

So a lot of people have been asking how to mod jd 2020 for wii and everyone just says... "learn yourself". Well that is what this tutorial is for.

This is how to mod Just Dance 2020 Wii. Ok y'all if u encounter any problems join my server or dm me on discord ty!

<https://discord.gg/GQ38KcCUAj> or dm me at Lianna#3813.

1. Download all of the files in this google drive folder:  
[MODDINGSTUFF](#)
2. Now Download JD 2020 Wii from Rama Discord:  
<https://discord.gg/just-dance-helper-jdh-800263354924531762> or Online Somewhere.
  - a. To mod jd 2020 we need to extract the game. Do this by opening dolphin and right-clicking the game then clicking "properties", then filesystem. Right-Click "Disc" then click "Extract Entire Disc". Click the folder you want to extract the files into then click "select folder". Once extracted delete bundles:  
bundle\_0.wii.ipk-bundle\_6
3. Extract and organize the tools you downloaded and open the folder you extracted mainscene.zip into.
  - a. Now open input.json with notepad++ :  
<https://notepad-plus-plus.org/downloads/> and you are going to enter your songname where it says SONGNAME.

```
[{
  "basedb": [
    "skuscene"
  ],
  "sku": "jd2020-wii-noa",
  "songs": [
    "SONGNAME"
  ],
  "territory": "NCSA"
}]
```

- b. Now close the file by clicking the x. It will ask you if you want to save the file. Proceed by clicking yes.
- c. Now make the mainscene by opening mapmaker.py  
Make sure you have python or it won't work.
- d. You have now made the mainscene which should pop up in a folder named output.

4. Now go to any discord server that has the jd helper bot (mine has it) and go to the channel for bot commands and type /assets. For server put jdu and for songname look up what song you want to mod on the Just Dance Fandom:

<https://justdance.fandom.com/wiki/>. Search for your song on the site then find codename here.

If it doesn't work you have to make sure that it is on just dance unlimited. If it isn't you unfortunately have to find a different song.

Code Name	TitaniumALT
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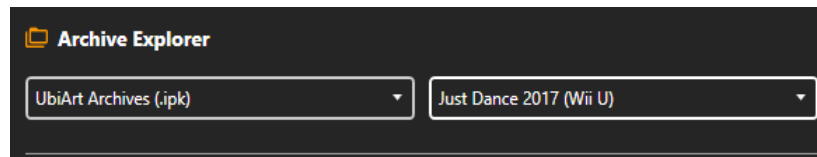
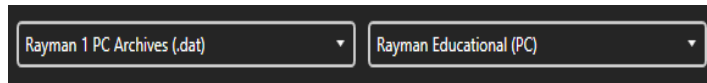
Game(s)
Just Dance 2017 (JDU)
Just Dance Unlimited
Just Dance Now
舞力无限

- a. Once you have your song selected with jd helper click enter then scroll to mainscenes and download the one for wiiu. Also download the menuart.

Coach 1:	Cover:	Expand Bkg:	Expand Coach:
<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>

- b. Now download the no hud. You can also do this with the jd helper bot. Type the command /nohud and put the codename for your song that you got from the jd fandom.
- c. Ok so now extract the ipk from the zip you got from jdhelper.

5. Now that you have gotten all of that stuff open the Rayman Control Panel, that you should have downloaded from my google drive folder, and go to utilities and on archive explorer change these to ubiart archive and Just Dance 2017 Wii U (Don't worry about it saying wiiu).



- d. Now after you change the settings click open and look for your mainscene and open it. Then once it is open with rcp extract it by right clicking the folder at the top and clicking extract.

NOTE: Now I'm not going to be so specific anymore bc i got lazy and this took 4ever lol.

6. Get your no hud you downloaded from jdH and put it into the webm folder named input.webm. Now click run.bat. You will have to wait a bit. When done, rename output.wii.webm to "songname".wii.webm. Then add songname.wii.webm to

mainscene you made to  
mainscene\output\SONGNAME\world\maps\songname\videos  
coach

7. For moves open mainscene from jdH and go to  
world\maps\songname\timeline\moves\wiiu and copy moves to  
your mainscene at  
mainscene\output\SONGNAME\world\maps\songname\timelin  
e\moves\wiiu.

8. Now we are doing dtape, ktape, musictrack, and songdesc.

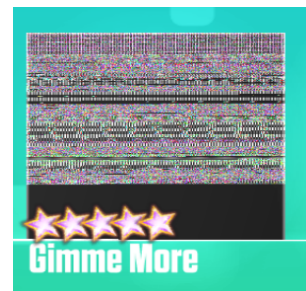
- Go here and get the songdesc.tpl.ckd and copy to the encryptor input folder.  
songname\_main\_scene\_wiiu\cache\itf\_cooked\wiiu\world\maps\songname
- Now open the timeline folder and copy dtape and ktape and add to the encryptor input folder.
- Open audio folder and copy musictrack to encryptor input folder.
- After these are added to input, open serialize.py. It should encrypt files. Look in the output folder and you will find files.

- e. Move encrypted ktape and dtape to  
mainscene\output\SONGNAME\cache\itf\_cooked\wii\world\maps\songname\timeline
- f. Add encrypted songdesc to here  
mainscene\output\SONGNAME\cache\itf\_cooked\wii\cache\legacyconverteddata\songname

Also add encrypted musictrack to the folder named audio in the same folder you put the songdesc in.

mainscene\output\SONGNAME\cache\itf\_cooked\wii\cache\legacyconverteddata\songname

9. Now menuart. Get the menuart we downloaded earlier and use the blds tools to turn them into pictures. Add the tga.ckds to the folder in blds tools named TGACKD\_DDS. Now Open Just Dance Tools.bat and type 3 and then type enter. Look in the same folder you put the tga.ckd files in. It should show the menuart in the dds format. (If it doesn't work make sure pillow is installed: by opening cmd and typing "pip install pillow").



- a. Now we need to resize the menuart so it doesn't look like this. Open the menuart resizer and put the dds files into input then open main.py and check output and take pngs from there and move them to textures folder in the input folder. Then open main.exe and after its converted check output and rename the files.

Coach 1 - songname\_coach\_1.tga.ckd

AlbumBkg- songname\_cover\_albumbkg.tga.ckd

AlbumCoach- songname\_cover\_albumcoach.tga.ckd

Cover Generic- songname\_cover\_generic.tga.ckd

I am too lazy to show pictures for this step so yea.

- b. Now move your renamed texture encrypted files to  
mainscene\output\SONGNAME\cache\itf\_cooked\wii\world\maps\songname\menuart\textures

10. Now we are done with the bundle. Now for skuscene open skuscene folder and open input.json with notepad++ and type song(s)' songname just like you did for mainscene. Then click x and save the file. Then open sku\_enc.py. Then go to output and we are only using the file named:

skuscene\_maps\_wii\_noa.isc.ckd. Open rcp and open bundlelogic\_wii.ipk and extract. Go to bundlelogic\_wii\cache\itf\_cooked\wii\world\skusenes and replace skuscene\_maps\_wii\_noa.isc.ckd.

11. Now finally open rcp and click create and for input directory put the folder of your mainscene and for output directory put in your files and name ipk: songname\_wii.ipk. Now get securefatgenerator and put in files and open securefat.py and generate. Now we are done modding the song!

If you have any questions feel free to ask me! Contact info is above.