## 提示:以下设置都是在国际服基础上设置, 国服没试过, 估计不行 前提是连接到私服

还有就是我用这个打开原神时候原本安装的MelonLoader文件会自动删除 (可能因为不是用start GenshinImpact.exe --melonloader.agfoffline启动的..., 最好先备份)

1.安装SpecialK

.安装所需的先决条件:

► Visual C++ 2015-2022 Redistributables (32 位 区和64 位 区)

32位下载地址

https://aka.ms/vs/17/release/vc\_redist.x86.exe 64位下载地址 https://aka.ms/vs/17/release/vc\_redist.x64.exe (我使用的是64位) SpecialK下载链接 https://sk-data.special-k.info/SpecialK-test.exe 默认安装 安装后打开SpecialK根目录, 找到SpecialK64.dll文件 将其复制到国际版原神根目录(GenshinImpact.exe所在目录) 并改名为dxgi.dll 之后以管理员身份运行Special K





#### 成功后进入游戏出现如下图标, 弹出提醒先点ok,

iai K Please see the Discord Release Channel, under Help Releases for beta / stable updates to this project.

You are currently using 22.3.11.

2022/1/3 19:22 \* Lovingly referred to as the Swiss Army Knife of PC gaming, Special K does a bit of everything

Press 'Ctrl + Shift + Backspace', 'Select + Start' (PlayStation) or 'Back + Start' (Xbox) to open Special K's configuration menu



## 按ctrl+Shift+Backspace(退格键,键盘的"←",不是方向键) 出现下图界面

		MAL	
	V         Special K (v 22.3.11.3) Control Panel         - (0:04:33)         X           Image: Special K (v 22.3.11.3) Control Panel         - (0:04:33)         X           Image: Special K (v 22.3.11.3) Control Panel         - (0:04:33)         X           Image: Special K (v 22.3.11.3) Control Panel         - (0:04:33)         X           Image: Special K (v 22.3.11.3) Control Panel         - (0:04:33)         X           Image: Special K (v 22.3.11.3) Control Panel         - (0:04:33)         X           Image: Special K (v 22.3.11.3) Control Panel         - (0:04:33)         X           Image: Special K (v 22.3.11.3) Control Panel         - (0:04:33)         X           Image: Special K (v 22.3.11.3) Control Panel         - (0:04:33)         X           Image: Special K (v 22.3.11.3) Control Panel         - (0:04:33)         X           Image: Special K (v 22.3.11.3) Control Panel         - (0:04:33)         X           Active Render API         D3D11.4         [64-bit]           Image: Special K (v 22.3.11.3)         - (0:04:33)         - (0:04:33)           Image: Special K (v 22.3.11.3)         - (0:04:33)         - (0:04:33)           Image: Special K (v 22.3.11.3)         - (0:04:33)         - (0:04:33)           Image: Special K (v 22.3.11.3)         - (0:04:31)         - (0:04:31)		
	▶ UI Render Settings         ▼ Framerate Limiter         𝔅 D3D11.4       𝔅 Hardware: Independent Flip ∑ 32.27 ms         17.1       Seconds         17.1       Seconds         0.1% Low FPS: 58.6       0.1% Low FPS: 3.46	INTA	
	Avg milliseconds per-frame: 16.702 (Target: 16.621) Render latency: 0 Frames   18.4 / 565.2 ms   0 Hz Variation: 25.62280 ms 59.9 FPS ± 0.4 frames		
	Framerate Limit       VSYNC Rate (No Preference)       > Advanced         V Direct3D 11 Settings       State Tracking:         > SwapChain Management		
	Render Mod Tools       D3D11 Deferred Mode       Show OSD in Video Capture       Advanced (Debug)         Compatibility Settings         Input Management       Xinput 1.4       Rawlinput       Win32         Window Management       Volume Management       Volume Management		
	<ul> <li>On Screen Display (OSD)</li> <li>Widgets</li> <li>Screenshots</li> <li>Plug-Ins</li> </ul>	G	
0		C	

## 按照下图操作, Display内的sRGB Bypass改为Strip模式,修复前面开启时跳 出的警告

▼ Special K (v 22	.3.11.3) Control Panel	- (0:05:59)	
🐻 File 🖵 Display <b>?</b> Help			
Active R Virtual Gamepad/Keyboard Cursor Window G-Sync Display Active Input APIs Display G-Sync Status Display Playtime in Title Display Mac-style Menu at Top Strip	sRGB Bypass	D3D11.4 1920x108 Unsuppor	[ 64-bit ] 0 @ 60.16 Hz ted
16.6 Se Passthrough	Window Style	1.0% Low FF	PS: 40.24
AvgFPS: Apply	Active Monito	r FPS: 25.63	
60 Hz	Refresh Rate	3 / 16.9 ms   1 Hz	
No Override	VSYNC		~~~~~
Default           Ignore DPI Scaling	Dithering	.1 frames	
Fram Prefer Selected Monitor		nce)	Advance
Direc Remember Display Resoluti	ion	辰记密的	5
Si Display Management Keybinds Desture Management			

	Special K (v 22.3.11.3) Control Panel	- (0:01:21)	X
🗈 File 🖵 Display <b>?</b>	Help		
ctive Render API		D3D11.4 [64-	bit ]
Vindow Resolution		1920x1080 @ 60.	16 Hz
G-Sync Status		Unsupported	
<ul> <li>UI Render Settings</li> </ul>			
<ul> <li>Framerate Limiter</li> </ul>			
Direct3D 11 Settings	State Tracking:		
SwapChain Manag	ement		
Texture Manageme	ent		
Resolution Limiting			
Render Mod Tools	D3D11 Deferred Mode 🗹 Show OSD	in Video Capture 🕨 Advance	d (Debug)
<ul> <li>Compatil lity Settings</li> </ul>			
<ul> <li>Input Management</li> </ul>	Win32	A A AI	
<ul> <li>Window Management</li> </ul>			
<ul> <li>Volume Management</li> </ul>		10	
<ul> <li>On Screen Display (O</li> </ul>	SD)		
<ul> <li>Widgets</li> </ul>			
<ul> <li>Screenshots</li> </ul>			
Plug-Ins			
进入游戏后 弹出界面看	点击Render Mód Tools 下图		

▼ Spec	ALK (v 22.3.1.3) C D3D11 Render Mod Toolkit X
▼ Live Shader View VERTEX : 886.99 Thousand Re(11.98 Million Verts GEOM : <unused> TESS : <unused> Window Resolution →</unused></unused>	▼ Live Texture View         Current list represents 163.71 MiB of texture memory         0         Frames Between Texture Refreshes
RASTER : 60.8% Filled (642.56 Thousand Triar PIXEL : 54.46 Million/CC (390.80 Thousand Triar COMPUTE: 6.93 Million	Refresh Textures Generate Mipmaps Used Textures V Clear Debug Reload All Injected Textures V H
Clear Shader State Store Shader State Adu	Area_Common_Build_Camp_A_01_Diffuse
Vertex Shaders	Area_Common_Build_Camp_A_01_Normal
Pixel Shaders	Area_Common_Build_Camp_A_01_SMBE Window Active )
Geometry Shaders	Area_Common_Flower_Detail_01_Diffuse_NoMip
Compute Shaders	Area Dg Flower Common Reeds 01 Diffuse NoMip
▼ Draw Call Filters	Area_Dq_Flower_Common_Tint_Mask_NoMip
Vertex Shader: 0 Render Mod Tools 3	Area_Dq_Grass_Common_Lhc_01_ESA Capture > Advanced (Debug
Add Min Filter 0 Compatibility Settings	Area_Dq_Grass_Common_Ty_01_Diffuse
Add Max Filter 0 D Input Management	Area_Dq_Grass_Common_Ty_01_LSAB
▼ Live Memory View	Live RenderTarget View
Mapped Memory	SwapChain-B
Read-Only:	
Write-Only: (10)gets / 0	
Read-Write: (0.)eenshots / 0	0000008
Write (Discard): (0) /0	0000008
Write (No Overwrite): (0) /0	
Resource Types	0000010 <u></u>
Unknown (0) /0	0000011
Buffers: $(0)$ /0	0000012
Index: 0	0000013
Vertex: 0	
Constant: 0	



#### 框内文件一直变化时可以点 击刷新,变化是因为鼠标移动 导致游戏场景变化

e Shader View	V Live Texture View
VERTEX : 919.71 Thousand GEOM : <unused></unused>	Current list represents 145.99 MiB of texture memory
TESS : <unused> RASTER : 66.1% Filled</unused>	
PIXEL : 38.00 Million COMPUTE: 6.93 Million	Refresh Textures Generate Mipmaps Used Textures V Clear Debug Reload All Injected Textures V Highlight Selected Texture in Game V Hid
Clear Shader State Sto	Avatar Girl Catalyst Kokomi Tex Body Lightmap
Vertex Shaders	Avatar_Girl_Catalyst_Kokomi_Tex_Face_Diffuse
Pixel Shaders	Avatar_Girl_Catalyst_Kokomi_Tex_Hair_Diffuse Delete Dumped Texture from Disk Texture was rescaled to fit.
Geometry Shaders	Avstar_Girl_Catalyst_Kokomi_Tex_Hair_Lightmap
Compute Shaders	Avatar_Gir_Tex_FaceLigntmap
raw Call Filters	BigWorldTerrain -3 -5.bin Detail TerrainTint
rtex Shader: 0	Btn_Jump
Id Min Filter	Btn_Sprint 文个是发型图
ld Max Filter	Eff_CloudShadow_ClearSky03
ive Memory View	V Live kender rarget view
pped Memory	SwapChain-B:
Read-Only: (1	0000004
Write-Only: (1	
Vrite (Discard):	
Write (No Overwrite): (1	
	0000009
ource Types	0000010
Unknown: (L	0000011
Buffers: (I	0000012
Index:	0000013
Vertex:	0000014
Constant:	0000015
auturaa.	

▼ Special	K (v 22.3.11.3) Control Panel -	(0:14:36)
🔀 File 🖵 Display <b>?</b> Help		
Browse Game Directory		D3D11.4 [64-bit]
Browse Special K Logs		1920x1080 @ 60.16 Hz
Browse Texture Assets	Injectable Textures 2731 KiB	Unsupported
Install Wrapper DLL	Dumped Textures 4 MiB	
Exit Game Alt+F4		
🔗 D3D11.4 🕢 Hardware: Indep	endent Flip 🛛 6.38 ms	
16.7 Seconds		1.0% Low FPS: 35.64
AvgFPS: 59.9	0.1% Low FPS:	25.27
Avg millise Reno	conds per-frame: 16.573 (Target: 16 ler latency: 0 Frames   3.1 / 16	6.621) 6.8 ms   2 Hz
Variation:	4.24450 ms 60.3 FPS ± 0.1 fra	ames
Framerate Limit	VSYNC Rate (No Preference	) Advanced

# 之后可以关闭Render Mod Tools窗口,找到这里打开导出的dds文件对应的文件夹

« SpecialK » F	Profiles > GenshinImpact.exe > SK_Res	> dump > textures > GenshinImpact.exe	
4			
Compress	Compress		
ed_D4142 F6F.dds	ed_D4142 F6F.dds.txt		

将你下载的对应的角色对应贴图文件重命名为导出的文件名, 但要去掉前缀 :'Compressed\_'只保留后面的如:'D4142F6F' 放到下图中的文件夹内



之后退出原神再次用Special K启动 进入游戏后换到相应角色就会变为修改之后的样子。 涩图下载地址: https://github.com/zeroruka/GI\_Textures 这个大佬做的,要以压缩包形式下载

每次都要用Special K打开原神才会改模型, 我自 己测试时候是这样的, 不用Special K打开模型就 会变成原样