0.1 How to use the converter

- Download the zip file: `https://github.com/kingofmen/VickyToHoI3/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.

- 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 Troubleshooting

These are the most common issues people have had:

- EU4 crashes on loading the converted save. This is very often a bug, which I'll try to fix (see below). However, there are two causes that you can fix yourself: One, your Crusader Kings savegame has names containing a hashtag, '#'. This confuses the parser. In that case just remove the hashtag. (Removing other unusual characters may also be worth a try.) Two, do note that the converted savegame is meant for EU4 with all four expansions, and that if you don't have all three the game will choke.

- No converted save file. This is often caused by impatience. Don't click "convert" immediately after "load file", it takes some time to parse forty megabytes of savegame.

If none of the above is your problem: Upload your (zipped) Crusader Kings savegame somewhere, then send me ("King of Men") a PM on Paradox, Ederon, or ("King_of_Men") reddit with a link to the upload. 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.