

Welcome To ConeXus!



A Mod Organisation Tool
For Darkest Dungeon

Summary Of Contents

P2: Overview

- Uses SteamCMD to download/update mods
- Works with a Steam collection or list of links
- Once downloaded/updated, mods are renamed to reflect the collection/list

P3: Quickstart Guide

- Covers the basics to get you up and running quickly with Conexus
- Does not go into a lot of specifics

P4: Installing Conexus

- Download from Nexus Mods\Github
- Extract the archive to a desired location
- First run will create folders in Documents\Conexus
- User data saved in Documents\Conexus\Config\config.ini

P5: Installing SteamCMD

- Download from Steam dev wiki
- Extract to your drive of choice
- Manual install with command prompt, login, SteamGuard (supported)
- Automatic install with Conexus, SteamGuard (unsupported)

P6: Understanding Config.ini

- Conexus saves user data in Documents\Conexus\Config\config.ini
- Steam login can be saved in the ini, not by default

P7: Understanding Links.txt

- One URL per line
- Mod names prefaced with an asterisk (*)
- Must be located in Documents\Conexus\Links

P8: Downloading And Updating Mods

- Enter necessary information, including login
- Provide either a URL or have a list of links ready
- Press "Organize Mods" and wait

P9: The Improved Log

- Log tags now make it clear what is and is not a problem
- Provide log on issue tracker if you run into problems

P10: Final Notes

- Mods can be added and removed freely
- Use one method for all functionality
- Only works for the Steam version
- Developed/compiled only on Windows 10
- Collection has to be unlisted or public

P11: Legal

- API and code used, misc accreditation, license details

Overview

Conexus is a mod organizer, downloader, and updater tool, similar, in ways, to programs such as Vortex. However unlike Vortex, which only handles mods hosted on Nexus Mods, Conexus handles mods hosted on the Steam Workshop.

It's also worth mentioning that Conexus is a simple tool, and beyond the basics, is not comparable to something as sophisticated as Vortex.

The goal of Conexus is to offer simple organization functionality that works around Darkest Dungeon's in-game mod UI, which unfortunately too often breaks and is left non-functional.

Conexus manages to do this through the power of SteamCMD and a fair bit of C#, utilizing SteamCMD to download the mods using a Steam collection, or list of links, and C# to organize everything correctly.

Organization is simple enough because, thankfully, Darkest Dungeon loads mods in a sequential order. For example, if you have a mod named 001 and another named 002, mod 001 will load before 002, and so on.

Conexus follows this logic and, in doing so, makes sure that Darkest Dungeon loads your mods in exactly the order you want.

If you're using a Steam collection, Conexus will also add the mod name to each folder's name, as well as ID (for example 001_123123123_Mod Name).

*If you're using a list of links, just add * before your mod name, and that will be added to the folder name. I'll go over that on the "Understanding Links.txt" page.*

Thankfully all you really have to worry about is providing some basic info and letting Conexus handle the heavy lifting!

Once you've asked Conexus to organize your mods, he'll start up SteamCMD and log into Steam using your Steam credentials, then proceed to download any mods contained in the provided collection or Links text file.

Starting with v1.3.0, Conexus no longer saves your credentials, but if you're comfortable with it, you can edit the new config.ini file, located in Documents\Conexus\Config to include your login. I'll go over this on the "Understanding Config.ini" page (P6).

All of this is done securely through SteamCMD, a tool provided by Steam, and your login information is used only by SteamCMD. Conexus just passes along the information and does nothing else with it. If you trust Steam, you can trust Conexus!

Once these mods are downloaded into SteamCMD's workshop directory, they are then moved into Darkest Dungeon's mods folder and simultaneously renamed appropriately to reflect your desired order.

Updating is handled in the same way, although in this case, any mods currently in the mods folder are deleted so that there aren't any issues with the updated mods.

Mods downloaded into the workshop directory are not deleted, starting with v1.4.0.

Conexus can also handle changes to your modlist, so don't feel locked in once you've got everything downloaded. Add or remove as many mods as you want, in any order, in any position, just re-run Conexus and you're good to go!

Quickstart Guide

Conexus is a tool designed to download, update and organize mods according to either a Steam collection or list of links

*Please note that you need to have SteamCMD installed for Conexus to work.
Please see <https://developer.valvesoftware.com/wiki/SteamCMD> for more info!*

*As of v1.2.0, Epic and GOG are not supported, see
<https://github.com/Hypocrita20XX/Conexus/issues/11> for more info*

Downloading/updating from a Steam collection:

- You'll need a URL to any Steam collection, but that Steam collection has to either be unlisted or public. If the collection is hidden or set to friends-only, Conexus sadly can't read that collection
- Copy/paste that url to the right of where it says "Collection URL"
- Next, you need to provide the location of SteamCMD and Darkest Dungeon's mod directory. Just click on each of the "Select Directory" buttons and you'll be presented with a file browser that will let you navigate to each location
- Provide your Steam username and password, don't worry, this is only used by SteamCMD and is not saved!
- Finally, hit the "Organize Mods" button and Conexus will get to work!

Downloading/updating from a list of links:

- Navigate to Documents\Conexus\Links, and if you've already run Conexus, there will be a file named Links.txt. If it isn't there, just make one and name it Links.txt (the name is very important, so make sure it's named exactly that)
- Enter each mod's URL on one line, you can also add a mod name using * (for instance, *Amazing Mod Name) and that will be appended to the folder name. Starting with 1.4.0, you're got a lot flexibility to format this file as you would like
- Provide your Steam username and password, don't worry, this is only used by SteamCMD and is not saved!
- Hit the "Organize Mods" button and you're good to go!

Important notes:

- As of v1.2.0: you will need your Steam Credentials to use Conexus, and that there is a log window which will show you what he's working on and when.
- As of v1.3.0: Conexus will not save your Steam credentials, but they can be added to the new config.ini if you would like.

Also with this version, all data is now saved to Documents\Conexus, \Config, \Data, \Links, and \Logs.

- As of v1.4.0: There's no longer a dropdown for modes, downloading/updating, and methods, collection/links, but functionally everything will work the same. You can also now add mod names to your Links file, and have that appended to the folder name, formatting is also much less strict. Just add * to the start of the line containing the mod name.

Installing Conexus

Installing Conexus is straightforward. First you need to download the latest release, either from Nexus Mods or Github, whichever you're most comfortable with. Either site will always have the latest release, although Github tends to get updated first.

Once downloaded, you can put him anywhere. Personally, I put him in Documents\Conexus. You'll notice that in the archive, for convenience, I include the changelog for each release, as well as an up-to-date quickstart guide.

This information is also available online, on Nexus Mods and the Github wiki.

After extracting, start Conexus and he'll create folders in Documents\Conexus, that's the reason I put him in that location, so that everything is in one location.

This unification is a new feature with v1.3.0, all data related to how he operates will be saved in these various folders, Conexus\Config, Conexus\Data, Conexus\Links, and Conexus\Logs.

Conexus\Config stores the config.ini, which saves user data, we'll go over that in more detail later.

Conexus\Data is where all generated data is stored, specifically all the information about the provided collection and information related to each mod, including the resulting folder name.

Conexus\Links is where Links.txt is stored, which is specific to the list of links method, which will also be detailed later on. As of v1.3.0, all data generated specific to this method is also stored here.

Conexus\Logs is, as you would expect, where all logs are stored. Logs are also the subject of their own section, they've gotten quite a lot of attention as of v1.3.0.

Installing SteamCMD

Next, you'll need to install SteamCMD, which is the backbone of Conexus, and without it, he simply cannot function. SteamCMD can be installed in two different ways when working with Conexus: manual and automatic

A manual installation is the standard, reliable method, and so far I haven't encountered issues having it work with Conexus.

The automatic method is made possible because Conexus queries SteamCMD before downloading mods, to pass along credentials. In doing so, this triggers a check in SteamCMD that ensures you have the most up-to-date version, which includes a full download.

For either method, you'll first need to download steamcmd.exe from the Steam dev wiki. Extract the executable to somewhere easy to find, I would recommend somewhere like c:\steamcmd, which the wiki also recommends. Also keep in mind what kind of drive you have. Personally my C drive is an SSD, so I installed SteamCMD to my D drive. Technically you shouldn't be making enough writes to the drive to cause problems, but I like to err on the side of caution.

I also recommend sticking to installing somewhere without spaces in the path name. Starting with v1.4.0, I've put some checks in place to hopefully safeguard against this being an issue, but I can't promise that it'll work as intended.

For a manual installation, you'll need to open a command prompt, which is easy enough in Windows 10: just type "cmd" into the search bar and hit enter, or click on the "command prompt" entry. Next, in the window that opens up, type "cd c:\steamcmd" if you've installed steamcmd to your C drive, or, for example, "d:", enter, then "cd d:\steamcmd" if you've installed it to your D drive.

Most important is that the "cd" command directs the command prompt to the specified directory, whereas a drive letter and colon tell it to go to the specified drive.

Once you've set your directory, type steamcmd.exe, hit enter, and SteamCMD will start installing. After a little while, the installation will finish and what was showing the SteamCMD location will just say Steam.

Now you'll need to enter your credentials, so type in "login username password", without the quotes, and hit enter. This is where the SteamGuard code comes into play, as you'll be prompted for this shortly. That will be sent to whatever email is associated with your Steam account. Just copy and paste that into the command prompt, hit enter, let SteamCMD finish, and you're done with installation.

Automatic installation is at least a little simpler, but again, is not as reliable. I don't yet know why, but it's another issue low on my list of priorities and is currently unsupported. I'm including it in this documentation for the sake of completion.

After downloading the SteamCMD archive, extract the executable and run Conexus. Enter all necessary information and let Conexus start SteamCMD. As with the manual installation, SteamCMD will start downloading and install all the files it needs. Afterwards, it will request a SteamGuard code, again sent to your Steam account's associated email address. If all goes well, mods will begin downloading. If not, SteamCMD will close and Conexus will stop processing mods. Hit "Organize Mods" if you want to try again. If not, clear out the SteamCMD folder and perform a manual install.

Understanding Config.ini

Starting with v1.3.0, Conexus now saves all user data to config.ini, located in Documents\Conexus\Config, instead of AppData\Local\Conexus, as was the case in all versions prior to v1.3.0.

Thankfully the ini is pretty straightforward, and there's not much you have to worry about, however for the sake of completion, I'll detail each setting.

First, under the system heading, you have Root, Data, Config, Links, and Logs. These are currently unused by Conexus, but point to the various locations that all data is stored.

Then under directories, there's Mods, which saves the location of the darkestdungeon\mods folder, and SteamCMD, which points to the steamcmd folder.

Past that is URL, which saves the collection URL you've entered, if you're using that method.

Then there's Misc, saving Method, if you're using a Steam collection or list of links.

The most important part of the ini is the last section, Login. By default, as of v1.3.0, Conexus no longer saves your Steam credentials. This was changed due to security concerns after the switch from AppData to Documents.

However if you're comfortable saving your credentials in an unencrypted form, you can enter that in the Username and Password fields, just make sure you preserve the quotation marks, so Username="yourusername" and Password="yourpassword".

Conexus will load this information just fine, but again, won't save it, so if you don't change the ini, you'll have to enter your credentials every time you start Conexus.

This is all up to what you're comfortable with, just keep in mind that, again, the ini is not encrypted, so your login information is also not encrypted.



Understanding Links.txt

If you would prefer not to use a Steam collection for whatever reason, then you can use a more manual method, which involves getting the URL of each mod and putting those in a text file, which is named *Links.txt*.

It's generated when you first start Conexus, but you can also make it yourself, just make sure it's in *Documents\Conexus\Links*, and spelled exactly like that.

When you're organizing your mods in the *links* text file, just make sure that each URL is on its own line. You can also specify mod names, just make sure they're prefaced with an asterisk (*), and Conexus will append that to the folder name.

Starting with v1.4.0, you've also got a lot more flexibility in how your format your *Links* file. The only rule is that the mod name needs to come before the URL it's associated with, and must be prefaced with an asterisk. Other than that, the rest is up to you!

UI CHANGES

*Gyll's Vanilla: UI
<https://steamcommunity.com/sharedfiles/filedetails/?id=1911326199>
*UI Enhancement
<https://steamcommunity.com/sharedfiles/filedetails/?id=879079478>
*Alternate Stress Bars
<https://steamcommunity.com/sharedfiles/filedetails/?id=919747816>

DUNGEON BACKGROUNDS

*More subtle Crimson curse visual effects
<https://steamcommunity.com/sharedfiles/filedetails/?id=1593532377>
*More dungeon background variations all in one- Reworked
<https://steamcommunity.com/sharedfiles/filedetails/?id=1434609021>
*More dungeon background variations - Crimson Court add on
<https://steamcommunity.com/sharedfiles/filedetails/?id=1448707567>

HERO CHANGES

*Gyll's Vanilla: Heroes
<https://steamcommunity.com/sharedfiles/filedetails/?id=1385283735>
*Gyll's Vanilla: Flagellant
<https://steamcommunity.com/sharedfiles/filedetails/?id=1408032394>
*Gyll's Vanilla: Shieldbreaker
<https://steamcommunity.com/sharedfiles/filedetails/?id=1509926649>

NEW CLASSES

*Vamp - New Class Mod
<https://steamcommunity.com/sharedfiles/filedetails/?id=841088387>
*Revamp for Vamp - Class Tweaks
<https://steamcommunity.com/sharedfiles/filedetails/?id=1758365615>

Downloading And Updating Mods

Operation:

To use Conexus, regardless of using a collection or list of links, you'll need to tell him where SteamCMD is located, as well as where the Darkest Dungeon mods folder can be found. Lastly, provide your Steam credentials.

If you're using a collection, there's a text field at the top of Conexus where you can put that. However if you would like to use a list of links, make sure that text field is empty, and Conexus will load Links.txt located in Documents\Conexus\Links.

No matter which method you're using, Conexus will initialize SteamCMD and begin downloading the mods provided in the collection or text file.

After downloads are complete, SteamCMD will close, he'll start moving each mod to the DarkestDungeon\mods folder and renaming each to ensure they match your desired order.

Depending on the size of your list, this could take a while, so please be patient!

Conexus will provide various messages in the log window as he works through your list, so you should always know what he's working on, and when, as well as if anything goes wrong.

Using a list is a bit more manual, so please refer to the information provided on the "Understanding Links.txt" page for more details.

Notes:

No matter the method used, Conexus, starting with v1.4.0, has been updated to handle more problems than he previously could.

To account for mods that may have been hidden since putting your list together, there's now a check that will see if 3/4th of your list has been downloaded. If more than a quarter of your mod list could not be downloaded, Conexus will stop and let you know what happened.

While processing your list, if something does go wrong, he'll try downloading your mods again. Failing that, there's a fair bit of debug/diagnostic information that will hopefully help you troubleshoot any problems you might encounter when downloading mods.

Lastly, you no longer have to worry about switching modes and methods, as was the case in previous versions. Those processes have been merged and are handled automatically now.

The Improved Log

Over the past several releases, I've worked on improving Conexus' logging feature, so you'll always know what he's doing and, most importantly, when something breaks and why.

Starting with v1.3.0, I introduced what I'm calling log tags, which at a glance will tell you if something is actually a problem, or just part of normal operation.

These tags are as follows:

INFO: General info

PROC: Conexus is, will, or has processed something

INPUT: User provided some kind of input

VERIFY: Some user-specific info was verified

DEBUG: Provides troubleshooting tips during vital operation when something breaks

WARN: Problems arose, but program did not break

ERROR: Problems arose, program broke, but was (hopefully) able to recover

If you happen to run into problems while using Conexus, please post your log files, located in Documents\Conexus\Logs and steamcmd\logs, on the issue tracker (<https://github.com/Hypocrita20XX/Conexus/issues>), as well as what exactly happened when you encountered the problem. Also let me know what operating system you're using. Lastly, let me know how you installed SteamCMD, manually or automatically.

For your convenience, there is a button on the bottom of Conexus' UI that will get you to the issue tracker quickly.

```
[0000012] [2_23_2021_6_23_34 PM] INFO: Successfully downloaded HTML
[0000013] [2_23_2021_6_23_34 PM] VERIFY: Given link is valid
[0000014] [2_23_2021_6_23_35 PM] INFO: HTML source has been downloaded
[0000015] [2_23_2021_6_23_35 PM] PROC: Searching for valid Steam collection link
[0000016] [2_23_2021_6_23_35 PM] PROC: Search complete
[0000017] [2_23_2021_6_23_35 PM] VERIFY: A valid Steam collection link has been found
[0000018] [2_23_2021_6_23_35 PM] PROC: Collection URL has been saved
[0000019] [2_23_2021_6_23_35 PM] INFO: Mod info will now be obtained from the collection
[0000020] [2_23_2021_6_23_36 PM] PROC: Source HTML downloaded successfully
[0000021] [2_23_2021_6_23_36 PM] PROC: Parsing HTML source now
[0000022] [2_23_2021_6_23_36 PM] PROC: Finished search for mod info in provided URL
[0000023] [2_23_2021_6_23_36 PM] INFO: Mod info will now be separated into its own file
[0000024] [2_23_2021_6_23_36 PM] PROC: Parsing through source for all relevant collection links
[0000025] [2_23_2021_6_23_36 PM] PROC: Found mod info: 000_1911326199_Gylls Vanir
[0000026] [2_23_2021_6_23_36 PM] PROC: Found mod info: 001_879079478_UI Enhancer
[0000027] [2_23_2021_6_23_36 PM] PROC: Found mod info: 002_919747816_Alternate_Skin
[0000158] [2_23_2021_6_23_58 PM] WARN: Download was not successful! 5 mod(s) out of 5 failed to download
[0000159] [2_23_2021_6_23_58 PM] Warn: Mods were not downloaded successfully! Try again
[0000160] [2_23_2021_6_23_58 PM] Info: Attempt 2 of 2
[0000161] [2_23_2021_6_23_58 PM] INFO: SteamCMD will take over now
[0000162] [2_23_2021_6_24_09 PM] INFO: SteamCMD has closed
[0000163] [2_23_2021_6_24_09 PM] INFO: Downloads will now be verified
[0000164] [2_23_2021_6_24_09 PM] VERIFY: D:\steamcmd\steamapps\workshop\content\000_1911326199_Gylls Vanir
[0000165] [2_23_2021_6_24_09 PM] VERIFY: D:\steamcmd\steamapps\workshop\content\001_879079478_UI Enhancer
[0000166] [2_23_2021_6_24_09 PM] INFO: Downloaded mods will now be verified
```

Final Notes

Aside from the big features that warrant their own page, there are also several other features and functionality that should be noted or re-emphasized, for sake of completion.

Starting with v1.2.0, you can now add and remove mods as much as you would like, in any order. No need to worry about that one mod that you forgot about, but just absolutely must have. Now you can have them all!

Ideally, you only use one method for your mod organization, so you stick to either a collection or list of links. This is not strictly necessary with later versions of Conexus, but do know that if you reason to use both methods interchangeably, he might break in unexplainable ways. I've done my best to mitigate this, but I consider such functionality unsupported.

Speaking of methods, if you're using a collection, it has to be set to either unlisted or public. If it's hidden or private, Conexus won't be able to find the collection. If you don't want your list to be searchable, set it to hidden, that makes it unsearchable.

There's no such limitation when using a list, as you're using the URLs directly, though you may run into issues if a mod has been set to hidden since you put your list together.

Sadly it was discovered in the development of v1.2.0 that Epic/GOG cannot be directly supported. The specifics can be found on the issue tracker, located here <https://github.com/Hypocrita20XX/Conexus/issues/11>

There are no plans to work around this, and as far as I know, it's impossible to support them in any direct, meaningful way. Sorry about that!

Conexus was developed using Windows 10, and only tested on a machine using that operating system. If you're using any other OS, please know that they are unsupported and I cannot provide assistance if/when you encounter issues.

As of v1.4.0 and applicable to all previous versions, Conexus is only available in English. Translations for other languages may become available at a later time though. As there is no update notification built into Conexus, check Nexus Mods or Github on occasion to see if a new version is available that provides translations.

Legal



Hypocrita20XX/Conexus is licensed under the
MIT License

A short and simple permissive license with conditions only requiring preservation of copyright and license notices. Licensed works, modifications, and larger works may be distributed under different terms and without source code.

Permissions

- ✓ Commercial use
- ✓ Modification
- ✓ Distribution
- ✓ Private use

Limitations

- ✗ Liability
- ✗ Warranty

Conditions

- ⓘ License and copyright notice

Conexus for Darkest Dungeon

A GUI-based program designed to streamline the process of organizing mods according to an existing Steam collection or list of links. Handles downloading and updating mods through the use of SteamCMD.

Conexus was created by MatthiosArcanus(Discord)/Hypocrita(Steam)/Hypocrita20XX(GitHub)

APIs used:

Ookii.Dialogs

Authors: Sven Groot, Augusto Proiete

Source: <http://www.ookii.org/software/dialogs/>

Extended WPF Toolkit

Author: Xceed Software

Source: <https://github.com/xceedsoftware/wpftoolkit>

Peanut Butter INI

Author: Davys McColl

Source: <https://github.com/fluffynuts/PeanutButter>

Code used/adapted:

Function: Copy Folders

Author: Timm

Source: <http://www.csharp411.com/c-copy-folder-recursively/>

Function: Password Reveal Functionality

Author: DaisyTian-MSFT

Source: <https://docs.microsoft.com/en-us/answers/questions/99602/pf-passwordbox-passwordrevealmode-was-not-found-i.html>

Function: Internet Connectivity Test

Author: ChaosPandion, T.Todua

Source: <https://stackoverflow.com/questions/2031824/what-is-the-best-way-to-check-for-internet-connectivity-using-net>