

Enhanced Development

General install

For more detailed instructions and information please read the included manual. There may also be individual manuals inside the folder for each module that will give more informations relating to that specific module.

1. Extract the .zip file somewhere temporarily (desktop works)
2. Enter the folder that you extracted until you go into the folder that contains README.md (this document) and a number of folder starting with "ED-", these folders are the different modules that are available in this mod.
3. Find your Rimworld mods folder. This will be wherever you installed/extracted Rimworld to, and the "Mods" folder will be inside it. It will contain a folder called "Core" and folders for any other mods that you have installed previously.
4. If you have an old version please delete the existing ED- Modules. (or move them, see next section on Upgrading)
5. Copy the modules (the different folders from step 2) into the Rimworld mods folder (found in step 3)
6. Open Rimworld and Enable the Enhanced Defence Core Mod "ED-Core" (because other things depend on the core module this has to be enabled first)
7. Restart Rimworld
8. Enable any other modules that you want to use
9. Play the game

If you are having trouble please Read this FAQ:

<https://github.com/jaxxa/RimWorld-Enhanced-Defence/wiki/FAQ-Problems>

If you are having trouble please Read this FAQ, it has instructions on logging an issue at the end of it:

<https://github.com/jaxxa/RimWorld-Enhanced-Defence/wiki/FAQ-Problems>

Also check the GitHub wiki for more detailed information about the individual Modules:

<https://github.com/jaxxa/RimWorld-Enhanced-Defence/wiki>

Different load locations

General Upgrading Procedure

I cant guarantee that upgrading mid game will work and I would suggest that it would be better to start a completely new colony.

That said a lot of the time it has worked perfectly and if you want to try this I suggest doing the following steps.

1. Before upgrading create a save called something like "Pre upgrade" of your current colony.
2. Follow the Installation instructions in the previous section, with the exception of moving the existing ED modules instead of deleting them.
3. Fire up the game and test if it is working, if so then all is good.
4. If not you can delete the new modules that you installed and copy back the old working modules
5. Load your saved game and de-construct all of the buildings that were added by this mod
6. Save the game
7. Follow the Installation instructions in the previous section again.
8. Fire up the game again and see if it works, if so you should be able to now build the new buildings
9. If it still does not work you will have to make a choice to continue with your current colony or get the updated version now.

FAQ and Problem Solving

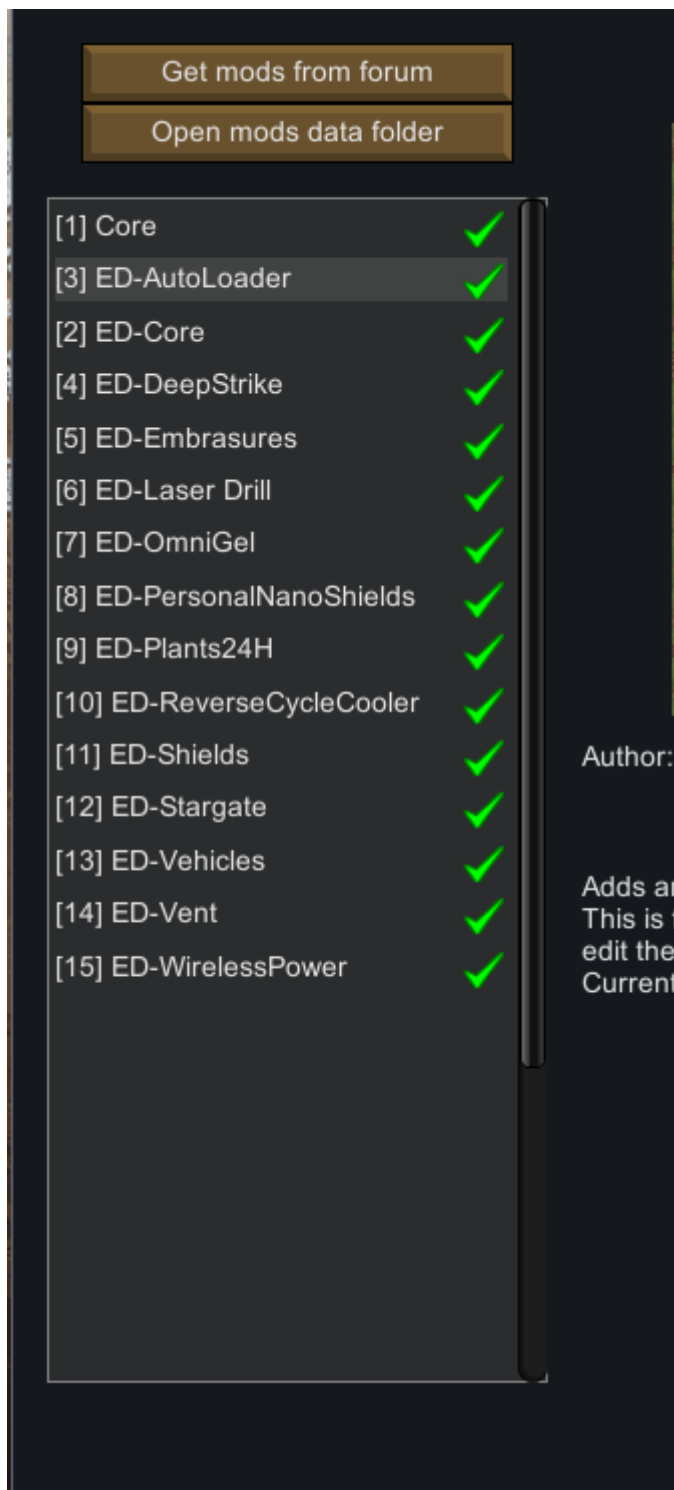
If you are having trouble with the mod this is the place to check first.

Q: I like part of this mod but hate the idea of X

A: The mod has been designed with separate modules for the different parts of the mod so you can enable what you want without having to use everything. Check the description of a module to check for any dependencies on other modules that are required.

Q: Something is not working right, or I am getting errors like "Could not find a type named Enhanced_Defence.###" or when I construct a building it just disappears. Really if anything else is not working it is usually best to check this first.

A1: This issue can also mean that the mod is unable to find .dll file that contains the code of the mod. The most common caused of this is loading the modules in the wrong order, or not having the core module enabled at all. You will want to make certain that ED-Core is loaded before any of the other ED mods. The load order is shown in numbers next to the name of the mod, you will need to make certain that ED-Core has a lower number than any of the other ED- Modules that list ED-Core as a requirement. You can do this by disabling and enabling mods until they are in the needed order. After this you will need to restart the game before it will take effect.



A2: If that does not fix it where did you download the mod from? If you got it directly from GitHub that was probably the wrong move. The GitHub releases are work in progress, exactly what I am working on now and I make no guarantee that they will work at all. You should go and get the latest stable release from the [Forum](#) or the [Nexus](#).

A3: You can also check that you have the .dll files. You can check this by going to the `\RimWorld\Win\Mods\ED-Core\Assemblies` folder, In it will be Place .dll here.txt. If there is not .dll file here, usually called `Enhanced_Defence.dll` then you need to download a binary release from the [Forum](#) or the [Nexus](#). This should not happen in future as I

have recently (July 2015) switched GitHub to have the full Binary release, no guarantee if it is stable though, but if you really cant wait to test things give them a go, but I would not recommend this for most people.

Q: I am still having problems.

A: Your best bet is to log an issue on [Github](#), you can also post on the forum thread, but logging an issue is helpful to avoid it getting buried with other responses.

If you have errors, rather than screen shots please include the log file.

`\RimWorld###Win\RimWorld###Win_Data\output_log.txt`

Also including the `ModsConfig.xml` can be helpful so I can see your mod configuration.

`C:\Users\USERNAME\AppData\LocalLow\Ludeon
Studios\RimWorld\Config\ModsConfig.xml`

please also include the version of the mod and the version of Rimworld you are using.