Installation Manual

THIS MANUAL WILL SHOW YOU HOW TO INSTALL THE COMMUNITY PATCH PROJECT

ESTEBANIUM

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1. Introduction

This tutorial should help you to install the mod project. I will show you in detailed steps with all information you need, how to install the Community Project in order to avoid common bugs and errors, that are often reported in the "How to install" thread.

Please read everything carefully and you will be able to enjoy the game pretty soon.

Item two will give you information about the requirements of the project that are absolutely required. Item three how to prepare everything for the installation, item four how to download the automatic installer and item five will give you information about how to install actually the project. Item five is divided into several subitems covering all different installer version. Item number six will show you how to activate the mods in game and in item number seven you will find some questions and answers to common bugs and issues.

So I hope you will enjoy this manual. Good Luck!

2. Requirements

These are the requirements in order to run this project, because several fixes and alteration were made to the final version of the game. The publisher seemed to stop the official support and because it is very easy and cheap to get all DLC's and expansions, it seems logical to use the final game as a foundation for this project.

So please be aware that ignoring these requirements will result in a not working game or bugs and issues.

- Civilization V (.279 version)
- Gods and Kings Expansion
- Brave New World Expansion
- All Leader DLC
- Ancient Wonders DLC
- Windows XP (or later versions), Mac is not supported!

3. Things you need to do before you install the Project

There are some things to do before you can install the project. They are necessary and will prevent common mistakes or a wrong installation. **Please be aware that you have to redo these steps each time you want to update to a new version of CPP**.

3.1.Prepare your Mod Folder

When you already played Civilization V with mods, you might already know the following steps, but if not they are very important to do them. If you never came in touch with mods you should learn them, because they are needed each time you install a new mod or deactivate one in game.

1. At first navigate to the Sid Meier's Civilization 5 folder which can be found under your documents folder. Here you can find your save game files, your installed mods and your graphics settings and other little thinks. You can easily access this directory by clicking on the "My Documents" folder which will be displayed on the left site of the explorer. Choose the "My Games" folder that contains most files of your installed games and then click on the "Sid Meier's Civilization 5" folder. It will then look like this picture below.
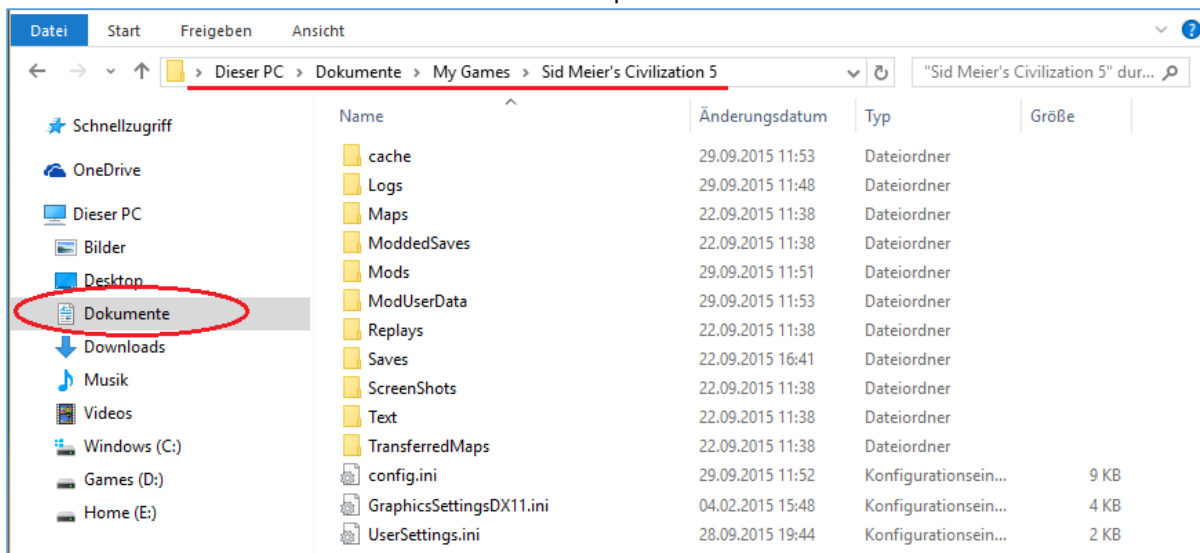
2. You then need to delete the following folders there: cache, Logs, ModUserData. **Why?**
   If you already installed mods and used them in a created game, the game will create a cache after you activated your mods. So all new items, units and other things from your mods will be saved in a cache that the game will then use while you are playing a session. If you decide to deactivate a mod, the game will still use the cache which still contains information about units and other things of a mods that you have deactivated.

   The result: Bugs will occur or random crashes will happen.
   So please do this step, each time you update or deactivate a mod.

3. If you used the Community Patch in the past, please navigate to the "Mods" folder. Delete all folders that contain older parts of the Community Patch, because the installer will not update them. Have a look for the following folders and delete them if you have them:
   - Civ IV Diplomatic Features
   - Community Balance Patch
   - Community Balance Patch - Compatibility Files (EUI)
   - Community Patch
   - CSD for CBP
   - More Luxuries

## 3.2. Prepare your installation Folder of Civilization V

If you used the "**Enhanced User Interface**" (**EUI**) in the past, you have to delete it to avoid bugs from newer versions or recent changes. The EUI is not really a mod, it is a modification to the interface, and how things are displayed. It is really nice and I totally recommend it.[1]

So here comes the hint: If you already installed the EUI you will find it in the install directory of your game! So please navigate to that directory.

1. Navigate to the installation Folder of Civilization V, which contains the CivilizationV.exe. I know that my game is in the following directory: D:\Spiele\SteamLibrary\steamapps\common\Sid Meier's Civilization V, your install directory may differ. The following picture will show you the installation folder:
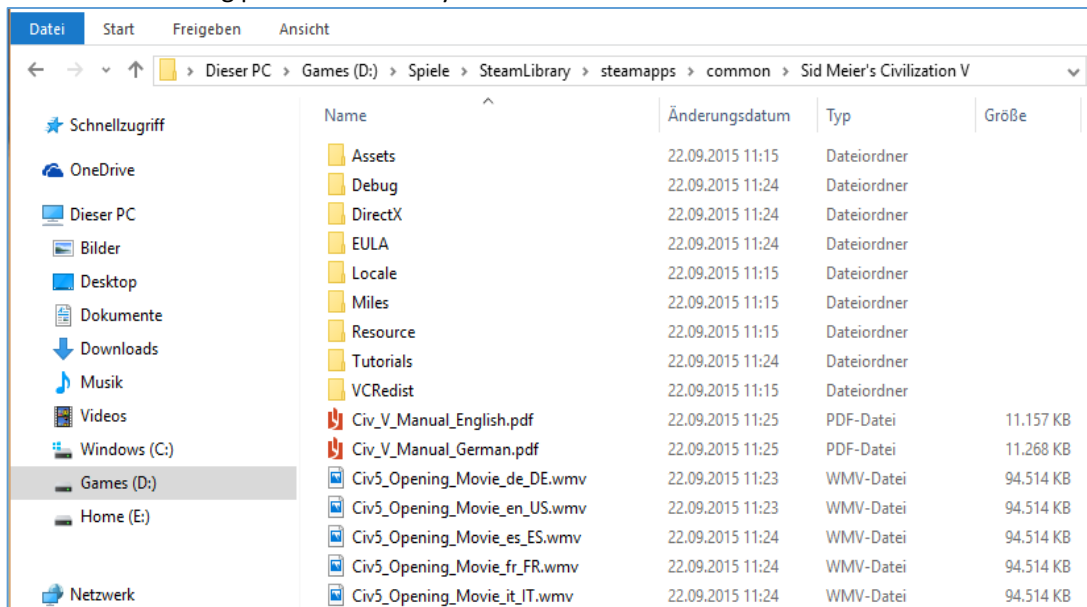
2. In this folder navigate to Assets -> DLC and delete the folder UI_bc1. If you don't find this folder it will mean that you never used the EUI mod. Make sure that the folder looks like this and delete UI_bc1 afterwards!

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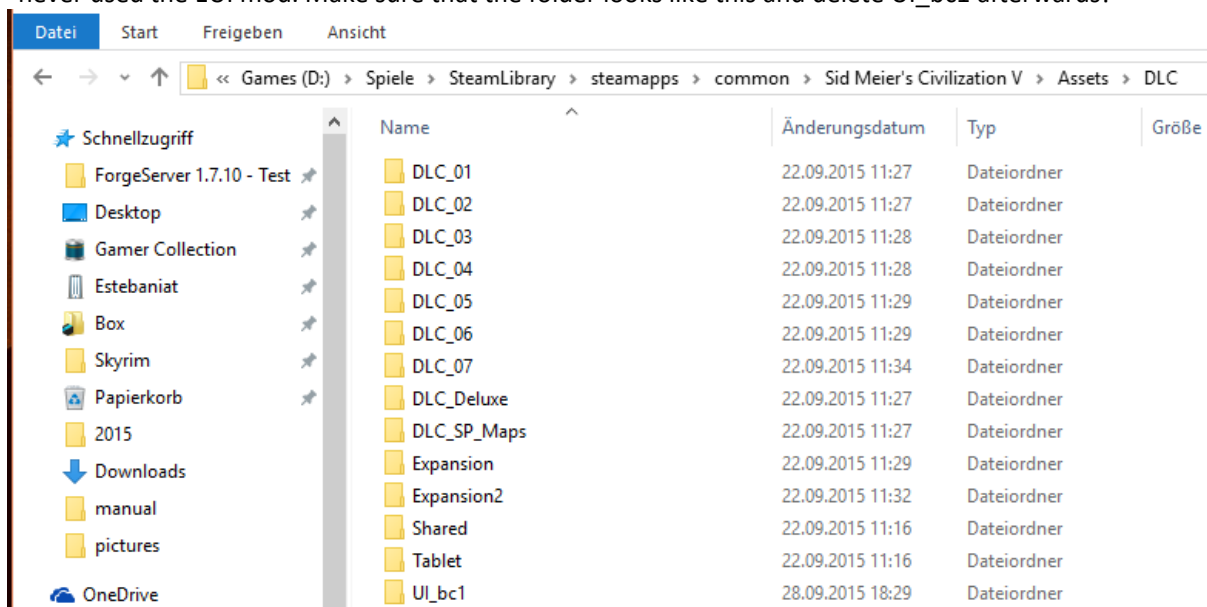
[1] Normally if you wanted to create a mod, you would do it like the Community Patch Project (CPP) and create files that are then installed to the Mods folder under your documents folder (see also 3.1). EUI is a mod that was converted to a DLC mod. What is a DLC mod? The game will see a DLC mod like another add-on you bought and so you would be able to use the interface even if you are not playing a game via the Mods menu in the main menu of the game.

4. Downloading the Community Patch Project

After you prepared your mods folder and your installation folder of Civilization, you are ready to download the installer. I totally recommend to download the automatic installer. This is the easiest procedure to install the Community Project, so even if you are a more experienced "Mod User", please try this installation first.

I will show you how to install the different versions step-by-step and what you have to know about their different procedures. To download the Project, please visit this site to choose your installation pack:

http://forums.civfanatics.com/showthread.php?t=528034

This is where everything starts, there you will get information about the requirements and of the different parts of the Community Patch Project. Read it carefully and then scroll down to the headline "**Automatic Installers**". You will then have to choose your installer to your liking. I recommend the full experience, the "**Community Patch Project Full (EUI Version)"**, but decide by yourself. Now you have to choose one of the three installers:

- Community Patch Project Full (EUI Version)
- Community Patch Project Full (No-EUI Version)
- Community Patch Project (Core Version)

If you made your decision just click on one of the three versions and you will be directed to the file hoster. The procedure for downloading the files will not differ, so this guide to download one of those files will be always the same.

1. I for example want to download the "Community Patch Project Full (EUI Version)" version, so I click on the link and will be redirected to mega.nz.
2. Click on "Download through your browser" and it will be downloaded to your default download location.
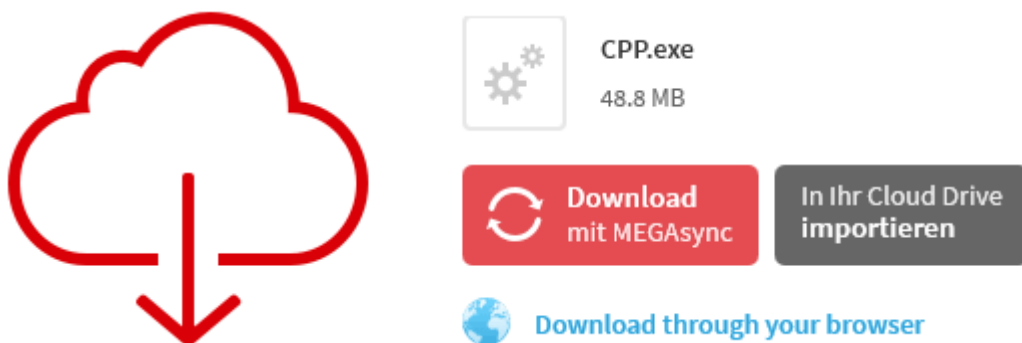
3. Navigate to your download folder and depending on what installer you choose, please follow the corresponding guide below.

5. Installing the Community Patch Project

## 5.1. The Community Patch Project Full (EUI Version)

1. After executing the file "CPP.exe", the installer will start. In the beginning it will show you the version and the type of your chosen version. Make sure, that you downloaded the latest version and you are not accidentally executing an older version of the CPP (If you already downloaded CPP in the past).
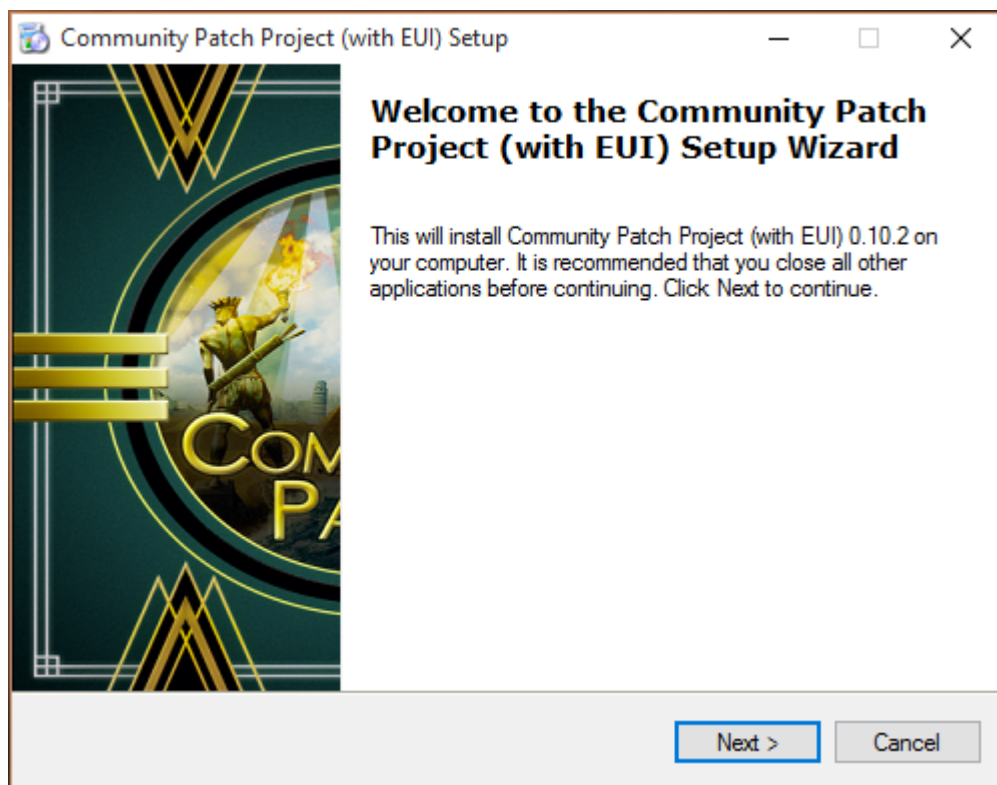
2. Hit Next > and accept the agreement.
3. Now the installer wants do install the mods to your mods folder under your documents. If the destination folder is wrong, please change the path to the correct folder that you prepared in step 3.1.
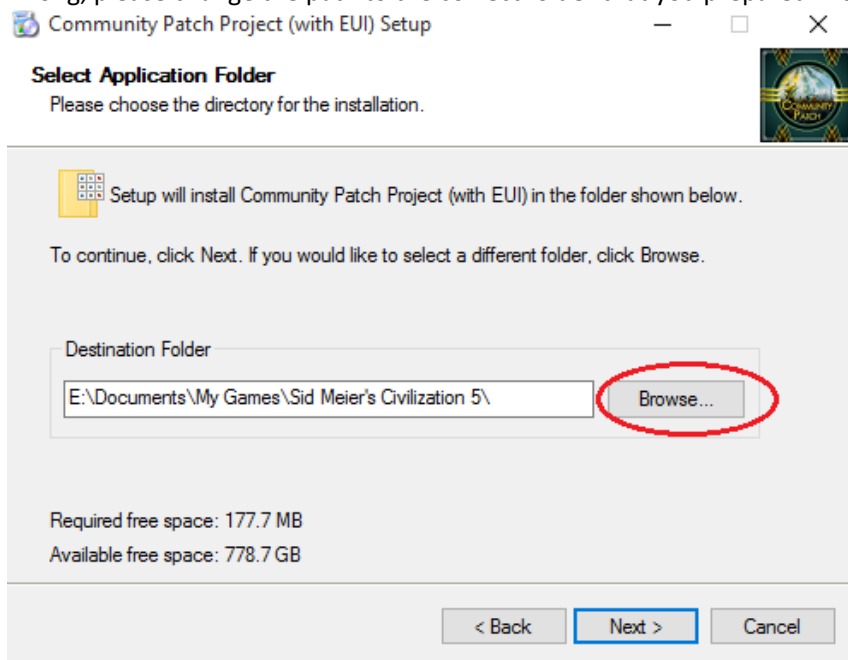
4. Hit Next > and you will see that the installer is installing the mods to the selected folder. After a while a new window will appear, its name is "EUI for CBP Setup".

5. Click browse, to select the correct path to your **Civilization installation**!
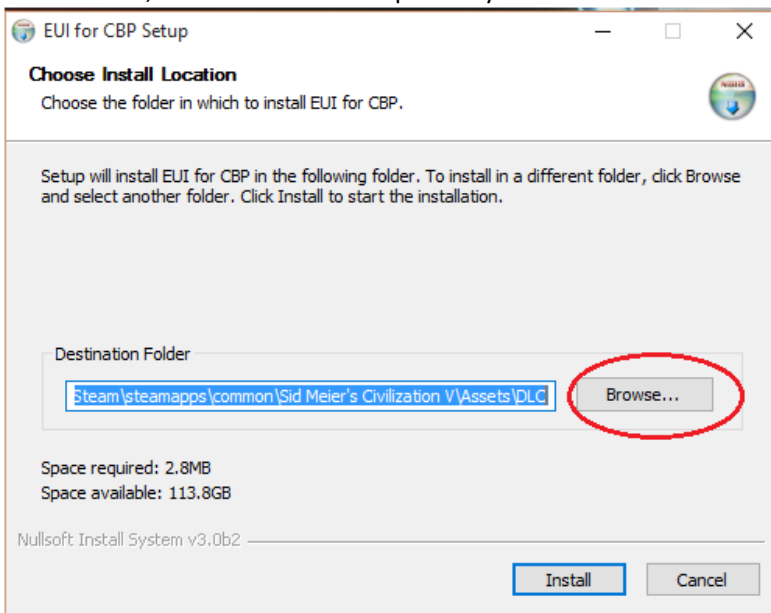
6. My installation of Civilization V is located at drive D:\, so I navigate to my Steam folder there and select the **DLC** folder of Civilization. For me the path would look like this:

D:\Spiele\SteamLibrary\steamapps\common\Sid Meier's Civilization V\Assets\DLC – your path may differ, but you always have to select the DLC folder!
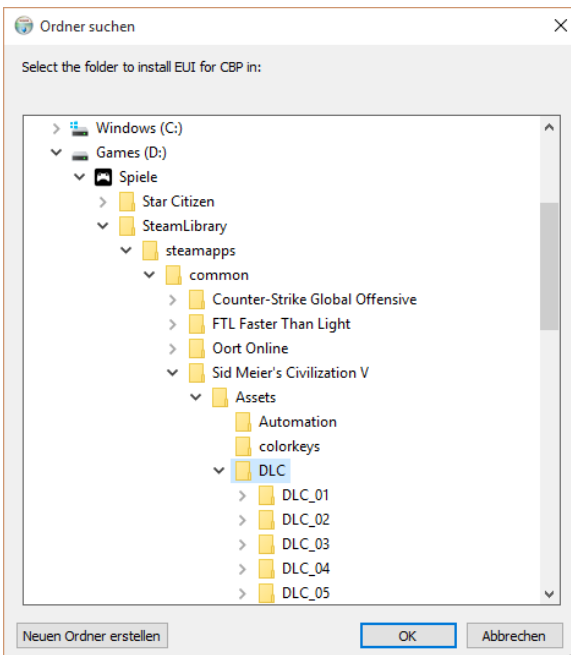

7. After you highlighted the DLC folder, hit OK and then install. EUI will be installed. Hit Close and finish when it's done. You installed the Community Patch Project with EUI.

8. To be on the safe side, you can check if everything has been installed correctly. Navigate to your "Sid Meier's Civilization 5" folder under your documents folder, now it should look like this:
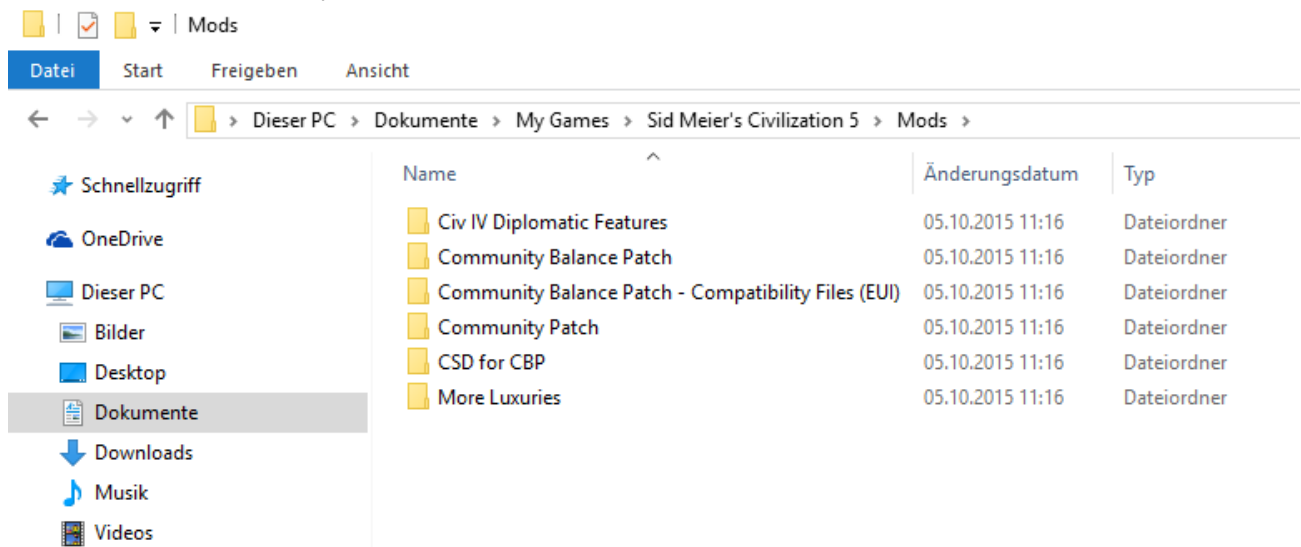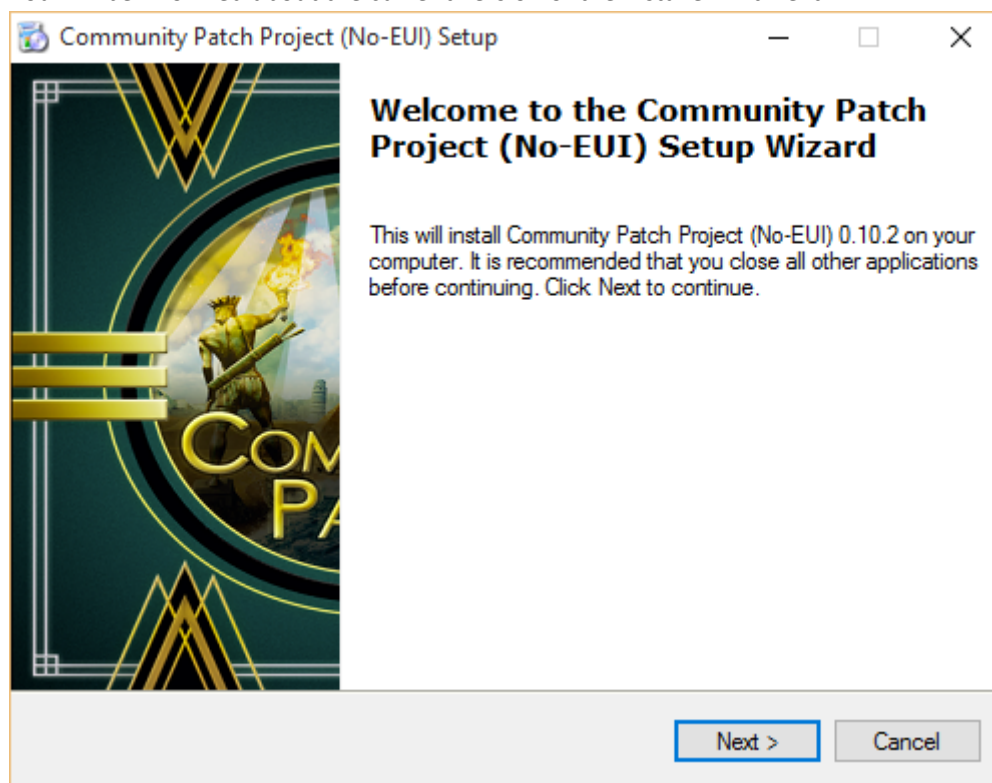

9. In your installation folder of Civilization V, it should look like this:
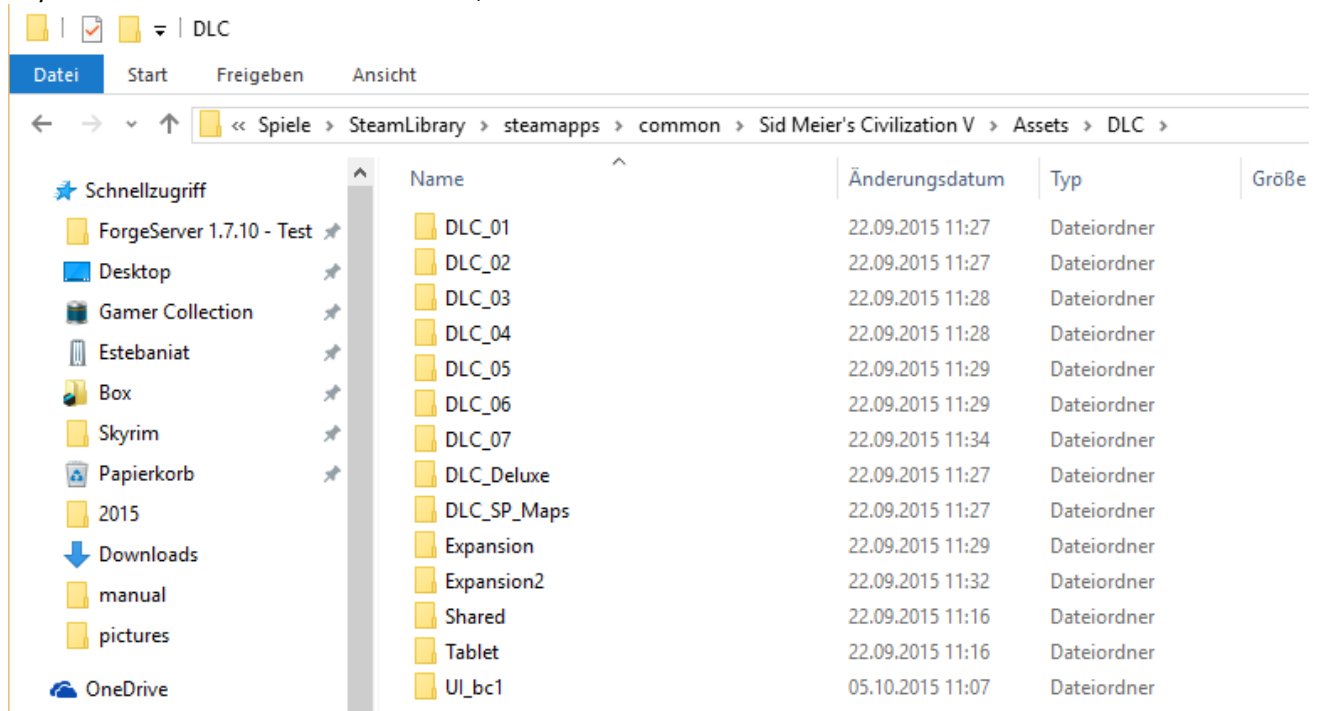
5.2. The Community Patch Project Full (No-EUI Version)

Ok you chose the no-EUI version. So let's start installing this one.

1. Execute the file CPP-NoEUI.exe.
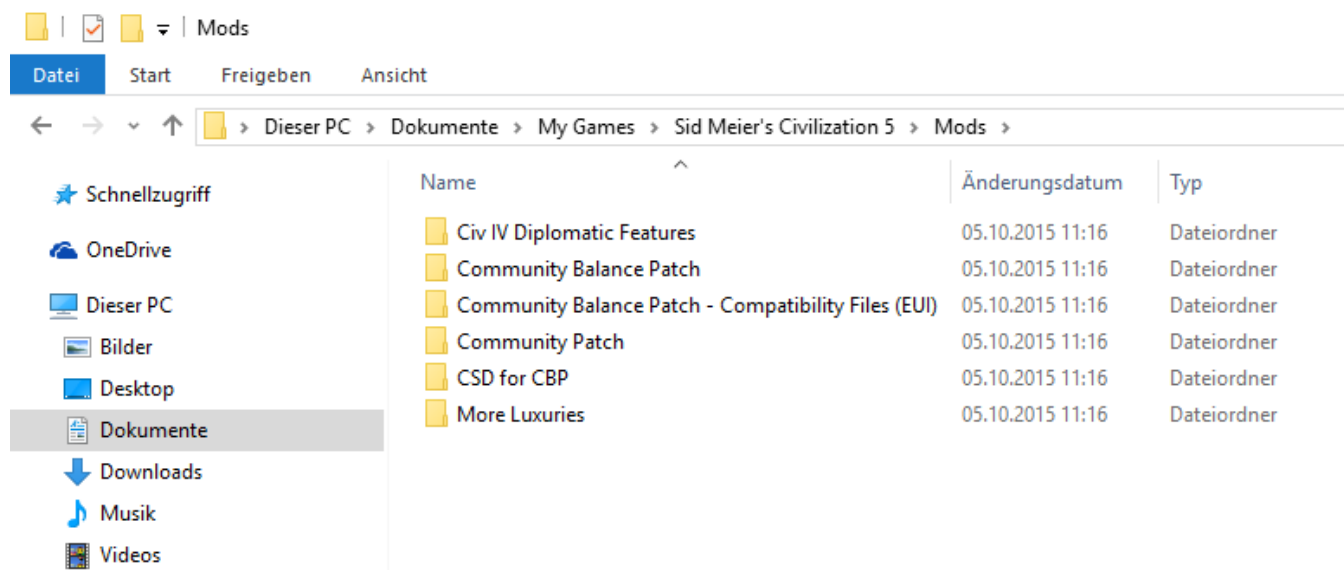2. You will be informed about the current version of the installer. Hit Next >

3. Accept the agreement, double check if the path to your documents folder of "Sid Meier's Civilization 5" (from Step 3.1.) is correct and hit Next >
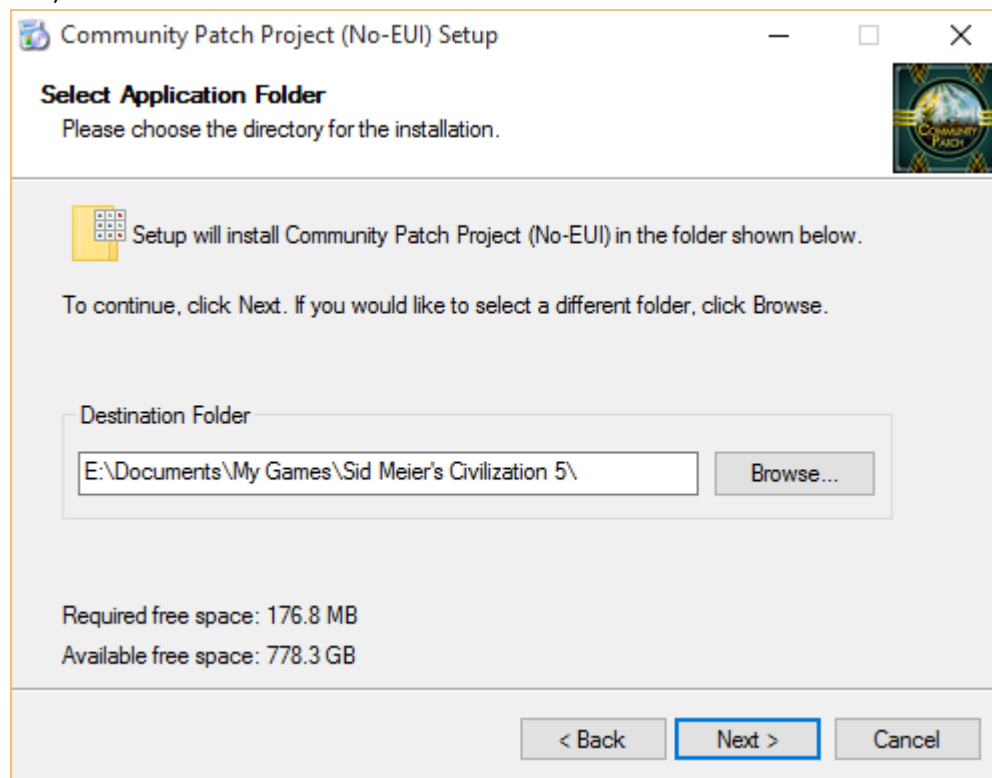
4. The Community Patch Project will be installed and at the end you can hit Finish do finalize the installation.

5. To be on the safe side, you can check if everything has been installed correctly. Navigate to your "Sid Meier's Civilization 5" folder under your documents folder, now it should look like this:
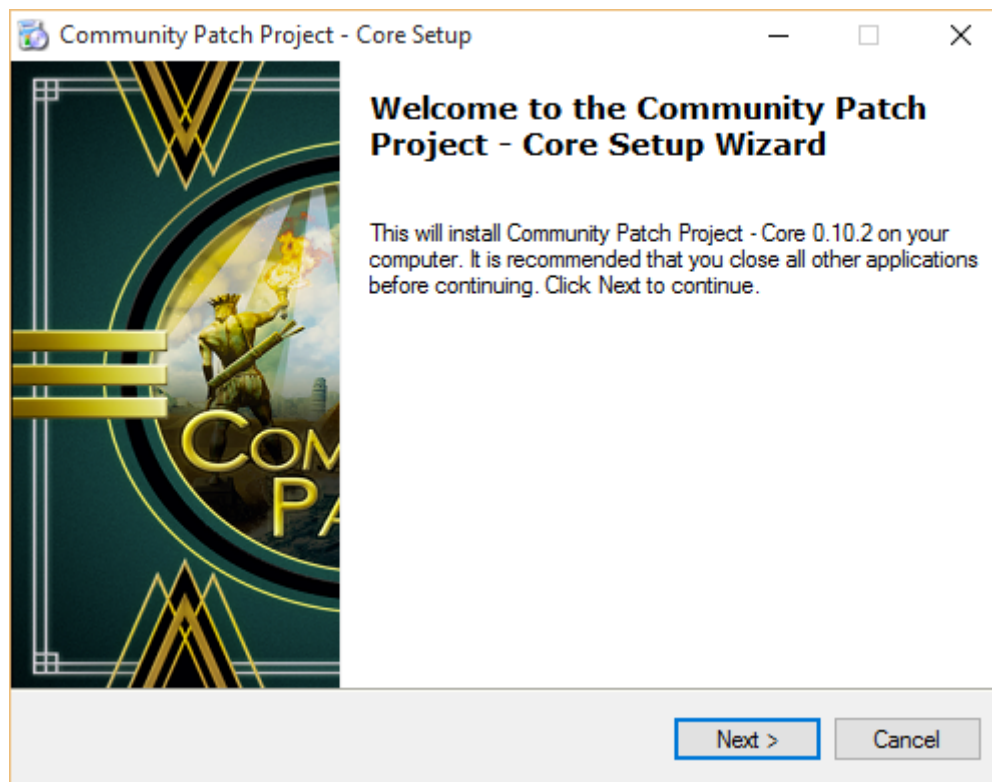

6. You are ready to go, ..or play.

5.3. The Community Patch Project (Core Version)

You just want to play the game without balancing changes, so you selected the core version to be installed. Let's get started!

1. Execute the CP Core.exe!
2. You will be informed about the version of the installer. Hit Next > to continue.

3. Accept the agreement and hit Next > until you see this window showing a destination folder. Double check if the path to your documents folder of "Sid Meier's Civilization 5" (from Step 3.1.) is correct and hit Next >
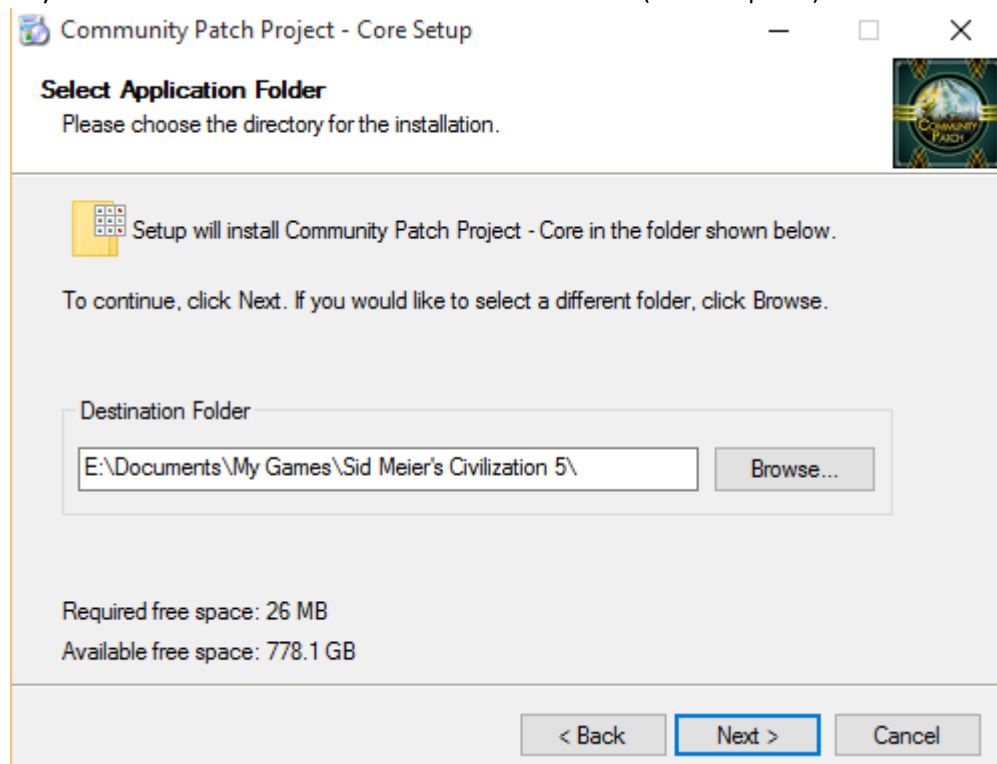
4. The Community Patch Project (core) will be installed and at the end you can hit Finish do finalize the installation.
5. To be on the safe side, you can check if everything has been installed correctly. Navigate to your "Sid Meier's Civilization 5" folder under your documents folder, now it should look like this:
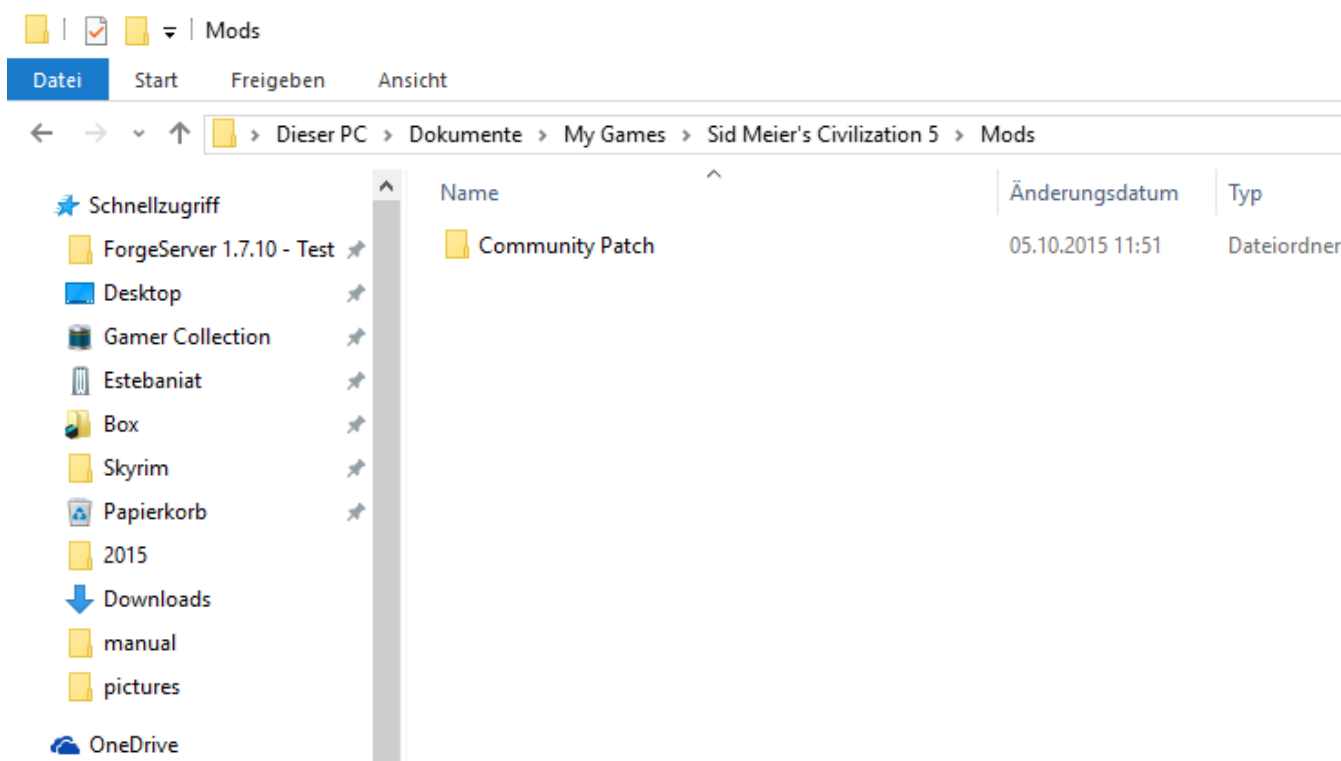

5.4. The Community Patch Project (Core Version) with EUI

If you want to use the Core Version with EUI. The easiest option to do this is following the installation guide of "**4.3. The Community Patch Project (Core Version)**" from step one to step five. Then you have to do these steps **in addition**!
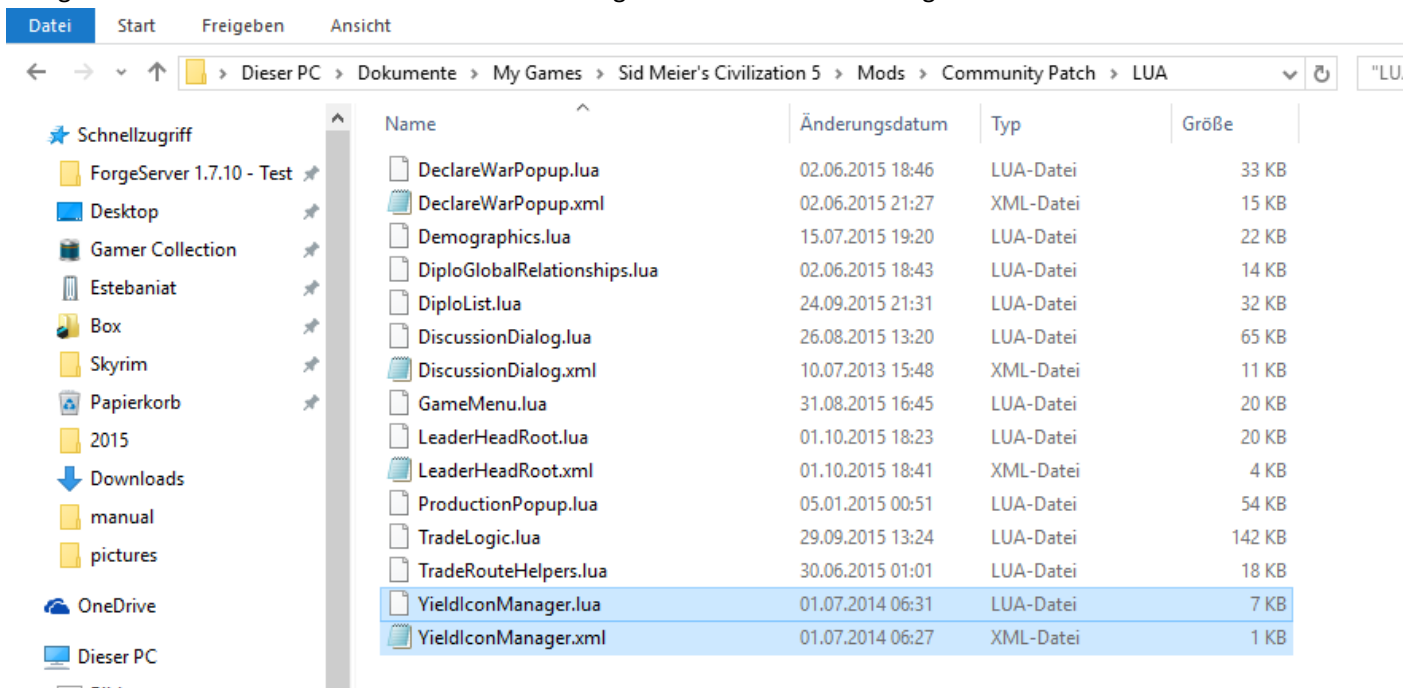
1. You installed the core version of CPP and double checked if everything was installed correctly.
2. Navigate to the mods folder under your documents which will look like this:
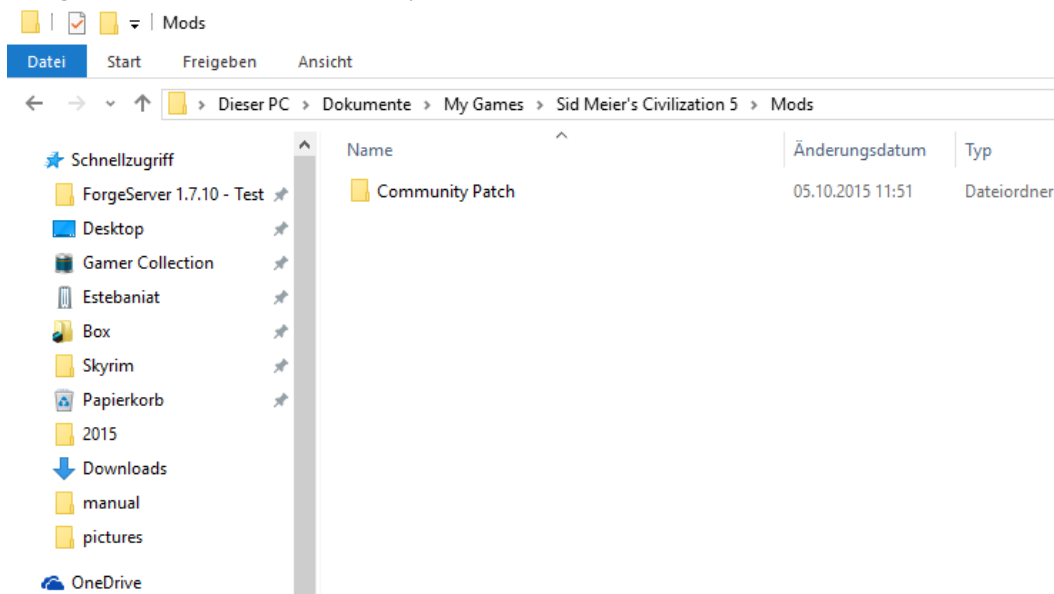
3. Open the Community Patch folder:
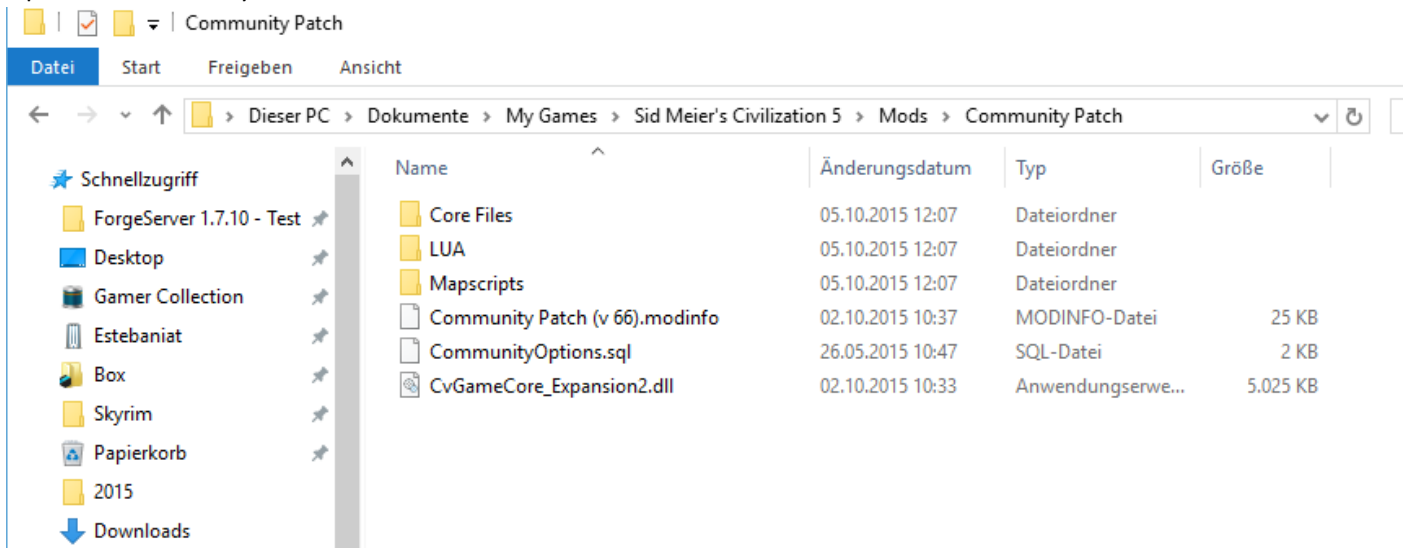
4. Navigate to the LUA folder and delete YieldIconManager.xml and YieldIconManager.lua:

5. Visit the "How to install page" from the beginning again: http://forums.civfanatics.com/showthread.php?t=528034
6. Scroll down to "**Manual Installation**" and click on the link "**Community Patch Project - Downloads Folder**" and you will be transferred to the file hoster mega.nz. It will show you a list of different files.
7. Right click on **EUI-CBP.exe** and select **Download** -> **Standard Download**
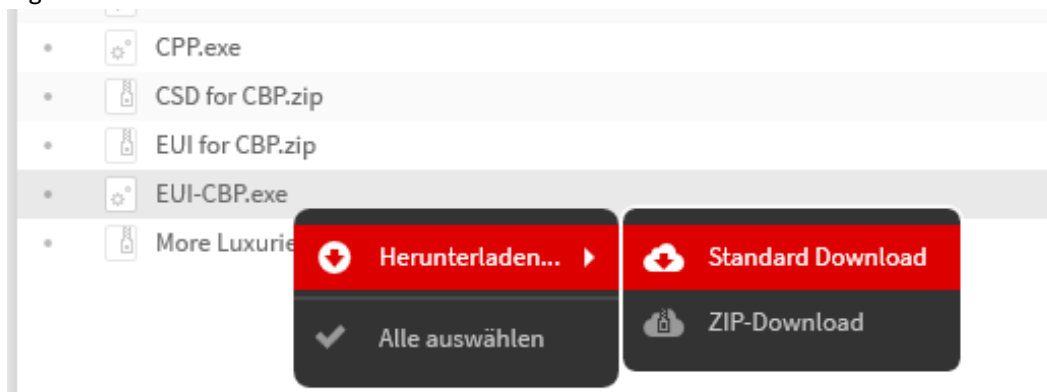
8. After the download is finished
9. Execute the EUI-CBP.exe.
10. A setup screen will open. You have to hit browse and navigate to your installation folder of Civilization V (that contains the CivilizationV.exe).
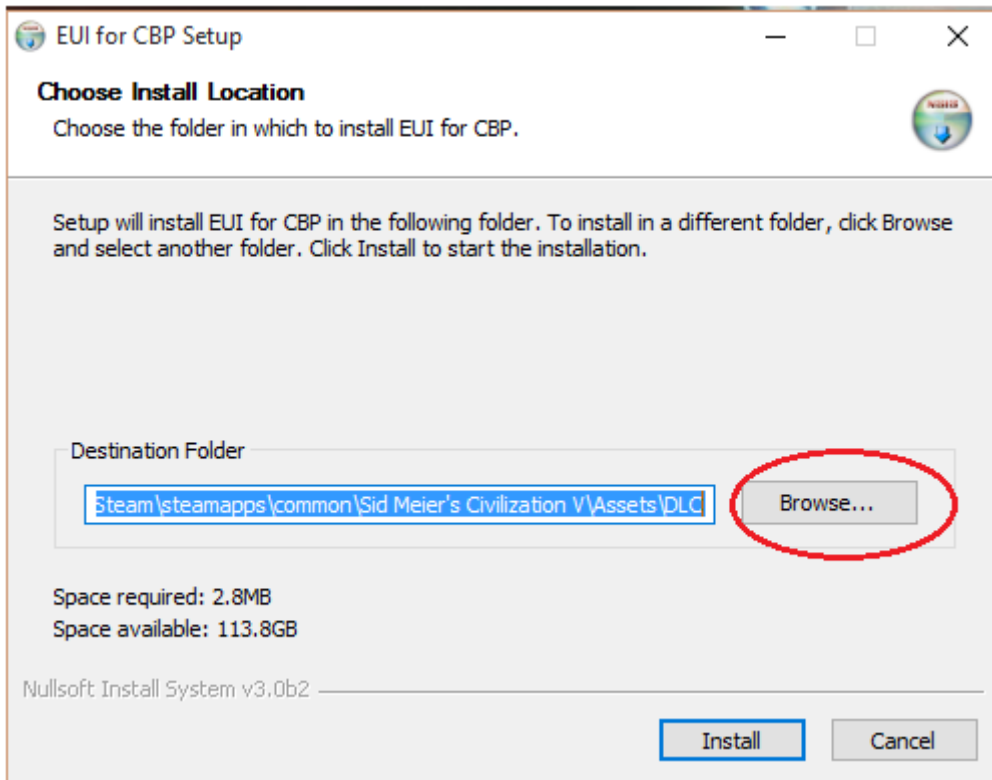
11. My installation of Civilization V is located at drive D:\, so I navigate to my Steam folder there and select the **DLC** folder of Civilization. For me the path would look like this:

    D:\Spiele\SteamLibrary\steamapps\common\Sid Meier's Civilization V\Assets\DLC – your path may differ, but you always have to select the DLC folder!
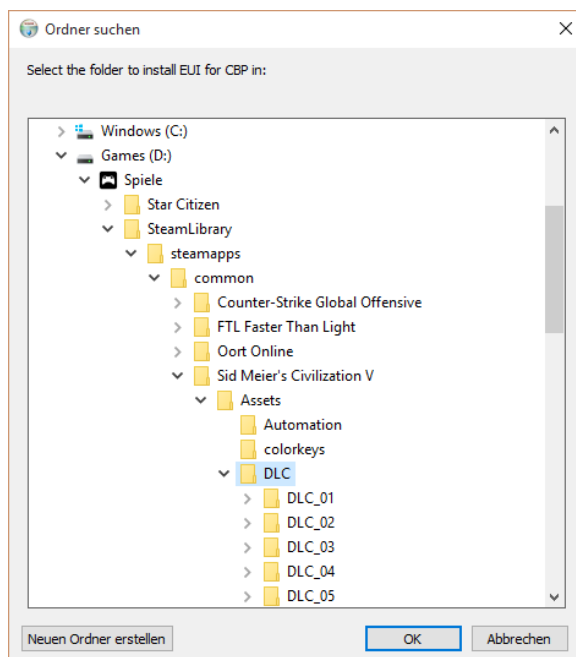
12. After you highlighted the DLC folder, hit OK and then install. EUI will be installed. Hit. You installed the Enhanced User Interface (EUI).

6. How to play Civilization V with the Project?

Now you are ready to start Civilization V!

1. Start the game and check the version of your CIV V installation because of the requirements from the beginning. If everything is correct, choose Mods.

2. Now you are in the Mods menu. Depending on your selected automatic installer, there can be less mods than in the picture below. Activate the new components in the following order. Otherwise you will be informed that a dependency is missing.

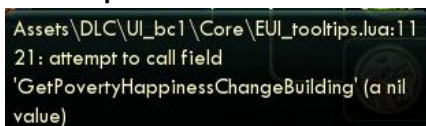3. Hit Next > and all activated Mods will be shown in a new window.

4. Choose Singleplayer and you can create a new game.

7. FAQ

1. **Help! My interface is messed up like this:**

   Or tooltips look like this:

   It looks like you made a mistake by installing the EUI. Did you select the correct path to your Civilization V installation? Was EUI installed to the DLC folder? If you just use the Core Version, did you delete the two files that were mentioned in 5.3.? Did you read the preparation steps from item number three? Clear cache, etc..?

2. **I cannot see any changes in the Tech-, or the Policy-Tree, or the trees provide different information from what they really do!**
   Do you play the Game in a different language than English? If yes, follow this **guide**!

3. **I play CIV V on a Mac, why is it not supported by the Mod Project?**
   Many new features or alteration were made with a custom DLL that will be side-loaded into the game. This makes several things possible that are normally not changeable, because they are hardcoded into the game. DLL's are libraries for Windows, Mac doesn't know what to do with them, so no Mac is not supported!

8. Finally

Thank you for reading this guide. If you have ideas how to improve this manual, feel free to post your suggestions to the "How to install" thread here: http://forums.civfanatics.com/showthread.php?t=528034

If you encounter a bug don't hesitate to report it to this thread to improve the Community Project: http://forums.civfanatics.com/showthread.php?t=528142

Best regards,

Estebanium