

Mod Creation Guide

This guide will explain how to set up mods, to share custom content more easily. For *Steam*, this includes uploading mods to the *Steam Workshop*.

1. Mod Folder Structure

Each mod is a separate folder that contains a mod description file, a preview image and any number of custom billboards or character skins (other modifications are currently not supported.)

The game will look for mods in the *Mods* directory, at the following path:

```
[Game Directory]/Pawperty Damage_Data/StreamingAssets/Mods
```

To create a new mod, simply create a folder in the *Mods* directory and make sure it contains...

- A *JSON* mod description file, named *Mod.json*
- A preview image, saved in *JPEG* format, named *Preview.jpg*
- Folders and assets, for any billboards or character skins you want to add

To add custom billboards or character skins to your mod, simply move their files to folders named *Billboards* and *Skins*, respectively—inside the mod's folder!

Note: For info on how to organize custom character skin files, refer to the *Custom Skins Creation Guide*.

Tip: As a starting point, you can simply create a copy of the template folder and rename it to something else (without a leading underscore).

2. Mod Definition

The mod definition is a *JSON* file that contains details about the mod, most importantly the mod's title/name and description, which is information that will be displayed in the game's mod selection (as well as the *Steam Workshop*).

The file must be located in the mod's folder and have the name "*Mod.json*".

2.1 Structure

A mod definition in *JSON* looks like this:

```
{
  "Title": "My Mod",
  "Description": "Add your description, here.",
  "Author": "John Doe"
}
```

At its most basic level, the definition file will provide these three pieces of information:

- **Title:** This is the name of your mod, as it will be displayed in the game
- **Description:** A short description of your mod
- **Author:** Name of the mod's author—this value is optional

Note: *The mod's display name is defined in the JSON description file, it is not inferred from the the name of the mod's folder: The folder name can be arbitrary, but it makes sense to chose a folder name that is identical or similar to the display name, to keep things tidy.*

2.2 Steam Workshop Visibility

Note: This only applies to the Steam version of the game.

In addition to title, description and author, there is one more option you can provide in the mod definition: The mod's visibility, when uploaded to the *Steam Workshop*.

To define who can see and subscribe to your mod, in the *Workshop*, simply add the parameter *Visibility* to the *Mod.json* file, and set it to a number from 0 to 3.

```
{
  "Title": "A Private Mod",
  "Description": "Only my friends and I can play this mod",
  "Author": "John Doe",
  "Visibility": 1,
}
```

The value of the *Visibility* parameter describes the level of privacy:

Value	Privacy	Description
0	<i>Private</i>	<i>Only you can see and access the mod in the Workshop</i>
1	<i>Friends Only</i>	<i>Only you and your Steam Friends have access</i>
2	<i>Unlisted</i>	<i>Everyone has access, but the mod will not be listed in the Workshop and can only be accessed via a direct link</i>
3	<i>Public</i>	<i>Everyone can see and access the mod</i>

When the *Visibility* parameter is omitted, the mod will default to “public” visibility: If you do not want the mod to be accessible to everyone, make sure to set *Visibility*, in the mod description.

Note: Alternatively, you can also edit the mod's visibility in the Steam Workshop web interface, after uploading the mod to the Workshop. But be careful: If you re-upload the mod, the mod's visibility option might get overwritten with whatever you have set it to, in the *Mod.json*

3. Uploading Mods to *Steam Workshop*

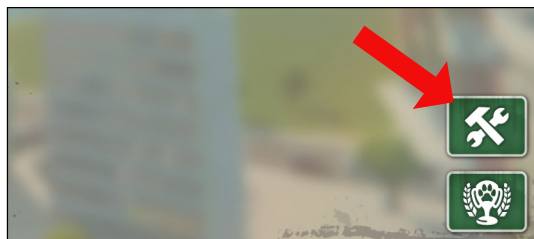
Note: This only applies to the *Steam* version of the game.

Any mod in your *Mods* folder can be uploaded to the *Steam Workshop*, if...

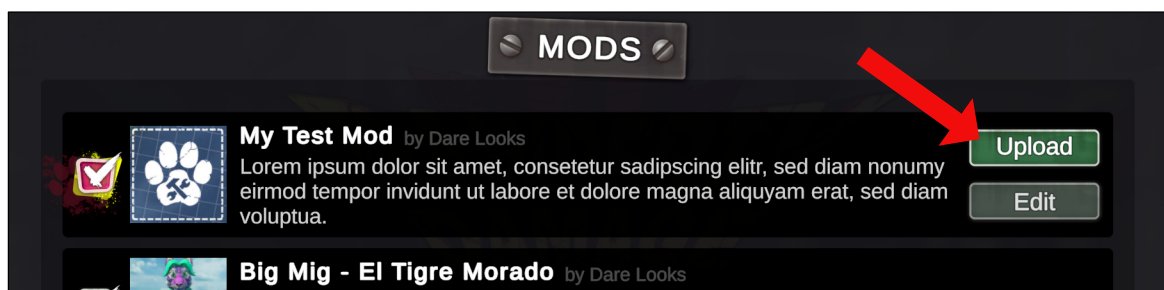
- It has a title
- It has a preview image
- It contains *at least* one custom billboard or character skin

3.1 Uploading a new mod

To upload a new mod to the *Steam Workshop*, navigate to the *Mods* menu, which is accessible from the game's main menu:



And simply click the “*Upload*” button of the mod you want to upload:



If the upload was successful, the game will re-direct you to the mod's newly created *Workshop* page: From this page you can edit the mod's details, upload screenshots, etc.

Note: If the preview image seems to be missing in the *Workshop* page, simply refresh the website: It might not get loaded, immediately after creating a new mod

After uploading a mod, you can click the “*Edit*” button, in the game, to bring you to its *Workshop* page, directly.

Tip: Adding screenshots to the *Workshop* page is optional, but strongly recommended: Consider preparing a few screenshots, beforehand!

3.2 Updating an existing mod

You can tell a mod has been uploaded to the workshop when its *Edit* button is available, in the game.

The game will match your mod's name with the names of mods you have uploaded, before: So if you haven't changed the name of your mod, you can simply re-upload it, to update its contents, in the workshop.

Note: You cannot have two mods with the same name: If you try to upload a second mod with the name of one that already exists, in the Workshop, the previous mod of the same name will be overwritten!

3.3 Deleting a mod

If you want to delete a mod from the *Workshop*, you have to access its *Workshop* page and delete it from there: Either navigate to the *Workshop* page, in *Steam*, or access it via the mod's *Edit* button, in the game.

