

# Installing 'mod\_override' mods

As the name implies, the 'mod\_override' folder is used to override existing assets in the game's files. These can range from the color of your health bar to the appearance of the enemies in-game. Installing these is very simple, so let's get started!

1. Locate your PAYDAY 2 folder. By default, this is

“ C:\Program Files (x86)\Steam\steamapps\common\PAYDAY 2.

Not there, or forgot where you installed it? Click here for a guide.

You should see this:



2. Go into your “assets” folder:

| Name                                     | Date modified        | Type                  | Size     |
|--|----------------------|-----------------------|----------|
| _CommonRedist                            | 10/11/2017 10:07 ... | File folder           |          |
| assets                                   | 5/17/2018 8:49 AM    | File folder           |          |
| Payday 2 - B-Sides                       | 5/21/2018 5:23 PM    | File folder           |          |
| PAYDAY 2 A Merry Payday Christmas Sou... | 10/11/2017 10:07 ... | File folder           |          |
| PAYDAY 2 the Soundtrack                  | 11/18/2017 2:08 PM   | File folder           |          |
| workshop                                 | 5/2/2018 5:12 PM     | File folder           |          |
| binkw32.dll                              | 5/5/2017 11:30 AM    | Application extens... | 222 KB   |
| context.xml                              | 12/23/2017 12:00 ... | XML File              | 2 KB     |
| D3DX9_40.dll                             | 5/5/2017 3:23 PM     | Application extens... | 4,278 KB |
| dieselx.cfg                              | 4/23/2018 11:20 A... | CFG File              | 3 KB     |
| discord-rpc.dll                          | 10/19/2017 12:53 ... | Application extens... | 51 KB    |

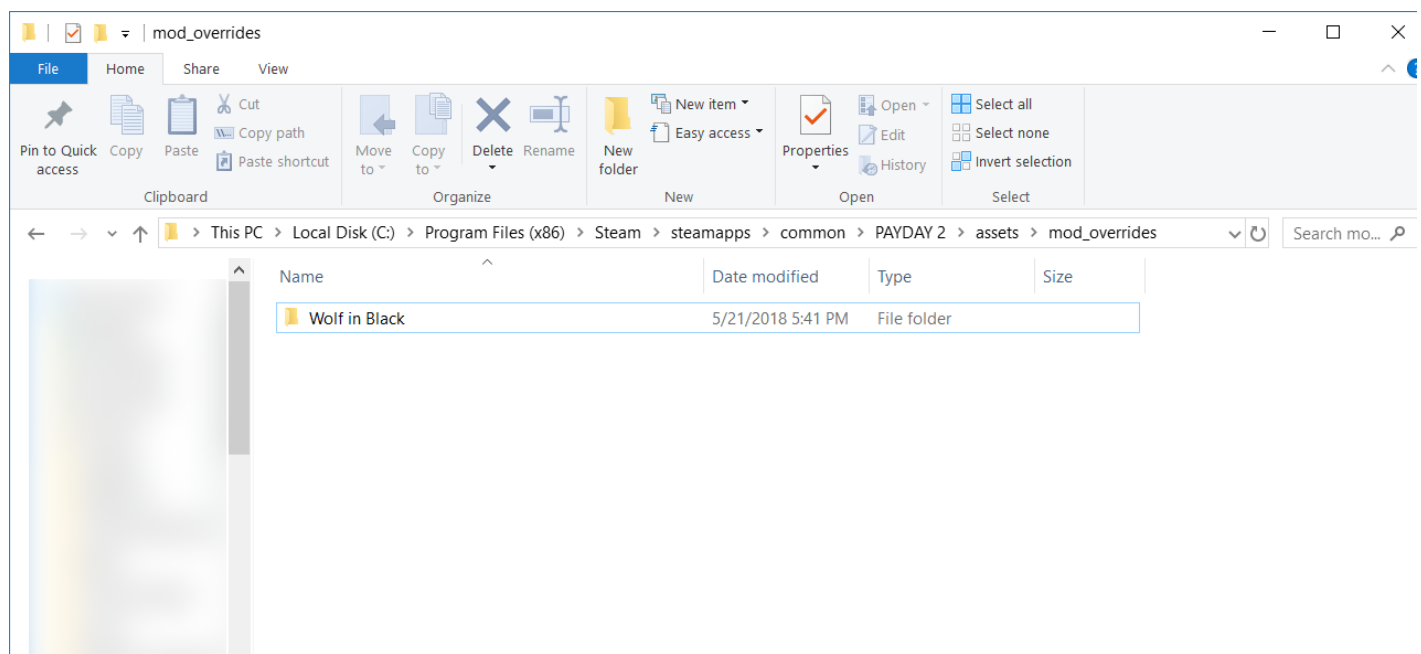
3. You should see a folder called “mod\_overrides” in here along with some other files, like so:

| Name                    | Date modified     | Type        | Size      | Length |
|-------------------------|-------------------|-------------|-----------|--------|
| mod_overrides           | 5/21/2018 4:10 PM | File folder |           |        |
| _CommonRedist           | 5/21/2018 5:26 PM | File folder |           |        |
| 00cc466bdaead7fa.bundle | 2/27/2018 8:12 PM | BUNDLE File | 2,125 KB  |        |
| 0a67ff91c9241201.bundle | 2/27/2018 8:12 PM | BUNDLE File | 731 KB    |        |
| 0a76b707eba65bc7.bundle | 2/27/2018 8:12 PM | BUNDLE File | 2,939 KB  |        |
| 0a57017e93e6be82.bundle | 2/27/2018 8:12 PM | BUNDLE File | 264 KB    |        |
| 0a872082b8417f4d.bundle | 2/27/2018 8:12 PM | BUNDLE File | 1,101 KB  |        |
| 0be862608e3e1a6d.bundle | 2/27/2018 8:12 PM | BUNDLE File | 1,751 KB  |        |
| 0cbf6a9aabea61d5.bundle | 2/27/2018 8:12 PM | BUNDLE File | 803 KB    |        |
| 0d4614c30e6ba138.bundle | 2/27/2018 8:12 PM | BUNDLE File | 571 KB    |        |
| 0da4427540d8b061.bundle | 2/27/2018 8:12 PM | BUNDLE File | 21,187 KB |        |

If you don't see that folder in there, go ahead and make it. Make sure it's named "mod\_overrides" exactly:

- Name
- mod overrides - Wrong
  - mod\_override - Wrong
  - mod\_overrides - Right

- Open up "mod\_overrides". It should probably be pretty empty at this point.
- Open the .zip for the mod you want to install, then extract or drag the contents into your "mod\_overrides" folder:



6. Now, let's check if it was installed properly. Boot up PAYDAY 2, and go to "Options", then "Mods":



If the "Mods" option doesn't appear, then you've likely made a mistake or installed the mod improperly. Try going over the guide once more.

7. Check if the mod shows up in the list. If it does, then you've installed it properly!



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