










For modders: The section concerning mod making is on page 4

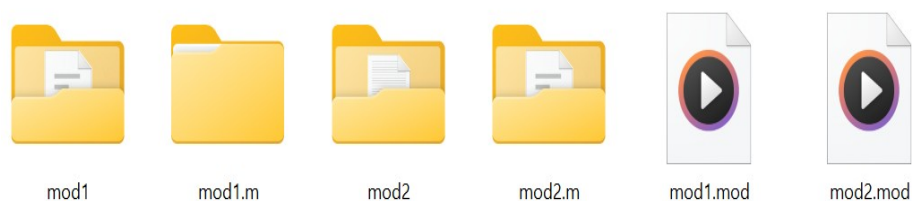
Extract the following two folders from the .rar file to your PALF installation

 mod manager	06/09/2023 16:55	Dossier de fichiers
 mods	06/09/2023 13:16	Dossier de fichiers

It should look like this

 game	06/09/2023 16:56	Dossier de fichiers	
 lib	05/09/2023 20:35	Dossier de fichiers	
 mod manager	06/09/2023 16:55	Dossier de fichiers	
 mods	06/09/2023 17:07	Dossier de fichiers	
 renpy	05/09/2023 20:35	Dossier de fichiers	
 logreports.txt	05/09/2023 20:34	Document texte	47 Ko
 Moves.txt	05/09/2023 20:34	Document texte	1 Ko
 PokemonAcademyLifeForever.exe	05/09/2023 20:34	Application	93 Ko
 PokemonAcademyLifeForever.py	05/09/2023 20:34	Fichier source Python	8 Ko

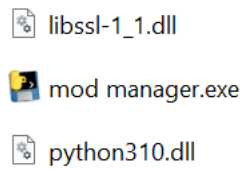
Inside the mods folder you will extract the mods you want to use



For each mod you should have one normal folder and/or a folder ending with .m and one .mod file

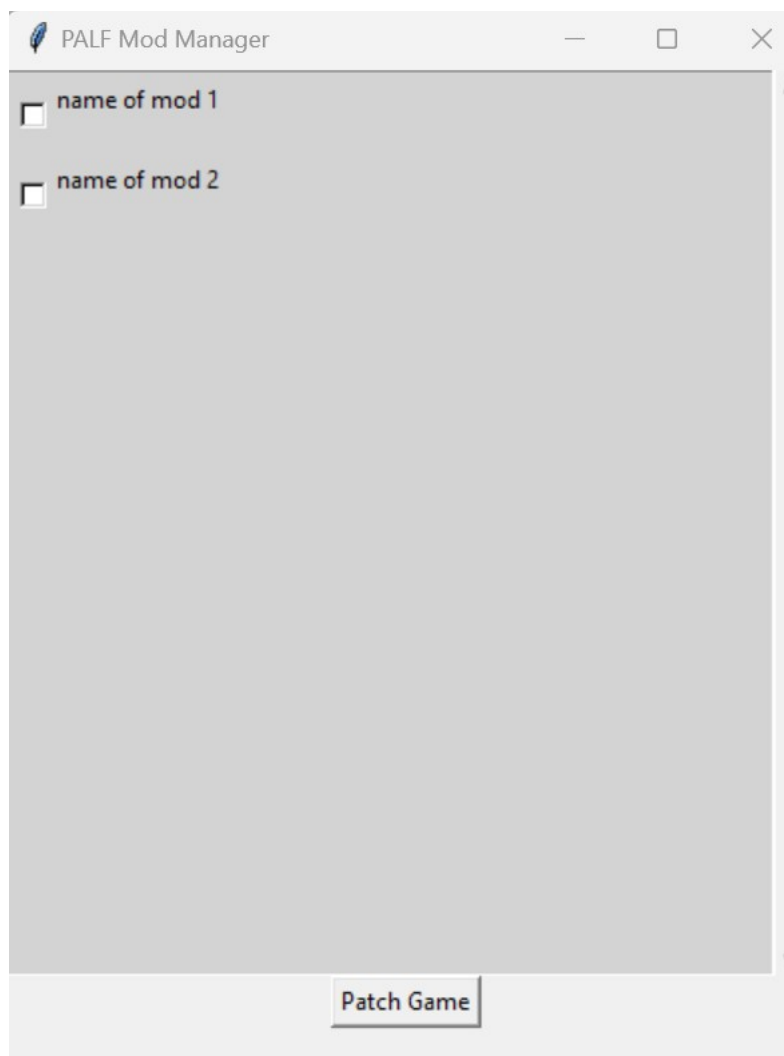
The folders replicates the structure of the game folder in game
The .mod file contains information essential for the manager to work

Inside the mod manager folder you will find many files, only one is of interest so do not touch the others



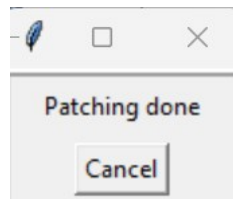
Once you have all your desired mods in the mod folder you can launch the mod mangager.exe

You will be greeted by this window



You can now select the mods you want to include for your run and then press the Patch Game button.

Do not close the window until you receive the following pop up



Warning : If two mods have conflicting files or you try to use an outdated mod the manager will not let you patch the game. **Do note however that the manager will not catch incompatibilities within the code so while it appears ok on the surface there is no telling what will happen if you use a lot of/big mods.**

If you want to remove a mod you can launch the patcher again and not tick the mods you want gone while ticking the mods you want to stay.

Note that patching the game with no mod selected will return the game to its vanilla version. You can patch the game consecutively without closing the window in case you picked a mod by mistake.

Once you have patched the game you will see two new things at the root



A folder named legacyFiles and a file called modExclusive.txt

Do not ever modify them or you might not be able to recover the vanilla version without having to download it again

This section concerns the modders

```
name of mod 1  
mod1  
08.16.2023
```

The .mod file contains three lines


The first one is the name of the mod

The second is the indicator for the mod folders

The third is the version of PALF with which this mod is compatible

 images

 scenes

 myfile.rpy


Inside the normal mod folder you want to replicate the structure inside the game folder found at the root and add only files you made yourself.


Do not include files that you have not made yourself as it will trigger the manager to see incompatibilities all over the place and would also make the patching much slower

Inside the .m mod folder you want again to replicate the structure of the game folder but this time you will added the file describing your modification to vanilla files.

You will need the files to have the same names and same extensions as the one you want to modify.

You will need to indicate each line you want to add/modify with a +/- respectively followed by the line number (starting at 1) (you can use the dotmextractor described on the next page if this is too tedious)

 scenes

 vanillaFile.rpy

```
+23:this will be added before the old line 23  
+25:this will be added before the old line 25  
-32:this will replace the old line 32
```

Do note that if you want lines that you add to follow one another you need to use the same line number

```
+52:this will be added before the old line 52  
+52:this will follow the previous line
```

Do not leave empty lines even at the end of the file

Using the dotmextractor to make the files for you:
If you don't want to make the files going in the .m folder you can use the dotmextractor also found on my github

You will find two folders inside the zip
One called dotmextractor and one called modded

Place both at the root of PAL:F just like the manager

Inside the modded folder you will place your mod as in all files, original or vanilla files that you modified respecting once again the structure of the game folder

Once that is done go inside the dotmextractor and launch dotmextractor.exe



This will generate a folder at the root called dotmextractorOutput

Inside you will find two new folders, one called dotm and the other notm

dotm is your .m folder for modified vanilla files
notm is your original files folder

Rename both folders accordingly and now all that remain is making the .mod file. Once all three are in the mods folder your mod is ready to be used by the manager.

Important advice: if you want to ensure compatibility with other mods, use custom variable names that no other mod will use like DrunkOldMan_myvar.

One last detail, while just adding lines should not cause compatibility issues, scenes can end scuffed(very scuffed) if many mods add their own lines of dialogue to the same scene.

This mod manager was made by Drunk Old Man on the official PAL:F Discord server. If you have any question or reclamation regarding it do address them to him.