## Types.Json locations

C:\Program Files (x86)\Steam\SteamApps\common\Colony Survival\gamedata  
  
C:\Program Files (x86)\Steam\SteamApps\common\Colony Survival\gamedata\textures\materials\blocks  
  
C:\Program Files (x86)\Steam\SteamApps\common\Colony Survival\gamedata\localization\en-US

# Workflow

1. Get Game Locations
2. Generate locations of other folders
3. Get current game version
   * Will modify folder locations etc probably
4. Make backup of types.json files
5. Ask for user mod folder, containing –
   * Block textures
   * Correct entries for each type.json
6. Check that mod folder has no errors
7. Apply mod to game files.
8. Show complete message