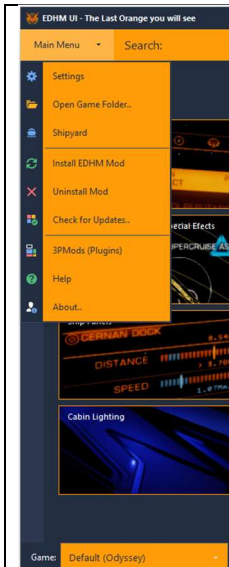


Using EDHM-MOD and EDHM-UI with OpenComposite

1. Create folders called **3dmigoto** inside your Elite Dangerous folders and copy the respective EliteDangerous64.exe into each folder. I'm using Steam, so I would create the 3dmigoto folders here:
 - a. Horizons:
..\Steam\SteamApps\common\Elite Dangerous\Products\elite-dangerous-64\3dmigoto
 - b. Odyssey:
..\Steam\SteamApps\common\Elite Dangerous\Products\elite-dangerous-odyssey-64\3dmigoto
2. Copy the respective EliteDangerous64.exe into each 3dmigoto folder. This is so we can complete the next steps in EDHM-UI.
3. If you already have EDHM-MOD applied to Elite Dangerous, we need to uninstall it. This is to allow OpenComposite to run without crashing.



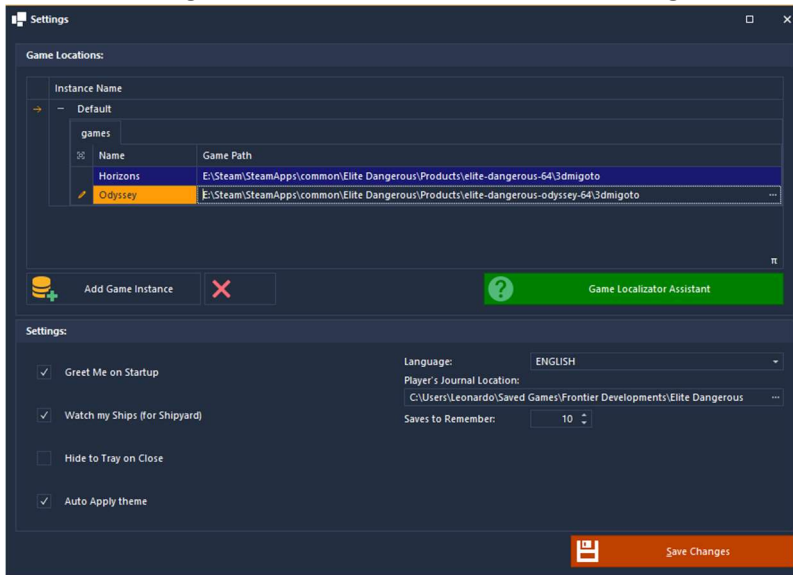
For each instance of the **Game** in the bottom:
Click **Main Menu** -> **Uninstall Mod**

4. Click **Main Menu** -> **Settings**.



CTRL-Click the π symbol to enable manually settings Elite's path for each instance using the ...

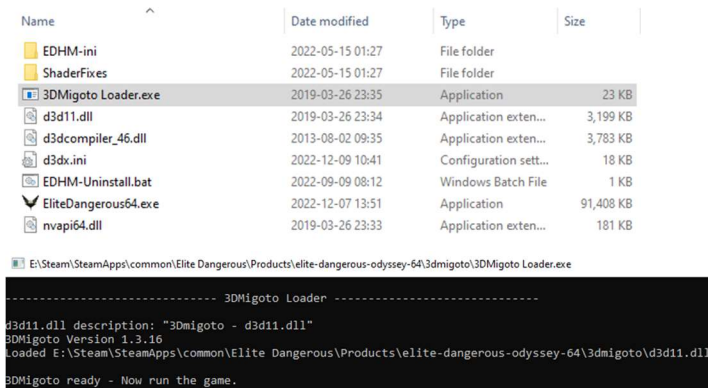
5. Your new configuration should look like this. **Save Changes.**



(Optional) you can now delete the EliteDangerous64.exe copy we dropped inside each 3dmigoto folder.

6. EDHM-UI should auto-install to the new “contained” folders we just created. If not, use the **Install EDHM Mod** from the main menu (see screenshot from Step 3). Apply your favorite theme.

7. Before launching Elite Dangerous, you’ll **always** need use the 3Dmigoto Launcher located inside the 3dmigoto folder we created (flat or VR). It’ll look for the EliteDangerous64.exe process:



8. You can create a batch file or use a launcher like [Elite Dangerous Add On Helper](#) to make your life easier.