

0.1 How to use the converter

- Download the zip file: <https://github.com/kingofmen/CK2toEU4/archive/master.zip>.
- Unpack it.
- Ignore the source code unless you intend to modify it.
- Copy the CK2 savegame you intend to convert into the release directory. NB! The save must not be compressed!
- Start the CK2toEU4 executable.
- Go to File-¿Load file and select your savegame.
- Wait for it to load - it will take a minute or two. If it takes more than five minutes, you have either a very slow computer, or a problem - go to Troubleshooting, below.
- Go to Actions-¿Convert to EU4. Wait until it says “Done writing”. If the output stops for more than a few minutes with any other message, especially one starting ‘Error’, go to Troubleshooting.
- Conversion is now done. Go to the Output directory. It should contain ‘converted.eu4’. Move this to your EU4 savegames folder; on my machine this is on C:
Users
UserName
My Documents
Paradox Interactive
Europa Universalis IV, but installations differ.
- Start EU4 as usual. The converted game should appear as a regular saved game; select your country and play. If it crashes or hangs on loading, or within a few days of starting, go to Troubleshooting.
- Conquer *All* the Pixels!

0.2 Mods and DLCs

The converter has not been tested with all possible combinations of DLCs. It is intended to work with fully-updated CK2 and EU4 games; that is, your CK2 savegame should be from a game with Charlemagne, Legacy of Rome, Rajas of India, Sons of Abraham, Sunset Invasion, The Old Gods, The Republic, and Sword of Islam. It *may or may not* work if you’re missing any of these. If it does not, send me the save as described in the section on

troubleshooting, below, and if it's an *easy* fix I'll fix it. If it's a lot of work I won't.

Similarly, the target EU4 install has Art of War, Common Sense, Conquest of Paradise, El Dorado, Res Publica, The Cossacks, and Wealth of Nations. If you're missing one or more, the converter *may or may not* work. However, it certainly will *not* work unless you provide your own input save from your EU4 install. To do this, start a fresh game in 1444. Save on the first day, calling the save 'input'; do *not* compress. Copy this new save to the release maps directory in your converter install.

Finally, mods: The converter *may or may not* work with modded savegames. Generally, map mods are going to be a problem, though you can try to supply your own province mapping by editing release maps provinces.txt. If you want to target an EU4 mod, you should probably provide an input save from that mod, as described above.

0.3 Troubleshooting

This is not my day job, but in my copious free time I do try to support my converters. If you have a problem, first go through this checklist:

- Is your CK2 savegame compressed? If so, unzip it.
- Is your converted save invisible in EU4? Two things:
 - Did you move it to your EU4 savegame folder?
 - Did you click “Show incompatible saves”? I've had many “incompatible” converted savegames work perfectly well.
- Targeting a mod or a non-complete DLC collection? Did you provide your own input save?

Upload your (zipped) Crusader Kings savegame and the converter logfile somewhere, then send me (“King of Men”) a PM on Paradox, Ederon, or (“King_of_Men”) reddit with a link to the upload. In your PM, say which steps of the checklist above you went through. This will assure me that you read the documentation. If your PM is missing the logfile or checklist, or the save is uncompressed or not present, will give me the strong impression that you didn't do much to help yourself before asking me. This will have a bad effect on my eagerness to help you out.

Try to be as specific as possible about what the problem is - I cannot debug “things look weird”. Screenshots and province IDs are often helpful. I'll run the debugging version of the converter and try to fix the problem. If you are skilled at C++ development in Windows you can also try to compile in debug mode and run gdb on it.

0.4 Encouragement

If you'd like to encourage me to work on this sort of thing in the future, you can:

- Send me a PM saying “Hey, your converter is great!”
- Comment on my AARs, either at Ederon, at the Paradox forums, on my blog ynglingasaga.wordpress.com, or on reddit.
- Donate! The aforementioned blog, and my converter site sites.google.com/site/komskustomko both have donation buttons.