



Viking Conquest DLC

Tweaks Tool v1.2

Viking Conquest (VC)

Steam: <http://store.steampowered.com/app/321300>

Website: <https://www.taleworlds.com/en/Games/VikingConquest>

From the creators of the popular “Brytenwalda” mod, “Viking Conquest” is a brand new DLC for Mount & Blade Warband! This single and multi player DLC brings Mount & Blade to historical Dark Age Britain, complemented by authentic scenes and cultures.

VC Tweaks Tool

Quick way to apply *80+ tweaks* to your game.

Set *your own rules* (economy, diplomacy, companions behaviour).

Based on tweaks requested by the *community*.

It uses the *game source* (code), so it is open for extra changes

Free, open source, can be used to create *submods*

Play the game *your way*!

Useful links

Tool thread: <https://forums.taleworlds.com/index.php/topic,348186.0.html>

Github page: https://github.com/KalarhanWB/VC_Tweaks_Tool

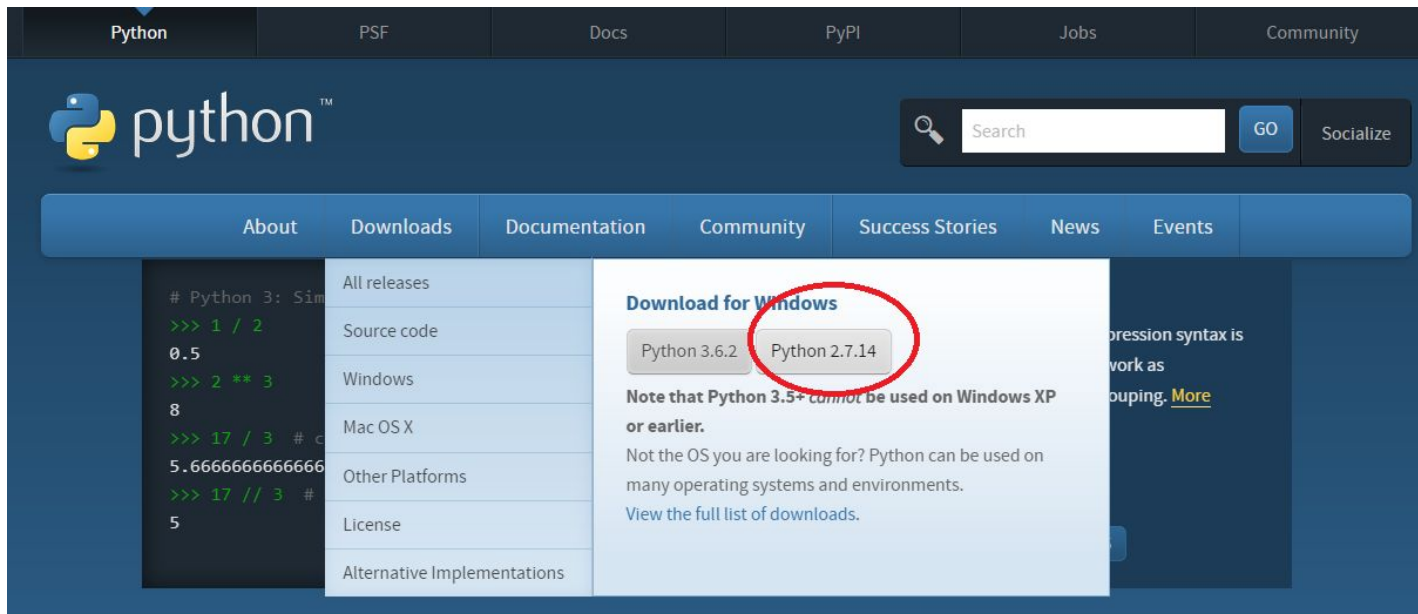
Modding tutorial: <https://forums.taleworlds.com/index.php/topic,347990.0.html>

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

Installation

Step 1: download Python 2.7.x (latest available) from <https://www.python.org/>

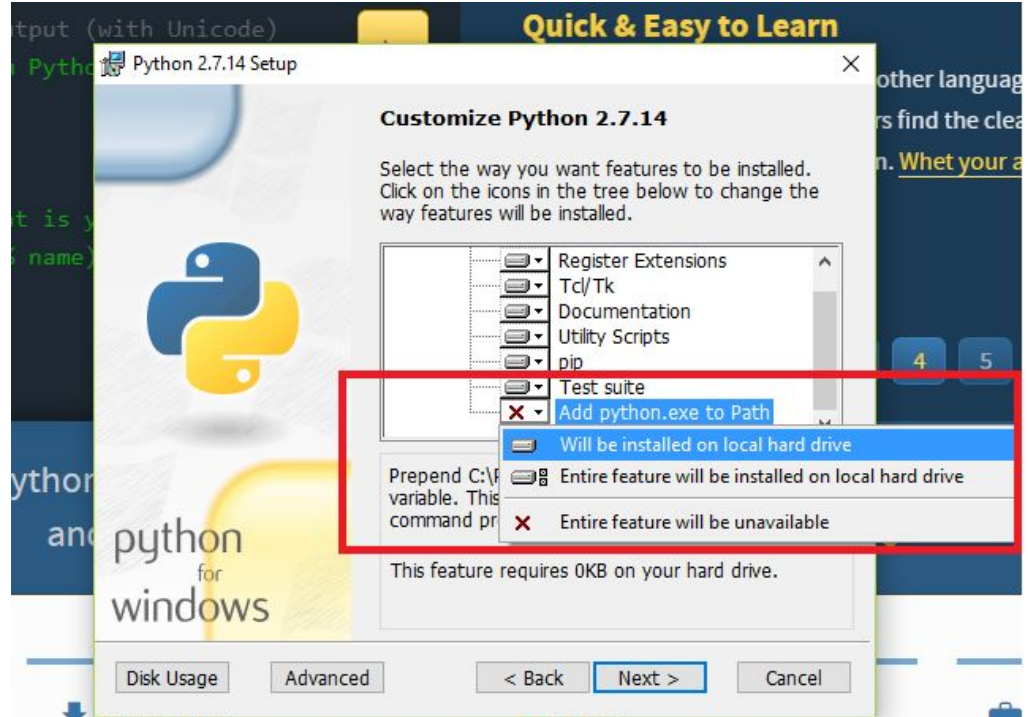
- Note: don't download version 3.x



Installation

Step 2: execute the downloaded file and follow the instructions


Note: make sure to select this
option **[add python.exe]**
as installed on local hard
drive



Installation

Step 3:

- open your command prompt/terminal. You can use the [Windows key] + [R] and type “cmd”
- Type “python” and use [ENTER]
- You should see this

 C:\WINDOWS\system32\cmd.exe - python

```
C:\Users>python
Python 2.7.14 (v2.7.14:84471935ed, Sep 16 2017, 20:19:30) [MSC v.1500 32 bit (Intel)] on win32
Type "help", "copyright", "credits" or "license" for more information.
>>>
```

- close the terminal

Installation

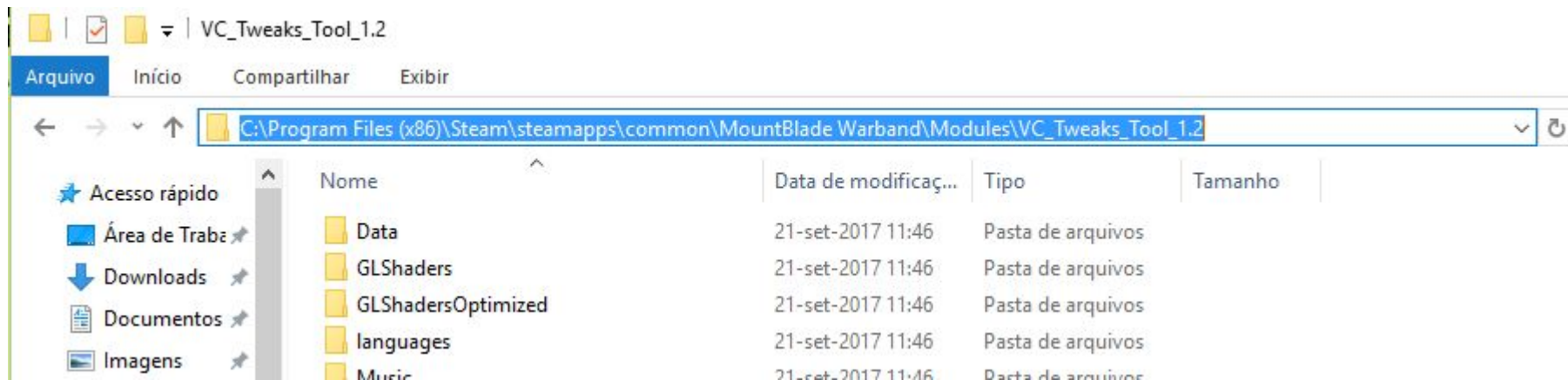
Step 4:

- Download the tool from https://github.com/KalarhanWB/VC_Tweaks_Tool/releases
- Unzip the file to your working folder
 - Example: "C:\Warband_mods\VC_Tweaks_Tool_1.2\"

Installation

Step 4: go to your game folder, modules, and create a copy (clone) of a vanilla (no changes) version of Viking Conquest. Name it “VC_Tweaks_Tool_1.2”

- Example: “C:\Program Files (x86)\Steam\steamapps\common\MountBlade Warband\Modules\VC_Tweaks_Tool_1.2\”



Installation

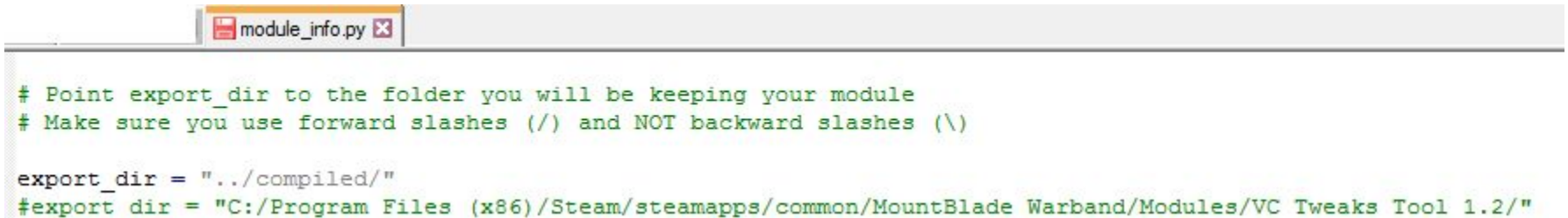
Step 4:

- Go to the tool folder and locate file “app\module_info.py”.
- Open it with a text editor like Notepad++.

Note: Use right mouse button, instead of double clicking it.

Installation

- You can keep the export as is, or change it to your module folder.
 - As is: tweaked files will be send to “tool folder\compiled\”. You will need to manually copy them to your game folder after every compilation (when you execute run_app.bat)
 - Change: files will be send to your module folder, ready to play.



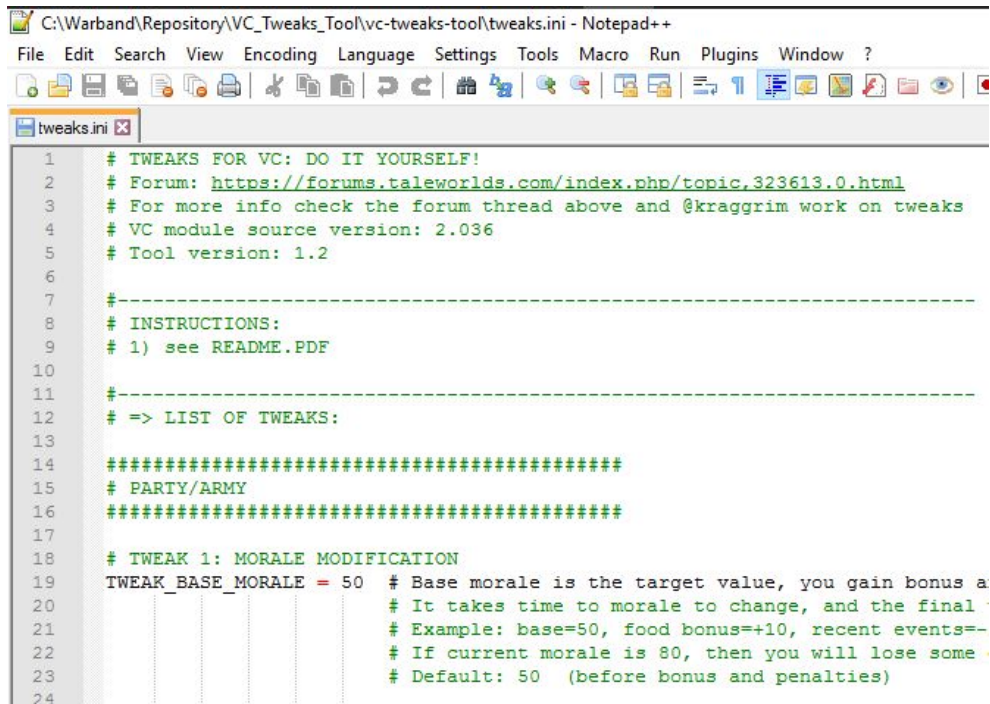
module_info.py

```
# 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 Tweaks Tool 1.2/"
```

Using Tweaks

Step 1: go to the tool folder and open file “tweaks.ini” with a text editor
(Notepad++, etc)

A screenshot of the Notepad++ text editor. The title bar shows the file path: C:\Warband\Repository\VC_Tweaks_Tool\vc-tweaks-tool\tweaks.ini - Notepad++. The menu bar includes File, Edit, Search, View, Encoding, Language, Settings, Tools, Macro, Run, Plugins, and Window. The toolbar contains various icons for file operations and editing. The active window is titled 'tweaks.ini'. The text inside is a configuration file with green syntax highlighting. It starts with a header section, followed by instructions, a list of tweaks, and a specific tweak for morale modification. The morale tweak is currently set to 50.

```
1  # TWEAKS FOR VC: DO IT YOURSELF!
2  # Forum: https://forums.taleworlds.com/index.php/topic,323613.0.html
3  # For more info check the forum thread above and @kraggrim work on tweaks
4  # VC module source version: 2.036
5  # Tool version: 1.2
6
7  #-----
8  # INSTRUCTIONS:
9  # 1) see README.PDF
10
11 #-----
12 # => LIST OF TWEAKS:
13
14 #####
15 # PARTY/ARMY
16 #####
17
18 # TWEAK 1: MORALE MODIFICATION
19 TWEAK_BASE_MORALE = 50 # Base morale is the target value, you gain bonus a
20                        # It takes time to morale to change, and the final
21                        # Example: base=50, food bonus=+10, recent events=-
22                        # If current morale is 80, then you will lose some
23                        # Default: 50 (before bonus and penalties)
24
```

Using Tweaks

Step 2: now you can change the numeric values. Read the comments and experiment with your own custom version

```
# TWEAK 1: MORALE MODIFICATION
TWEAK_BASE_MORALE = 50 # Base :
                        # It ta
                        # Examp
                        # If cu
                        # Defau
```

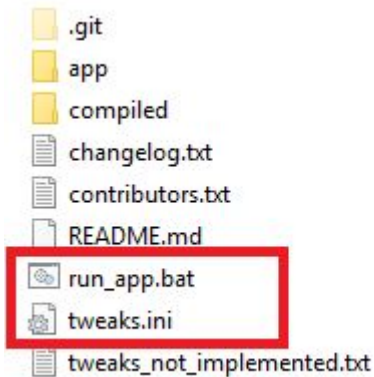


```
# TWEAK 1: MORALE MODIFICATION
TWEAK_BASE_MORALE = 80 # Base mo
                        # It take
                        # Example
                        # If curr
                        # Default
```

Using Tweaks

Step 3: once you finished editing “tweaks.ini” make sure to save your changes (save the file)

Step 4: execute file “run_app.bat”. You can double click it.



Using Tweaks

C:\WINDOWS\system32\cmd.exe

```
#####  
### VIKING CONQUEST DLC ###  
#####  
VC Tweaks Tool 1.2 : 80+ tweaks the easy way!
```

Create your own custom version of the game
Visit the forum to learn how you can add more tweaks or learn about modding in general
You can change items, troops, events, relations, diplomacy, ... pretty much anything

Forum: <https://forums.taleworlds.com/index.php/topic,348186.0.html>
Modding VC: <https://forums.taleworlds.com/index.php/topic,347990.0.html>
Github: https://github.com/KalarhanWB/VC_Tweaks_Tool

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Requires VC 2.036 or newer

In progress...

```
1 arquivo(s) copiado(s).  
Initializing...  
Compiling all global variables...  
Exporting strings...  
Exporting skills...
```

```
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...  
../compiled/module.ini
```

Using Tweaks

```
Exporting parties  
Checking global variable usages...  
../compiled/module.ini
```

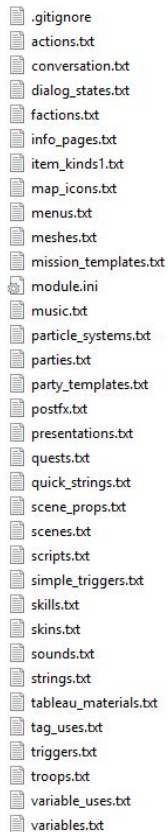
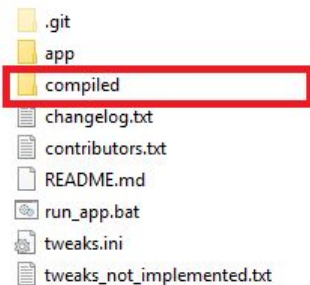
```
Script processing has ended. Check if there were any errors or warnings above. If there were, you will need to fix them before playing.
```

```
IF you skipped module_info.py configuration then copy the files inside the folder compiled to your mod
```

Step 5: check the log for any errors. If your log is similar to the screens here, then you are good to go.

Using Tweaks

Step 6: if you are exporting your .txt files to the compiled folder then copy them to the module folder



Step 7: restart or launch the game

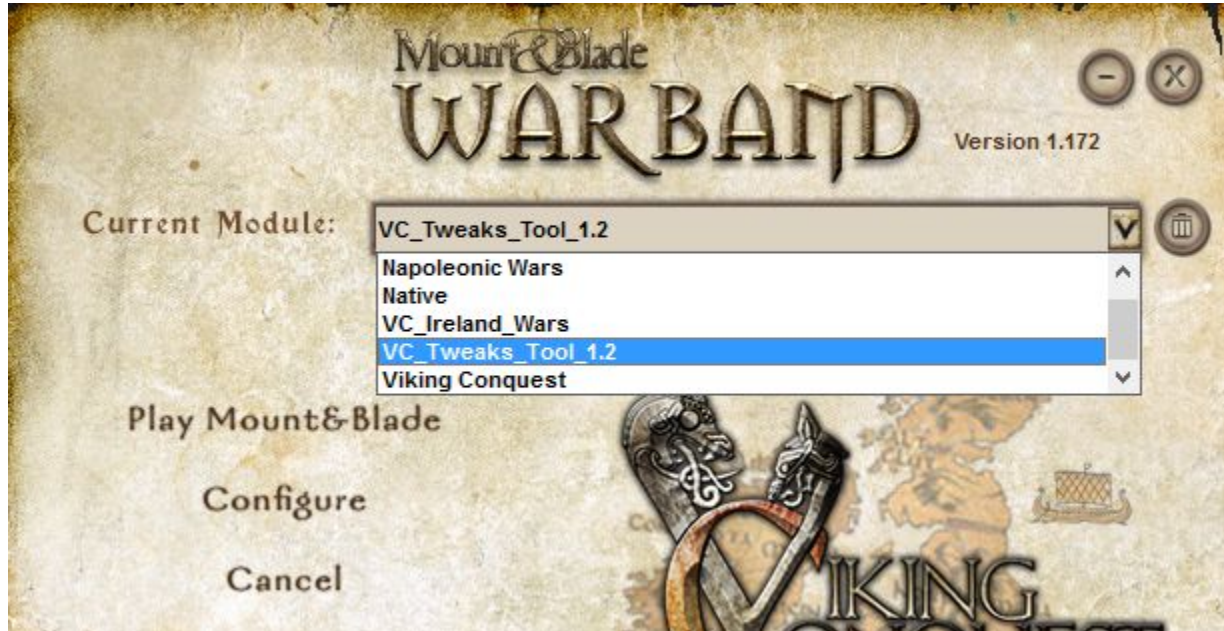
Apply Changes

Step 1: make sure your files were updated on your game folder.

Navigate to that folder and check the date+time for .txt files like “scripts.txt”.

Apply Changes

Step 2: launch Warband and select your module



Play

Step 1: check the main menu for
the text “2.036 + Tweaks Tool 1.2”



Play

Step 2: start a new game

Note: don't load a old save

Note: it is not recommended to start a *storyline* campaign, but you may do so on your own risk (unexpected bugs, etc)

Modding

VC code is available for download. It is the base for this tool.

You can change pretty much anything on VC (similar to Warband), it only depends on your know-how and effort.

Visit the modding thread to learn more (permissions, restrictions, how to start, tutorials, examples, etc). You can also ask questions there.

You can also visit the Forge (subforum dedicated to modding)

Modding

Examples:

- 1) Change troops stats (how much strength or agility)
- 2) Change items stats (like a sword price or damage)
- 3) Change the game economy (prices, taxes, and so on)
- 4) Add new features
- 5) Change the game rules like how much XP your soldiers need to level up
- 6) Create a new mod in another era, location,

FAQ

1) Can I update my game (Warband) to 1.170+ ?

Answer: yes

2) Can I use Tweaks Tool 1.2 with the latest Warband ?

Answer: yes

3) Which VC bugs are not fixed ?

Answer: check the DLC patch notes. Tool uses VC 2.036 code.

FAQ

5) Did the devs release 2.036 source code?

Answer: yes.

6) No new tweaks since v1.1?

Answer: nope

FAQ

7.) What happens if I apply the Tweaks Tool 1.2 on a VC 2.036+ folder?

Answer: you will create a tweaked version of VC 2.036, which works just fine. You will use any new scenes, sounds, etc (assets), graphic fixes, that are not affected by this tool. This tool only operates on game features, not the visual/graphics/sounds/shaders...

That means you can use this tool on future VC updates like [VC 2.040, VC 2.050], any patch the devs release after 2.036.

FAQ

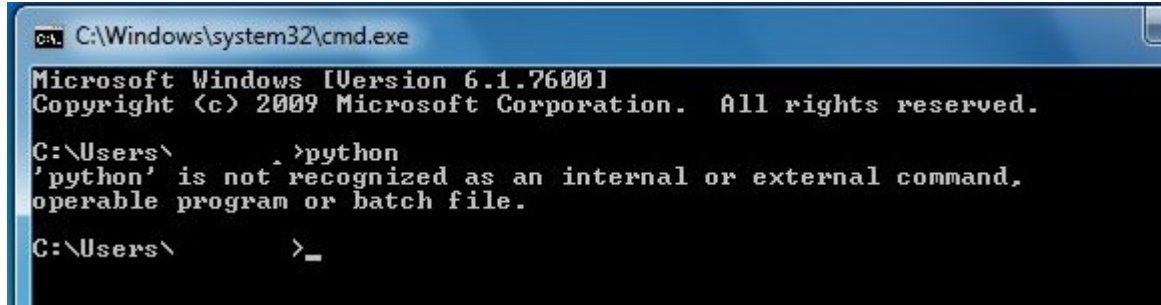
8) How do I report issues or bugs?

Answer: VC devs only offer support for the vanilla game (no cheats, tweaks or mods). So you can't report issues with this tool on their support forum.

Instead visit the tool thread and post about it there.

Troubleshooting

1) Python is not working

A screenshot of a Windows Command Prompt window. The title bar at the top reads "C:\Windows\system32\cmd.exe". The window content shows the following text: "Microsoft Windows [Version 6.1.7600] Copyright (c) 2009 Microsoft Corporation. All rights reserved. C:\Users\ >python 'python' is not recognized as an internal or external command, operable program or batch file. C:\Users\ >_".

```
C:\Windows\system32\cmd.exe
Microsoft Windows [Version 6.1.7600]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

C:\Users\ >python
'python' is not recognized as an internal or external command,
operable program or batch file.

C:\Users\ >_
```

You need to fix your system variable (Path). You probably skipped the step 2 on installation, as Python has a option to do that for you!

You can google for “Windows set Python path” or reinstall Python.

Troubleshooting

2) Something else

Visit the tool thread in the forum and post your questions there

<https://forums.taleworlds.com/index.php/topic,348186.0.html>

Make sure to add details on your issue. Screenshots, copy logs, etc.

Permissions

- This tool is under the same restrictions as the released modules from the devs.
- Personal use: you can use it, modify it, etc.
- Public/sharing: you are free to share the source and txt files on the forum.
- We do not ask for credit if you release a submod, but we will appreciate if you send us any new tweaks.

Credits

Base game: TaleWorlds

DLC: Brytenwalda Studios (<http://www.brytenwaldastudios.com>)

Tool creation: [@kalarhan](#)

Tool testing and feedback: [@kraggrim](#)

Tweaks: VC community