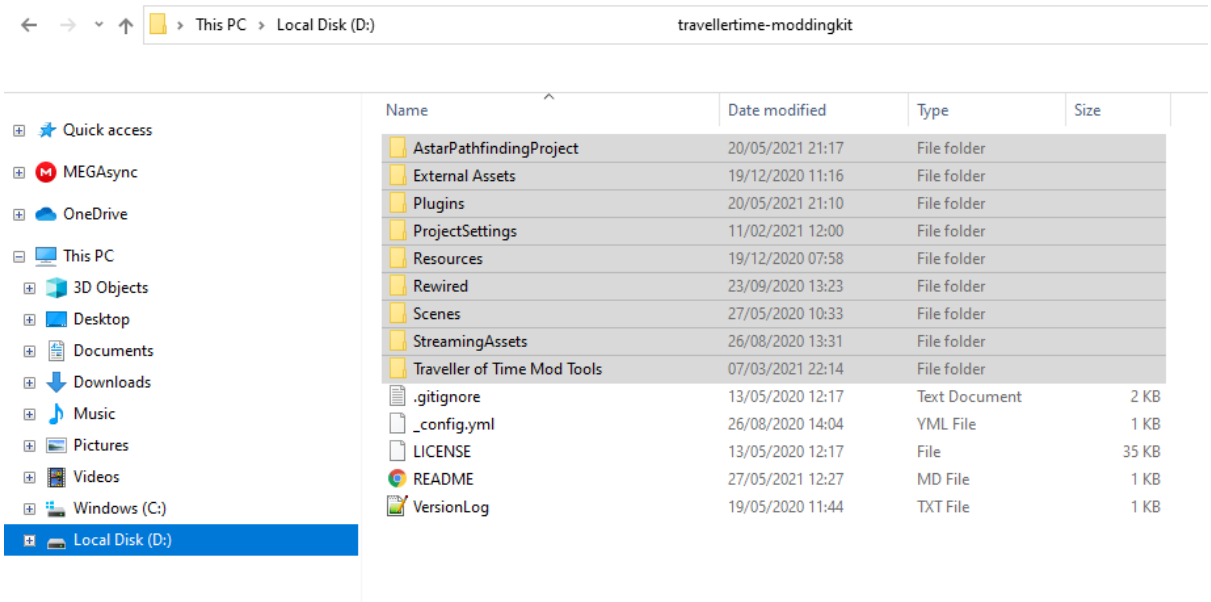
Installing The Modding Kit

1. Download the modding kit by clicking the 'Download zip': https://github.com/KingDragoness/travellertime-moddingkit
2. Navigate to where you download the zip then extract it.



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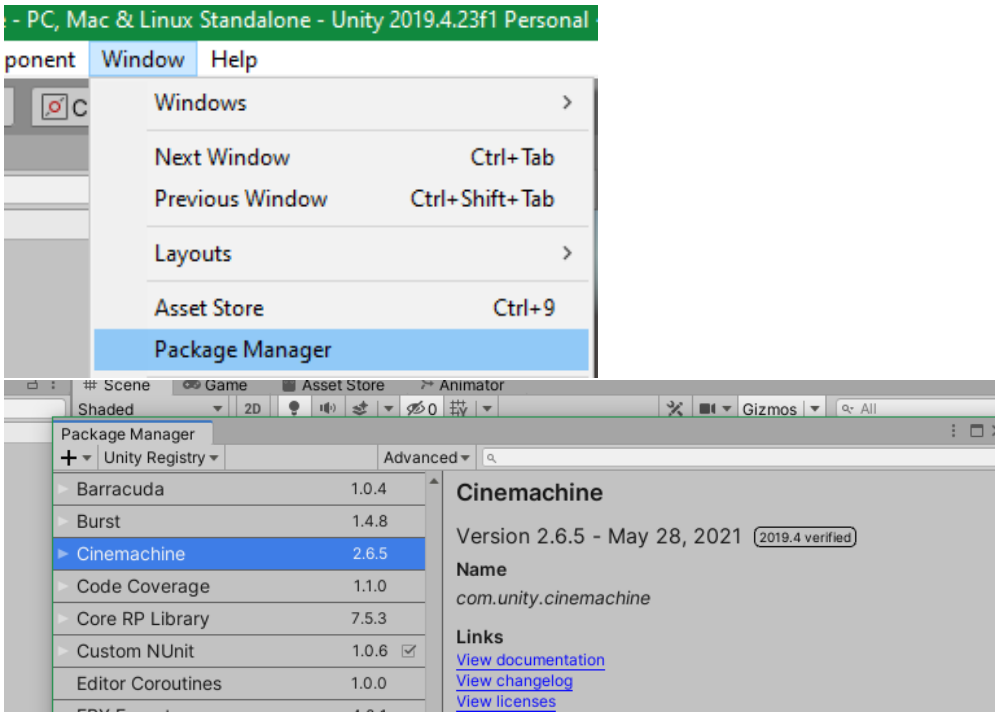
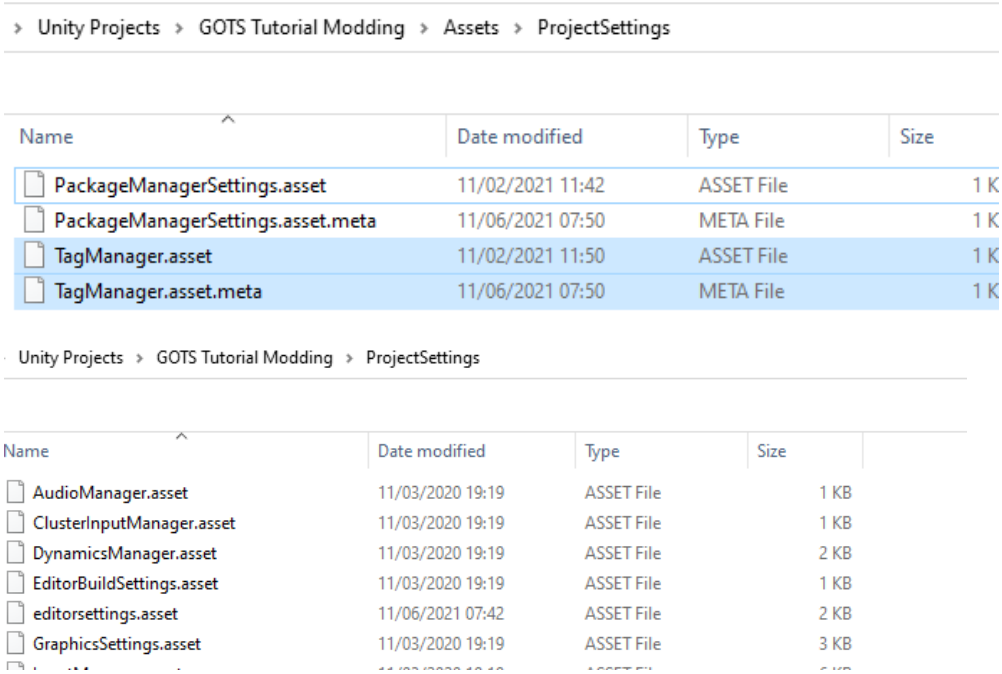
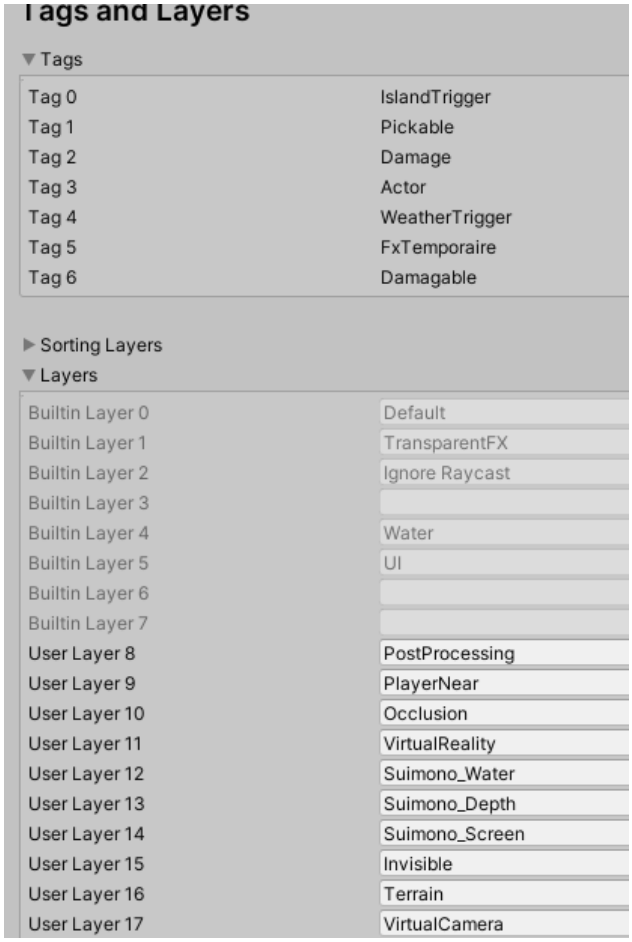
3. Create a new unity project and copy the files into your Unity project.



4. After copying, you need to install the following dependencies from Unity Package Manager or else you'll get an error message:
    a. Cinemachine
    b. Timeline



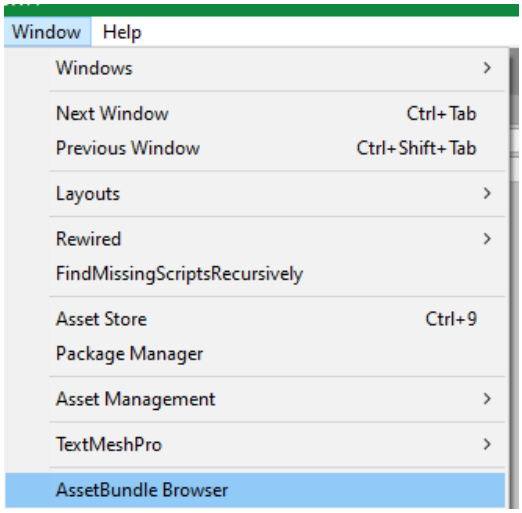
5. You need to copy the projectsettings from the *modding-kit/ProjectSettings* to your *[project name]/projectSettings* to update the tags and layers. Into like this:

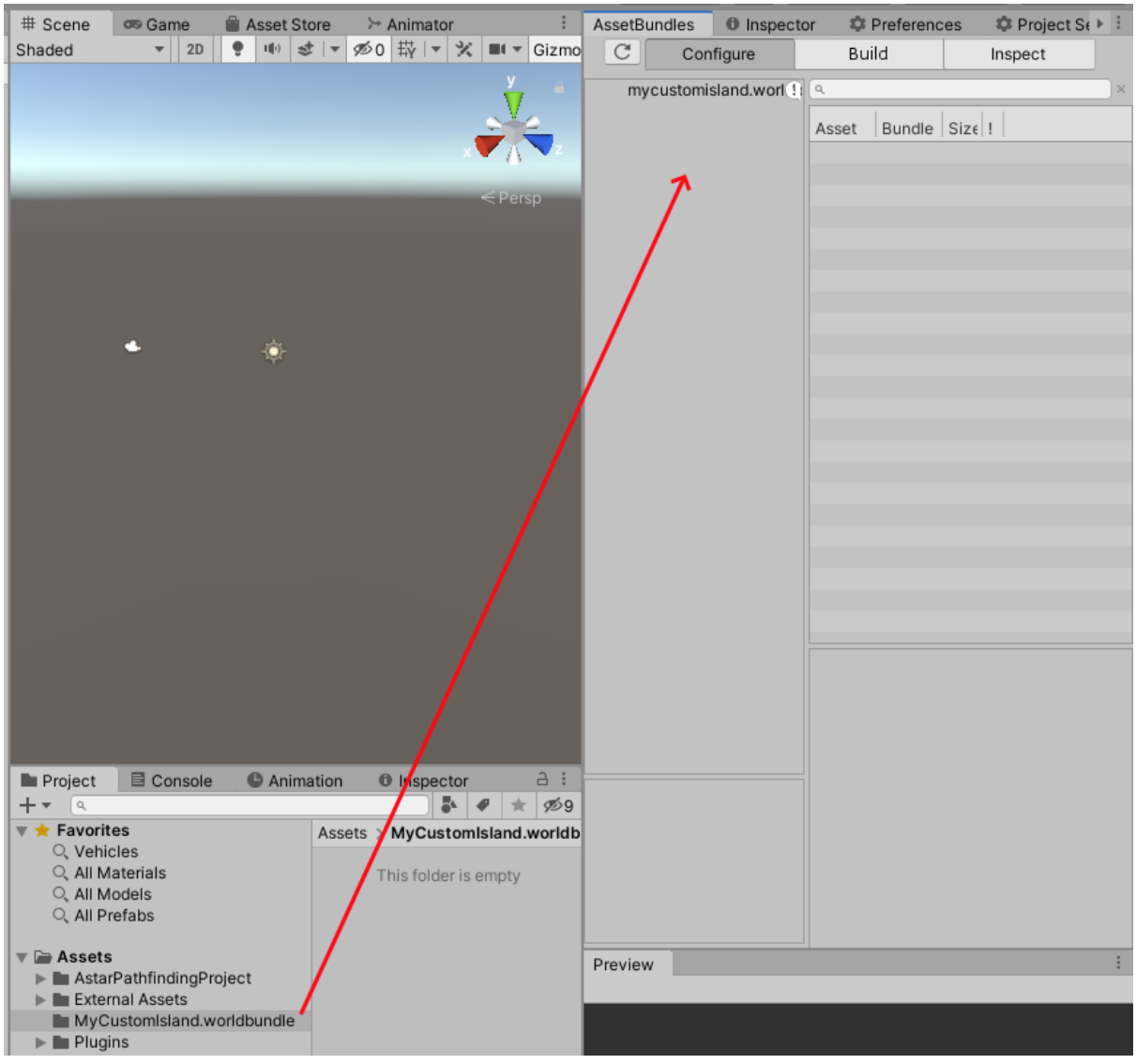


6. Done! You're ready to go to mod GOTS!

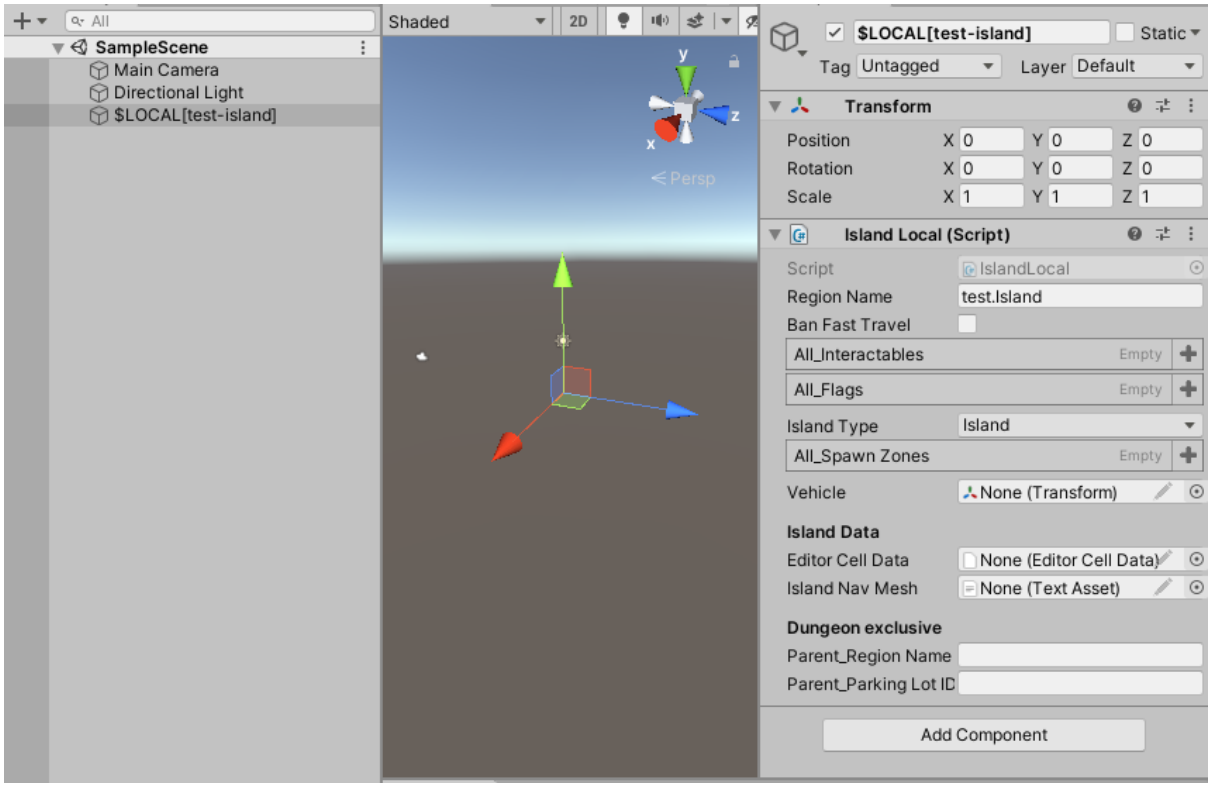
Making an island

1. Create new folder called “**myCustomIsland.worldbundle”**.

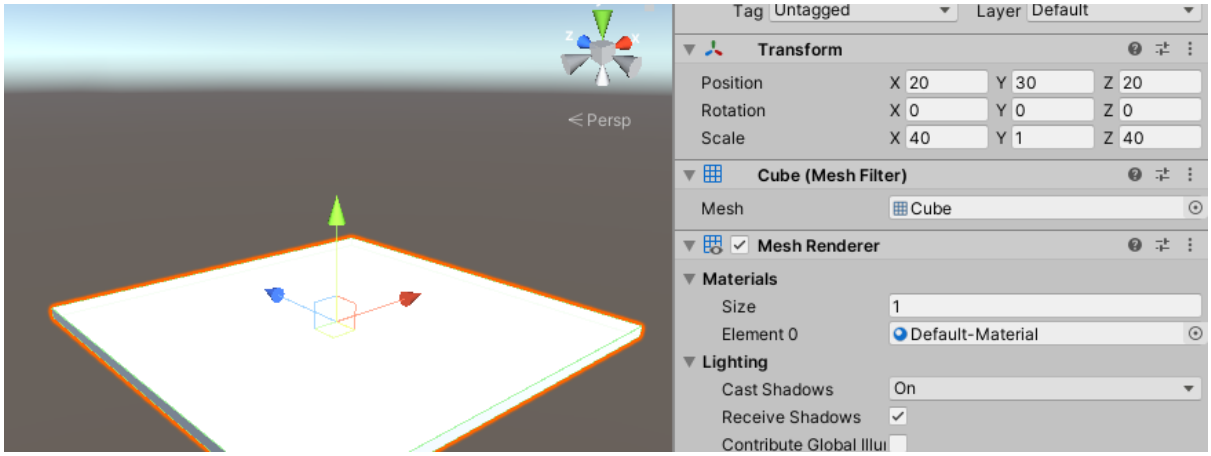




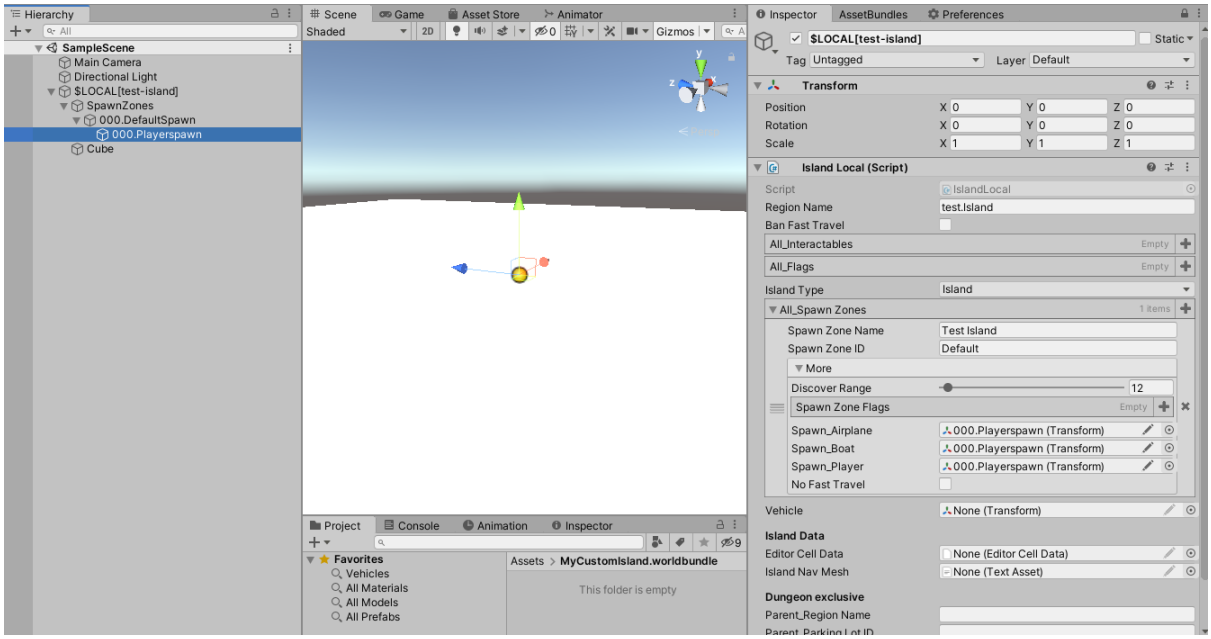
2. Open the AssetBundle Browser and drag the folder to the configure tab area.



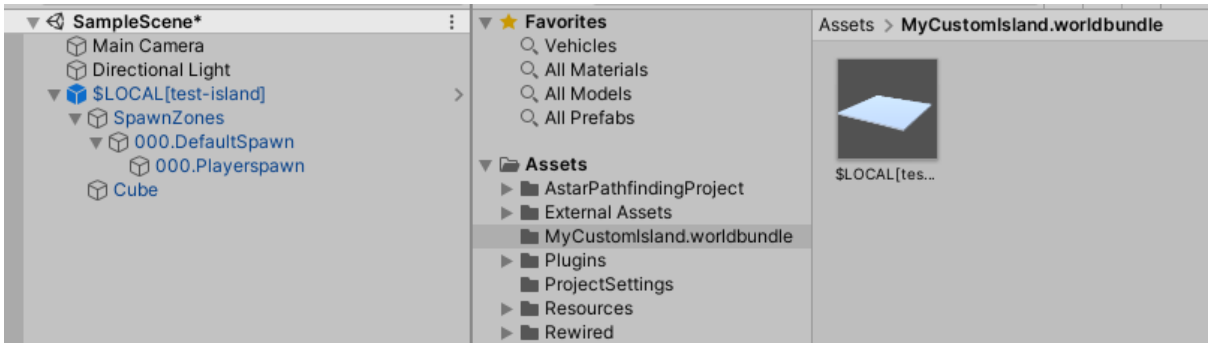
3. Create new gameobject of prefix "**$LOCAL**"[*anynamehere*] and IslandLocal component with the region name.



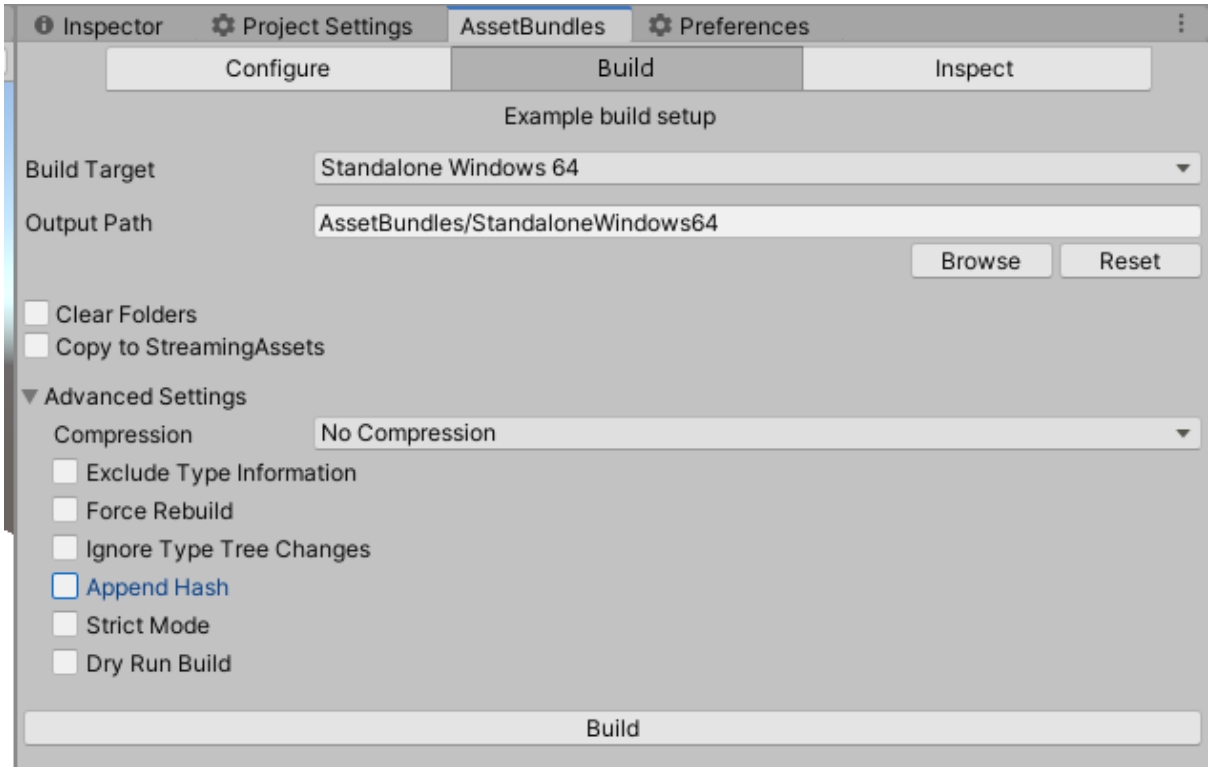
4. Create a cube with position of 20,30,20 and scale of 40,1,40



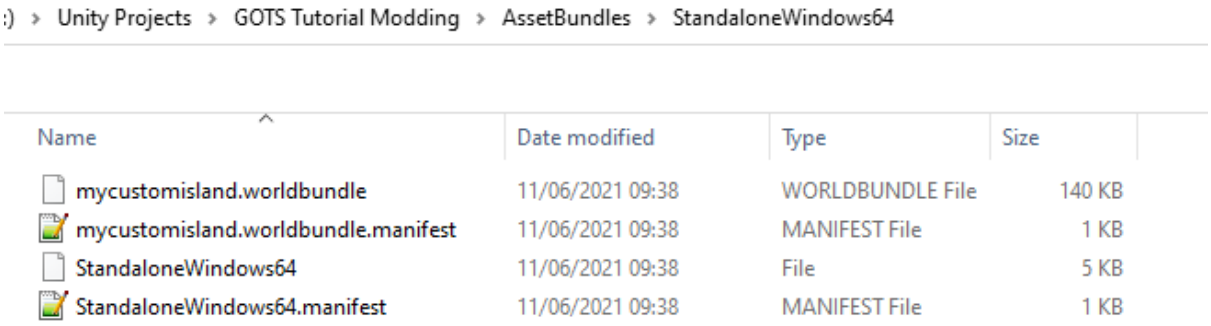
5. Set up a new SpawnZone by clicking the plus sign in the list. Set SpawnZone Name to "**Test Island**". New gameobject of **000.Playerspawn** (shown in the scene view with the yellow circle) and set the Spawn_airplane, Spawn_Boat and spawn_Player to **000.Playerspawn**.



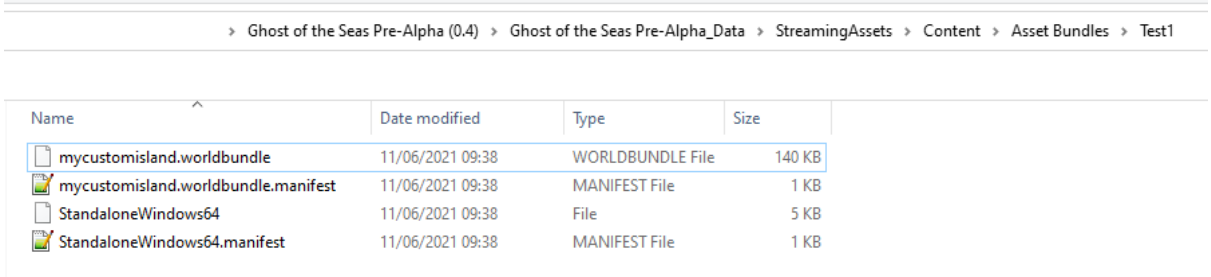
6. Drag the $LOCAL gameobject into the MyCustomIsland.worldbundle folder to create a new prefab and save changes.



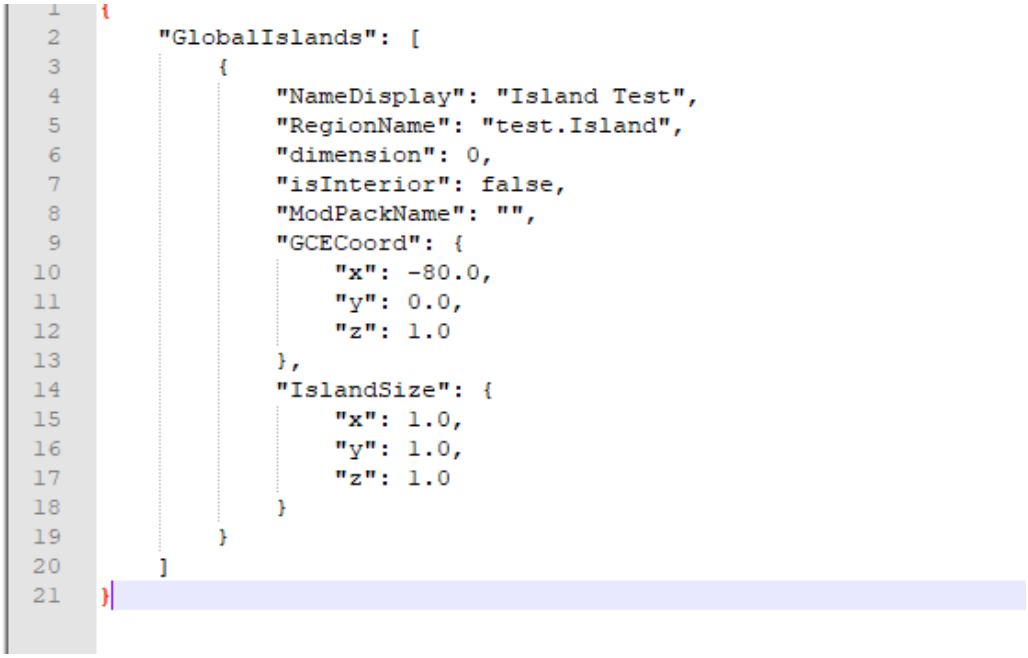
7. Go to the AssetBundles window, set buildTarget to Windows 64. Set the compression to "No Compression" and build the bundle.



8. Navigate to *[project name]/AssetBundles/StandaloneWindows64* to find your asset files.

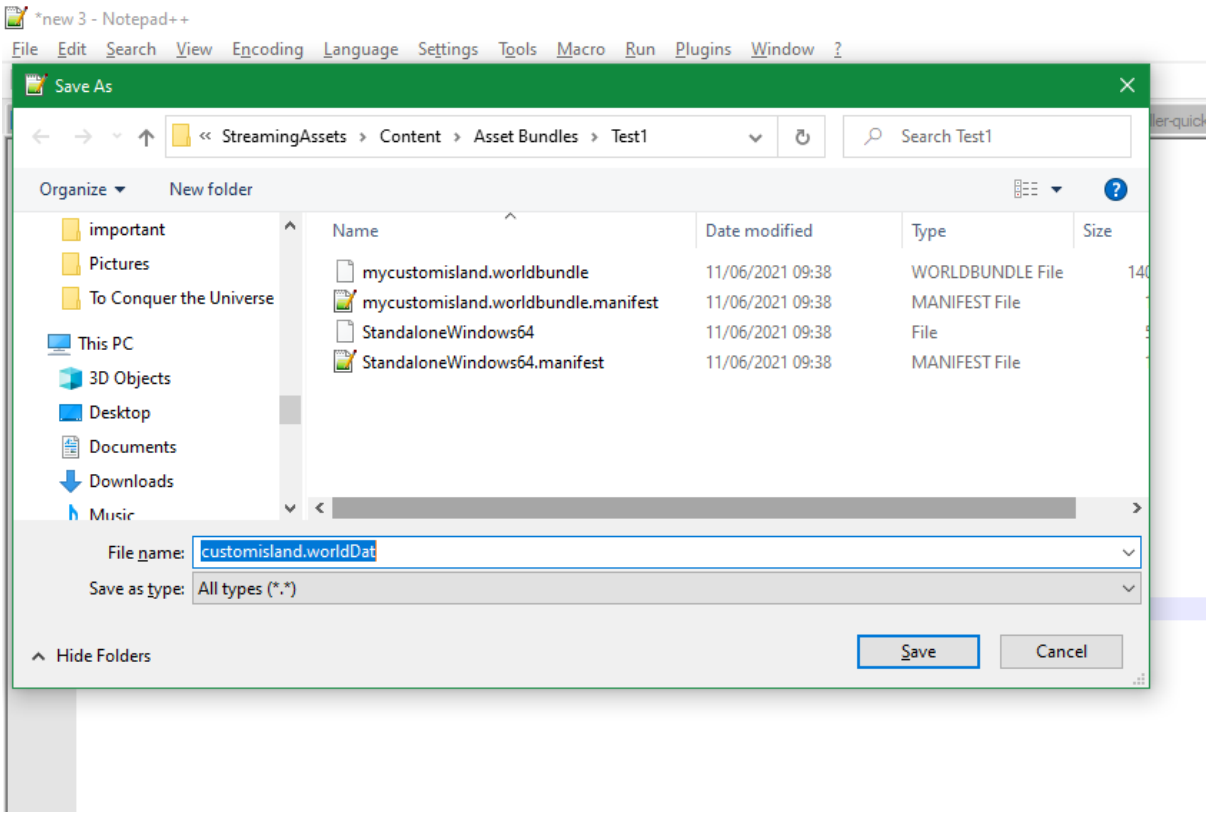


9. Navigate to your GOTS location and in AssetBundles folder, create new folder and paste the contents.
10. Now the island is playable however it'll cause issues with the overworld so we need to tell where the island should be positioned in the overworld.



```
{
    "GlobalIslands": [
        {
            "NameDisplay": "Island Test",
            "RegionName": "test.Island",
            "dimension": 0,
            "isInterior": false,
            "ModPackName": "",
            "GCECoord": {
                "x": -80.0,
                "y": 0.0,
                "z": 1.0
            },
            "IslandSize": {
                "x": 1.0,
                "y": 1.0,
                "z": 1.0
            }
        }
    ]
}
```

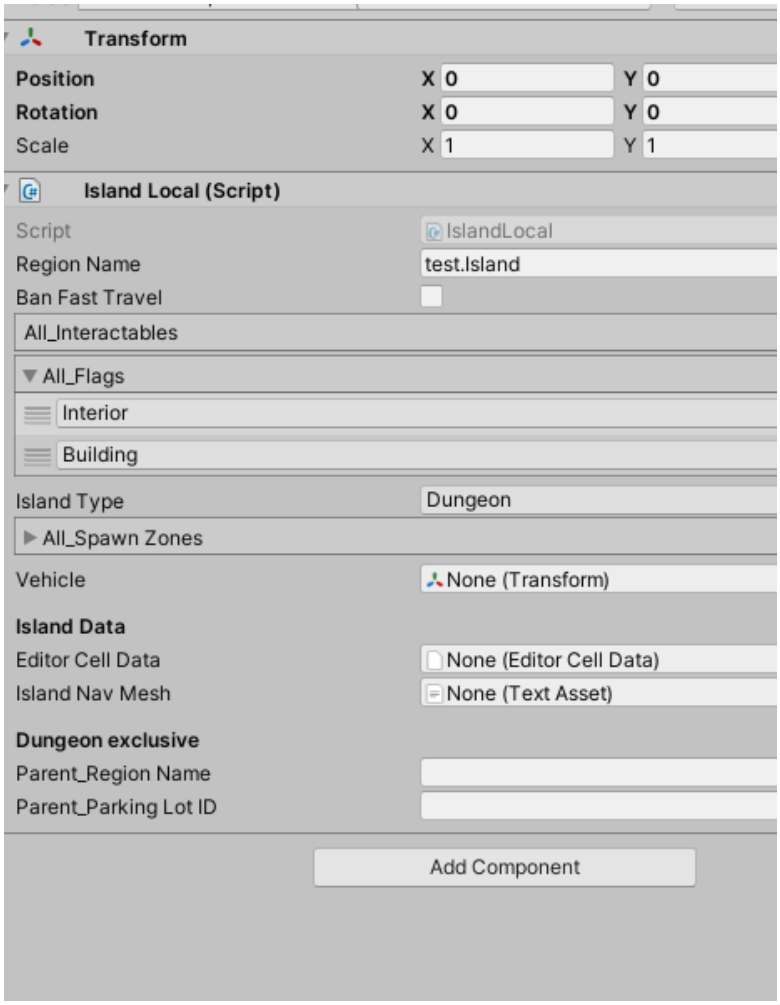
11. Go to a text editor and copy the following lines and the save file as “**customisland.worldDat**”.



12. Now the island should be ready to be played. Launch the game, open console (~) and enter console command "**goto test.Island**" and see the result!

13. Note that the island isn't fully functional yet, some features like **IslandExit** and **IslandGlobal** will be explained later in the future. For now we go back to our project and set the island to

dungeon by setting the following new parameters (Add flags of **Interior** and **Building**) and rebuild the project:



14. Done! You can add additional stuffs by incorporating 3d model assets into the $LOCAL prefab or other stuffs like animations, textures, any assets that Unity can handle in asset bundle.