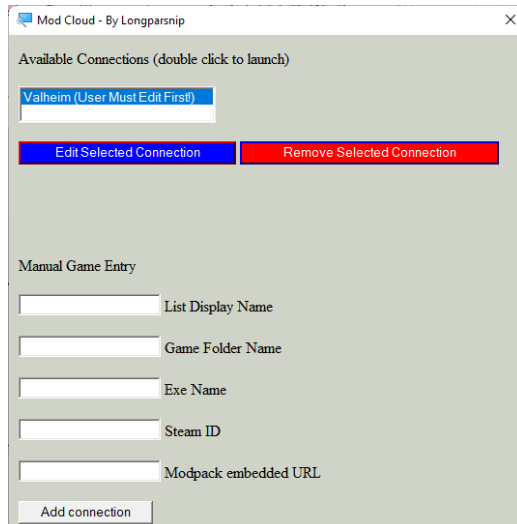


How to use:









1. When you launch the HTML application for the first time the only available connection will be filled out without a mudpack, you will need to edit this connection before using it.



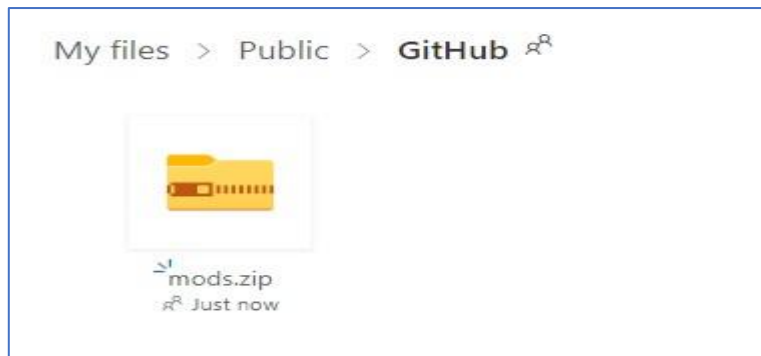
2. Press the edit button and the following fields will be available:
 - **List Display Name:** This is the name that will be show in the Available Connections List.
 - **Game Folder Name:** This is the name of the game folder for the game you are adding (in this case it is '**Valheim**')
 - **Exe Name:** This is the name of the game executable, in this case it is '**Valheim.exe**'
 - **Steam ID:** This is the SteamID of the game you are adding a connection for, in this case it is '**892970**'

- **Modpack embedded URL:** This is the embedded URL to your mudpack stored on Onedrive, the procedure for creating this is detailed below.

3. Create a zip file named 'mods.zip' of all of your mods from the root directory of your game (only include new files, don't include the game files or you will make the download unnecessarily large, although you could include them if you want to enforce a specific version):

	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

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



5. 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:



6. Now copy this URL to the Embedded URL field, and click the save button.

7. Each connection is saved directly to the HTML application file so once you have your connections setup all you have to do is distribute it to your clients.
8. To launch a connection simply double click it, if an update is available it will notify you that it is being downloaded and will launch the game once ready, please do not start this process more than once unless you get a script error. It will appear like nothing is happening but it is actually downloading and patching the game (there is no progress indicator sorry).
9. To update your mods simply put your updates in your zip file and upload and replace in onedrive.