

## Gal\*Gun 2 size mods

Before anyone wonders. No this is not a complex thing. I just love to be descriptive.

This package includes 3 folders: CharacterEditor, PawnVision, PlayerScale

This is also the order you will most likely want to use them.

Non VR users will mostly be interested in the Editor – the 2<sup>nd</sup> and 3<sup>rd</sup> mod are designed for VR gameplay – both of them work without VR but they are pretty senseless.

I will describe what each of it does in this order. Please notice: all 3 tools only work with the fully patched legitimate Steam version of Gal\*Gun 2 as of the data of this document (12<sup>th</sup> of May 2019). They are known to not work on the “pirated copy” which you will find online, this one uses a different package encryption. No investigations into supporting them whatsoever are planned and supported, don’t ask.

For all those mods to work please install the game and run it once.

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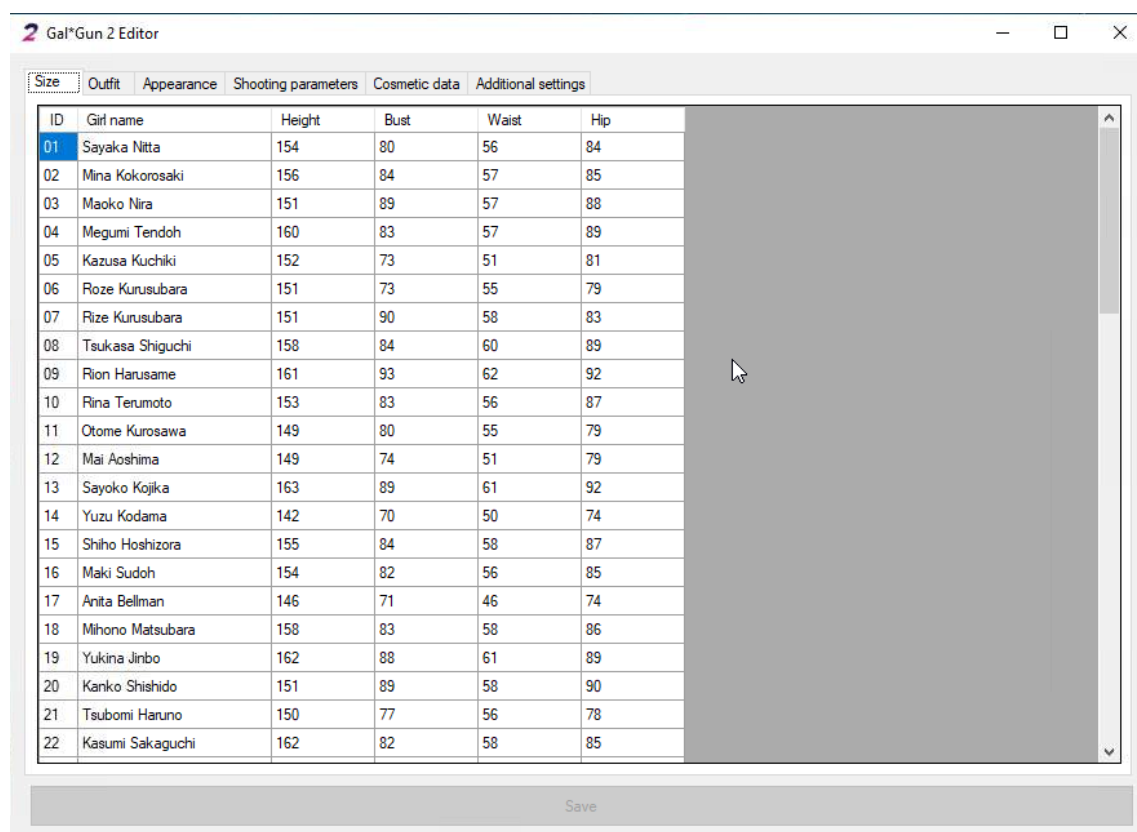
## Character Editor

First of all: while you use this editor the game mustn't be running! So please close it before you start in case it's running.

The first time you open the character editor (GG2Editor.exe) it will ask you for the install location of Gal\*Gun 2. This is usually "[Steam install directory]\SteamApps\Common\common\GalGun 2" but depending on your setup it might be somewhere else.

This editor can edit extremely many character aspects in the game. I will limit myself to the size features for now.

When you open it the "Size" tab will immediately be open:



You see a list of all characters including their height (metric, in centimetres – these are game internal values, not generated by the tool) as well as their bust, waist and hip girths. If you edit those values and click on Save, the editor will restructure the game files for modding and save your changes. By default you cannot change the characters heights without limits – this is because the game has internal limits – those can be edited in the tab "Additional Settings":

Size Outfit Appearance Shooting parameters Cosmetic data Additional settings

Size limits

Height	Head Size Ratio	Bust	Waist	Hip
144	cm -> model scale	0.92		
156	cm -> model scale	1		
174	cm -> model scale	1.11		

Maximise Scales

This reads: the height of 144cm is translated by the game to a model scale of 0.92 – while 174 cm is translated to 1.11 – this means: all sizes above 174cm will be treated like 174, everything below 144 will be treated like 144 as well. To change that – you can just click “Maximise Scales” and the following thing will happen:

Size limits

Height	Head Size Ratio	Bust	Waist	Hip
0	cm -> model scale	0		
156	cm -> model scale	1		
1560	cm -> model scale	10		

Maximise Scales

By now the game is unlocked to allow all sizes from literally 0 (very tiny obviously) all the way up to 15.6 metres. Which means you will need to move up your aiming quite a bit.

You can by the way also do handy modification like this:

Size limits

Height	Head Size Ratio	Bust	Waist	Hip
144	cm -> model scale	1.35		
156	cm -> model scale	1.5		
174	cm -> model scale	1.665		

Maximise Scales

Here I took the default values and multiplied them by 1.5 – this means all girls will permanently be 50% taller. As the game will translate their height into higher model scales. Again: once done, click on “Save” and you’re good.

## Player Pawn Vision Mod (only properly usable in VR)





This is a very simple mod. In VR mode when you walk too close to a wall or a girl the game will blacken your vision. This mod permanently disables this behaviour.

To use this mod the game must be prepared for mods. The character editor does this automatically for you once you click “Save” – so if you don’t intend to do any edits with it, please just open it, change a value, change said value back (so it unlocks the Save button) and click on it. While it won’t change anything it will still prepare the game for mods.

In the folder PawnVision you’ll find two files: Mod\_Pawn.pak and Mod\_Pawn.sig (Pawn is the game internal name for your player object and that one gets modded for it, hence the name). To activate the mod, copy those two files into the following directory while the game isn’t running:

[GalGun2 installation directory]\GalGun2\Content\Paks\Mods

If that folder doesn’t exist – run the editor and change something it will create it for you. The folder should look like this now:

lokaler Datenträger (C:) > SteamSSD > steamapps > common > GalGun 2 > GalGun2 > Content > Paks > Mods				
Name	Änderungsdatum	Typ	Größe	
 Mod_GG2CharacterEditor.pak	29.04.2019 19:46	PAK-Datei	634 KB	
 Mod_GG2CharacterEditor.sig	29.04.2019 19:46	SIG-Datei	1 KB	
 Mod_Pawn.pak	29.11.2018 18:20	PAK-Datei	906 KB	
 Mod_Pawn.sig	29.11.2018 18:20	SIG-Datei	1 KB	

(The Mod\_GG2CharacterEditor files are created by the character editor)

You’re done... launch the game... and walk through walls and everything. Your vision won’t be blackend.

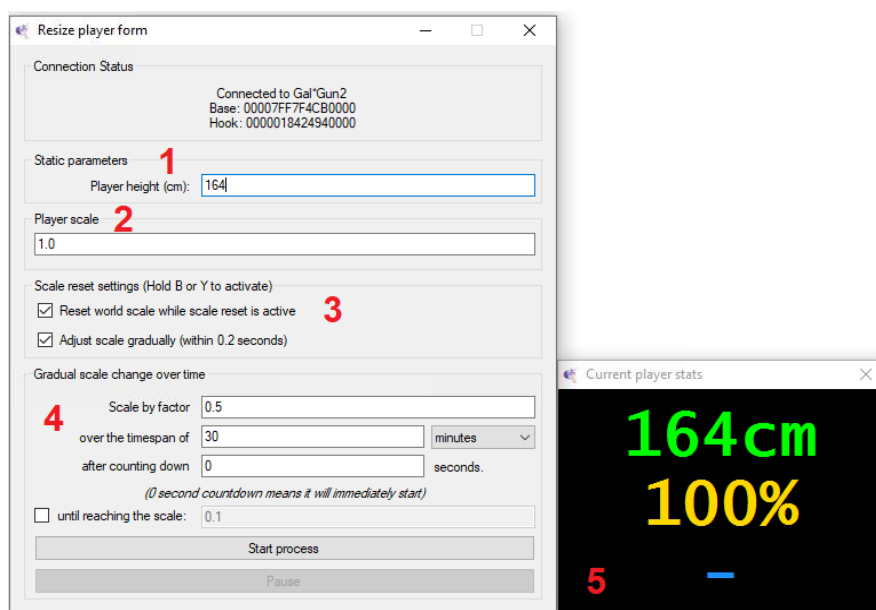
## Player scaler (only properly usable in VR)

To use this, I heavily recommend enabling the Pawn Vision Mod first – which requires you to run the editor once. Admittedly that's a bit of a hassle but see it like this... you only do this once.

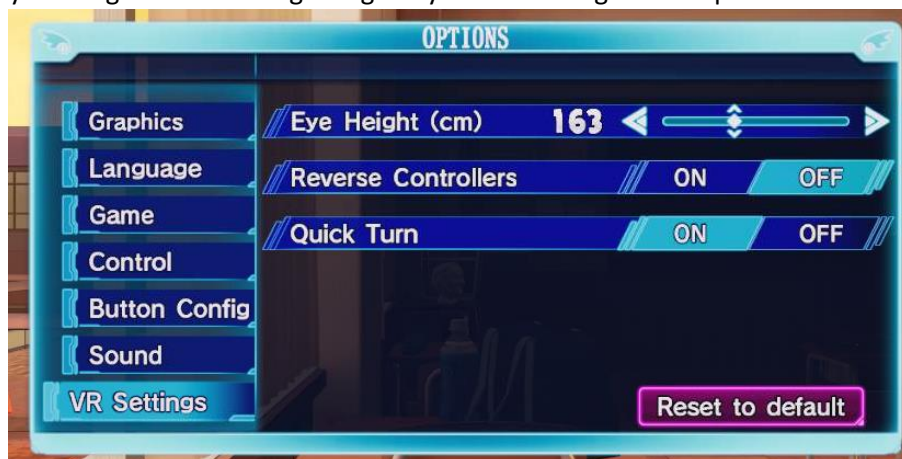
Please only run this tool when SteamVR is already running and your VR headset is enabled.

First of all: if you have Revive installed (Windows Mixed Reality users, VIVE users, Oculus users will never be affected) you will need to run the tool using forceOpenVR.cmd – rather than GG2PlayerScale.exe. If you don't have Revive, if you use Oculus Touch controllers or related – just run GG2PlayerScale.exe.

You will be greeted with this interface (minus the numbers):



First of all: in Field 1 – Player height – type in your actual height in centimetres (again the game uses cm internally for everything so that wasn't my choice I use game units here). If you don't know it you can use <http://www.csgnetwork.com/csgcvtf2meterscalc.html> to determine your height. Within the game go to your VR Settings in the options and set the eye height to 163.



Even if 163cm isn't your eye height (it most likely isn't) please use this one while the player scaler is active. It takes over the eye height calculation of the game and it will use 163 (which should be the default) as the base.

Now for the other fields:

Field 2 (player scale): This is YOUR player scale based on your height. 1.0 is obviously the default – 2.0 would mean the game makes YOU double sized – 0.5 means you will be half your normal size (including a lot of neck bending). Being too big or too small will cause issues – sometimes you will be stuck in ceilings (which is especially bad if you don't use the Player Pawn Vision Mod) and if you're too small you might not be able to look past low walls. Fortunately this will be fixed in the scale world settings.

Fields 3 (scale world settings): You're stuck in the ceiling? You can't look past a wall and there's a girl behind. Don't worry: just press the B or Y button (Oculus Touch) or hold BOTH your grip buttons at the same time (all other VR headsets) and your height will be reset. If the option "Reset world scale while scale reset is active" then the entire world will be brought back to normal looking. If it's off – then it will only move the camera properly. The "Adjust scale gradually (within 0.2 seconds)" only means that you can see yourself grow/shrink rather than a sudden change.

Fields 4 (gradually change scale over time): This is a **MUST**. This can be surprisingly immersive and shows you how slow shrinking or growing feels like. The default setting for example says "Scale by factor 0.5 over the timespan of 30 minutes after counting down 0 seconds." This basically means that the scaler will slowly steadily shrink you down – you will lose half your size over the timespan of 30 minutes. Seeing how a normal play time can easily reach quite some time you might end up quite small because it will continue forever (a quarter of your scale after one hour, an eighth after 90 minutes) and so on. You can activate the "until reaching the scale: 0.1" thing – and it will stop shrinking you once you've reached a target scale. This of course also works for growing and you can absolutely freely play with the values. The countdown is only a convenience feature. If you want to go for a rather quick shrinking or growing effect – say half the size over the timespan 10 seconds until you reach 0.1 – by the time you managed to get the VR headset back on some time will have passed. It won't start before the countdown has run down giving you time to put the VR gear back on. That's it.

Window 5: If you play with the gradual scaler – this is a window you can pin into VR if you wish to know your height. Oculus users can use Oculus Desktop, all others can use OVRDrop. If you don't want to know your scale live in VR. Just don't pin it.