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# Documentation

## I/ General

Paradoxos Mod Manager is a java application that can be used to manage your mods in recent Paradox Interactive's games: Crusader Kings II, Europa Universalis IV, Stellaris, Hearts of Iron 4 and Imperator Rome.

I developed this app because I often have lots of mods and save games with different lists of mods active in Stellaris, and enabling/disabling the mods of a saved game every time before I launch my game, was getting very boring…

## Download

You can download the tool (all versions) from the GitHub repository:
https://github.com/ThibautSF/ParadoxosModManagerRework/releases

## Links

GitHub:
https://github.com/ThibautSF/ParadoxosModManagerRework

Documentation:
https://drive.google.com/open?id=1wThmbZIEGWzDO3rp8-zzJumebXDBE4-q6L6GnzVKmAY

Version log:
https://drive.google.com/open?id=1DFCgmSFUUZ2IRY-ON1bOVZki9LPd-FSTHacR7i2ibUA

## II/ Requirements

- OS: Windows, Linux, macOS
- Supported game(s) and mods installed -> not really necessary but without these, this tool won't be very useful

# III/ How to use?

If you install new mods you will probably need to launch the game launcher first in order to update the game's mod/ folder content.

1. Launch the app (execute ParadoxosModManager.jar or the "launch" file for your system)
2. Choose your game
3. Choose if you want to also generate a list of modified files and conflicts (same file modification) between mods
   Attention: If you have a lot of mods, this can take a lot of time!
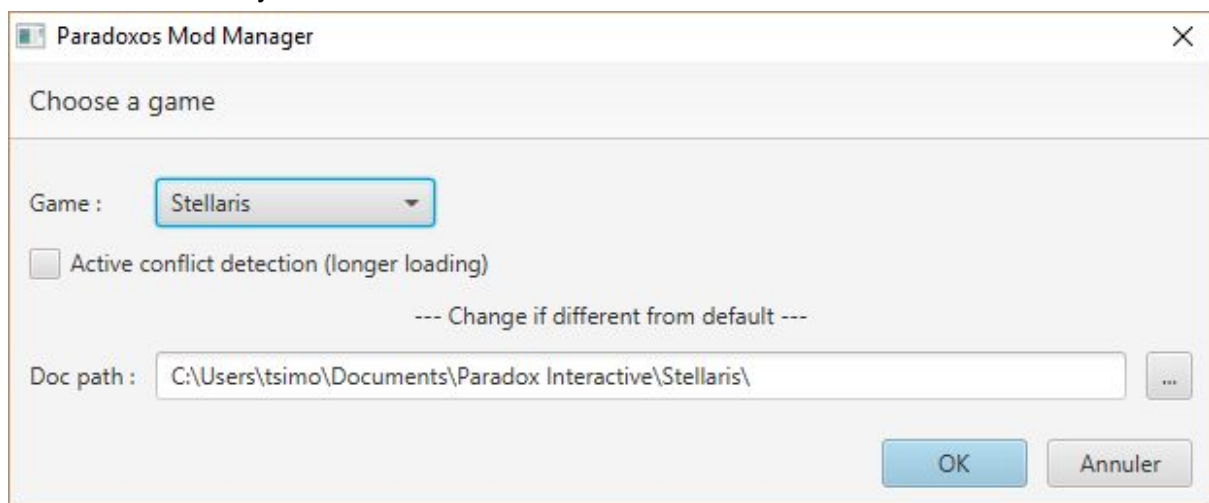


If your game's document path is different from the default one, you can modify it.
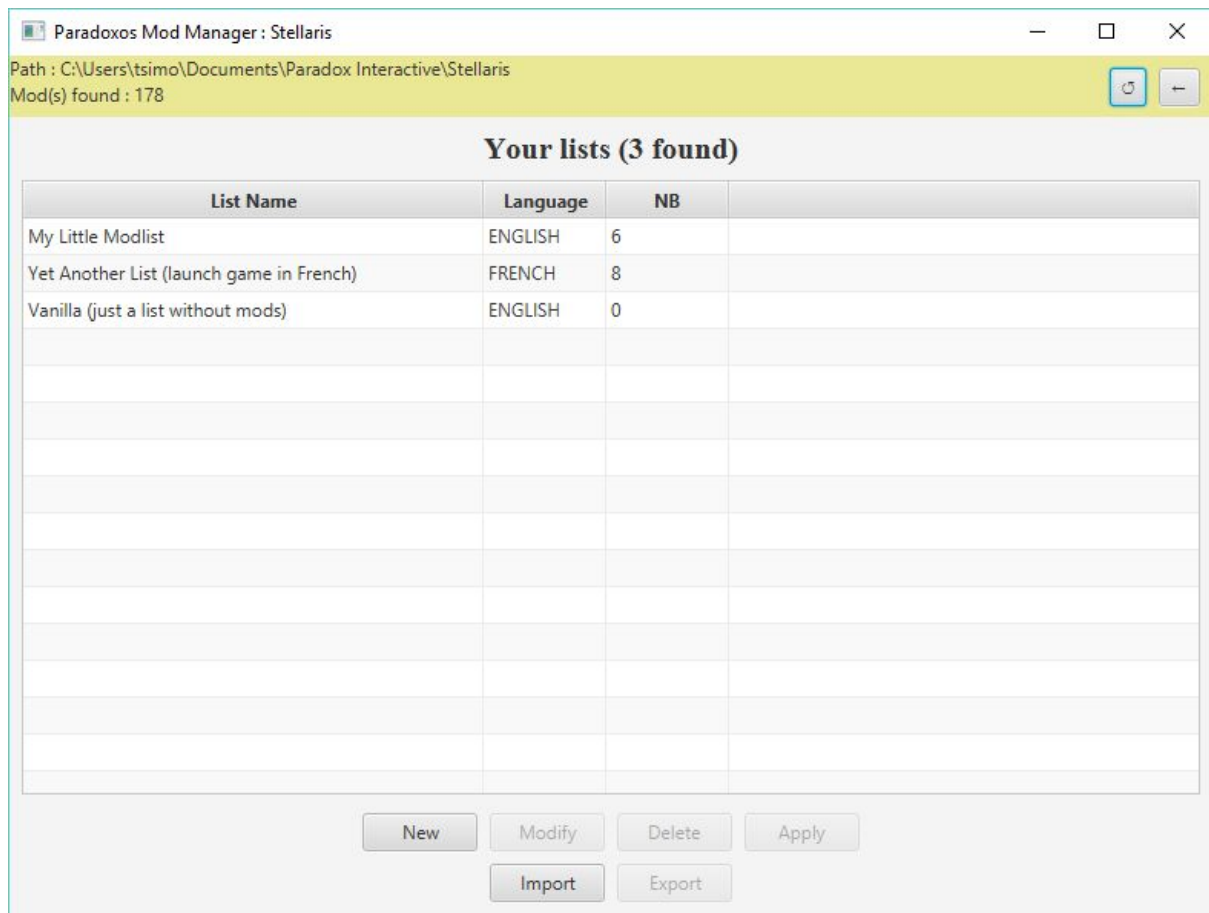The path is regenerated when you change the selected game!
The app saves for each game the last path used and restores it when you choose a game.

Buttons :
- "..." → Open the system file browser in order to select the directory wanted (you can still copy/paste it in the text input)

**4.** This window appears (with 0 lists at first launch)



You can see all your lists with the following information: "Name ( Number of mods): Game Language".

Buttons :
- "↻" → Reload your available mods (and generate conflicts if you choose the option)
- "←" → Back to launch screen (app setting, game selection)
- "New" → Open a window to create a new mod list
- "Modify" → Open a window to modify the selected mod list
- "Delete" → Delete the selected mod list
- "Apply" → Apply the selected mod list to the game (edit the file "setting.txt")
- "Import" → Import a list from an XML file
- "Export" → Export the selected list in an XML file

**5.** If you choose "New" or "Modify": a new window will open
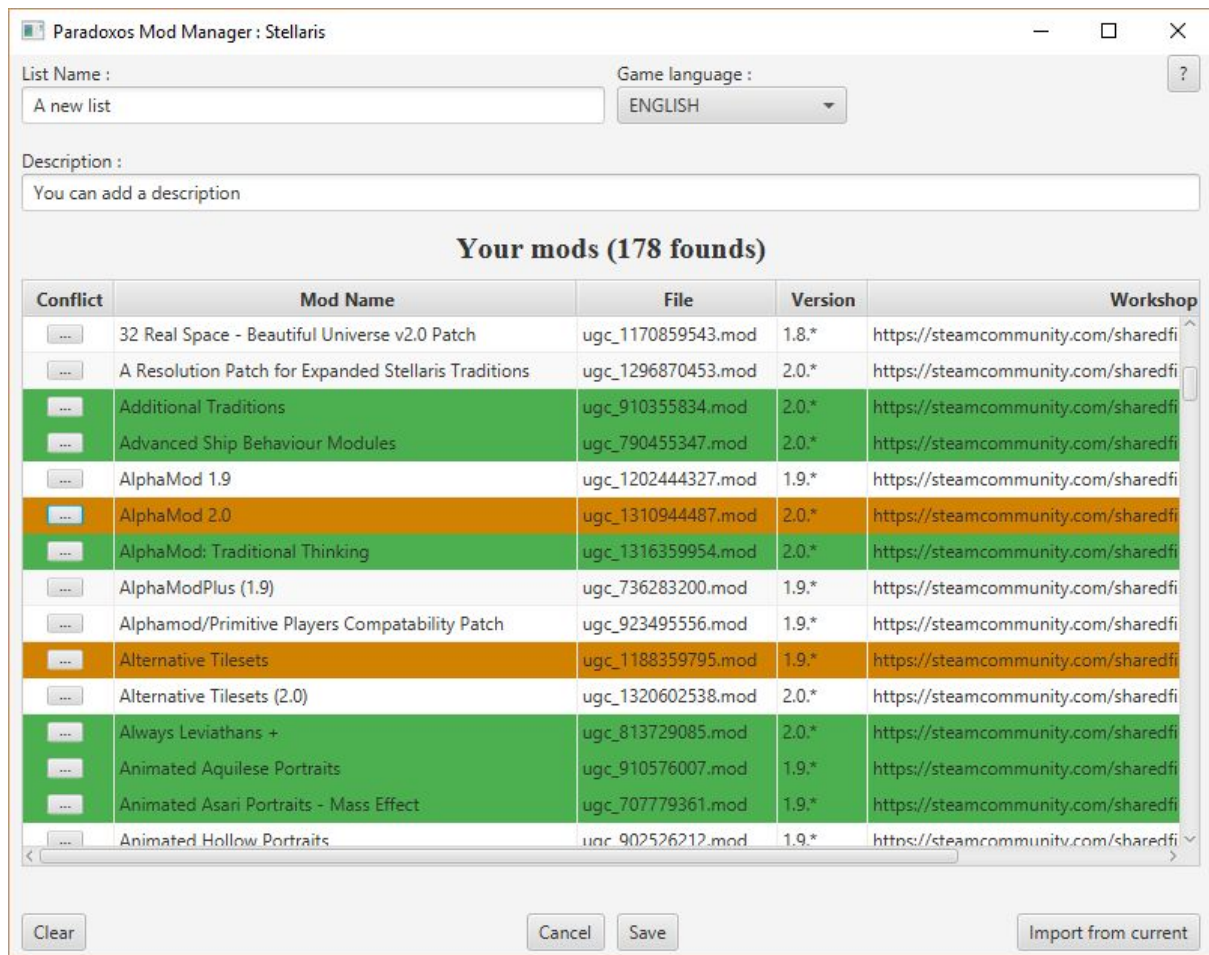


On this window you can edit a mod list :
- Set a name (needed)
- Set the game language (default english)
- Add a description (optional)
- Select/unselect your mods
- See potential conflicts (if you activated the option at the game selection)

Select mods with the primary mouse button. Selected mods are in shown green. Selected mods that have a conflict with (at least) another selected mod are shown in orange. If a mod is missing it will be shown in red and will be removed if you save the list!
If the game uses steam workshop remote ids (like Stellaris and HoI 4) you will be able to open the workshop page of the missing mod with the secondary mouse button.

Buttons :
- "?" → Just a tooltip to remember available mouse actions
- "Clear" → Clear all selected mods
- "Cancel" → Cancel list edition (close the window without saving)

- "Save" → Save list edition (close the window and save the modification; purges all missing mods (in red) !)
- "Import from current" → Get your current mod selection from your game's 'settings.txt'
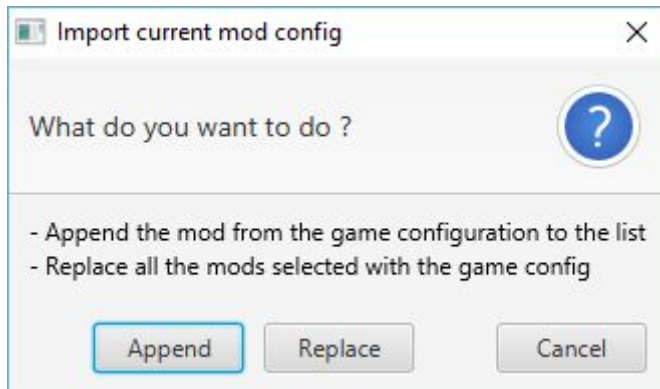


6. If you choose "Import" or "Export" (This part will be more useful for Stellaris and HoI4 (because it uses steam workshop) and less for others)
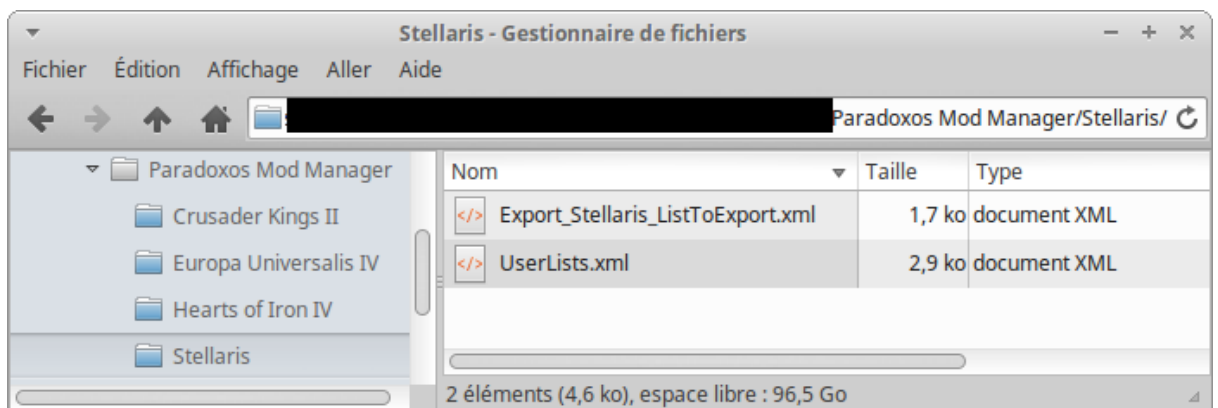    a. Export a list

Select the list you want to export and click on "Export".

An XML file will be created in the associated game folder where Paradoxos Mod Manager is installed.

The file name will have the following structure: "Export_{Game}_{ListName}.xml"

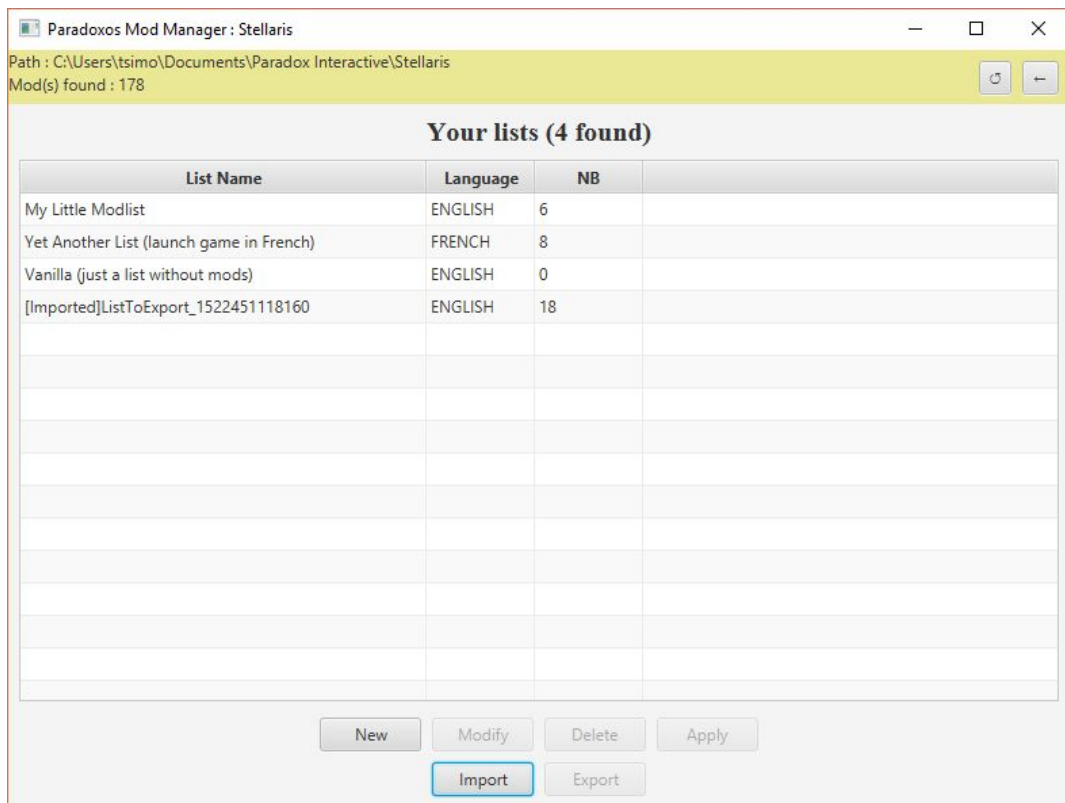Example: I exported a Stellaris mod list named "ListToExport" with 15 mods activate



The file "Export_Stellaris_ListToExport.xml" can be uploaded and shared with anyone!
    b. Import a list

Click on "Import".

Browse for the XML file of the list you want to import.

And the list is imported! You can now use it (check before if you own all the needed mods: no mod missing).

7. About  Paradox Launcher v2
To use a mod list through the new launcher, it is currently recommended, to apply a mod list and launch the game via the pop-up immediately afterwards. don't change anything in the launcher after it opens, just click play. that should preserve the load order generated by Paradoxos Mod Manager.

# IV/ Additional Information

I hope you find the application useful and have fun modding your games!

## Upgrade ideas & bugs report

Don't forget to report bugs if you find one (often a log file called "DebugLog.txt" is generated).

You can submit bug reports or ideas for improvement in a few ways:
**For a bug report: Add all information you can add (OS, java version, image(s), file "DebugLog.txt"...)**
- Use one of the presentation thread on the paradoxplaza forum
- Open an issue thread on
https://github.com/ThibautSF/ParadoxosModManagerRework/issues