

INSTRUCTIONS

Install Python 2.7x	2
Choose your tweaks!	3
Apply your changes!	4
Copy files to your mod	5

Install Python 2.7x

If you don't have Python installed on your computer: follow the steps below.

How can I know if it is installed?

- 1) Open the Tweaks folder
- 2) Double click this file: **process_init.py**
- 3) If Windows found a way to run it: you have it!

Alternative:

- 1) Open a terminal/command prompt. You can use "Windows+R" and type "cmd" as a shortcut
- 2) Type "python" and hit ENTER
- 3) You should see this:

```
C:\>python
Python 2.7.11 (v2.7.11:6d1b6a68f775, Dec 5 2015, 20:32:19) [MSC v.1500 32 bit (Intel)] on win32
Type "help", "copyright", "credits" or "license" for more information.
>>> _
```

If you need to install it:

- 1) Visit <https://www.python.org/>
- 2) On downloads choose version 2.7x (2.7.11) for your OS (Windows, Linux, ...)
- 3) Wait for the download (about 18 MB, so should go fast!)
- 4) Open the file and follow the instructions
- 5) Restart your computer
- 6) All done!

Choose your tweaks!

- 1) Open the file **tweaks.py**.
 - a. Use a editor like Notepad++, Sublime Text, ... so you can see it color coded (easier to read)

```
#####
# COMPANIONS AND WIFE
#####

# TWEAK 1: STOP MORRIGAN FROM LEAVING
TWEAK_MORRIGAN_WONT_LEAVE = 0    # 0: she will leave your party
                                   # 1: she will stay with you after the storyline is over
                                   # Default: 0

# TWEAK 2: COMPANION CONVERSATION ON CAMP % ADJUSTMENT
TWEAK_CONVERSATION_CAMP = 20     # 0-100% chance of firing a conversation if one is available. Default: 20

# TWEAK 3: STOP THEM FROM LEAVING
TWEAK_STOP_COMPANIONS_LEAVING = 0 # 0: can leave, 1: won't leave. Default: 0

# TWEAK 4: FORCE LADY TOO ACCEPT MARRIAGE PROPOSAL (ONCE YOU HAVE ENOUGH +RELATIONS)
TWEAK_FORCE_LADY_MARRIAGE = 0    # 0: vanilla, 1: ignores personality and random chance, forcing a YES. Default: 0

#####
# VILLAGES/FORTS/TOWNS
#####
```

- 2) Set the ones you want by following the instructions (comments)
- 3) Save the file when you are done!

For more information on any tweak visit the official thread on Viking Conquest forum:

<https://forums.taleworlds.com/index.php/topic,323613.0.html>

Apply your changes!

Execute **run_app.bat**

- 1) Double click the file
- 2) Wait for it to finish. You should see the screen below.
- 3) If no errors were reported you can go to the next step
- 4) If you saw errors than you need to check your tweak.py file



```
C:\WINDOWS\system32\cmd.exe





c:\Warband\tool_test>run_app.bat
    1 file(s) copied.
Initializing...
Compiling all global variables...
Exporting strings...
Exporting skills...
Exporting tracks...
Exporting animations...
Exporting meshes...
Exporting sounds...
Exporting skins...
Exporting faction data...
Exporting scene data...
Creating new tag_uses.txt file...
Creating new quick_strings.txt file...
Exporting particle data...
Exporting scene props...
Exporting quest data...
Exporting info_page data...
exporting simple triggers...
exporting triggers...
exporting dialogs...
Exporting postfx_params...
Exporting item data...
Exporting map icons...
Exporting troops data
Exporting tableau materials data...
Exporting presentations...
Exporting scripts...
Exporting game menus data...
Exporting mission_template data...
Exporting party_template data...
Exporting parties
Checking global variable usages...

Script processing has ended.

Copy files inside the folder compiled to your mod
c:\Warband\tool_test>
```































Copy files to your mod

- 1) If this is the first time you are tweaking/modding VC
 - a. Make sure you have the latest version of the game installed
 - b. Go to your game folder
 - c. Open the modules folder
 - d. Copy your entire Viking Conquest folder (CTRL+C) and paste it there (CTRL+V). Windows will create a copy of your game
 - e. Rename the new folder to something like "VC_my_tweaks"

Local Disk (C:) > Program Files (x86) > Steam > steamapps > common > MountBlade Warband > Modules >			
Name		Date modified	Type
 Napoleonic Wars		3/9/2016 10:38 AM	File folder
 Native		3/9/2016 10:38 AM	File folder
 VC_my_tweaks		10/28/2015 2:55 PM	File folder
 Viking Conquest		3/9/2016 10:38 AM	File folder

This is important: you will have a vanilla game to play multiplayer, a backup, or a way to play without changes. In addition, an alternative version with your settings.

- 2) On your tweaks folder: open the "compiled" folder
- 3) You will see a list of several text files inside (like scripts.txt). Copy all of them

Name	Date modified	Type	Size
 actions.txt	3/17/2016 11:30 AM	Text Document	69 KB
 conversation.txt	3/17/2016 11:30 AM	Text Document	1,953 KB
 dialog_states.txt	3/17/2016 11:30 AM	Text Document	85 KB
 factions.txt	3/17/2016 11:30 AM	Text Document	31 KB
 info_pages.txt	3/17/2016 11:30 AM	Text Document	30 KB
 item_kinds1.txt	3/17/2016 11:30 AM	Text Document	217 KB
 map_icons.txt	3/17/2016 11:30 AM	Text Document	32 KB
 menus.txt	3/17/2016 11:30 AM	Text Document	776 KB
 meshes.txt	3/17/2016 11:30 AM	Text Document	87 KB
 mission_templates.txt	3/17/2016 11:31 AM	Text Document	4,465 KB
 music.txt	3/17/2016 11:30 AM	Text Document	3 KB
 particle_systems.txt	3/17/2016 11:30 AM	Text Document	29 KB
 parties.txt	3/17/2016 11:31 AM	Text Document	67 KB
 party_templates.txt	3/17/2016 11:31 AM	Text Document	10 KB
 postfx.txt	3/17/2016 11:30 AM	Text Document	2 KB
 presentations.txt	3/17/2016 11:30 AM	Text Document	578 KB
 quests.txt	3/17/2016 11:30 AM	Text Document	13 KB
 scene_props.txt	3/17/2016 11:30 AM	Text Document	119 KB
 scenes.txt	3/17/2016 11:30 AM	Text Document	165 KB
 scripts.txt	3/17/2016 11:30 AM	Text Document	1,847 KB
 simple_triggers.txt	3/17/2016 11:30 AM	Text Document	244 KB
 skills.txt	3/17/2016 11:30 AM	Text Document	5 KB
 skins.txt	3/17/2016 11:30 AM	Text Document	37 KB
 sounds.txt	3/17/2016 11:30 AM	Text Document	38 KB
 strings.txt	3/17/2016 11:30 AM	Text Document	478 KB
 tableau_materials.txt	3/17/2016 11:30 AM	Text Document	14 KB
 triggers.txt	3/17/2016 11:30 AM	Text Document	46 KB
 troops.txt	3/17/2016 11:30 AM	Text Document	731 KB
 variable_uses.txt	3/17/2016 11:39 AM	Text Document	5 KB
 variables.txt	3/17/2016 11:39 AM	Text Document	43 KB

- 4) Go to your mod folder (example: \modules\VC_my_tweaks\)
- 5) Paste the files there. Windows will ask if you want to replace the files. Choose YES
- 6) You need to restart the game to see the changes
 - a. Choose your mod name on the launcher



- 7) You may need a new campaign for some tweaks as well (start a new game)

8) (Optional): you can make the copying process automatic:

- a. Open file /app/module_info.py
- b. Edit the path to point to your mod folder

Example:

```
# Point export_dir to the folder you will be keeping your module
# Make sure you use forward slashes (/) and NOT backward slashes (\)

#export_dir = "../compiled/"
export_dir = "C:/Program Files (x86)/Steam/steamapps/common/MountBlade Warband/Modules/VC_my_tweaks/"
```

Important: use "/" instead of "\"

Important: remember to include a "/" at the end of the path

Important: lines with a "#" are comments/ignored