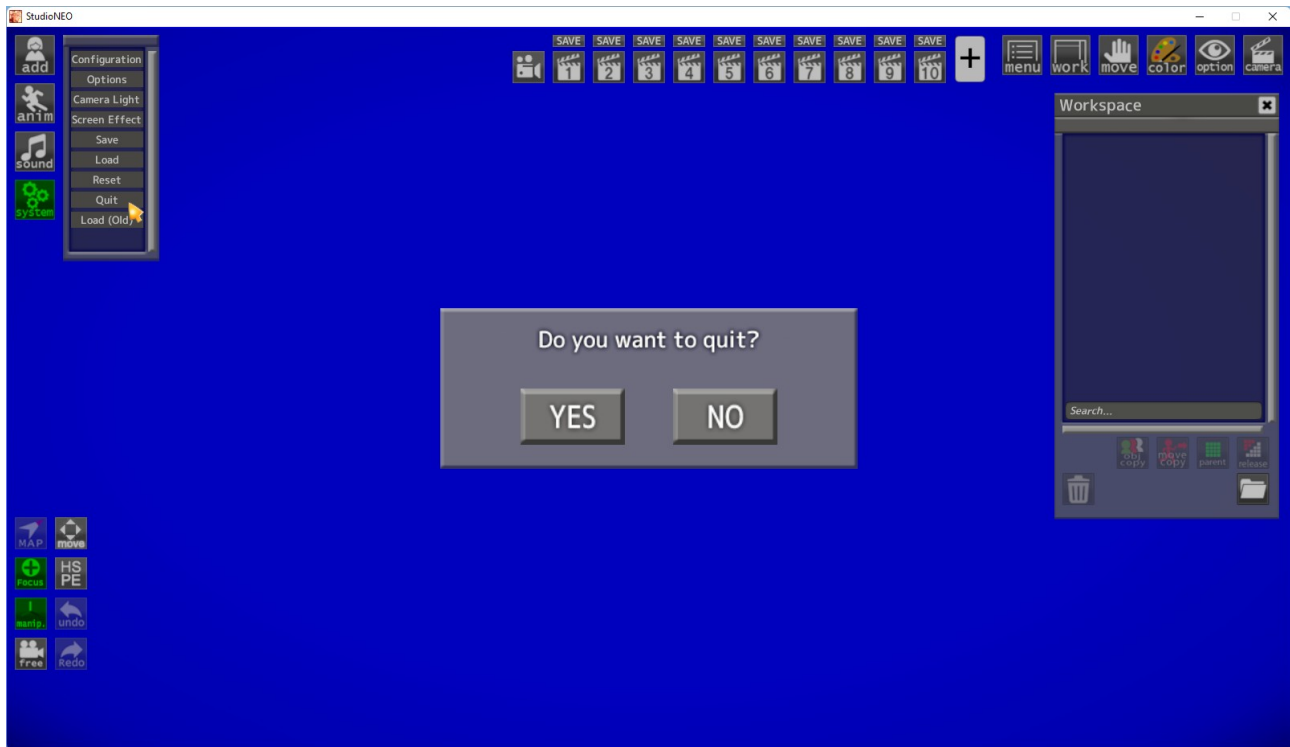


- Open up HSResolveMoreSlotID.exe

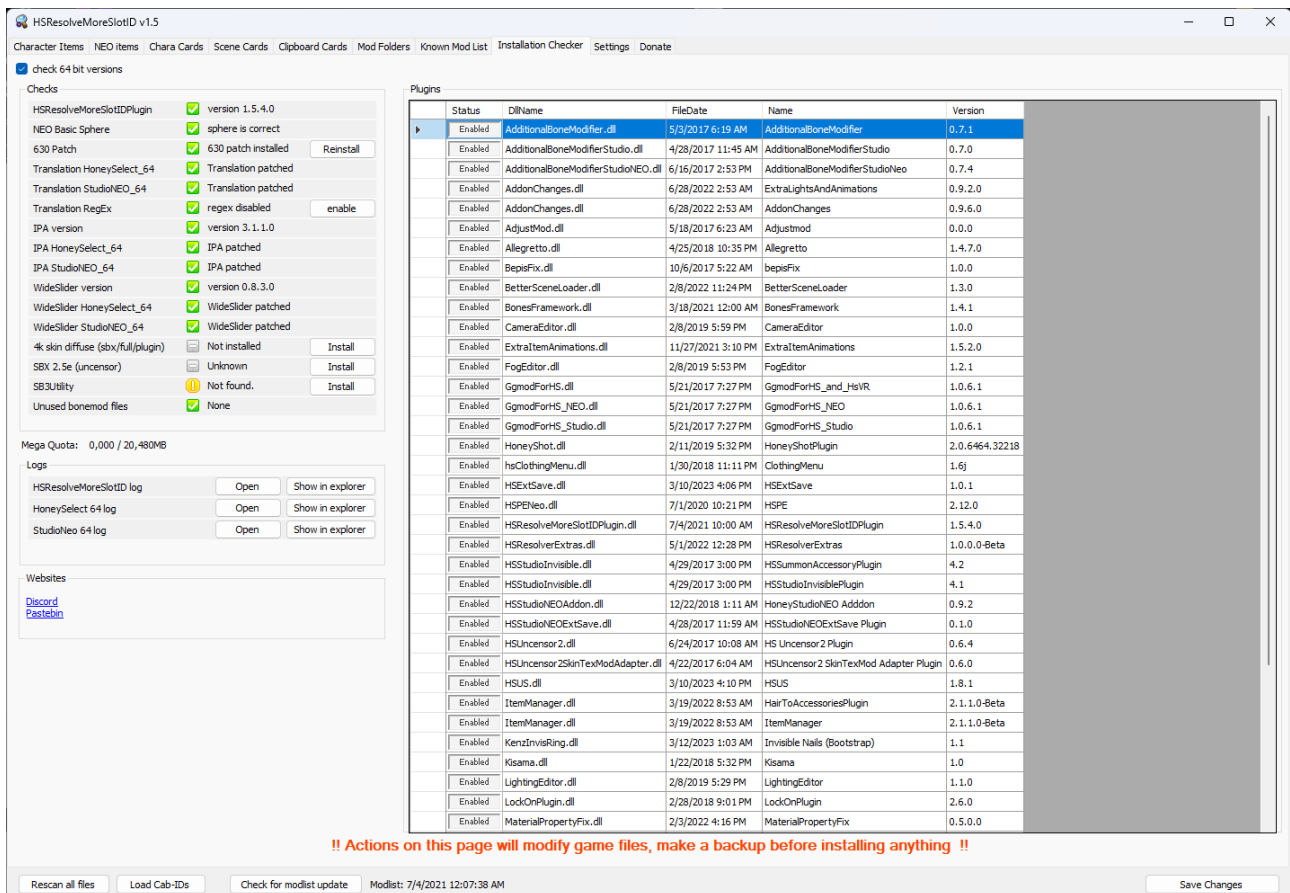
1. Go to the **Installation Checker** tab.
2. Click **Patch IPA**
3. Click **Patch Wideslider**
4. Click **Disable RegEX** (This speeds up category loading)
5. Click on **Rescan all files** button, you must see this



6. Close **HSResolveMoreSlotID**
7. Open up **StudioNEO_64 (Patch & Launch)** and wait until fully loaded, wait 10 second then click system icon on the left and then quit, confirm with YES button.

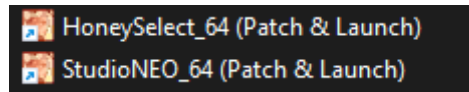


7. Open up **HSResolveMoreSlotID.exe**
8. Go to the Installation Checker tab. Now you must see this:



9. Click on **Save Changes** button on the right bottom

- After following those steps:
 - Run the newly created files with (Patch & Launch) in their names, generated by IPA.
 - **I strongly recommend using them to start both the main game and Studio Neo, instead of the normal exe's, by doing this it guarantees a verification of the installed Plugins and in the case of modifications, removals and/or additions it will patch the exe's accordingly.**



- In some cases it may be necessary to
- **Strongly recommended:**
 - If you have not previously created a backup **do it now**, the following sections will lead, in some cases, to an irreversible modification of the installation. In the unfortunate event that the installation is irreparably damaged, having a backup to restart from is essential.
 - **It will probably not be the only backup you will make but this will be the most important.**

Before addressing how to install mods it is necessary to make a consideration regarding the graphic part of Honey Select.

Although the game/NEO are already usable, the graphic rendering is linked to the Vanilla assets with the relative graphic limitations. If you start using Studio Neo more or less intensively you will come to feel the need for a more advanced graphic asset, 4K or LRE/IBL (same reasoning applies to the game if you want an upgrade to the graphics part).

This choice, in the case of LRE/IBL, may be irreversible because the core files will be changed; therefore, it is highly recommended to have a backup to return to in case of problems or poor hardware performance.

Some users, in addition to having a backup of the game pre graphic patch, make one with the patch just applied, the latter will need to keep it updated by replacing it with a more recent version as newer plugins are added or updated.

Summing up:

- backup with enabled modding (**strongly recommended but replaceable with the following**)
- pre-graphic patch backup (**recommended and strongly recommended if you haven't done the previous one**)
- periodic backup post-graphic patch (**recommended**)

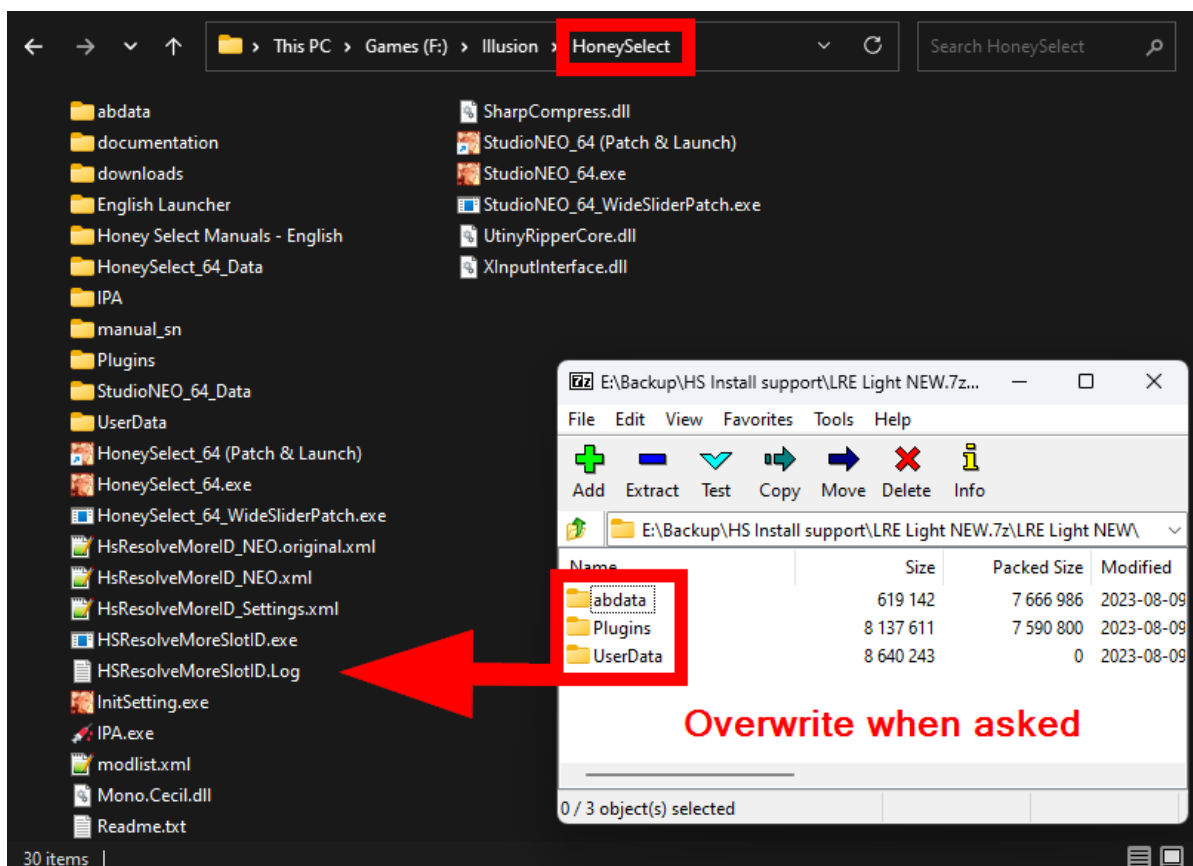
Only make full backups of working and stable installations

===== SECTION 2 =====

- Graphic enhancements
- **Warning:**
- I highly recommend doing your own research and asking for guidance in the #hs-help channel on discord regarding graphics.
- Once you install LRE Full Integration pack you cannot revert your game back to normal and will need to reinstall the game from scratch or pre-graphic patch backup.
- LRE will alter the way your game looks and will need color adjustments to both your characters and settings to look good.
- I recommend installing LRE/IBL only if you are interested in making graphically intense Studio Neo works, but nothing prohibits you from also doing it to make the graphics of the game better.

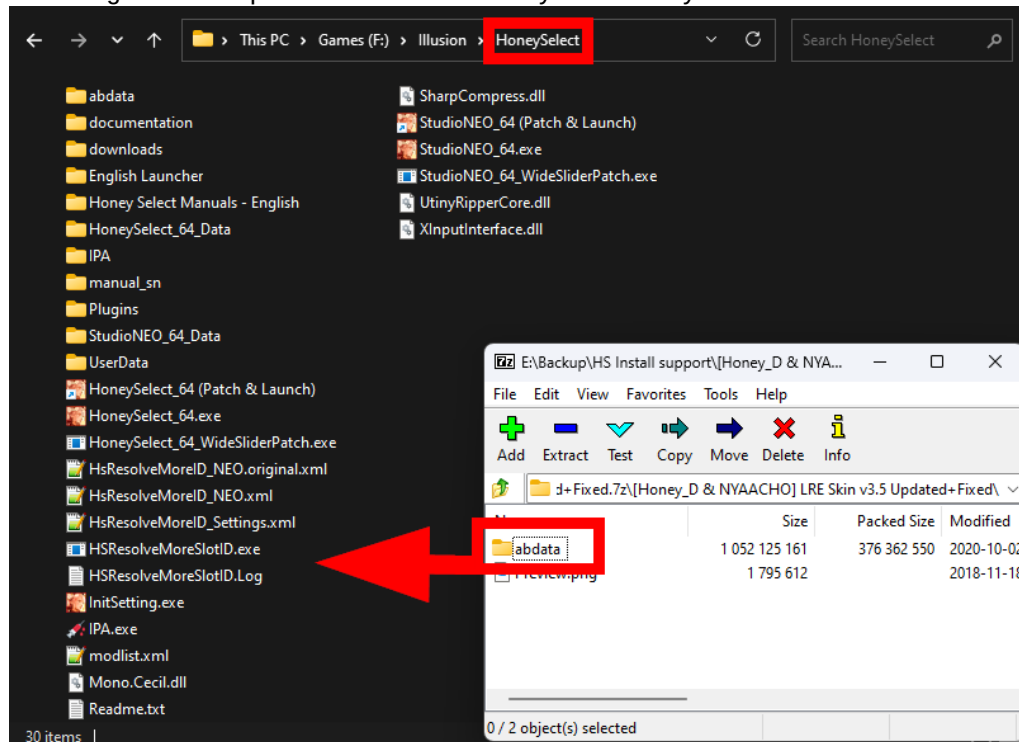
1. LRE Lite Installation (based on @KoramaAnte's guide <https://tinyurl.com/mwp9jndd>)

- This version of LRE installs the essentials.
- This will not replace any bodies, character presets, materials, etc that are in the full installation.
- This version also uses @KoramaAnte LRE presets which is similar to Vanilla.
- Download LRE Light NEW: <https://tinyurl.com/dbujnxet>
- Drop all the folder into your HoneySelect folder
- **Overwrite when asked**

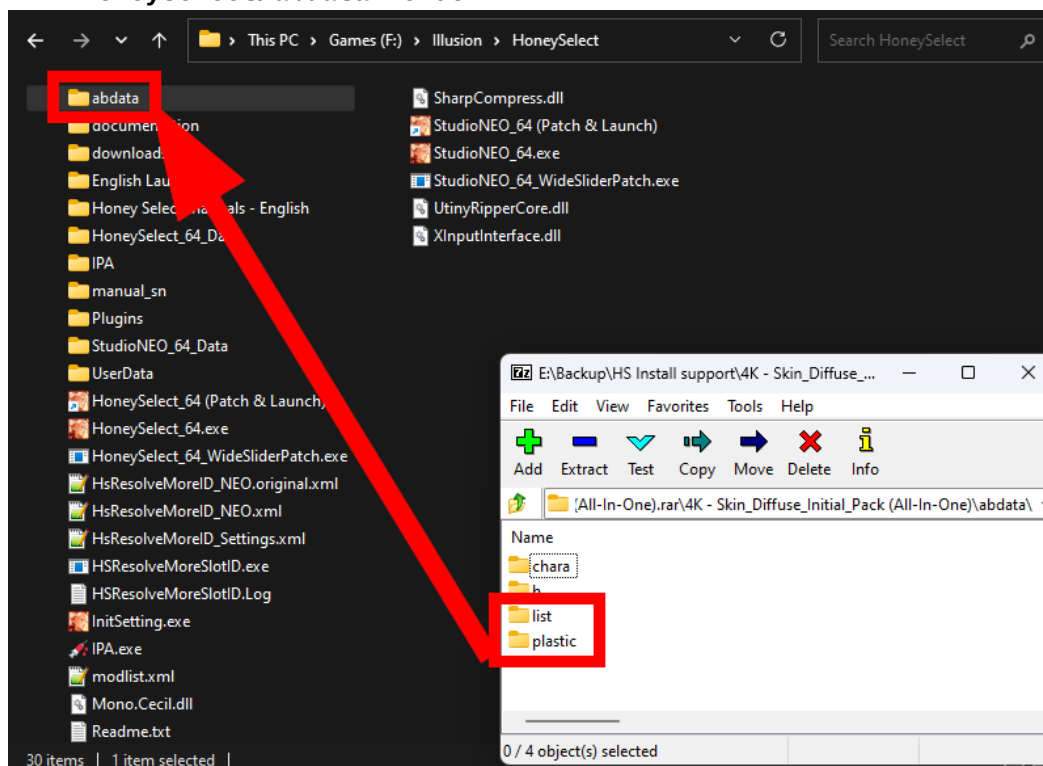


2. LRE Skins:

- [Honey D & NYAACHO] LRE Skin v3.5 Updated+Fixed:
<https://tinyurl.com/2p8faxh8>
 - Drag and drop the **abdata** into your HoneySelect folder



- Missing Legacy 4K Skins:
 - Download **4K_Skin_Diffuse_Initial_Pack (All-In-One)**
<https://tinyurl.com/49svauj8>
 - in the .rar file, go to the **abdata** folder.
 - Drag and drop the **list** and **plastic** folders into your HoneySelect/abdata folder.

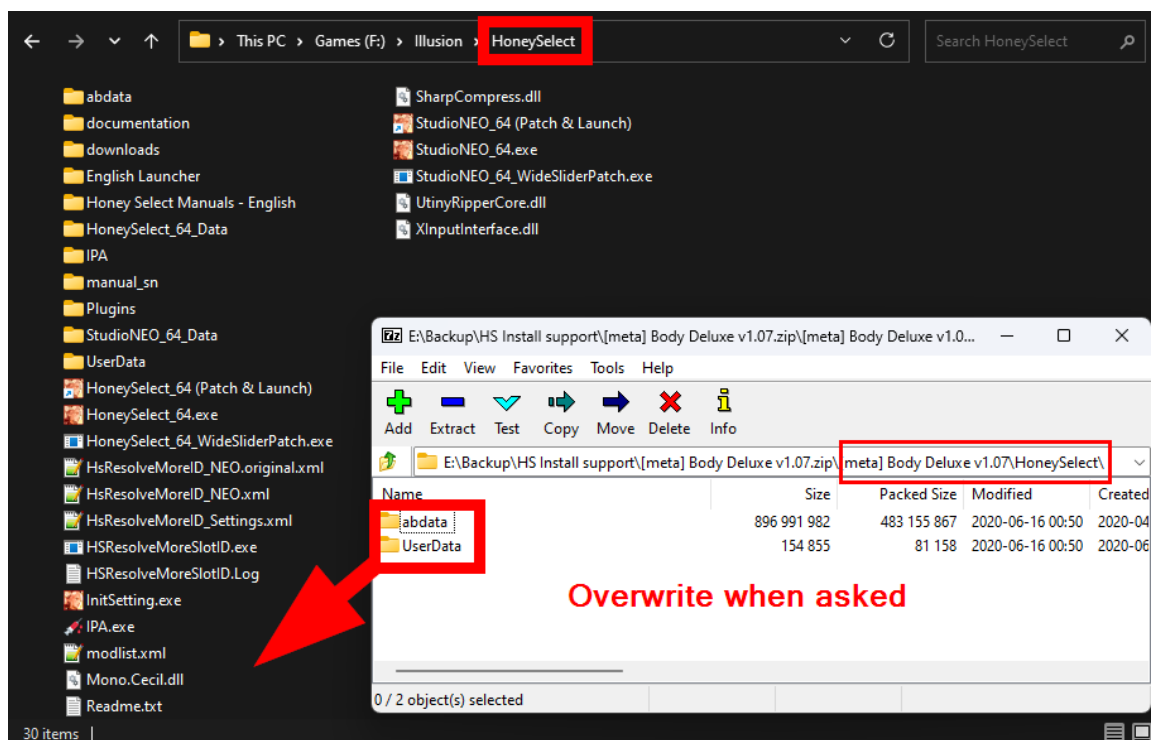


- This installs the 4K skins from 4K diffuse without installing the entire graphics mod portion.

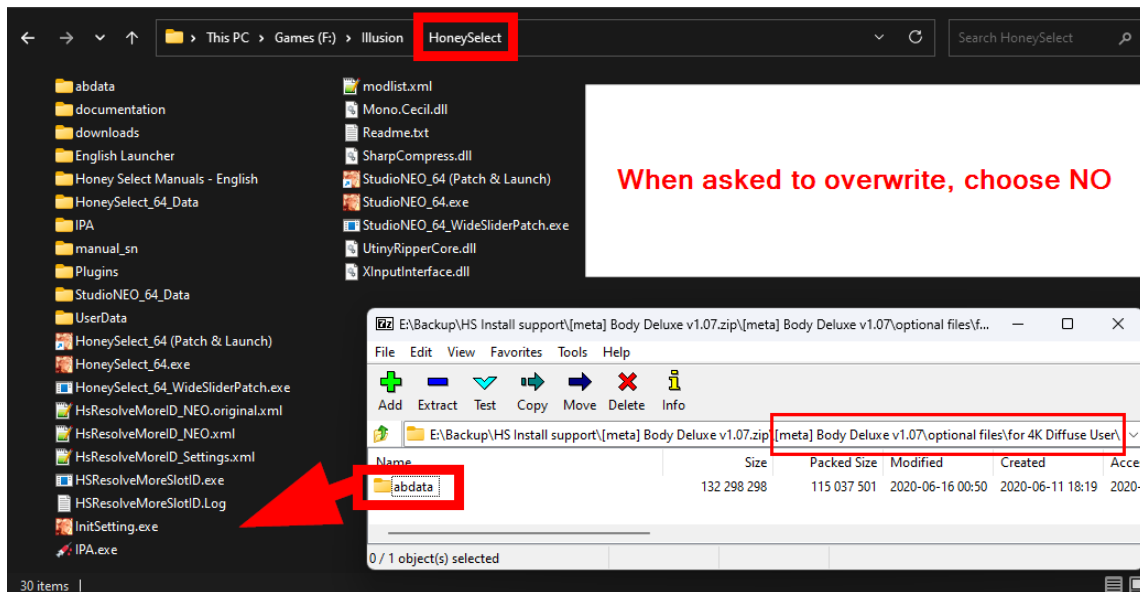
- If you installed the entire package **4K_Skin_Diffuse_Initial_Pack (All-In-One)**, you might have to re-do the LRE installation process again.

○ **[meta] Body Deluxe:**

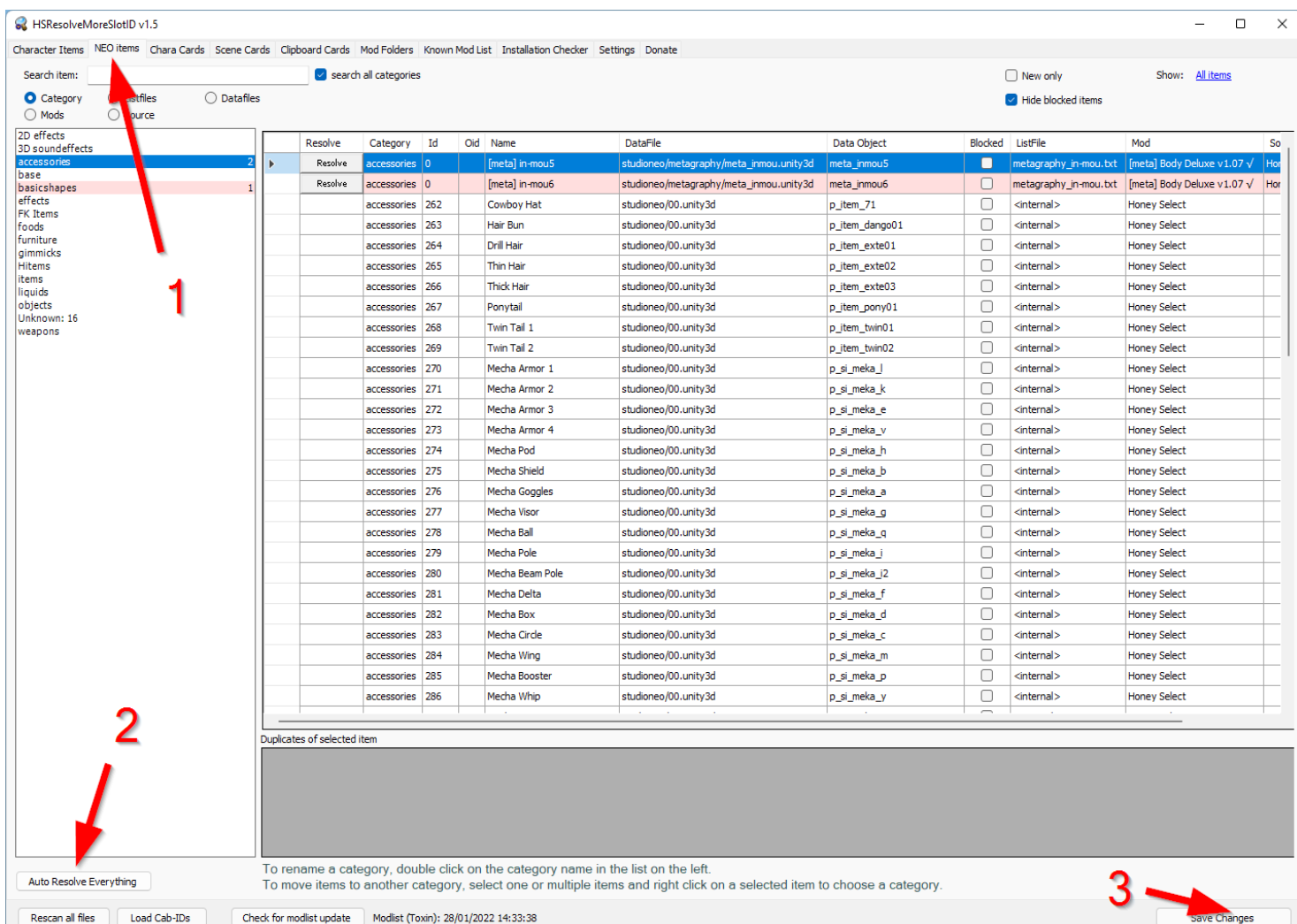
- It is important to install it only after installing the previous LRE skins.
- Download **[meta] Body Deluxe v1.07**
<https://tinyurl.com/299hxrbb>
- from the .zip file you just downloaded drag & drop all the contents from the **HoneySelect** folder into your HoneySelect main folder.
- When asked to overwrite, choose YES



- always from the .zip file drag & drop all the contents from the **optional files\for 4K Diffuse User** folder into your HoneySelect main folder.
- **When asked to overwrite, choose NO**



- Open HSResolveMoreSlotID go to **NEO items** tab and resolve the ID conflict, then press **Save Changes** button.



- After installing LRE Lite and Skins, the game will look different. This is normal, you must adjust it using the IBL UI.
- You can access the IBL UI feature by clicking F5 in Game/NEO. **If this does not work, you did something wrong during installation.**
- Press F5 in-game or in the NEO. Play with the settings. These settings aren't saved.
- If you don't like what you see when you first start up the game, you can edit the settings yourself by changing .xml values in the [Graphics Setting] folder or using another preset like **Metagraphy's** (see point 3 below). These are your default settings.
- You can uninstall or disable LRE+IBL by simply removing the **HSLRE**, **HSIBL**, and **LightingRenderingAssist** plugins.

3. Metagraphy's LRE Starter Kit (recommended if you use LRE skins)

- Overwrites graphics settings closer to Vanilla one by @KoramaAnte to benefit settings designed primarily for LRE environment.
- Also from [meta] an **LRE starter kit** has been created that you can find at this address <https://www.patreon.com/posts/hs-lre-starting-26688397>, **ignore the whole part of the installation and scroll down directly to the part shown below.**

■Demonstration of "LRE Starter Kit"

Download Links: [\[meta\] LRE Starter Kit 20200101](#) (new version)

LRE Starter Kit includes;

- LRE setting file
- LRE sample character
- 8 IBL preset
- 4 sample scene data

These are preset and sample scene data applicable to latest "IBL5.0x".

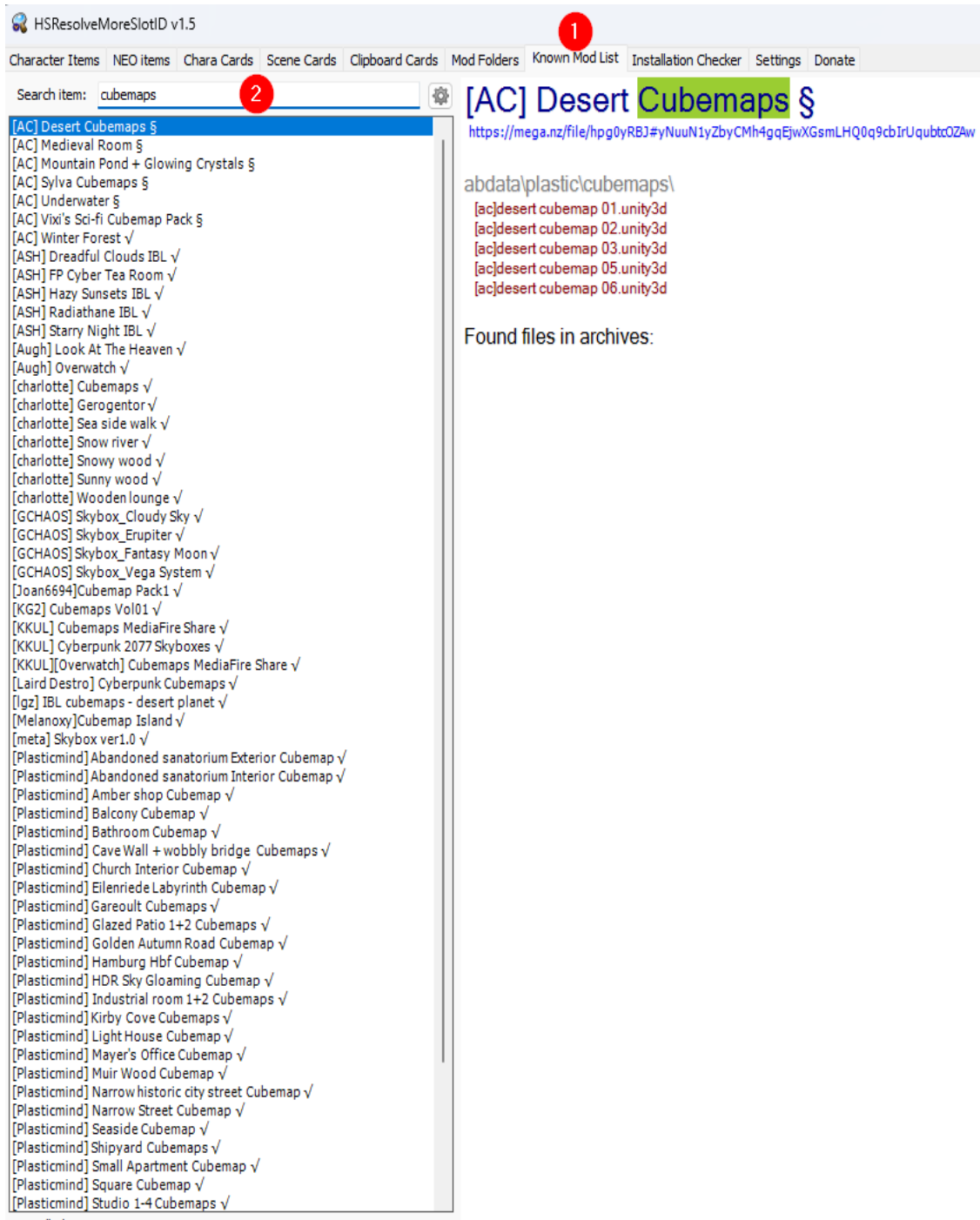
Configuration of LRE will be overwritten, so backup the present configurations (Config.xml and LightingRenderingAssist.xml) before this demonstration.



- Download **[meta] LRE Starter Kit 20200101**
- for installation, read the **ReadmeEN.txt** contained in the .zip file just downloaded
- **done this you can follow the reading with some examples of how to use LRE / IBL with the kit just installed.**

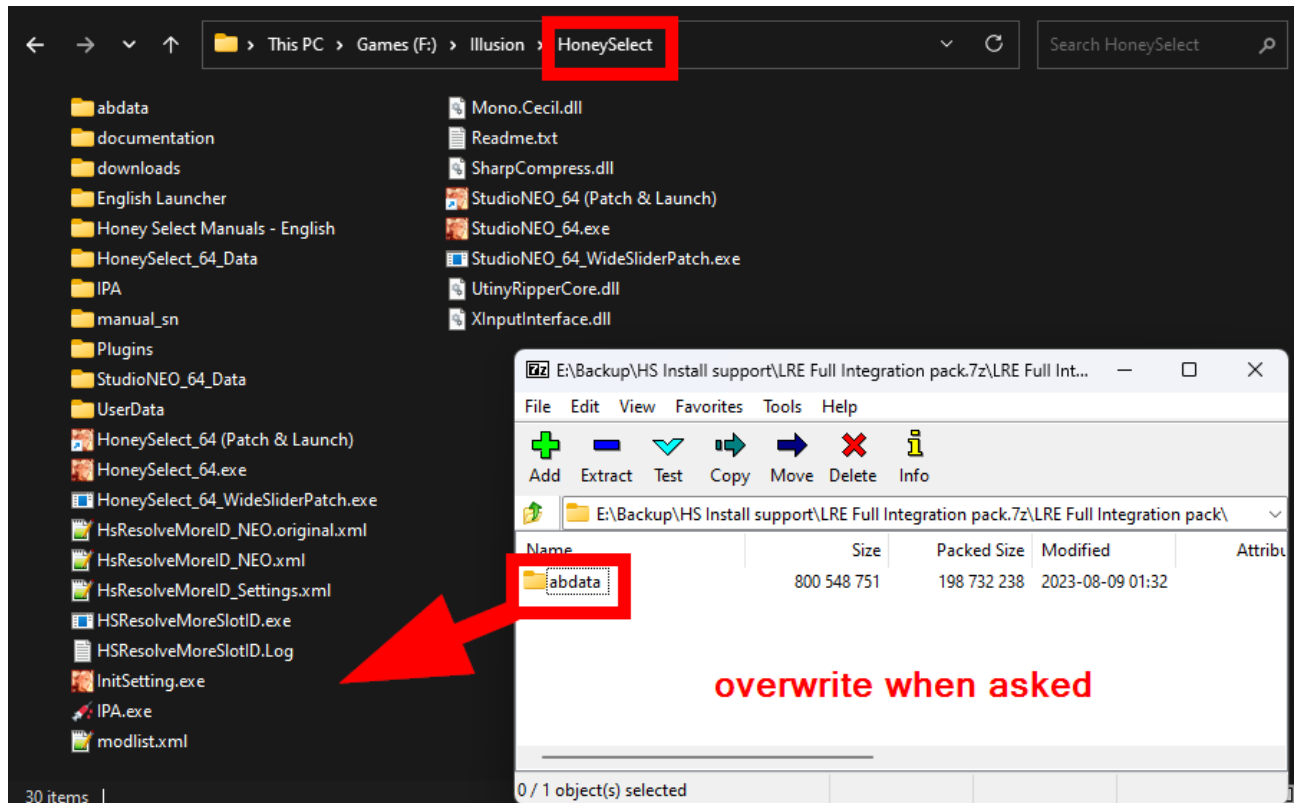
4. Extra Installation of "Cubemaps"

- Download and install Cubemaps because IBL uses its ambient light. You can select any Cubemaps. You can find them easily by using HSResolveMoreSlotID in the (1) **Known Mod List** using (2) **cubemaps** as a keyword.



5. LRE Full, Integration pack (**OPTIONAL** Integration material and preset)

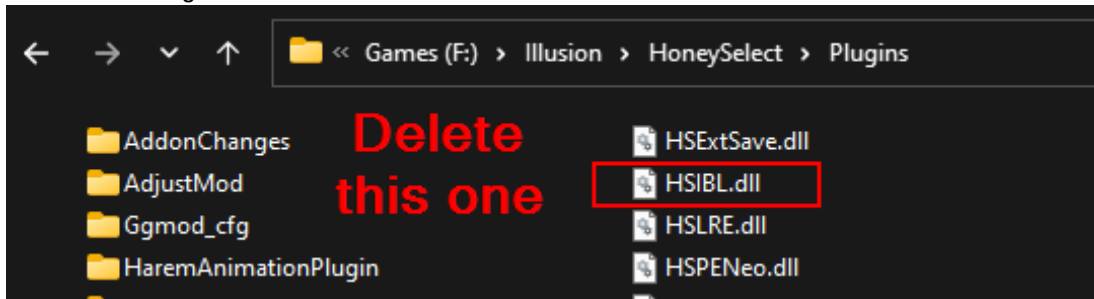
- **Disclaimer:**
This package is optional and goes to modify some main HS1 files (materials and presets), basically it is the missing part to the LRE Lite installation that goes to upgrade to the full LRE installation. It is not necessary if you only use the game, but some may feel the need for NEO. This procedure is permanent so if you want to return to the previous state make a full backup **BEFORE** installing the package.
- Download **LRE Full Integration pack**
<https://mega.nz/file/cWQwFJBS#K91DaigmlwjinPKgmbNCXY7SV1H5GPTexfhSOL9E2Dkc>
- Drag and drop the **abdata** folder into your HoneySelect folder
- **Overwrite when asked**



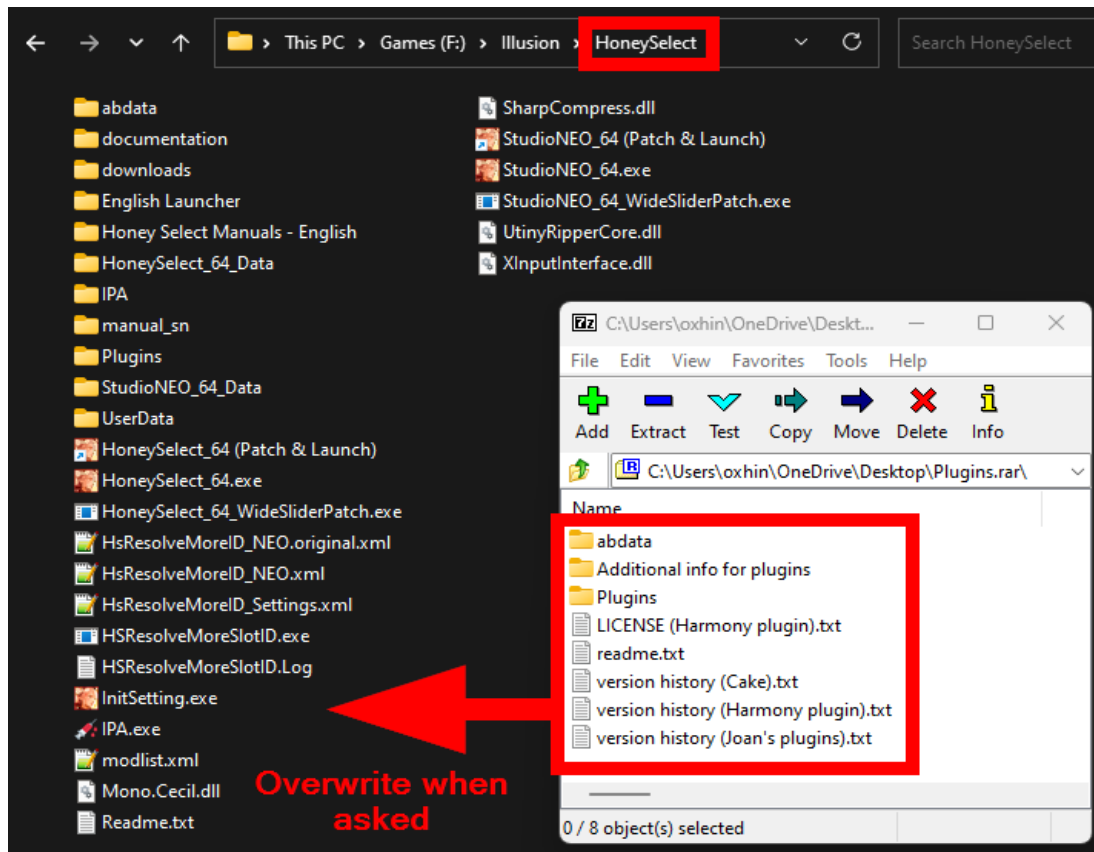
===== SECTION 3 =====
Additional Plugins

- **Advanced Plugin update (ElusiveCake plugin package)**

- This update package is meant for NEO Studio users, if you only use the game it is NOT needed.
- Delete from the [your HS1Folder]/Plugins folder the HSIBL.dll file that is no longer needed because it is included in the new HSLRE.dll.



- Download **Plugins.rar**
<https://bitbucket.org/hs-1/joans-hs-plugins/downloads/>
- Drag and drop all into your HoneySelect folder
- **Overwrite when asked**

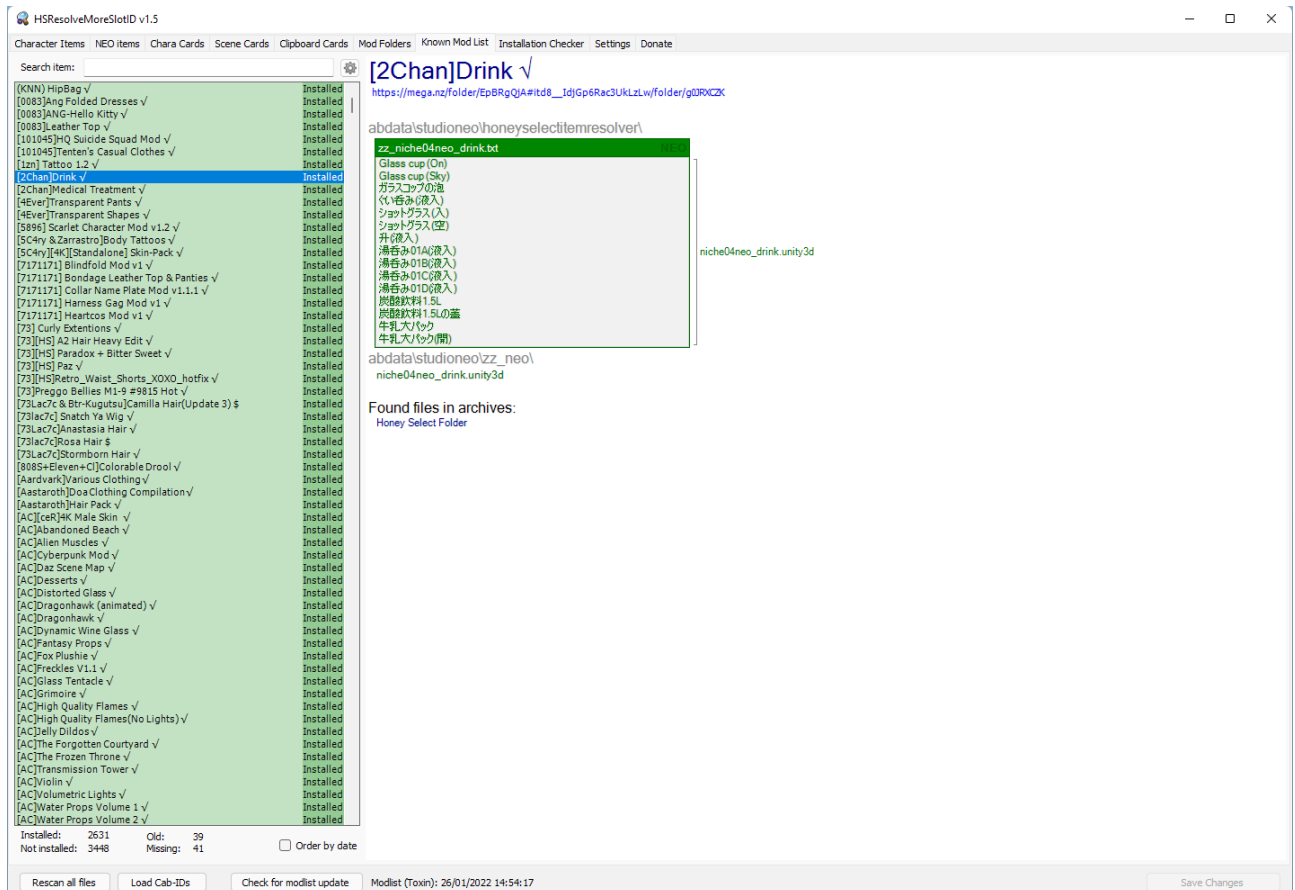


- Delete both the shortcuts (Patch & Launch) and dragging the .exe to IPA.exe to repatch game and NEO.
- **HSSSS Plugin by KKUL**
 - This plugin is mainly designed for NEO Studio users, if you only use the game it is NOT needed.
 - This Plugin may require changes to the configuration file.
 - For downloads and more details go to the Discord server linked on the first page. Search key: hssss in: hs-mod-sharing

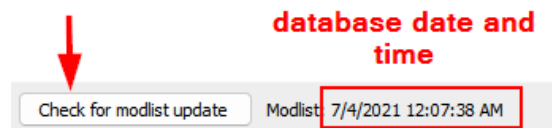
===== SECTION 4 =====

• Installing Mods

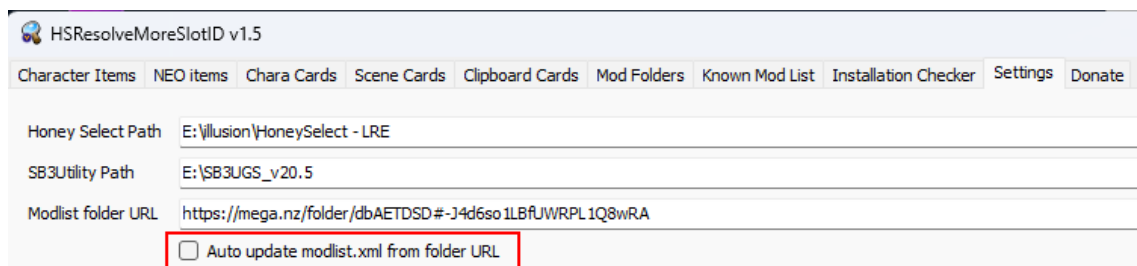
- You can find new mods, Plugins and more in the **#hs-mod-sharing** Channel on the **Discord server** linked on the first page. (**Do not chat in that channel**)
- I recommend that you refer to the **Known Mod List** tab of HSResolveMoreSlotID 1.5 for all known free mods.



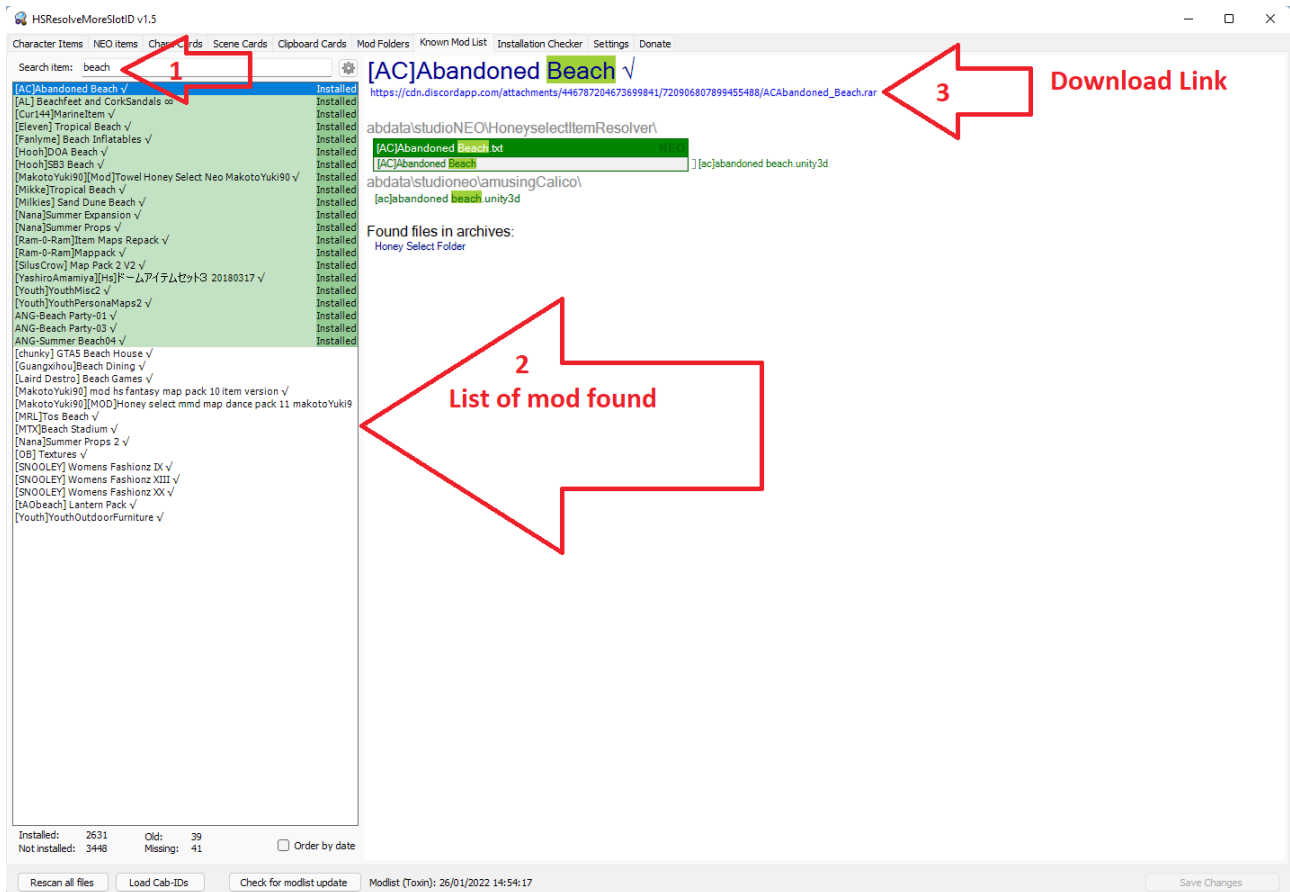
- Updates/changes are published on average every 1-2 days, just click on the **Check for modlist update** button to check if the new one is available.



- You can also enable the auto-update feature at startup from the **Settings** tab. Depending on the speed and download quota of Mega, startup may be slowed down.



- With the search bar you can do targeted searches, it is a powerful tool if used well.
- The last character of the mod name is a key symbol.
 - ✓ = valid link
 - ∞ = dead, old and abandoned link
 - \$ = paid mod (with and without link)
 - § = link temporarily unavailable, modder needs to update mod/link



I highly recommend installing mods in small batches. Installing all mods at once will cause issues.

There are two possible methods for installing mods:

1. Most mods can be installed by simply dragging and dropping everything into your HoneySelect folder.
 - Abdata stuff goes into the Abdata folder.
 - Plugins stuff goes into the Plugins folder.
 - UserData stuff goes into the UserData folder.

This type of installation requires particular attention because it may happen that the overwriting of Honey Select core files is also required, even if in some cases it is necessary in others it can lead to permanently damage the game.

To date this type of installation is not recommended in most cases, but some mods may require it, when in doubt you can seek assistance on the Discord server linked on the first page.

2. Installation using HSResolveMoreSlotID Mod Folders (**recommended**)

This lets you load mods from an external folder, it can also be on a disk other than the one on which Honey Select is installed.

1. Make folder(s) and put it anywhere you like.
 2. In HSResolveMoreSlotID, go to the **Mod Folders** tab.
 3. Click **Add Folder**.
 4. Find your folder.
 5. That folder can now detect mods.
- Simply put your mods in that folder and they will load in the game. You still need to resolve ID errors, however.
 - Mod Folders support subfolders, allowing you to organize your mods however you like.
 - Mod folders work best with basic mods, such as character mods, clothes, and studio mods.
 - Mod Folders **do not work** with plugins or files associated with plugins, like cubemaps, skintex, rendereditor. **GGmod cfg files work though.**
 - **Body related mods like SBX, GChaos, Meta, Oreo etc work with mod folders, but may "overwrite" each other, depending on which mod is the newest.**
 - Mod folders support also some zipped (.zip, .rar) archives, which will show in the archive window to the right of the **Mod Folders** tab. Yellow archives cannot be read and must be converted to a different ZIP or extracted.
 - This type of installation allows you to quickly identify mods with problems and remove them simply by deleting the compressed archive or extracted folder. Without damaging any core files of HS1.
 - **Note:**
 - Archived mods may take longer to load.
 - Extracted mods are not shown in the **Mod Folders** tab, you will find them in the **Know Mod List** tab.

[00-selfmade] Diaochan Hair Accessory ✓

https://www.mediafire.com/file/62n5jmv1ofphkwa/Diaochan_Hair_Accessory.7z/file

abdata\list\characustom\

[00-selfmade] Diaochan Hair Acc.unity3d

CHARA

[00-selfmade] Diaochan hair acc

Head Accessory

] diaochan_hair_acc.unity3d

abdata\chara\00-selfmade\

diaochan_hair_acc.unity3d

Found files in archives:

Mods\Installed\various\diaochan hair accessory

- After installing a **small batch** of mods:
 - Open HSResolveMoreSlotID and resolve any ID conflicts found in the **Character** or **Neo Items** tab.
 - AVOID clicking the **Auto Resolve Everything** button in **Character Items** tab as it may cause issues (ie. especially in cases of old non-Smart CharaCards). It is preferred to resolve conflicts one by one. Regarding conflicts in the **NEO Items** tab, it is not strictly necessary to resolve conflicts individually.
 - **The approach that I can recommend is to always resolve the conflicts of newer mods, because the Cards that are created with them are Smart. This allows you to keep older IDs for older mods that did not have the benefit of Smart Cards.**
 - Once you resolved any conflicts, click the **Save Changes** button found at the bottom right.
 - Repeat these steps until you have installed all the mods you would like.
- Whenever you install/remove a new Studio Neo item mod:
 - Open HSResolveMoreSlotID and resolve any ID conflicts found in the **Neo Items** tab, then press the **Save Changes** button.
 - The item should now be able to be spawned in Studio Neo without any issues.
- **Note:**
 - **On some Chinese and Japanese (and probably any installation that does not have western fonts) Windows installations there is a issue with the position of some buttons, I think it is a combination of Dpi of the window combined with system fonts. This issue affects Neo Items and Mod Folders tabs the most. Below are solutions for these issues.**
 - **Mod Folders:**
 1. Open **HSResolveMoreSlotID**
 2. Select **Mod Folders** tab
 3. Press **1 time "Tab"** key on keyboard and then press **Enter**
 4. You should now see the window to select the folder
 5. Select the folder
 6. Select **any other** tab of the HSResolveMoreSlotID (ie. **Character Items**)
 7. Select **Mod Folders** tab and verify that the folder you have selected appears in the list
 - If you want to delete the association with that folder in the future
 1. Open **HSResolveMoreSlotID**
 2. Select **Mod Folders** tab
 3. Select the folder from the present list
 4. Press **1 time "Tab"** key on keyboard and then press **Enter**
 5. In the window that appears confirm and the association will end

NEO Items Auto Resolve Everything

1. Click on **NEO Items** tab
2. Click inside the **Search Item** box
3. On the keyboard press the **Tab** key twice
4. Press **Enter**
5. Finally, save with **Save Changes**

The screenshot shows the HSResolveMore v1.5 application window. The interface includes a top menu bar, a left sidebar with a category list, a central table of items, and a bottom status bar. Red circles and arrows highlight the steps for using the 'Auto Resolve Everything' feature.

Annotations:

- 1:** Points to the 'NEO Items' tab in the top menu.
- 2:** Points to the 'Search Item' text box in the top left.
- 3:** Points to the 'Auto Resolve Everything' button at the bottom left.
- 4:** Points to a greyed-out area at the bottom with the text: "when you press ENTER you are on this button even though you don't see it".
- 5:** Points to the 'Save Changes' button at the bottom right.

Table Data (Visible Rows):

Resolve	Category	Id	Old	Name	DataFile	Data Object	Blocked	ListFile	Mod
	2D effects	334		Balloon A	studioneo/00.unity3d	p_j02	☒	<internal>	Honey Select
	2D effects	335		Balloon B	studioneo/00.unity3d	p_j03	☐	<internal>	Honey Select
	2D effects	336		Balloon C	studioneo/00.unity3d	p_j04	☐	<internal>	Honey Select
	2D effects	337		Balloon D	studioneo/00.unity3d	p_j05	☐	<internal>	Honey Select
	2D effects	338		Balloon E	studioneo/00.unity3d	p_j06	☐	<internal>	Honey Select
	2D effects	339		Balloon F	studioneo/00.unity3d	p_j07	☐	<internal>	Honey Select
	2D effects	340		Balloon G	studioneo/00.unity3d	p_j08	☐	<internal>	Honey Select
	2D effects	341		Balloon H	studioneo/00.unity3d	p_j09	☐	<internal>	Honey Select
	2D effects	342		Line Burst	studioneo/00.unity3d	p_j11	☐	<internal>	Honey Select
	2D effects	343		Marukage	studioneo/00.unity3d	p_sl_shadow	☐	<internal>	Honey Select
	2D effects	13226		Pale - Vertical Line	studioneo/@@tosS_NEO@@/NEO@effect@@.unity3d	p_souhaku02	☐	@@@ita@NEO@.txt	[Tos] Assorted Mod Pack
	2D effects	13296		Line Burst - No Shadow	studioneo/@@tosS_NEO@@/NEO@effect3@@.unity3d	p_j11X	☐	@@@ita@NEO@.txt	[Tos] Assorted Mod Pack
	2D effects	42079	0	Water Circular	studioneo/Dwahr/sit_effects_03.unity3d	p_water_01	☐	Effects_03.txt	[Dwahr]Mod Package (fix)
	2D effects	42080	0	Water Flow	studioneo/Dwahr/sit_effects_03.unity3d	p_water_02	☐	Effects_03.txt	[Dwahr]Mod Package (fix)
	2D effects	42081	0	Water []	studioneo/Dwahr/sit_effects_03.unity3d	p_water_03	☐	Effects_03.txt	[Dwahr]Mod Package (fix)
	2D effects	42082	0	Flamyr	studioneo/Dwahr/sit_effects_03.unity3d	sit_98	☐	Effects_03.txt	[Dwahr]Mod Package (fix)
	2D effects	42083	0	Fire 01	studioneo/Dwahr/sit_effects_03.unity3d	sit_97	☐	Effects_03.txt	[Dwahr]Mod Package (fix)
	2D effects	42084	0	Fire 02	studioneo/Dwahr/sit_effects_03.unity3d	p_j103	☐	Effects_03.txt	[Dwahr]Mod Package (fix)
	2D effects	42085	0	Fire 03	studioneo/Dwahr/sit_effects_03.unity3d	p_j108	☐	Effects_03.txt	[Dwahr]Mod Package (fix)
	2D effects	42086	0	Fire 04	studioneo/Dwahr/sit_effects_03.unity3d	p_j109	☐	Effects_03.txt	[Dwahr]Mod Package (fix)
	2D effects	42087	0	Fire 05	studioneo/Dwahr/sit_effects_03.unity3d	p_j110	☐	Effects_03.txt	[Dwahr]Mod Package (fix)
	2D effects	42088	0	Fire 06	studioneo/Dwahr/sit_effects_03.unity3d	p_j111	☐	Effects_03.txt	[Dwahr]Mod Package (fix)
	2D effects	42089	0	S.FX 01	studioneo/Dwahr/sit_effects_03.unity3d	p_j104	☐	Effects_03.txt	[Dwahr]Mod Package (fix)
	2D effects	42090	0	S.FX 02	studioneo/Dwahr/sit_effects_03.unity3d	p_j107	☐	Effects_03.txt	[Dwahr]Mod Package (fix)
	2D effects	42091	0	Thicc Smoke 01	studioneo/Dwahr/sit_effects_03.unity3d	p_j105	☐	Effects_03.txt	[Dwahr]Mod Package (fix)
	2D effects	42092	0	Low Smoke 01	studioneo/Dwahr/sit_effects_03.unity3d	p_j106	☐	Effects_03.txt	[Dwahr]Mod Package (fix)
	2D effects	42093	0	Smoke Puff 01	studioneo/Dwahr/sit_effects_03.unity3d	p_j112	☐	Effects_03.txt	[Dwahr]Mod Package (fix)

Left Sidebar Category List:

- 2D effects
- 3D soundeffects
- Acc. Back
- Acc. Head
- Acc. Waist
- accessories
- base
- basicshapes
- Boats
- Cars
- Dome
- effects
- FK Items
- Foods
- Foot/Boy Cloth
- furniture
- gimmicks
- HItems
- H-Liquids
- items
- liquids
- Maps
- Medical
- MusAcc
- objects
- screen effects
- Unknown: 14
- Unknown: 666
- Unknown: 74
- Unknown: 75
- Unknown: 99
- user defined 1
- user defined 2
- user defined 3
- wall/board
- weapons

Bottom Status Bar:

Auto Resolve Everything | Rescan all files | Load Cab-IDs | Check for modlist update | Modlist (Toxin): 10/08/2023 23:10:01 | Save Changes

===== SECTION 5 =====

• Final Notes

After recommending other installation guides in the #hs-help channel, many newcomers complained about the complexity. The other installation guides were either too long or had very little explanations.

They also covered multiple versions of the game, which I don't recommend getting.

Basically, it was just too intimidating for someone who was just starting out.

So, I decided to simplify things while adding my own recommendations and warnings in order to avoid major issues.

If you still need further live chat assistance, I have provided a link to the discord server above.

• List of Plugins contained in the Essential pack

Plugin	Version	Link
AdditionalBoneModifier	0.7.4	https://mega.nz/file/sAASGL7Z#Qrj3ieGeru1NNAG6vja-lyXmADWn100gDSkkgiUjWG0
AddonChanges	0.9.6	https://cdn.discordapp.com/attachments/446787204673699841/991158397649039400/AddonChanges_v0.9.6.rar
AdjustMod	2.2a	https://mega.nz/file/6ZUTBZhD#k5wvaBp9vJN1XbuTrbPJLDrujPnEXAlf6hbJXQmTe0
Allegretto	1.4.7.0	https://www.mediafire.com/file/adbat4yusrtjplg/HS_Allegretto_v1.4.7.0.rar/file
BepisFix	1.0.0	https://mega.nz/file/2lcHLLIK#fikhgUYIZHJFCeTKzSLUxt4e-76P-ksZE6mnQ2LGSV0
BetterSceneLoader	1.3.0	https://github.com/HijackHornet/HSPPlugins/releases
BodySliders	2.4.0	https://cdn.discordapp.com/attachments/446787204673699841/904455735214239814/BodySliders.dll
BonesFramework	1.4.1	https://joan6694.bitbucket.io/
CameraEditor	1.0.0	https://joan6694.bitbucket.io/
ClothingMenu (+Kisama 1.0)	1.6j	https://mega.nz/file/LpkmXBbQ#piKHhKZKINJ4-YzcSLzLqLVIHab9a82SXhJSL0E5Fgc
ExtraItemAnimations	1.5.2	https://cdn.discordapp.com/attachments/446787204673699841/914159136638386246/ExtraItemAnimations_V1.5.2.rar
ExtSave	1.0.1	https://joan6694.bitbucket.io/
FogEditor	1.2.1	https://joan6694.bitbucket.io/
Ggmod_NEO (english)	1.6.1	https://mega.nz/file/i0kmURBS#R1qS8oqJ049b5MIU8PCASwyhfvfBvtNyeLoQkDgVgds
Harmony plugin (from the 'NET35' folder)	1.2.0.1	https://github.com/pardeike/Harmony/releases/tag/v1.2.0.1
HoneyShot	2.0.6464.32218	https://mega.nz/file/i0kmURBS#R1qS8oqJ049b5MIU8PCASwyhfvfBvtNyeLoQkDgVgds
HSPE	2.12.0	https://joan6694.bitbucket.io/
HSPE_CFG_Bobbit	-	https://cdn.discordapp.com/attachments/606868254790647827/733028936014889002/HSPE_CFG_Bobbit.7z

HSResolverExtras	1_Beta	https://cdn.discordapp.com/attachments/446787204673699841/970431490762637312/HSResolverExtras_v1_Beta.rar
HSStudioInvisible	4.2	https://mega.nz/file/VIRCySKC#g5vW8v2zzjFkKNAg2G2aM-tj8WA8zCnEuexF72vNHcQ
HSStudioNEOAddon	0.9.2	http://www.mediafire.com/file/1eb1x84tt6euy99/HS_StudioNEOAddon_v0.9.2.rar/file
HSUS	1.9.0	https://joan6694.bitbucket.io/
InvisibleNailsRing	1.0	https://www.patreon.com/posts/28814781
InvisibleNailsRing Update	1.1	https://cdn.discordapp.com/attachments/446787204673699841/1084270426307448893/KenzInvisRing.rar
IPA	3.4.1	https://github.com/Eusth/IPA/releases
ItemManager	2.1.1_Beta	https://cdn.discordapp.com/attachments/446787204673699841/954651722935070770/ItemManager_v2.1.1_Beta.rar
LightingEditor	1.1.0	https://joan6694.bitbucket.io/
LockOnPlugin	2.6.0	https://github.com/Keelhauled/LockOnPlugin/releases
MaterialPropertyFix	0.5	https://cdn.discordapp.com/attachments/446787204673699841/963739021752795176/MaterialPropertyFix_v.0.5.rar
MenuMod	1.1	https://mega.nz/file/Tgs2xQqB#oBCYMTlNUX2iUwpe1CK4PAV6sSWw1jk81N8nCZnVd4
ModMenuManager	1.0.0	https://github.com/Keelhauled/HSPugins/releases/download/v1.0.0/ModMenuManager.zip
ModSettingsMenu	1.0.0	https://github.com/Keelhauled/HSPugins/releases/download/v1.0.0/ModSettingsMenu.zip
MoreAccessories	1.3.1	https://joan6694.bitbucket.io/
MoveController	1.4.2	https://cdn.discordapp.com/attachments/446787204673699841/965175977552527430/MoveController.dll
NeoPoseListFS	1.0	https://mega.nz/file/Ib43EQKQ#slrVy7meJqtfK2yQXFubJxlxk34eXCH8oiZFhdfTmvQ
NodesConstraints	1.2.1	https://joan6694.bitbucket.io/
PlayShot24Z	2.1.0.0	https://cdn.discordapp.com/attachments/446787204673699841/472352303320399874/PlayShot24ZHNeo.dll
RendererEditor	1.5.1	https://joan6694.bitbucket.io/
ResizePoseList	1.0.0.0	https://cdn.discordapp.com/attachments/446787204673699841/939261060467261491/ResizePoseList.rar
SkinTexMod	2.3a	http://www.mediafire.com/file/d400jq86tscu32z/HS_SkinTexMod_v2.3a.rar/file
StudioInvisible EX addon	-	https://cdn.discordapp.com/attachments/446787204673699841/682782527144067088/KoramaStudio_StudioInvisible_Addon.zip
Timeline	1.1.0	https://joan6694.bitbucket.io/
TogglePOV	1.0.1	https://github.com/Keelhauled/HSPugins/releases/download/second/TogglePOV.v1.0.1.zip
VideoExport	1.2.1	https://joan6694.bitbucket.io/

- **Acknowledgments**
 - **Original guide by @Nitely**
 - **Original How to use HSResolveMoreSlotID mod folders by @KoramaAnte**
 - **Original LRE Lite Installation by @KoramaAnte**
 - **Installation [meta] skin & starter kit by @metagraphy**
 - **Guide revision v1.0 - 2.0 by @Toxin**
- **Revision:**
 - **2.0**
 - Total revision of the guide
 - Updated all download links
 - Added more example screenshots
 - **1.9**
 - Added in Plugin Pack
 - **InvisibleNailsRing v1.0**
 - **InvisibleNailsRing Update v1.1**
 - **StudioInvisible EX addon**
 - Collected and organized in the documentation folder the readme and images present in the original files of the individual plugins
 - Updated link to new pack **IPA + Plugin Essential Pack [2023-03-13]**
 - Added **IPA + Plugins Essential Pack [2023-03-13]** Plugin List in Section 5
 - **1.8**
 - Added in Plugin Pack
 - **HSResolverExtras_v1_Beta**
 - **MaterialPropertyFix_v.0.5**
 - **ResizePoseList**
 - Updated link to new pack **IPA + Plugin Essential Pack [2022-06-30]**
 - **1.7**
 - Updated **AddonChanges** (Version 0.9.6)
 - Updated link to new pack **IPA + Plugin Essential Pack [2022-06-28]**
 - **1.6**
 - Updated link to English Translations **UI Translation AIO 01-05-20**
 - **1.5**
 - Updated **Movecontroller Plugin**
 - Updated link to new pack **IPA + Plugin Essential Pack [2022-04-17]**
 - **1.4**
 - Updated link to **4K_Skin_Diffuse_Initial_Pack (All-In-One)**
 - **1.3**
 - Fixed missing folder \Plugins\InterfaceSuite\ModMenuManager
 - Updated **BetterSceneLoader Plugin**
 - Updated link to new pack **IPA + Plugin Essential Pack [2022-02-08]**
 - **1.2**
 - Fixed long links
 - **1.1**
 - Added LRE Lite guide
 - **1.0**
 - First draft