

Documentation

I/ General

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

I develop this app because i often have lots of mods and games with different list of mods activated on Stellaris, and enable/disable each mods of a savegame before i launch my game was very boring...

Download

You can download the tool (all versions) from my GoogleDrive :

<https://drive.google.com/open?id=0B2162Wd9vePmRXdieVc2QzdraFU>

Links

GitHub :

<https://github.com/ThibautSF/ParadoxosModManager>

Documentation :

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

Versions log :

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

II/ Requirements

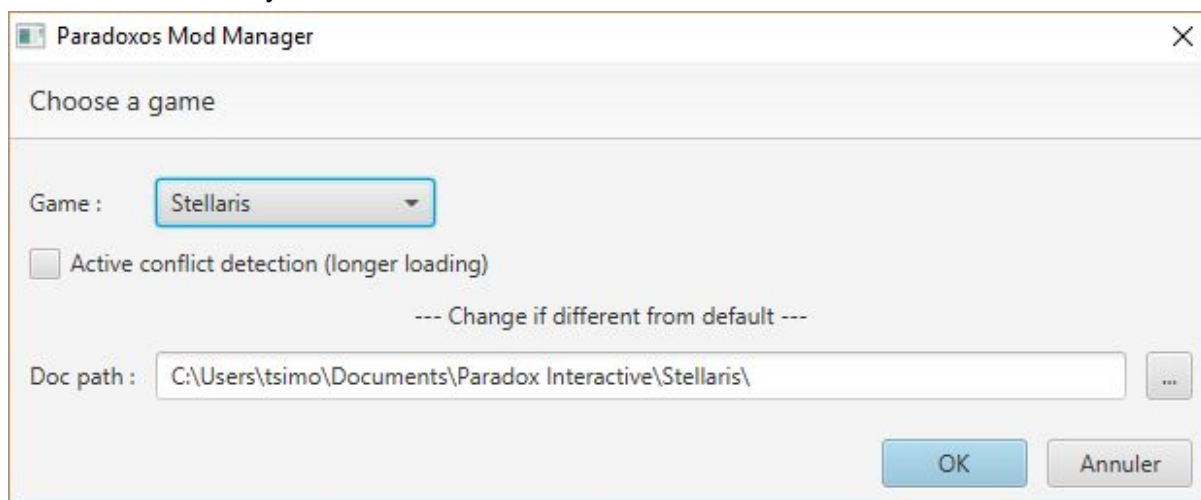
- OS : Windows, Linux, MacOS
- Java 8u40 (at least) -> but always keep your java update
- Supported game(s) and mods installed -> not really necessary but without, this tool won't be really useful

III/ How to use ?

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

1. Launch the app (execute ParadoxosModManager.jar)
2. Choose your game
3. Choose if you want to also generate list of modified files and conflicts (same file modification) between mods

Attention : If you have lot of mods it can take some times !



If your game's document path is different from the default one, you can modify it.

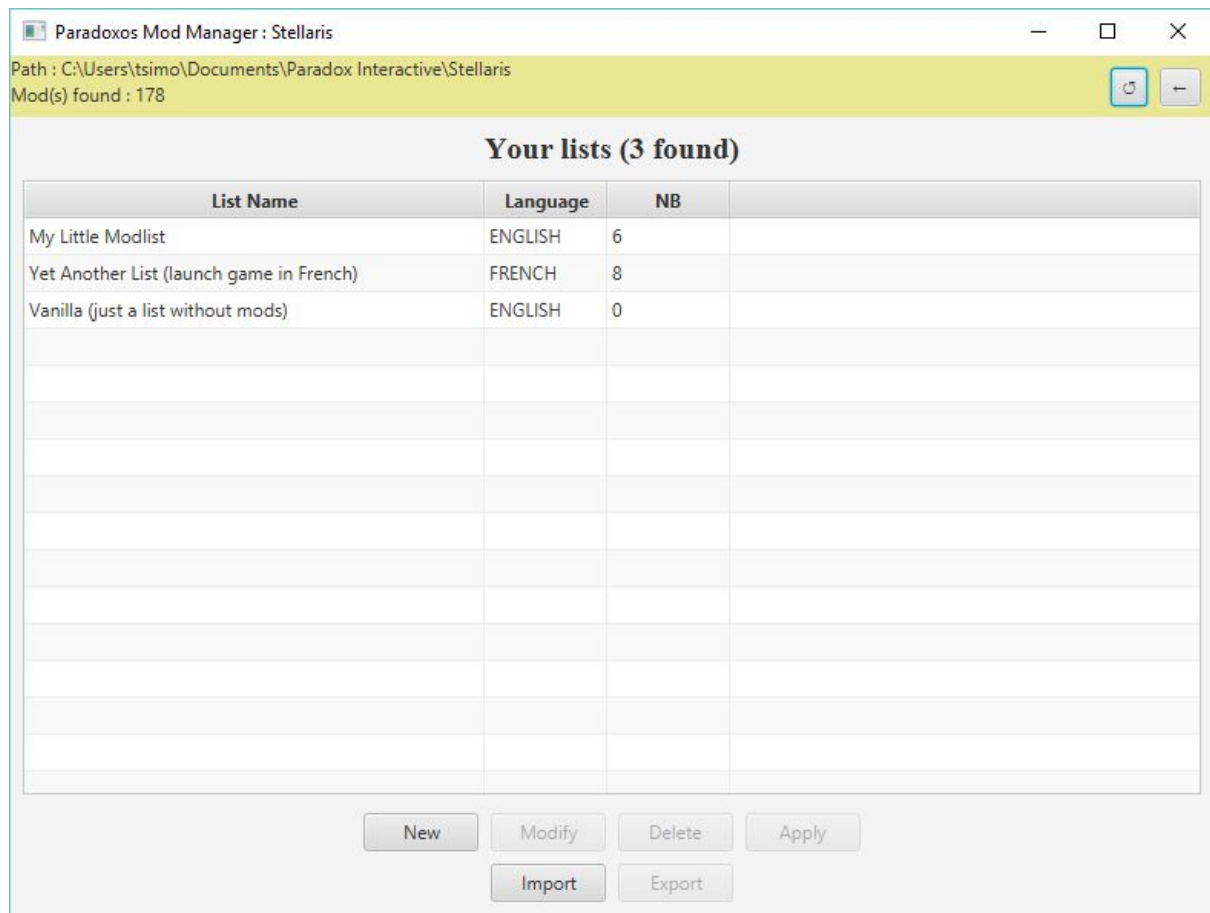
The path is regenerated when you change the selected game !

The app save for each game the last path used and restore 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 will appears (with 0 lists at the first launch)

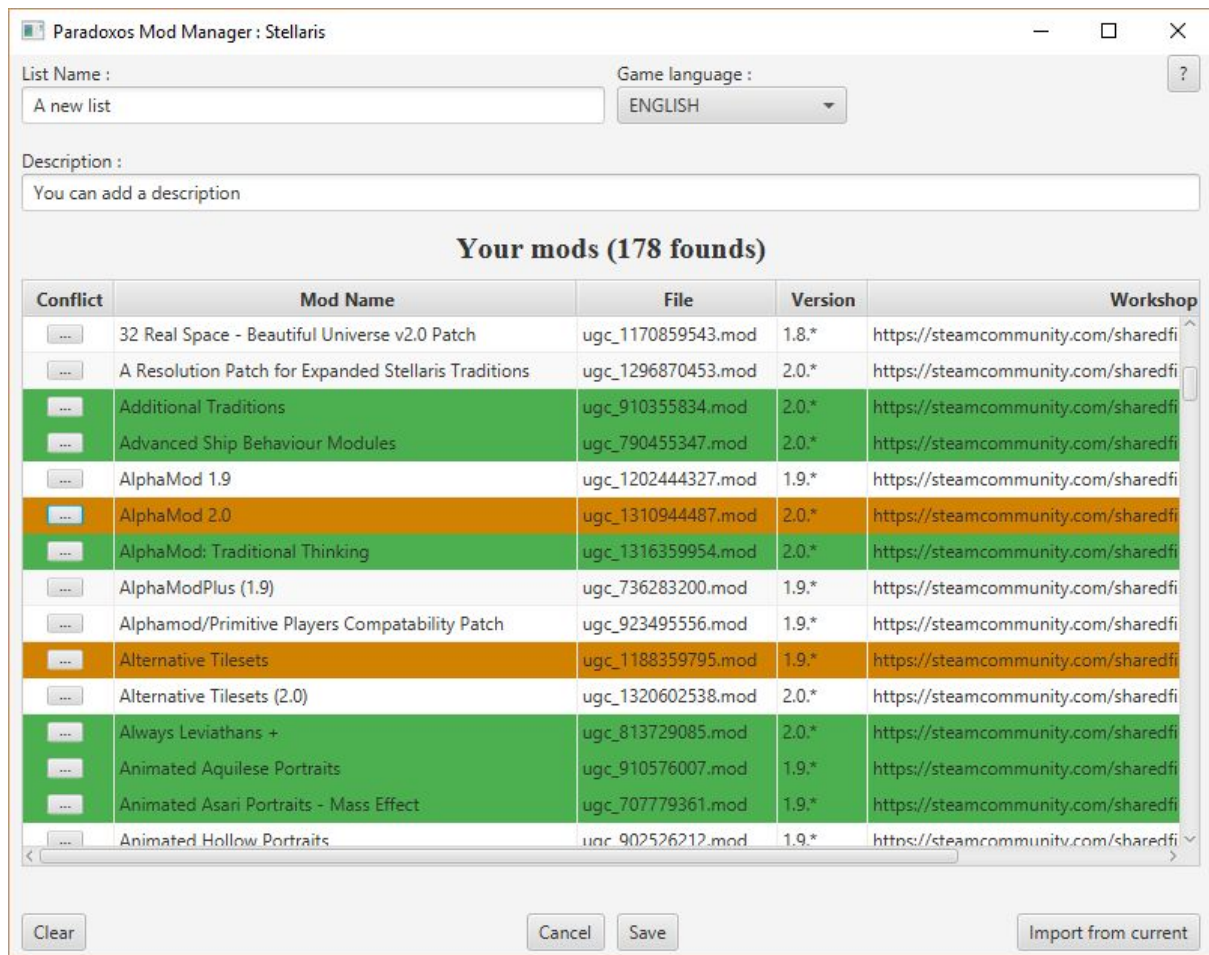


You can see all your lists with the following informations : “Name (Number of mods) : Game Language”.

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 de 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 is 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 activate the option)

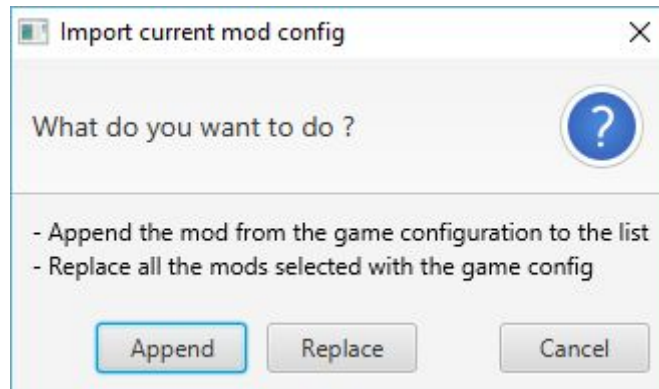
Select mods with primary mouse button. Selected mods are print in green. Selected mods that have a conflict with (at least) another selected mod are print in orange. If a mod is missing he will be printed in red and will be removed if you save the list !

If the game use steam workshop remote ids (like Stellaris and HoI 4) you will be able to open the workshop page of the missing mod with a the secondary mouse button.

Buttons :

- “?” → Just a tooltip to remember available mouse action
- “Clear” → Clear all selected mods
- “Cancel” → Cancel list edition (close the window without save)

- “Save” → Save list edition (close the window and save the modification; purge all missing mods (in red) !)
- “Import from current” → Get your current mod selection from your game ‘settings.txt’



6. If you choose “Import” or “Export” (This part will be more useful for Stellaris and HoI4 (because it use steam workshop) and less for others)

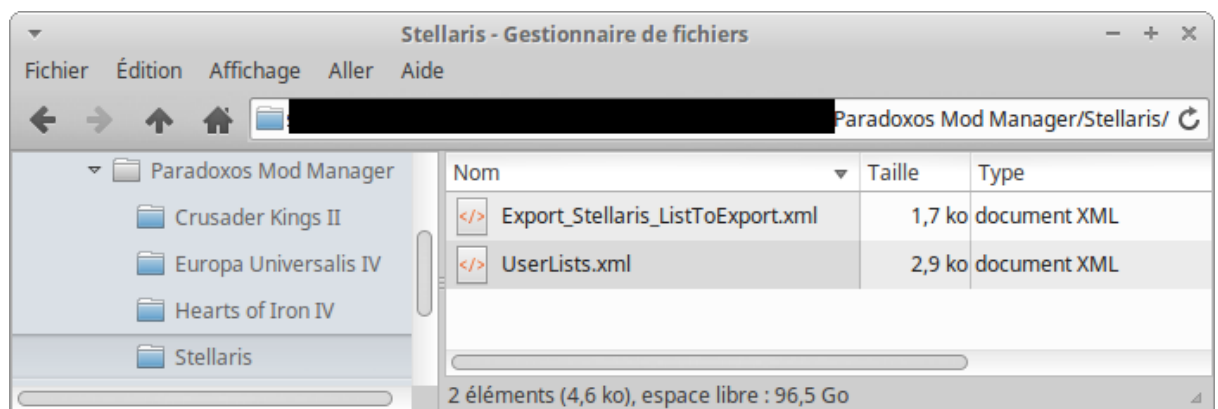
- a. Export a list

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

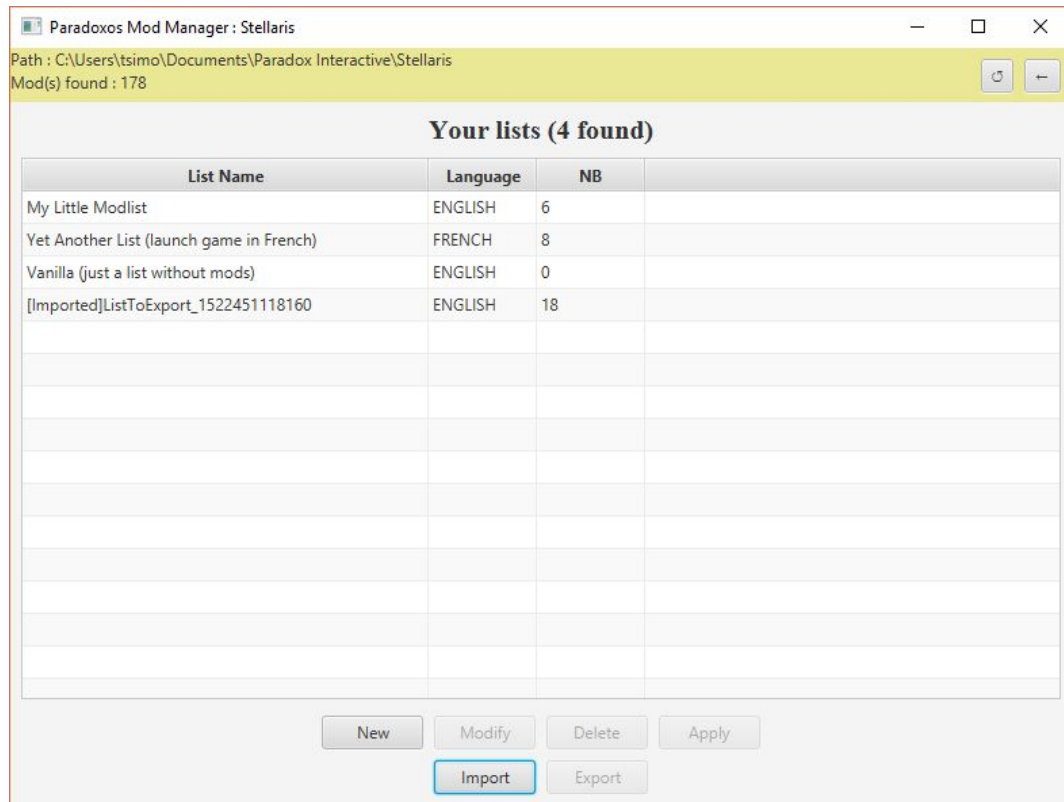


The file “Export_Stellaris_ListToExport.xml” can be uploaded and shared with anyone you want !

b. Import a list

Click on “Import”.

Browse your xml file for 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).

IV/ Additional informations

I hope the application will be useful for some peoples.

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 upgrade idea with differents way :

- Send a mail at contact.paradoxos@gmail.com
 - Please add [Bug] or [Idea] at the beginning of your subject
 - For a bug report : Add all informations you can add (OS, java version, image(s), file "DebugLog.txt"...)
- Use one of the presentation thread on the paradoxplazza forum

- Open a issue thread on <https://github.com/ThibautSF/ParadoxosModManager/issues>