

Mods Manual

Mod Using

You can enhance the fun of the game using different game mods. At the moment the localization and map mods are available.

To use mods you should find them in First Feudal Steam workshop and then subscribe on them. After that go to the "Mods" menu and activate the desired mods. Keep in mind that on the first time of mod activation you should keep Steam online.

Localization

After localization mod activation new language will appear in the settings, you have to choose it.

Map

Map mod activates automatically on the game launch. After map mod activation new map will be available in the maps list on the new game start or in the map editor.

Mod Creation

Localization

To create a localization mod - you should take sampleLocalizationMod (It located in working directory by next path: "%LocalAppData%/FirstFeudal/mods" for Windows), dearchive sample archive, read the readme file, change data, meta and preview files.

Map

To create a map mod - you should open map editor (Main Menu > Map Editor), create a new map, edit and save it. New map become available in the maps list on the new game start or in the map editor and you can publish it.

Mod Setting Up

Localization

Use sample sampleLocalizationMod to create localization mode for First Feudal Community. Necessarily create a copy of sample by dearchivation of sample archive. If you damage sample, remove sample archive and restart the game (with Steam) to redownload sample. Harpoon Games team will reupload sample when basic localization changes, so new sample archive will appear in mods folder with new date in name. We also create localization diff on every big patch, so contact us by email (contacts@harpoon.games) so we include you in the appropriate mailing list.

- use meta.ini to setup mod info settings:
 - **publishId**: Setups automatically by steam on mod create. Leave this field empty. It's used by mod system on mod update;
 - **name**: Simple mod name. Should be single word without any special symbols.
 - **title**: Mod title for steam workshop;
 - **description**: Mod description for steam workshop;
 - **type**: Mod type. For localization mods it should have "localization" value;
 - **version**: Special field for mod versioning. Mod version is saved in game saves, so incompatible saves are marked with corresponding message, but user still can load game;
 - **supportedVersion**: Supported game version. You can leave default value "0.*.*" in this field. If game have unsupported version - the mod disables. Use "majorVersion.minorVersion.buildVersion" format. Use "*" to skip version part verification (For example 0.7.* always skips buildVersion part check);
 - **checkSaveIncompatible**: Flag for mod version check (if "0", mod version wouldn't be saved in game save, so mod version doesn't affect save compatible);
 - **changeNote**: Change note for mod update.
- Don't use enters in any field of meta.ini file. Use the metasymbol "\n " instead;
- There are some variables in localization files. They use lower camel case in curly brackets ({myTestVariable}) or underscore (my_test_variable) naming. Copy them without changes, they will be replaced in runtime;
- Pass preview.png for steam workshop preview;
- Put all mod data files into "data" folder:
 - **languages-mod.ini**: Contains localization language info. Use next format: "languageKey=languageName". All localization files should be put into "languageKey" folder (for example for "sampleLanguage" language key - "./sampleLanguage" path);
 - **./sampleLanguage/common.ini**: Common localization file with most part of localization content. Each row contains localization content in next format:

"key"="localizationString". Keep in mind that you should change only "localizationString". ["GroupName"] - groups localization content;

- **./sampleLanguage/firstname_female.txt**: Localized female firstnames (Just unordered list);
- **./sampleLanguage/firstname_male.txt**: Localized male firstnames (Just unordered list);
- **./sampleLanguage/lastname.txt**: Localized lastnames (Just unordered list);
- **./sampleLanguage/events.ini**: Event localization. Event popups also situated in this file.
- **./sampleLanguage/popups.ini**: Popup localization;
- **./sampleLanguage/tips.ini**: Tips localization;
- **./sampleLanguage/wiki.ini**: Wiki localization.

After all settings and files edits just upload mod in Steam Workshop - use the "Create Mod" button and select the meta.ini file (Main Menu > Mods).

Map

All map mod setting up is handled on mod upload.

Mod Upload

Localization

To upload localization mod in Steam Workshop - use the "Create Mod" button and select the meta.ini file. Keep in mind, that all mod files must be in the game mods directory ("%LocalAppData%/FirstFeudal/mods" for Windows).

Map

To upload map mod in Steam Workshop - just publish it (Main Menu > Map Editor > Select your map > Publish). Setup map title and description and click Publish Button. After a little bit delay your map Steam link would be refreshed and you can click it to open your published map on the Steam Workshop.

Mod Update

Localization

If you want to change a created mod - just change files, set changeNote, version in meta file and "Update mod" (select meta.ini as well as on upload). Version must be greater than the previous version on any change, otherwise the changes will not apply to those users who are already using your mod.

To change an existing mod created by another user, actually you need to create a clone of it and make your changes. Of course in the description you may specify a link to the basic mod, in the name of justice and gratitude.

- Create a new mod (paragraph "Mod Creation" of this manual);
- Install the basic mod locally (paragraph "Mod Using" of this manual);
- Replace the new mod's content files ("%newModeDirectory%/data/sampleLangue/*") with the base mod's files ("%LocalAppData%/FirstFeudal/localization/%baseModLanguage%/*");
- Set up a new mod (paragraph "Mod Setting Up" of this manual);
- Upload the new mod in Steam Workshop (paragraph "Mod Upload" of this manual).

Map

You can republish your map to update it in the Steam Workshop. Just make your changes in the Map Editor or change title or description and again click Publish Button.