

## **1: Introduction**

*Hello and welcome everyone to this series of videos which will cover the basics of how to work with Conexus.*

*So, what is Conexus?*

*Conexus is a mod organizer, downloader, and updater tool.*

*It's designed to offer simple functionality that works around Darkest Dungeon's in-game mod UI. A UI that unfortunately too often breaks and is left nonfunctional. Conexus works around this issue by using either a user-provided Steam collection or list of links, saved in a text file, to give the game an ordered list of folders to draw from.*

*Conexus manages to do this through the power of [SteamCMD](#), and it uses this to download the mods using a Steam collection, or a list of links. It also provides functionality to update those mods in bulk.*

## **2: Function Overview**

*So how exactly does Conexus work?*

*Conexus will log into Steam using your Steam credentials, through SteamCMD, and proceed to download any mods contained in the collection or text file. All of this is done securely through SteamCMD, a tool provided by Steam, and your login information is only saved locally, used only by SteamCMD.*

*Once these mods are downloaded into SteamCMD's workshop directory, they are then moved and simultaneously renamed appropriately to reflect the user's desired order.*

*Updating is handled in the same way, although in this case, mods are first moved to the SteamCMD's workshop directory and renamed to their original ID-based name.*

*They are renamed so that SteamCMD can properly update each mod, otherwise SteamCMD would not be able to identify which mod belongs to which mod page.*

*Once updated in bulk, they are then moved back and renamed to the appropriate format.*

*It should be noted that you must have SteamCMD installed, Conexus simply cannot work without it. Also please be aware of your collection's visibility, it has to be either unlisted or public. Conexus won't be able to use your collection if it's set to hidden or friends-only*

### **3: (Collection) Downloading Mods**

*How does Conexus work with a Steam collection for downloading mods?*

*So to use Conexus with a Steam collection, just provide the link in the text field to the right of "Collection URL" By default, Conexus starts in this mode, to use a Steam collection, as well as to download mods.*

*So all you need to do now is provide the collection URL, tell Conexus where SteamCMD is located, where the Darkest Dungeon mods folder is, enter your Steam credentials, press the "organize mods" button, and Conexus will take care of the rest.*

*As you can see, Conexus has started SteamCMD and is downloading the mods provided in the collection. Once done, he'll start moving and renaming mods to the DarkestDungeon\mods folder. Depending on the size of your list, this could take a while.*

*Once SteamCMD closes, you'll know Conexus is moving and renaming each mod. As of version 1.2.0, there's a log window which will tell you what Conexus is working on, and when, so you no longer need to worry about Conexus freezing and not knowing what's going on.*

*You'll notice that at the end of the process, Conexus will delete all the mods in the SteamCMD workshop folder. This is just a cleanup phase to make room for updating in the future.*

### **4: (Collection) Updating Mods**

*So how about updating with a Steam collection, how does that work?*

*Well, updating mods with Conexus is just as easy as downloading them. You just need to switch the mode from download mods, to update mods, click the "organize mods" button and away he'll go.*

*Here you'll see Conexus renaming each mod and moving them to the SteamCMD workshop directory. Once done, he'll open up SteamCMD and start updating every mod. When SteamCMD closes, Conexus starts moving and renaming all mods back to the appropriate format, which reflects the order in the Steam collection.*

*Once again, you'll see Conexus deleting mods. This is just a cleanup phase to make room for updating in the future.*

## **5: (List) Downloading Mods**

*So Conexus provides functionality to work with a Steam collection to download and update, but it also provides an option to use a list of links as well to do the same functionality.*

*If you don't have access to a Steam collection, or for whatever reason collections aren't working, 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 DarkestDungeon\mods, and spelled exactly like that, L-i-n-k-s.t-x-t.*

*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 add comments, just make sure they're prefaced with an asterisk, and Conexus will ignore those lines, so you can put mod names there, or descriptions, or really anything that you need to put in that space.*

*The process is virtually identical to using a Steam collection: tell Conexus where SteamCMD is located, where the Darkest Dungeon's mod folder is, provide your Steam credentials, change the method from Steam collection to list, press the "organize mods" button, and Conexus will take care of the rest.*

*As before, Conexus is starting SteamCMD to download the specified mods, the only difference is that when the download is done, the naming won't include the mod name itself, just numerical order and id.*

*Once SteamCMD closes, you'll know Conexus is moving and renaming each mod. As of version 1.2.0, there's a log window which will tell you what Conexus is working on, and when, so you no longer need to worry about Conexus freezing and not knowing what's going on.*

*You'll notice that at the end of the process, Conexus will delete all the mods in the SteamCMD workshop folder. This is just a cleanup phase to make room for updating in the future.*

## **6: (List) Updating Mods**

*So how about updating with a list of links?*

*As with downloading, updating is also virtually identical to the Steam collection process. The only difference is the resulting name, which we've gone over already*

*You just need to switch the mode from download mods to update mods, click the organize mods button and away he'll go.*

*Here, Conexus is moving each mod to the SteamCMD workshop directory and renaming each one. SteamCMD will start once that's done, and update each mod. Once SteamCMD closes, Conexus will start moving each mod back to the mods directory, while renaming them to the appropriate format.*

*Once again, you'll see Conexus deleting mods, this is just a cleanup phase to make room for updating in the future.*

## **7: Changing Your Modlist**

*As of version 1.2.0, Conexus can manage changes to a modlist, adding or removing mods. This feature is built into the update mode and can be used with both methods, Steam collection or list of links.*

*First, let's take a look at adding mods. I'll show you this using a collection, but the process is the same if you're using a list of links. This feature is built into the update mode, so set your mode to that.*

*Once started, Conexus will proceed as if this is a normal update, moving and renaming mods before starting SteamCMD. However once started, SteamCMD will handle downloading any additions to the list. Conexus will then read this new information and, when SteamCMD is finished, move and rename mods according to this new information.*

*Next, we'll look at removing mods. As for removing mods, the process is basically identical to adding mods. Everything runs in the update mode, Conexus will pick up on these changes, and mods no longer in your list will be left behind in SteamCMD's workshop directory. These mods will then be deleted after the updated mods are moved and renamed.*

*Please note that while the previous examples showed adding or removing mods at the end of a collection, this feature can also handle changes in any order, so for instance you can add or remove a mod in the middle of your list and Conexus will be able to handle it just fine.*

## **8a: Caveats**

*So now that we've gone over the basic functionality, there are some important caveats that you need to keep in mind.*

*Most importantly, make sure you only use one mode for all functionality, so you only use a Steam collection for your downloading and updating, or you use a list of links for your downloading and updating. Using a mix will unfortunately break Conexus.*

*If you do have a reason to do this, you have to delete the \_dd\_textfiles folder in the mods directory, and all user data in appdata\local\conexus.*

*You can get to appdata by typing %appdata% in Windows Explorer, you'll probably need to navigate to the root folder after that, as Windows sends you to appdata\roaming by default when you type that.*

*Please note that Conexus can only work if you own the game on Steam. unfortunately as far as I know, it's not possible, due to Steam limitations, to support Epic or GOG using SteamCMD for Darkest Dungeon*

*It should also be mentioned that Conexus was developed and compiled using Windows 10. Because of that, I can't provide support or promise functionality for any other operating system. So if you're using Conexus with any other OS, please keep that in mind.*

*Lastly, if you're using a collection, it has to be set to unlisted or public, if it's set to hidden or friends-only, Conexus won't be able to find your collection.*

## **8b: Troubleshooting**

*Now if Conexus, for any reason, starts doing some odd stuff, just follow the previous advice, so just delete the \_dd\_textfiles and user data in appdata.*

*As of version 1.2.0, Conexus logs everything he does and saves that information to the darkestdungeon\mods\_logs folder. If anything breaks, please post an issue with the log file on the Github issue tracker, a link for that is provided in the description. when you post, include what mode you were using, downloading or updating, what method you were using, collection or list of links, and the operating system, as well as any other information you think is important.*

## 9: In-Game Testing

*Let's jump in-game to see the results.*

*Whether you use a collection or list of links, you'll see the same result: mods listed in the in-game UI exactly as shown in your collection or list of links. Now all you need to do is activate them.*

*Let's start a new game to verify that the mods are in fact working. I won't verify every mod, but you'll see that mods such as [Alternate Stress Bars](#) and [HP % Markers](#) are working as intended. You can also see the [Head Start](#) mod working as well, there's a skeleton key in our inventory, and both Reynold and Dismas are starting with two trinkets.*

*Once we get to the hamlet, we can see more effects of the Head Start mod: we have 10,000 gold and all buildings are unlocked.*

## 10: Closing Thoughts

*I do hope this video has helped you get started using Conexus. At this point we've gone over all the basic functionality that you need to know to get started getting all your mods in order and organized to your heart's content.*

*Certainly this update has been a long time coming, but I'm confident most of the bugs causing Conexus to be non-functional are a thing of the past. I'm sure other bugs will come up as time goes on, so if you do happen to come across any bugs, please create a post in the [issue tracker](#) on Github. I'll also provide links to downloads, I've got it uploaded to [Nexus Mods](#) as well as [Github](#), so pick whichever one you're most comfortable with. I'll link all that in the description.*

*I really hope he's helped you alleviate some of the stress involved in modding Darkest Dungeon, hope y'all have a great day, take care everyone!*