







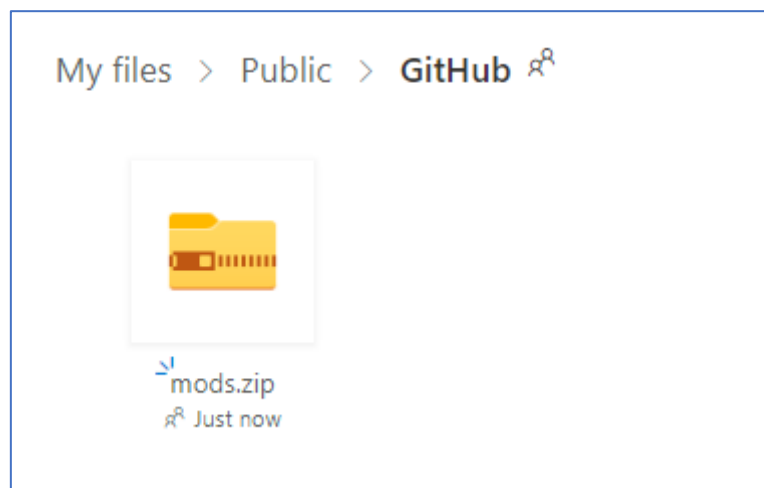


How to use:

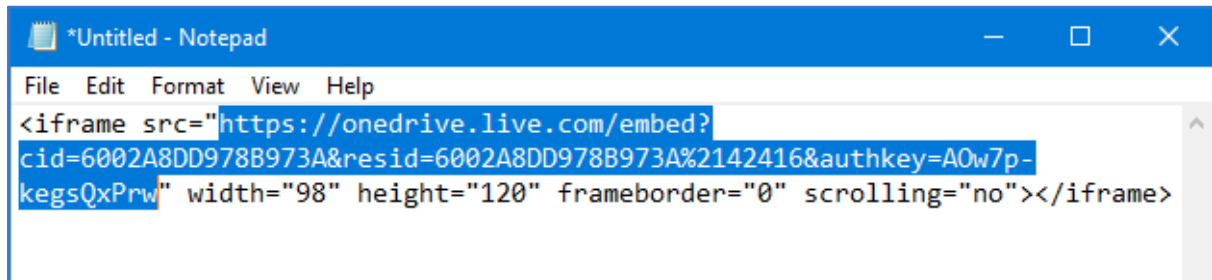
1. Create a zip file named 'mods.zip' of all of your mods from the root directory of Valheim:

	BepInEx	File folder
	doorstop_libs	File folder
	unstripped_corlib	File folder
	doorstop_config.ini	Configuration settings
	start_game_bepinex.sh	Shell Script
	start_server_bepinex.sh	Shell Script
	Test.txt	Text Document
	winhttp.dll	DLL File

2. Create a directory in Onedrive (in the webapp) and upload the zip file:

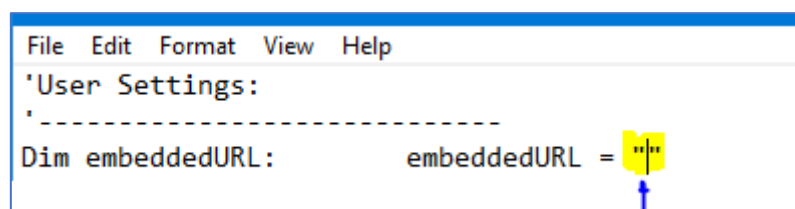


3. Right click on the zip file and choose 'embed', on the right hand side a pane should pop up, click the generate button. Copy the generated text into notepad and get the src field:



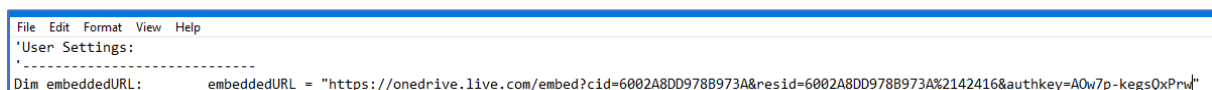
```
*Untitled - Notepad
File Edit Format View Help
<iframe src="https://onedrive.live.com/embed?cid=6002A8DD978B973A&resid=6002A8DD978B973A%2142416&authkey=A0w7p-kegsQxPrw" width="98" height="120" frameborder="0" scrolling="no"></iframe>
```

4. Edit the .vbs file, and place the generated url in the quotes for the line that sets the variable embeddedURL:



```
File Edit Format View Help
'User Settings:
'-----
Dim embeddedURL:          embeddedURL = ""
```

Becomes:



```
File Edit Format View Help
'User Settings:
'-----
Dim embeddedURL:          embeddedURL = "https://onedrive.live.com/embed?cid=6002A8DD978B973A&resid=6002A8DD978B973A%2142416&authkey=A0w7p-kegsQxPrw"
```

5. Save the .vbs file and distribute it to everyone playing on the server, to launch the game just execute the .vbs file (double click on it).