

# StormLoader

## User Guide

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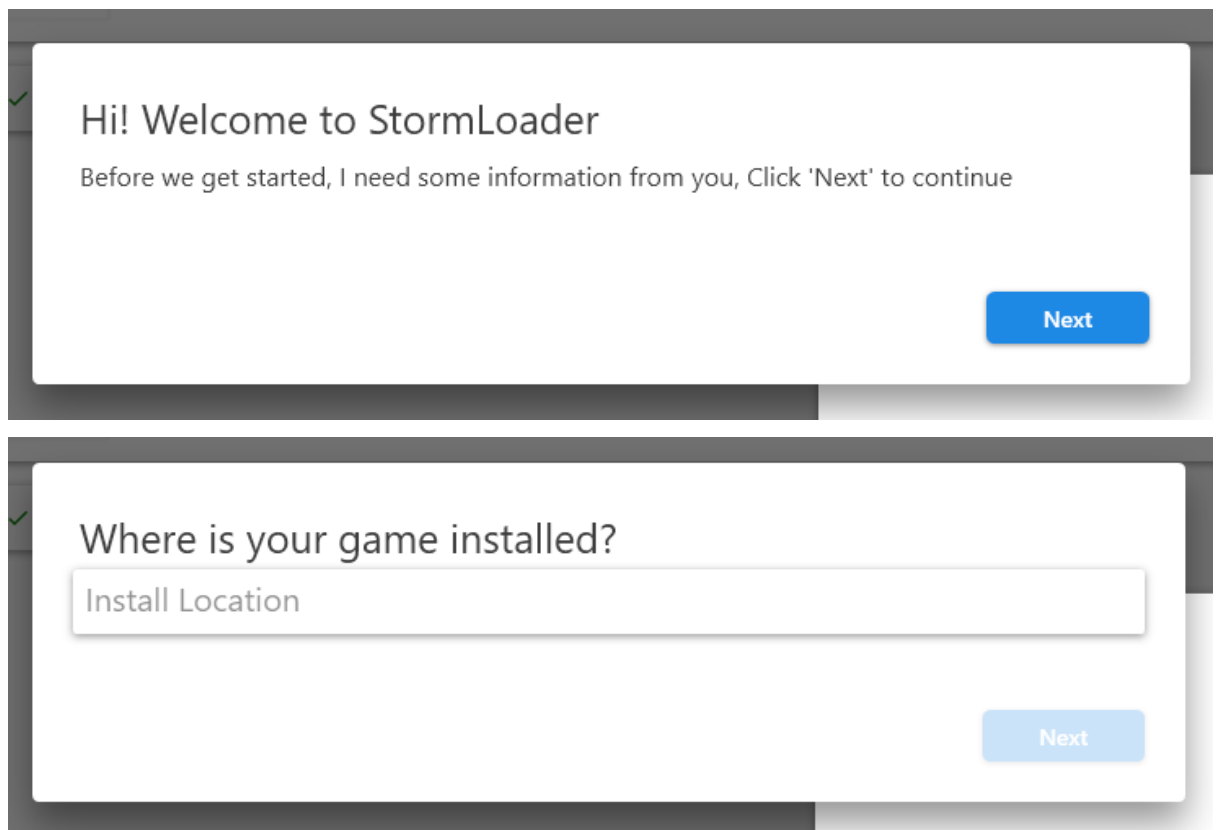
## Installation

- Extract the supplied zip folder to a directory of your choice.
- If you wish, right click 'StormLoader.exe' and create a shortcut to it.

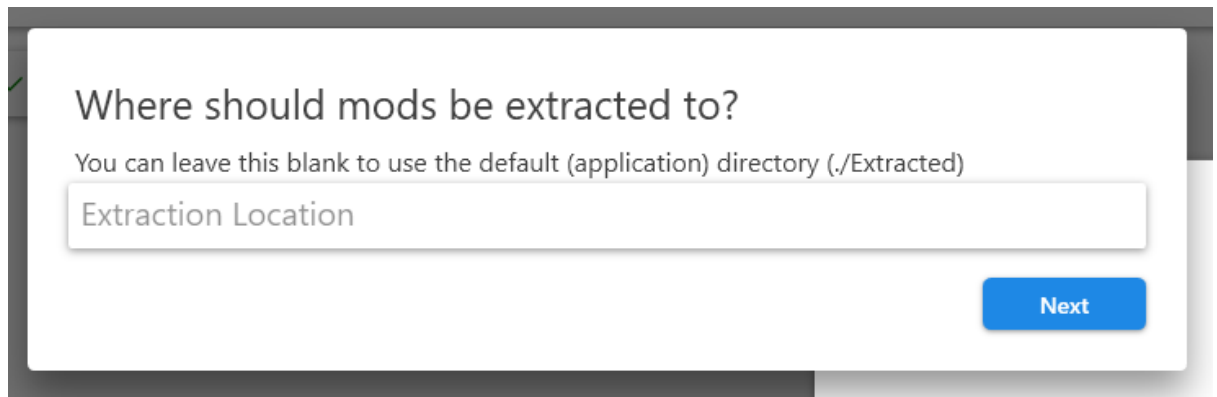
## Usage

### Getting Started

- When you first run StormLoader, you will be prompted to enter the game location and mod extraction location.



*You can just copy and paste the install location from windows explorer here, it should be in a format similar to this: 'D:\Program Files\Steam\steamapps\common\Stormworks'*



*This can be left blank to use the default ./Extracted application directory (recommended)*

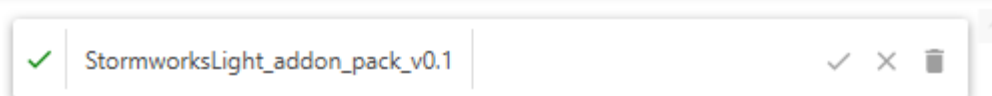
- After this, you will be presented with the main screen

### Loading a Mod Package

- Mod packages are distributed in a .slp format
- Click the 'Add' button in the top left corner, and browse to the mod package you wish to install.



- The mod will be displayed in the listing under the 'ribbon' bar, by default it is enabled in the current profile, this is indicated by the green checkmark.



### Activating or Deactivating a Mod

- To activate a mod, simply click the grey checkmark on the right of its list item
- To deactivate a mod, click the grey cross on the right of its list item.

### Uninstalling a Mod

- You can either manually delete the mod from the extraction directory or click the grey bin icon on the right of its list item. (note, manually deleting a mod will not update the list, so it is not recommended)

## Viewing Mod Details

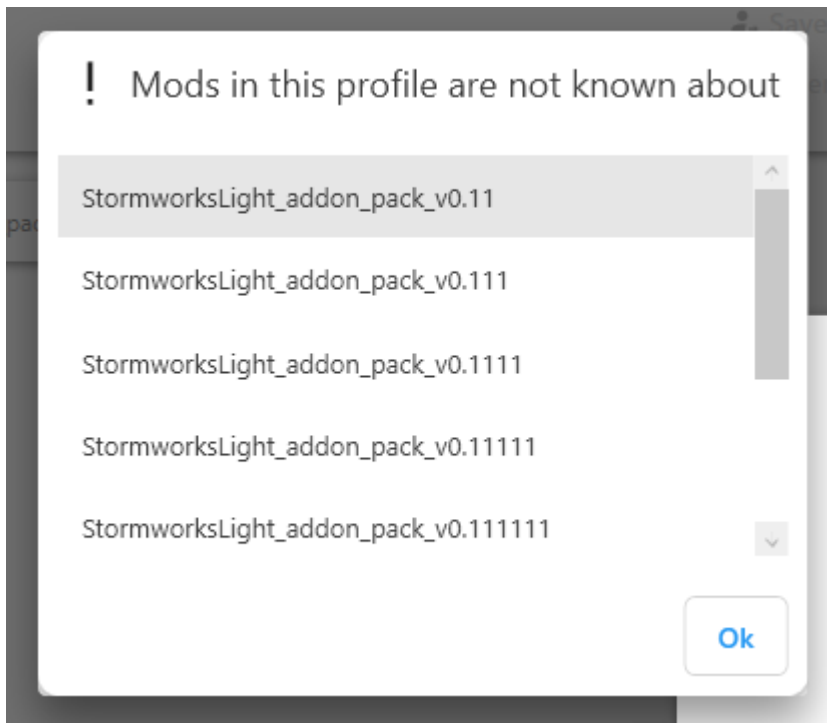
- On the right hand side of the window is the information pane, this displays metadata about the mod (version, author, full name etc...) It also offers support for embedded html files, should the creator wish to include this with their mod.



- To view mod metadata, simply click on the mod in the list

## Using Profiles

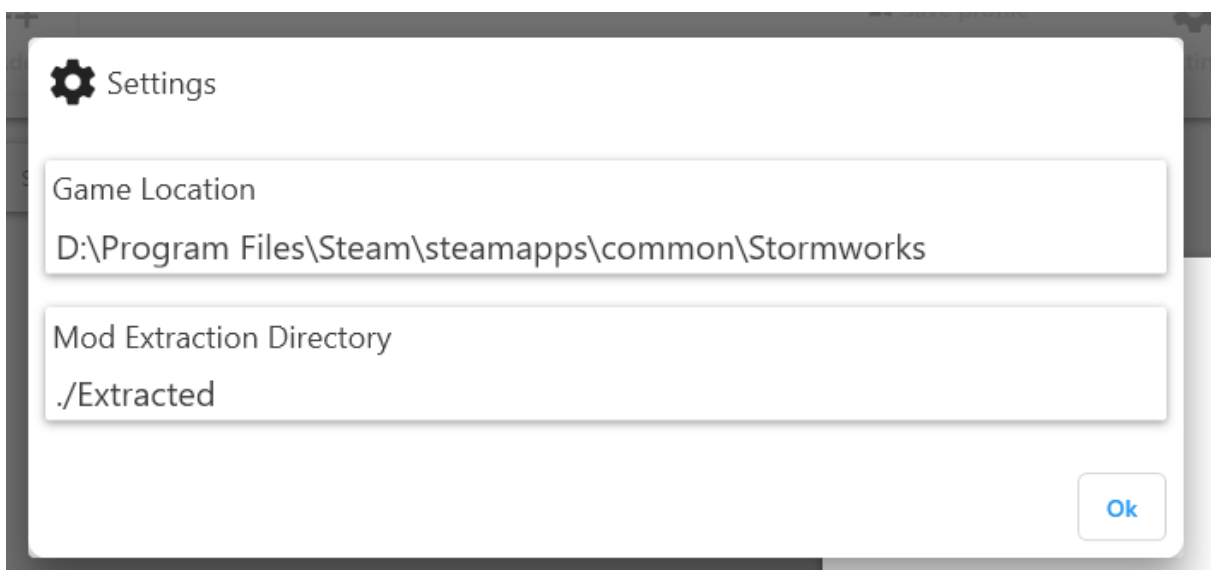
- Stormloader has support for mod profiles, to make managing different installs easy.
- A profile is created as soon as the program is run, this is the 'default' profile.
- When you add or remove mods, the profile is updated to reflect these changes.
- To save a profile, click the 'save profile' button in the top right corner of the ribbon, this will display a save dialog prompting you to select a save location.
- The name you save the profile as will automatically name the profile, it will also rename the current profile you are working on.
- To load a profile, click the 'Open profile' button under the save profile button, this will load the selected profile into the working profile for StormLoader, you may save this as a different name if you wish to create a new profile.
- When loading a profile, if mods are listed in it that do not exist in StormLoader's mod extraction directory, a popup will show, telling you what mods are missing.



- The title of the window will show the name of the profile loaded.
- *If you remove mods from StormLoader's extraction directory, it will not be able to operate on these mods if they are installed in the game until the mod is re-installed with StormLoader.*

### Changing Settings

- If for any reason you wish to change the mod extraction location or game install location, you can change this in the settings popup.
- To open the settings popup, click the 'Settings' button on the top right of the ribbon.



- Click 'Ok' to apply the changes

- *There is no validation of directories, invalid directories may cause StormLoader to crash or corrupt profiles, so check what you change these too first*

### Information for Modders

- StormLoader uses .slp mod packages, these are simply .zip files renamed to .slp files. This is to avoid confusion with other zip files incompatible with StormLoader, and to ensure that all packages released to use StormLoader will always work.
- The Mod package **MUST** follow the following folder structure:

```
ModRoot (.slp)
  Meshes
    Mesh.mesh
    SubFolder (optional)
      mesh.mesh
  Definitions
    def.xml
  Audio
    Sound.ogg
    SubFolder (optional)
      sound.ogg
  Metadata.xml
  Info.html (optional)
```

- If using Subfolders, make sure that your definitions are set up to access meshes/sounds in subfolders.
- *Definitions cannot have subfolders, this is a limitation of the game, Do not use subfolders in the definitions folder as they will not work.*
- Metadata.xml **MUST** be in the following format:

```
<Metadata>
  <Author>your name</Author>
  <Version>mod version</Version>
</Metadata>
```

- Info.html is optional, and can be used to display formatted information about a mod, as well as screenshots, user guides etc... The only requirement is that the root file for the web information is Info.html in the root of the mod package.

## Bug Reports

- If you need to report a bug, head over to the github:  
[https://github.com/Lewinator56/swMesh2XML\\_repo/issues](https://github.com/Lewinator56/swMesh2XML_repo/issues) and log a new issue.
- Alternatively, log the issue in the modding forum discord under the issue-reports-for-mods-and-modloaders channel.
- *I will endeavour to fix bugs or add features when requested as soon as possible.*