**Installation**

1. **Requirements**:
   * Python 3.8+
   * Project Zomboid installed
   * Windows or Linux OS
2. **Setup**:
   * Clone/download the repository.
   * Install dependencies (if any):

Linux

1.

* + Ensure all script files (\*.bat for Windows, \*.sh for Linux) are executable.

1. **First Run**:
   * Execute python or python3 modmanager.py
   * The system auto-generates:
     + modmanager\_registry.json (stores mod data)
     + modmanager.log (logs all actions)

**Basic Commands**

| **Command** | **Description** | **Example Usage** |
| --- | --- | --- |
| create | Create a new mod structure | create MyMod C:/mods/ |
| register | Register an existing mod | register OldMod D:/games/mods/OldMod |
| install | Install a mod into Project Zomboid | install MyMod |
| item | Create a new in-game item | item MyMod Weapon BaseballBat |
| recipe | Create a crafting recipe | recipe MyMod Carpentry WoodenChair |
| model / sound | Add 3D models or sound effects | model MyMod Zombie |
| list | Show registered mods | list |
| validate | Check if mod paths are valid | validate |
| help | Show command list | help |
| exit / quit | Close the application | exit |