



The SRB2 Community Asset Pack!

[Click Here for the Community Asset Pack Gitlab Repository](#)

Using the Github Desktop app, you can clone this repository to your folder, and always stay up to date!

If you want to contribute, you can also make a merge request!

Or

[Click Here for the SRB2 Message Board Download.](#)

On the Message Board, you get the latest stable release!

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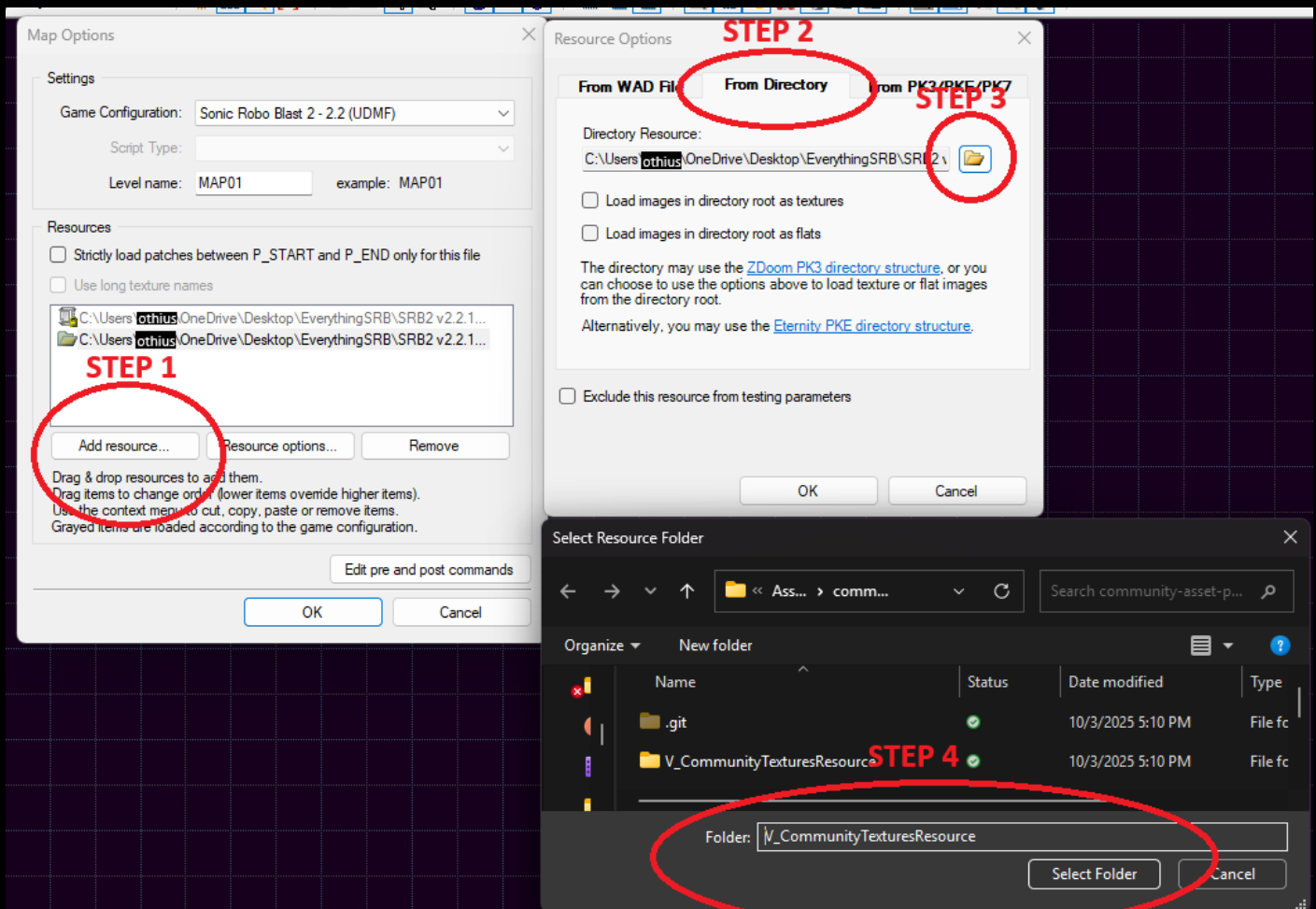
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FAQ:

How do I load the Community Asset Pack?

The Community Asset Pack is packaged into resource folders instead of .wad or .pk3 file. This means that SRB2 by default cannot load it. You'll have to load it as a resource in [Ultimate Zone Builder](#), [SLADE](#), or whichever other wad editor you use.

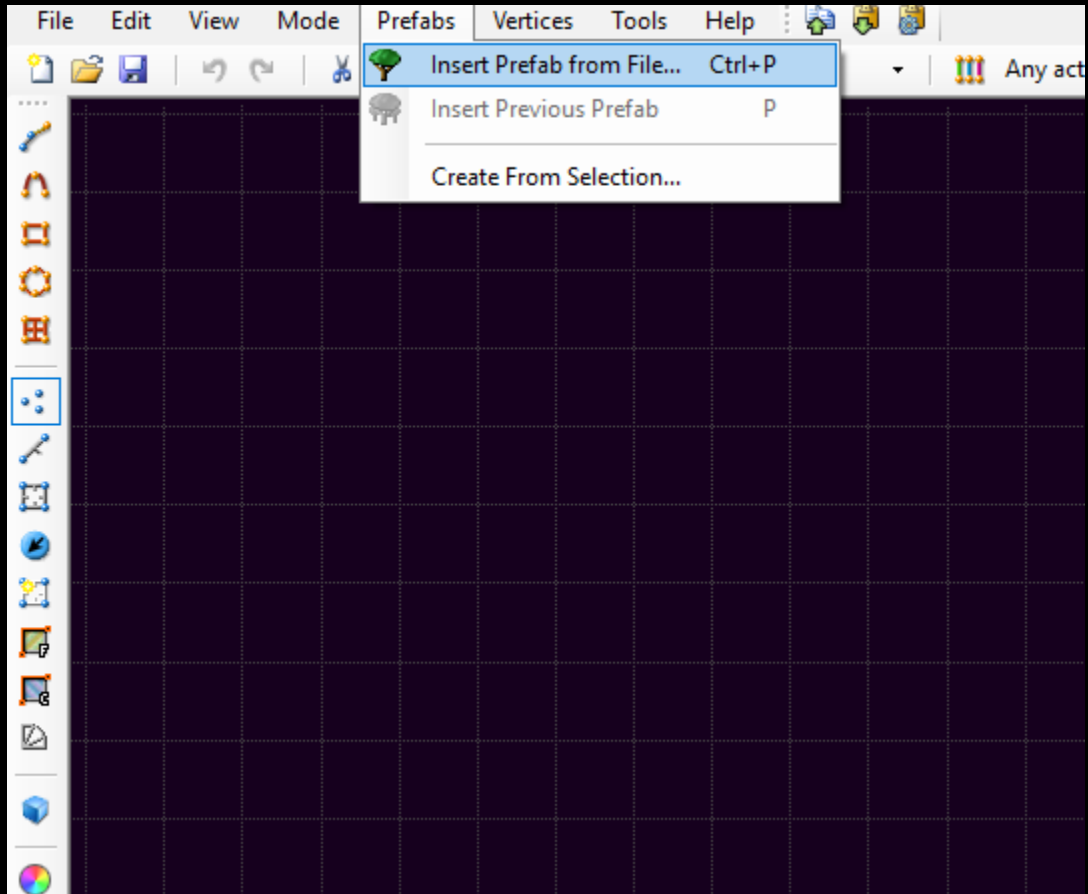
If you're using Ultimate Zone Builder, when loading your resources, make sure to add "From Directory", and load the folders that begin with V (That means they're vanilla compatible!).



What are “Prefabs” and how do I use them?

I see you're looking at the new Sector Fonts Prefabs. You might see an unfamiliar file type here, “.dbprefab”. These are sectors that you can load into Ultimate Zone Builder.

At the middle of the top bar, go to “Prefabs” then “Insert Prefab from File”, or press CTRL+P. Now you can insert all prefabs included for SectorFonts! These segments can be placed anywhere in your level without having to copy-paste from another map.

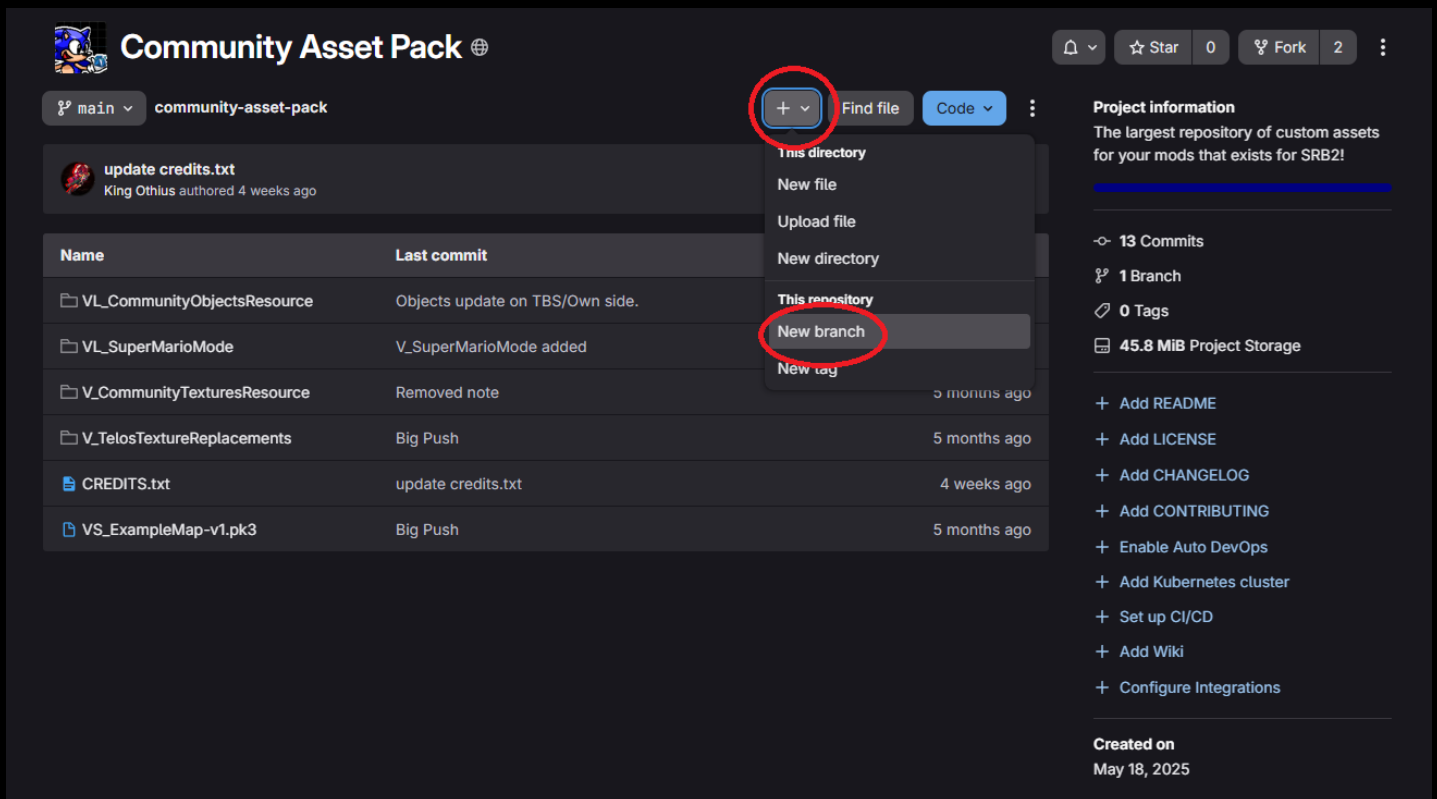


How do I contribute to the Community Asset Pack?

I'm glad you asked! To contribute to the Community Asset Pack, go to the Gitlab page and create a New Branch.

Within your new branch, add the resources you would like to submit to the Community Asset Pack. Make sure that you update the credits page in this document at the bottom, and if you're adding textures, add your items into a folder with your name. It should be pretty intuitive.

When you're done, make a merge request, I'll review your changes before merging it into the main repository and including them in the next message board release!



The screenshot shows the GitLab interface for the 'Community Asset Pack' repository. The repository is on the 'main' branch. A dropdown menu is open from the '+' button, showing options for 'This directory' and 'This repository'. The 'New branch' option under 'This repository' is highlighted with a red circle. The repository has 13 commits, 1 branch, and 0 tags. The project storage is 45.8 MIB. The repository was created on May 18, 2025.

Community Asset Pack

main community-asset-pack

update credits.txt
King Othius authored 4 weeks ago

Name	Last commit	
VL_CommunityObjectsResource	Objects update on TBS/Own side.	
VL_SuperMarioMode	V_SuperMarioMode added	
V_CommunityTexturesResource	Removed note	5 months ago
V_TelosTextureReplacements	Big Push	5 months ago
CREDITS.txt	update credits.txt	4 weeks ago
VS_ExampleMap-v1.pk3	Big Push	5 months ago

Project information
The largest repository of custom assets for your mods that exists for SRB2!

13 Commits
1 Branch
0 Tags
45.8 MIB Project Storage

+ Add README
+ Add LICENSE
+ Add CHANGELOG
+ Add CONTRIBUTING
+ Enable Auto DevOps
+ Add Kubernetes cluster
+ Set up CI/CD
+ Add Wiki
+ Configure Integrations

Created on
May 18, 2025

CREDITS:

"Community Asset Pack v6
[pdf last modified on Oct. 29, 2025]

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-- "Compilation and Management" --
Compilation and management of entire Asset Pack by "Skydusk" and "Othius"

-- Special Thanks to "SilicDev" --
Patching the Community Objects Resource for v5.2!

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"Skydusk", "KamiJoJo_" and "MotorRoach":
- Pipe Kingdom Assets

"Lat"
- Koopa Code

"Skydusk":
- SRB1 Remake assets and code, Cosmic Valley assets, Shine assets,
Classic texture patches, Misc Textures, Archer respire,
Turret respire and Deton respire

"Raze":
- Tempest Shrine, Amethyst Star and Void Vortex textureset

"Dakras":
- Cloud Citadel and Ecco texturesets

"Othius":
- Sector Fonts, Acidic Alpines+, Marble Bridge, Leaf Midtextures, Primordial Abyss,
Chrysopoeia, Frozen Hillside patches, Shit, and some miscellaneous textures

"TelosTurntable":
- Egg Rock and Legacy Special Stage texture replacement

"Kanna":

- Tidal Palace and Metallic Madness texturesets

"Spectorious":

- Sakura Solstice, Foliage Furnace, Robotnik Winter, and Hollow Hill texturesets

"LazyMK":

- Azure Paradise textureset

"DeltaSanic":

- Botanic Space, Polycrystal Mercury, Neostardust Speedway, Mine Maze, Polygnial Pasture, Red Starlight, Hidden Palace, Dust Hill, CEZ Alts, Disco Casino, and Rock Grotto texturesets

"Krabs":

- Texture recolors

"Seaballer":

- Caustic Crater textureset

"PencilVoid":

- Cyan Heights and Cold Zone texturesets.

"So2ro":

- Oasis Palace textureset

"SpinSlash165"

- Updated HAZARD and PATH textures.

"Biggy-π"

- Custom fire brick and triangle brick textures.

"DirkTheHusky"

- Custom emblem sprites
- Jade Coast textureset

"Twins"

- Aqua Planet, Nightlit Woods, Ante-Station, Heaven Pass, Storm Station, and Aqua Planet texturesets.
- Corresponding objects
- Custom Skies

"Inazuma"

- Hollow Hill Old textureset

"DaJumpJump"

- Lime Gully and Frigid Caverns texturesets.

"Akirahedgehog"

- Equinox texturesets

"Flareguy"

- Custom emblem sprite

"Logan McCloud"

- New crystal objects.

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