MOD GUIDE

How to install mods

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Contents

1 - Overview

Modding BattleTech can enable lots of great features like new mechs, larger star maps, refined weapon systems, extra multiplayer features and the full RogueTech experience.

This quick guide explains how to get started and some tips when using mods.

2 - Installing Mod Tools

The two main tools you'll need when using mods is the BattleTech Mod Loader (BTML) and ModTek. BTML creates the hook into BattleTech and ModTek is the system that loads mods.

2.1 - BTML

- Visit the github release page for BTML and download the latest BTML .zip release. Do not download the RTML release unless you explicitly know what you're doing.
  - https://github.com/janxious/BattleTechModLoader/releases
  - Download the file that looks similar to **BTML-v0.5.0.zip** (or a higher version number in the name). No need to download the source code. Only the .zip file.

For Windows users:

- Open `Steam\SteamApps\common\BATTLETECH\BattleTech_Data\Managed`
- Copy the BTML files into the directory
- Double click run the `BatteTechModLoaderInjector.exe`

For Mac users:

- Open the mac command line (Terminal)
- Change the directory using the command
  - `cd "$HOME/Library/Application Support/Steam/steamapps/common/BATTLETECH/BattleTech.app/Contents/Resources/Data/Managed"`
- Open the folder using the Terminal command (exactly as below including the fullstop / period).
  - `open .`
- Copy the BTML files into the directory (only the files - there shouldn't be a BTML folder there).
- Move *System.Core.dll* and *System.Threading.dll* temporarily out of the directory
- Run the command `mono BattleTechModLoaderInjector.exe`
  - If the mono command does not exist. Get mono from homebrew or download and install using this link.
- Replace *System.Core.dll* and *System.Threading.dll* back into the Managed folder.

Now BattleTech will be patched ready for ModTek.

When a new official patch for BattleTech is released a new version of BTML may also be required.

After a new patch (regardless of if a new BTML version is required), you must re-apply the BattleTechModLoaderInjection step

2.1 - ModTek

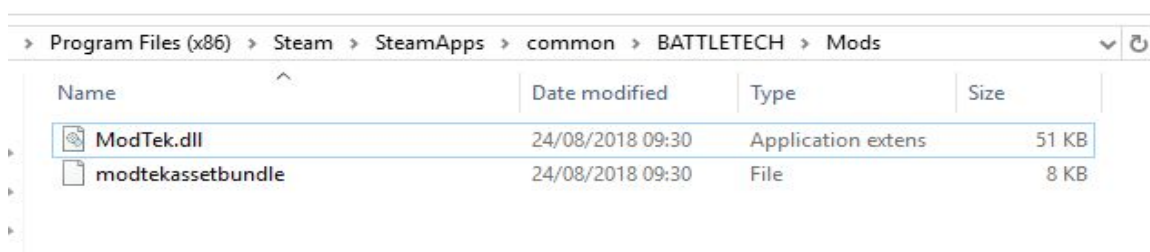- Visit the github release page for ModTek and download the latest ModTek .zip release.
  - https://github.com/janxious/ModTek/releases
  - Download the file that looks similar to **ModTek-v0.3.1.zip** (or a higher version number in the name). No need to download the source code. Only the .zip file.

For Windows users:

- Open `Steam\SteamApps\common\BATTLETECH\`
- Create a folder called `Mods`
- Copy ModTek files into the `Mods` folder
- Ensure only the files from ModTek exist in the `Mods` folder. There should not be a 'ModTek' folder.

For Mac users:

- Open the mac command line (Terminal)
- Change the directory using the command
  - `cd "$HOME/Library/Application Support/Steam/steamapps/common/BATTLETECH/BattleTech.app/Contents/Resources"`
- Open the folder using the Terminal command (exactly as below including the fullstop / period).
  - `open .`
- Create a folder called `Mods`
- Copy ModTek files into the `Mods` folder
- Ensure only the files from ModTek exist in the `Mods` folder. There should not be a 'ModTek' folder.

> Program Files (x86) > Steam > SteamApps > common > BATTLETECH > Mods				
Name		Date modified	Type	Size
ModTek.dll		24/08/2018 09:30	Application extens	51 KB
modtekassetbundle		24/08/2018 09:30	File	8 KB

That's ModTek installed!

When a new official patch for BattleTech is released a new version of ModTek may also be required.

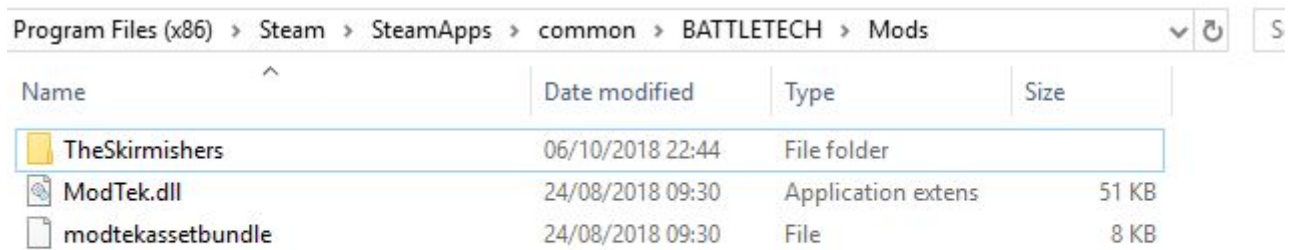If you encounter issues, check the github page again for a new release.

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3 - Installing Mods

To install a mod:

- Find a mod you'd like to use
    - Github releases page
    - BattleTech Nexus - https://www.nexusmods.com/battletech
- Extract the downloaded mod folder into your previous created `Mods` folder

That's the mod installed!

4 - Uninstalling Mods

To uninstall a mod:

- Remove the mod folder you'd like to uninstall from the Mods folder

That's the mod uninstalled!

Some advanced mods require an extra step to uninstall. If you encounter problems then delete your `.modtek` folder in your Mods folder.

Latestly, if you still have issues - Use steam to re-verify your game files. After this, the BTML injection step will need to be re-run.

Enjoy your modded BattleTech experience! - CWolf

4 - FAQ

4.1 - Can I play a multiplayer game with mods when the other player does not have those mods?

No.

4.2 - Can I play a multiplayer game against another player if he has the same mods as me?

Yes, as long as the mods are exactly the same version.

4.3 - How can I reset my game so I can play multiplayer against a player who does not have the same mods installed?

You can rename or remove your mods folder.

If you want to just remove a single mod - then you can just remove that single mod folder out of the mods folder.