SpellForce 1 Mod Launcher

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1. About

The recent SpellForce 1 update introduced mod support for the game. Users can create, install and load specially structured mods into the game, and it will keep track of which mods are loaded in for the purpose of multiplayer gameplay and singleplayer game save integrity.
Mod Launcher enables the users to select which mods they want to run the game with, determine the loading order of the mods, and also upload their mods to Steam Workshop for other users to download and use.

2. Mod Loader
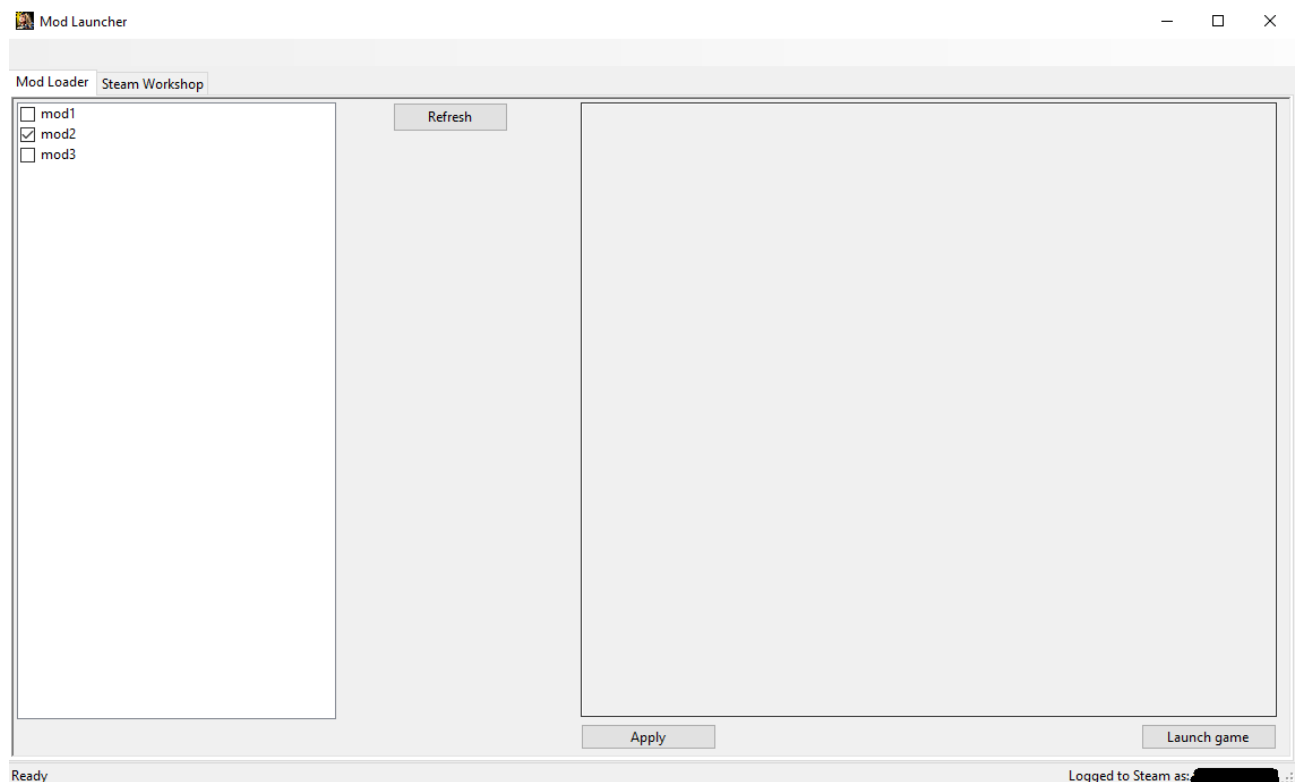
Mod Loader UI

Mod Loader allows you to select mods to be loaded when the game starts. The mods are displayed in a list on the left, and check-marked mods are the ones loaded in the game. You can reorder the mods on the list by moving them around using mouse. The order of mods on the list influences the order in which mods are loaded, with the top-most mod being loaded first, and the bottom-most mod being loaded last.

To make a list of mods, Mod Loader looks for mods in game folder, and for mods in Steam Workshop folder. If Mod Loader can't find game folder, you will be asked to select the folder in which the game is installed. Mod Loader will remember the folder the next time you run it.

A mod is valid if it follows the structure below:
- `assets.pak` (required)
- `data.cff` (optional)
- `script/assets.lua` (optional)

All of those files can be created with various tools available from modding folder in SpellForce 1 directory. If there are any other files in mod directory than those specified files, the mod is considered invalid.

After you selected the mods you want the game to load, you can press Apply button to confirm the changes. Pressing Launch button will close Mod Loader and run SpellForce 1 with selected mods (if you did not press Apply beforehand, you will be asked to confirm the changes before the game is run).

3. Steam Workshop integration
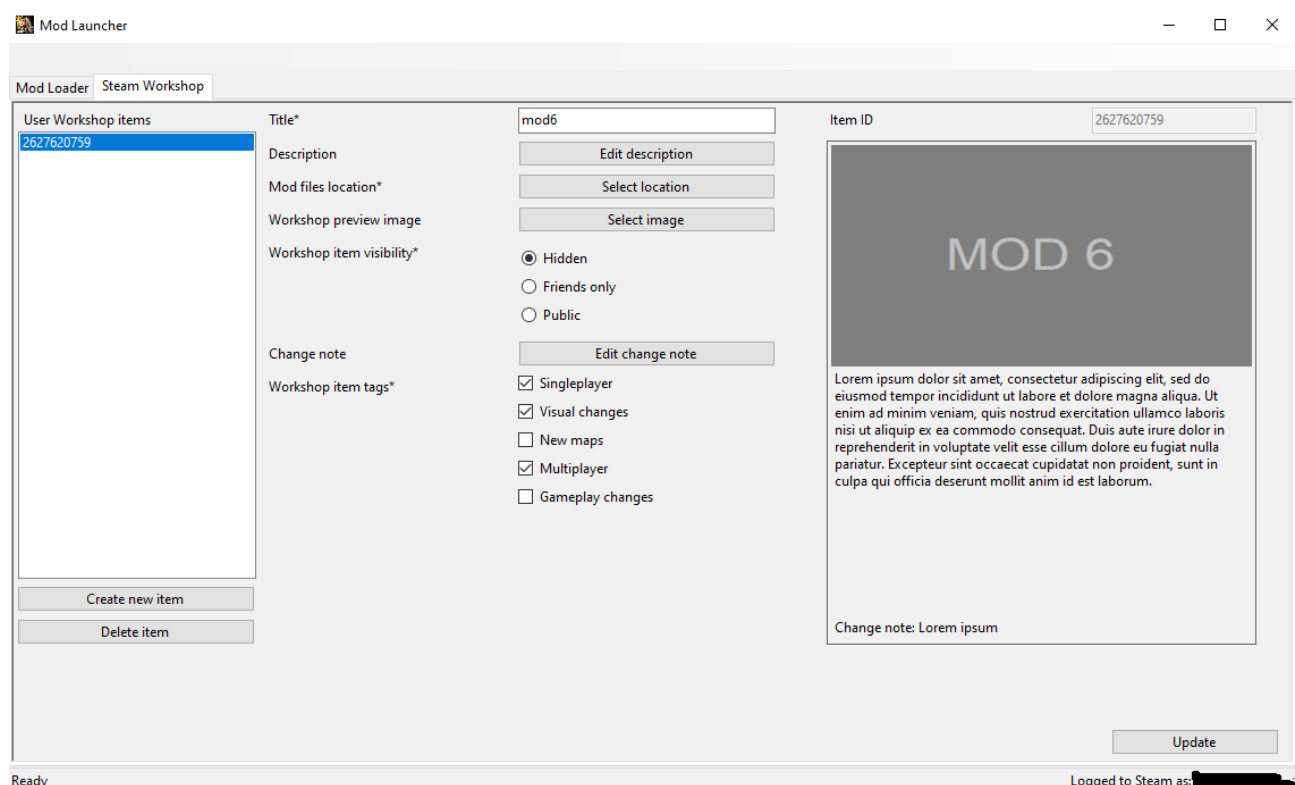
Steam Workshop integration UI

Steam Workshop tab in Mod Launcher provides functionality to create, edit, upload and delete Steam Workshop mods (items). These mods can then be searched for in Steam client (or on Steam website), installed, and ran just like regular mods installed in game directory.

You must be logged to Steam to use this functionality. A status message in the bottom right notifies you whether you're logged in or not.

List of items (on the left) contains all mod created by you. You can create a new mod by pressing the Create new item button, and delete existing mod by pressing the Delete item button. When you create a new item, a unique item ID is automatically assigned to the item. The ID can not be changed by any means.

After you select a mod from the list, you can modify many of its properties:

- **Title** – name of the mod, as displayed in Steam Workshop page and in Mod Loader
- **Description** – a description of what this mod does
- **Mod files location** – when you want to update or patch your mod, you must provide the folder which contains your mod files (as explained in Mod Loader section)
- **Workshop item visibility** – you can specify which groups of people can see your mod in Steam Workshop:
  - Hidden – only you can see this mod
  - Friends – only you and Steam users you're friends with on Steam can see this mod
  - Public – everyone can see this mod
- **Change note** – a short note describing changes compared to previously uploaded version of the mod
- **Workshop item tags** – you can select tags which other Steam users can use to find your mod in Steam Workshop

Once you made the changes, you can press Update button to begin uploading your mod. If the upload fails, you will see a message in the status bar on the bottom left, which will explain the reason for the failure.