Babbage Victoria 3 Modding Tool - User Manual

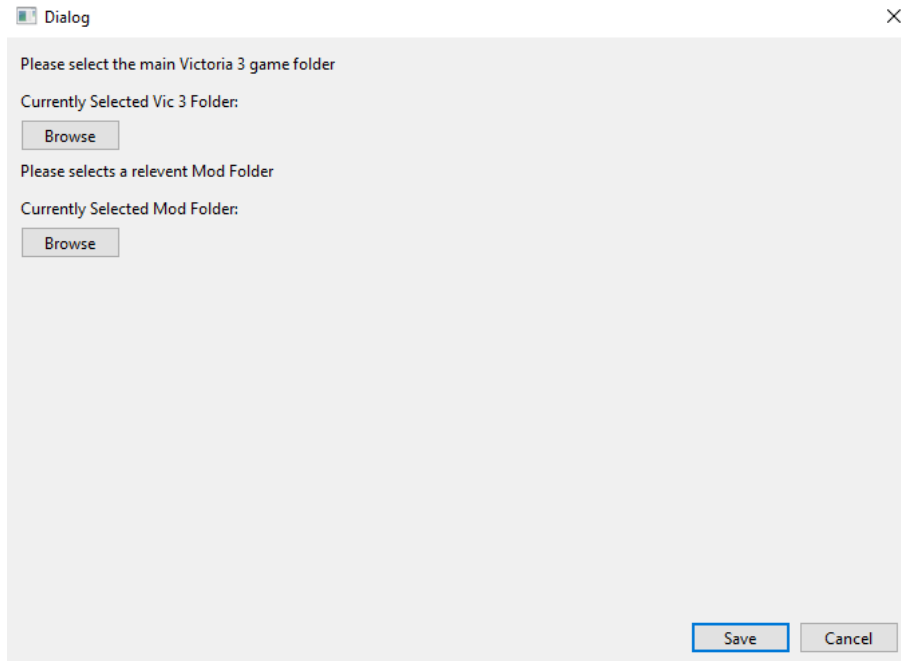Applicable for Version 1.0.0

Contents

Notice

This document has been created to help guide the reader in using the Babbage Modding tool for Victoria 3. This tool has been created to help streamline some of the more time-consuming aspects of the Victoria 3 modding experience.

The Tool is still in active development and some bugs might be encountered. To ensure that your mod data is not affected by any unforeseen bugs it is **<u>STRONGLY ADVISED</u>** that the tool is used on a separate branch of the mod, or that a backup is made of the mod files before use.
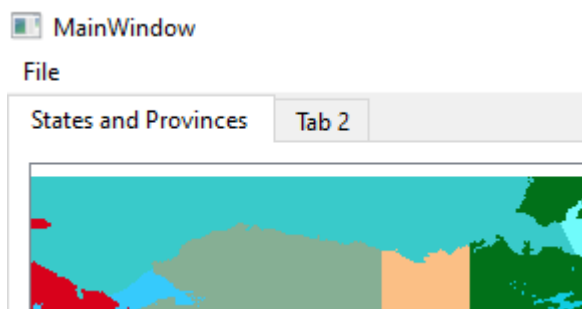
Guides:

Setup Tool to use Victoria 3 game and mod files:

On starting the tool for the first time, the following window will show. Select your Victoria 3 game folder and your base folder of your mod. Then click Save.

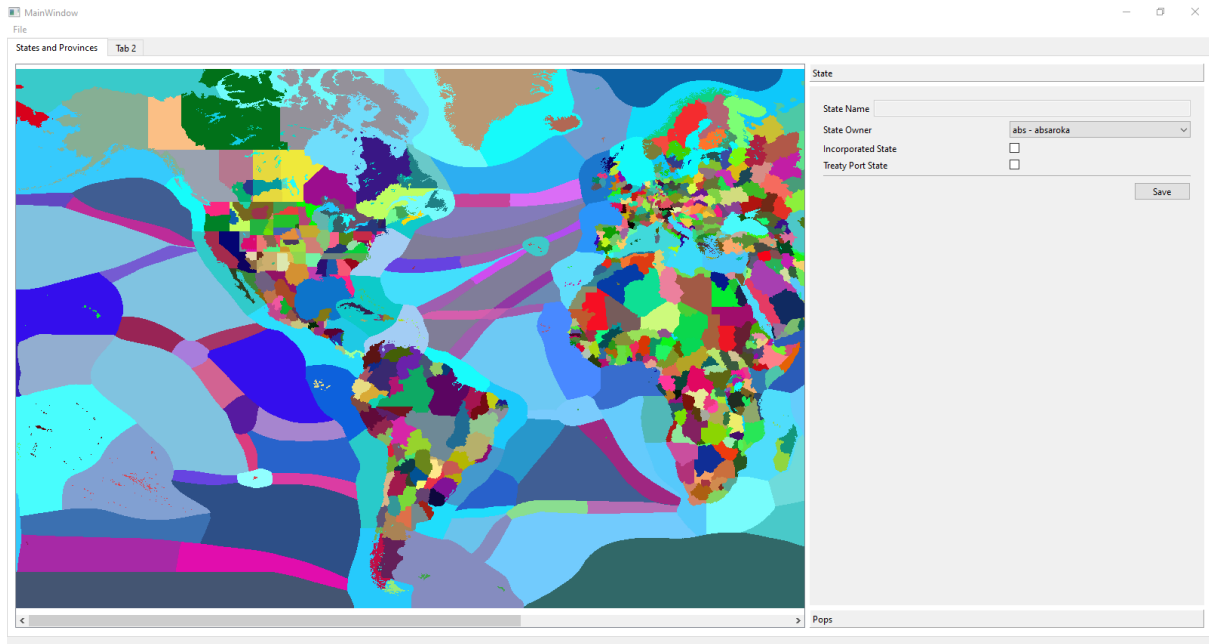## Change Victoria 3 game and mod files used after initial setup:

To change the game and mod folders being used after the initial setup, click on the file menu option and select the Change Mod/Game Directory option from the drop down. A window will open where the new folders can be selected and saved.

Select a state to edit:

To view the data of a state, click on any of the states on the map. The data will be displayed on the right of the map under the relevant collapsible section.

The map can be moved around in by holding the left mouse button and dragging the mouse, or by using the scroll bars. You can also zoom in or out of the map by using the mouse wheel.
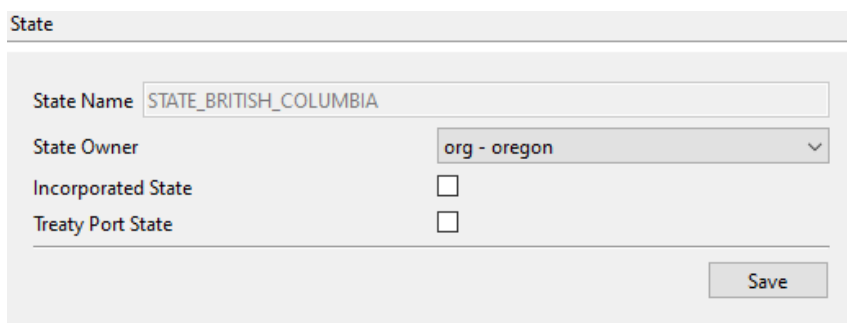

Change the State Type or which country owns it

To change the state type or the owner of the state, look under the state section on the right. There is a dropdown of all the available country tags. Select one from the dropdown to change the owner of the state.

Check any of the check boxes if you want to change the state type. The default state type if none are checked is an unincorporated state.

You can click the save button to save your changes, although the changes will automatically be saved if you select another state.

Change the Pop Data for the state

Under the Pops Section you can find the pops currently found in the selected state. To change any of the pop details select the relevant cell and make the required changes. To delete a pop entry simply click on the Delete button for that pop. To add a new Pop click the Add pop button.

The Toggle Percent button will replace the pop size column with a percentage column and it will also allow you to change the total pop count.

PLEASE NOTE: As of the current build, the pop size values might change by a small amount if the selected state and another state are repeatedly switched between. This is due to a error with the percentage values being rounded down. If you want to ensure that the pops size value is precise, please refrain from using the pop percentage column to generate the pop size. Also ensure that the pop sizes is correct before clicking the save button or selecting another state.

You can click the save button to save your changes, although the changes will automatically be saved if you select another state.

Export your changes to your mod folder

To export your changes, click on the File menu option and click the Export Files option from the list. A notification will show once your changes have been exported.