



How to Install and Activate Sins of the Fallen R5

The following set of instructions detail how to install the latest release of Sins of the Fallen (Currently Release 5). This process will be standard going forward with any releases or patches moving forward from R5.

Sins of the Fallen: Release 5 for Diplomacy Only (Entrenchment no longer supported).

Instructions for downloading and enabling Sins of the Fallen

[How to install mods for Sins of a Solar Empire](#) (General help on how to install mods)

- Download SotF R5[.x].7z from the moddb link.
- Extract the contents into your Diplomacy 1.33 mod folder.

***** IMPORTANT *****

This mod relies heavily on stacking to activate various parts. Failure to follow the guidelines detailed below may result in odd/unsupported behavior to mini-dumps.

Rules and order of activation:

SotF Planet [System] R5 (Activate 0..1 only)

- Optionally activated (i.e. a Fallen Planet System does NOT need to be activated, instead default planets will be used).
- Only one planetary system should be activated at a time (i.e. don't activate Sol then Rigel as you'll only get Sol).
- **Planetary systems should be the TOP mod in the list.**

SotF Addon [Type] R5 (Activate 0..many depending on preferences)

- Optionally activated (i.e. not activating the addon simply means the features won't be present in the game).
- Any or all of the addons may be currently activated at the same time.
- **Addons should follow the Planet System mod or be listed first in the mod activation setup if no planets are activated.**

SotF Militia [Name] R5 (Activate 0..1 only, Requires corresponding SotF Race to be activated if not Tech/Advent/Vasari)

- Replaces the standard TEC Militia with the race of your choice.
- Some races are easier due to DPS/Supply while others are badass due to supply/dps differences
- **Militia should follow the planet or militia mods if activated or first if no planet or addons are activated.**

SotF Race [Name] R5 (Activate 1..many depending on effect settings and system specs)

- Any or all of the races may be currently activated at the same time (effects should be reduced to High/Medium/Low if you activate a lot).
- NOTE: Some systems may not be able to activate all races. Do not activate races if you don't plan to use them. This will save on system resources.
- SotF Race Advent R5, SotF Race Tec R5, or SotF Race Vasari R5 must be activated if you want these races to be selectable or randomly selected.
- Races may be added in any order, however the opening theme music will be based on the top most mod.
- **Races should be activated after all planets, addons and militia using the previously stated rules.**
- **Mini-dump WARNING - Sins loads all textures and meshes whether used in game or not. Loading ALL available races may exceed hard code limits and/or memory limitations regardless of how good your rig is.** For example my private build

has 11 total races 3 core, 2 from another sub-mod, and the 6 fallen races. Loading them all exceeds the hard coded mesh limit and ram limitations eventually crashing the game.

SotF Core Flagship R5 (Optional)

- **This mod must be enabled directly above SotF Core R5 and after the last SotF Race.**
- Activates a revised form of my Flagship mini-mod previously released in the sins forum.
- Flagships are randomly chosen from the 5 core capital ships for that faction.
- Flagships are automatically spawned at game start and you only get ONE.
- Flagships have FOUR targets per fire-able bank and increase at double the rate of capitalships per level.

SotF Core R5 (Always Required)

- **This mod must be placed last if you want things to work right.** This is the core mod and has all the necessary wiring to enable the various races in SotF.

Available Mods Listing:

Fallen Planets [System]

Used to activate different celestial systems. These systems currently include the stock Sins planets though these may be removed in future releases.**Supported systems:**

SotF Planets Sol

SotF Planets Rigel

SotF Planets SinsPlus

SotF Planets [TBD] - More systems will be introduced over time as development frees in other areas

SotF Addon [Type]

Contains various gameplay or effect addons.Supported addons:

SotF Addon Artifacts - Prototype addon - Randomly places a various artifacts that can be captured across the system.

SotF Addon Effects - Brings Bailknights effects and Gurkoz sounds to Sins of the Fallen.

SotF Addon Moons - Adds moons and prototype moon bases to Sins of the Fallen.

SotF Addon Bonus Density - Doubles the chances for Planet based artifacts and Planet Bonuses.

SotF Addon Research+ [Release date, TBD] - Doubles many of the research subjects.

SotF Pirates [Type]

SotF Pirates Rogue [Release date, TBD] - Makes the Rogues the pirate based faction

SotF Militia [Name]

Allows SotF races to be used as militia (Tech is the default militia, hence no militia addon).

SotF Militia Advent

SotF Militia Hypercorp

SotF Militia Nephilim

SotF Militia Plague

SotF Militia Rogue

SotF Militia Vasari

SotF Race [Name]

New races and factions for Sins of the Fallen**Support races:**

SotF Race Advent - Adds new AI improvements and custom capital ship

SotF Race Archaiect - [Release date, TBD] Unfinished, bairly any work done, will not be available.

SotF Race Hypercorp - Still some WIP items but playable.

SotF Race Nephilim

SotF Race Plague

SotF Race Rogue - Adds the rogue faction, diplomacy tree and sounds still a WIP

SotF Race Tec - Adds new AI improvements and custom capital ship

SotF Race Vasari - Adds new AI improvements and custom capital ship

SotF Core Flagship (Optional mod, Requires SotF Core)

SotF Core (The base mod that must be activated every time)

Example Activations:

Activates custom planet package, addons, advent militia, all races, and flagships (Note the order of these activations matches the above rules).



Activates all the stable races and extensions only



Activates the rigel planet package, plague militia, Plague and TEC races, and flagships



Minimal activation: activates Plague versus TEC only



Recommended Effects Settings

(Depending on your system specs and map size you may need to reduce the Detail)

- Planet : Detail - High
- Ship : Detail - High, Extras - Medium, Bump - Low
- Building : Detail - High, Extras - Medium, Bump - Low



Limited Effects Settings

These settings might be possible in smaller
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ps and/or limiting the amount of features activated. No guarantees and I suggest you monitor you memory usage. Personal experience shows Sins gets unstable on my machine as the process starts to exceed 1.7GB.

- Planet : Detail - Highest
- Ship : Detail - Highest, Extras - High , Bump - Low
- Building : Detail - Highest, Extras - High , Bump - Low
- Show Mesh Team Colors - On
- Show Mesh Highlight Filter - On or Off (Off is darker textures)

Optional Settings (May help with performance)

- Show Cargo Ship Icons - Off
- Show Planet Elevators - Off
- Use Colored Skyboxes - Off
- Show Asteroids - Off
- Show Dust Clouds - Off

Optional User Interface Settings

- Empire Tree (All settings): Off (Typically referred to as trimming the empire tree and is reporting to help with lag)

Avoid settings that might cause mini-dumps

To avoid the 2GB limit Extra's and Bump should be reduced as much as possible for your system specs. The following labels are guides that can be used to determine which settings are appropriate when enabling new races with this mod. This is only a guide, your mileage may vary and no guarantees are made as to your systems ability to run this mod.



Issue Reporting:

Please include the following when reporting issues:

- EnabledMods.txt for the activated mod (see below example)
- What race you were playing
- What races were in the game
- What map was played
- Effect settings
- Ram utilization at time of issue (can usually be captured before the mini-dump is dismissed)
- Save game if possible (uploaded to a file sharing service)

EnabledMods.txt example:

EnabledMods.txt: TXT

Version 0

enabledModNameCount 10

enabledModName "SotF Militia Advent R5"

enabledModName "SotF Race Advent R5"

enabledModName "SotF Race Hypercorp R5"

enabledModName "SotF Race Nephilim R5"

enabledModName "SotF Race Plague R5"

enabledModName "SotF Race Rogue R5"

enabledModName "SotF Race Tec R5"

enabledModName "SotF Race Vasari R5"

enabledModName "SotF Core Flagship R5"
enabledModName "SotF Core R5"