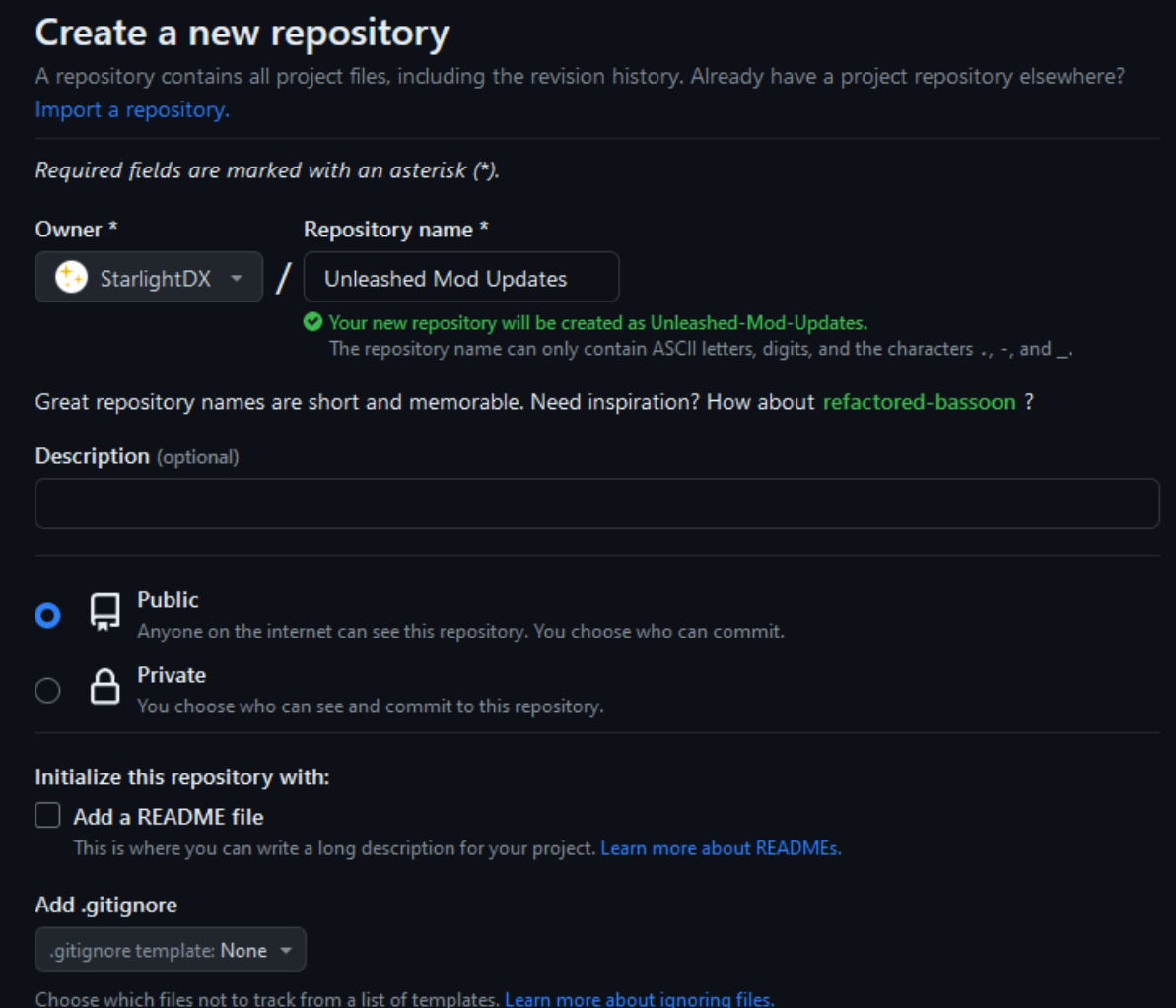


How to set up an update server for the Unleashed Mod Manager, & the 06 Mod Manager.

1. Create an account on GitHub (<https://github.com>) if you haven't already got one. Then create a new repo, you can name it whatever you want, here I am going to name mine: 'Unleashed Mod Updates'.



Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere? [Import a repository.](#)

Required fields are marked with an asterisk ().*

Owner * StarlightDX / Repository name * Unleashed Mod Updates

✓ Your new repository will be created as **Unleashed-Mod-Updates**.
The repository name can only contain ASCII letters, digits, and the characters `.`, `-`, and `_`.

Great repository names are short and memorable. Need inspiration? How about **refactored-bassoon** ?

Description (optional)

☒ **Public**
Anyone on the internet can see this repository. You choose who can commit.

☐ **Private**
You choose who can see and commit to this repository.

Initialize this repository with:

☐ **Add a README file**
This is where you can write a long description for your project. [Learn more about READMEs.](#)

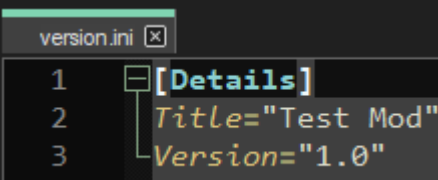
Add .gitignore

.gitignore template: None

Choose which files not to track from a list of templates. [Learn more about ignoring files.](#)

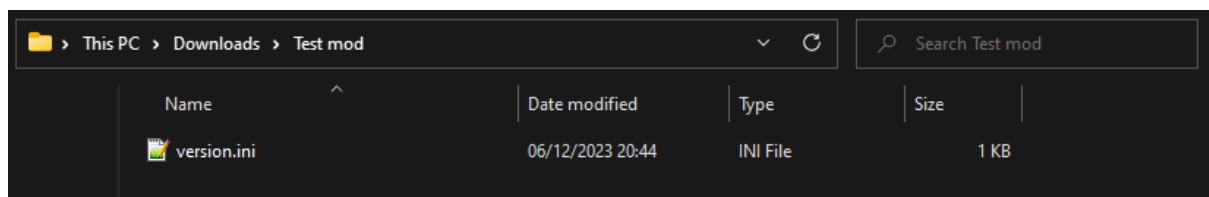
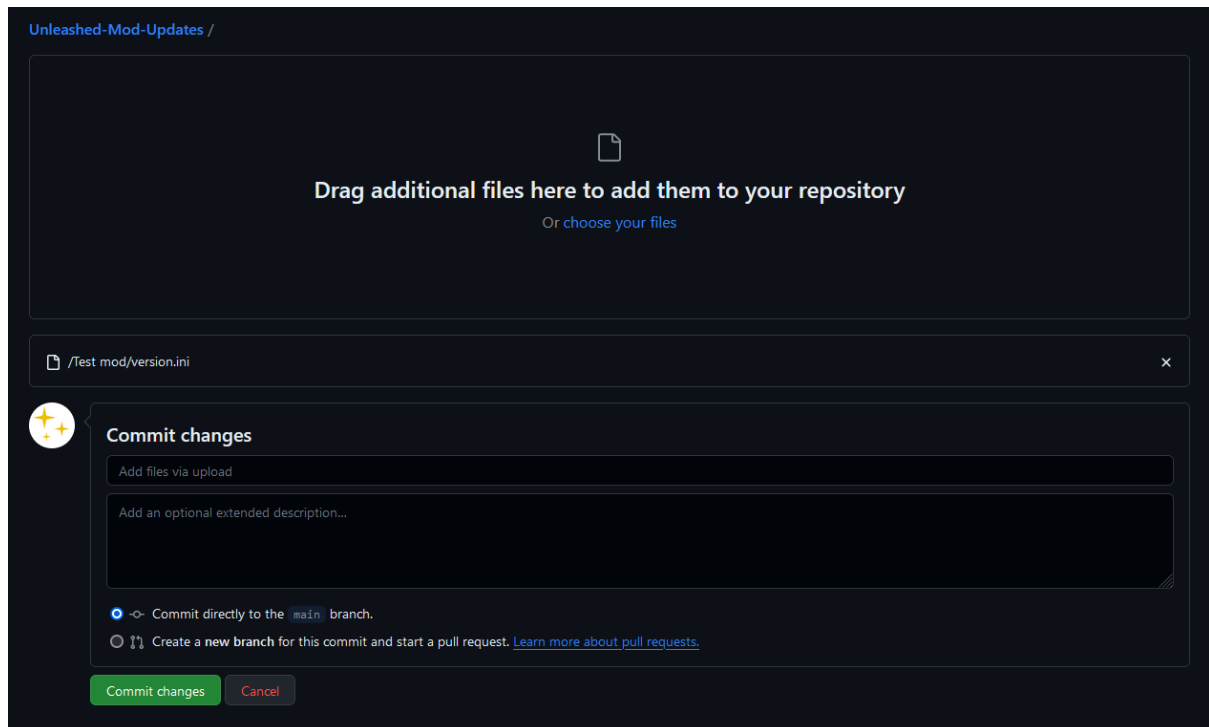
2. You will now be on this screen. Create a folder on your PC with the name of the mod you're setting up the update server for, then create a file called 'version.ini' inside this folder, the version.ini will control the version of the mod.

The version.ini should look like this (Your mod title should be different of course):

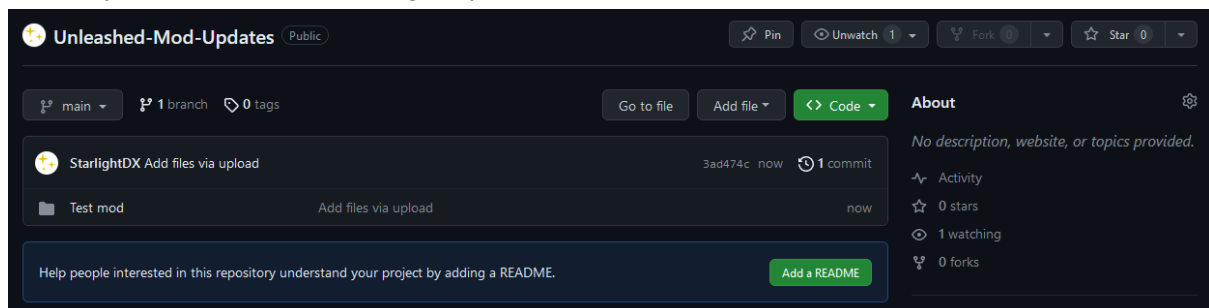


```
version.ini [X]
1  [Details]
2  Title="Test Mod"
3  Version="1.0"
```

Then select, 'upload an existing file' and drag your folder with your 'mod.ini' into where it says to drag files.

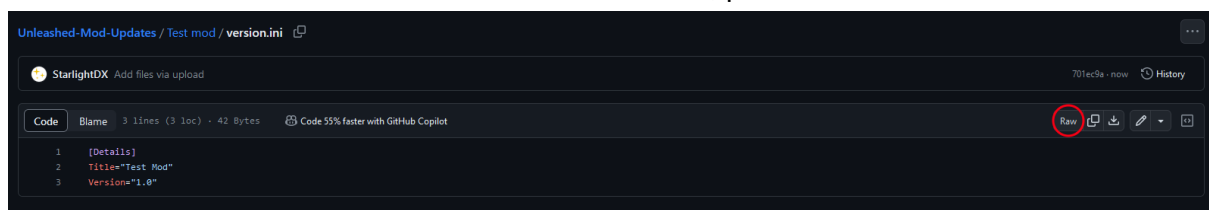


3. Now you press commit changes, you will now be on a screen that looks like this:

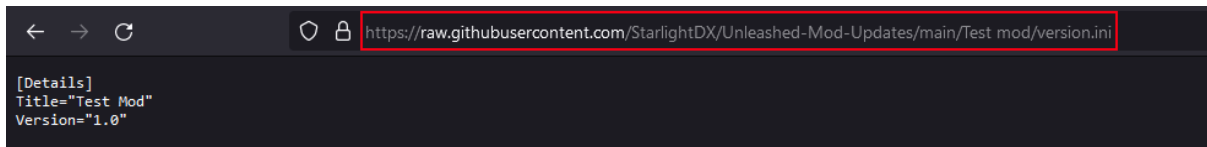


Enter your version of the 'Test mod' folder.

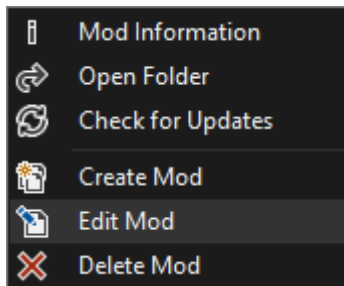
Press version.ini and then where I have outlined in red, press 'Raw'.



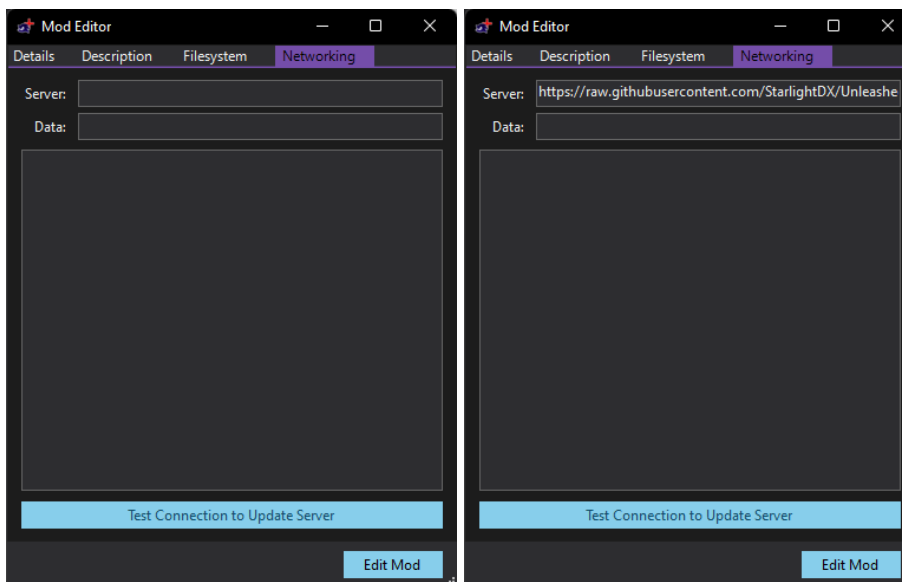
Now you will need to copy the link in your search bar, as seen below.



Open the Unleashed Mod Manager, right click on the mod you're adding an update server too, press 'Edit Mod'.

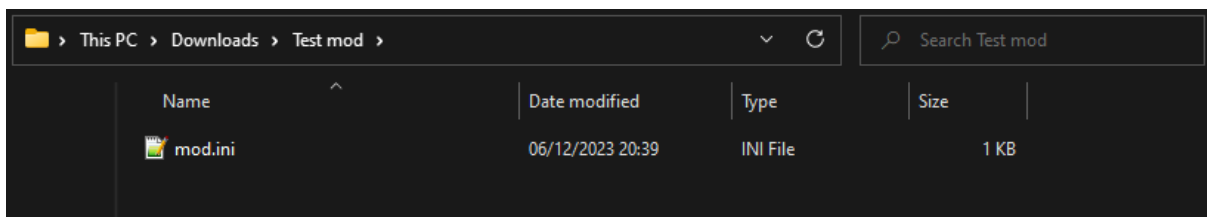


Go to the 'Networking' tab and then paste (ctrl + v) the link you copied from your browser earlier into the 'Server' box.



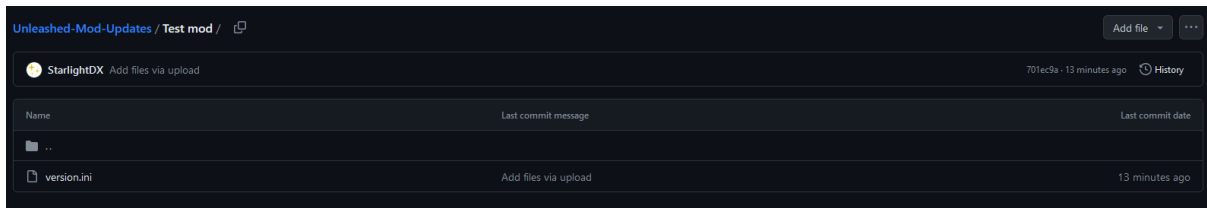
4. Now you will need to zip your data, i.e. the files you're updating the mod with.
Warning: GitHub only supports a maximum of 100mb for your zip file.

Create a folder that has the same name as your mod, this is where your updated files will go, example:

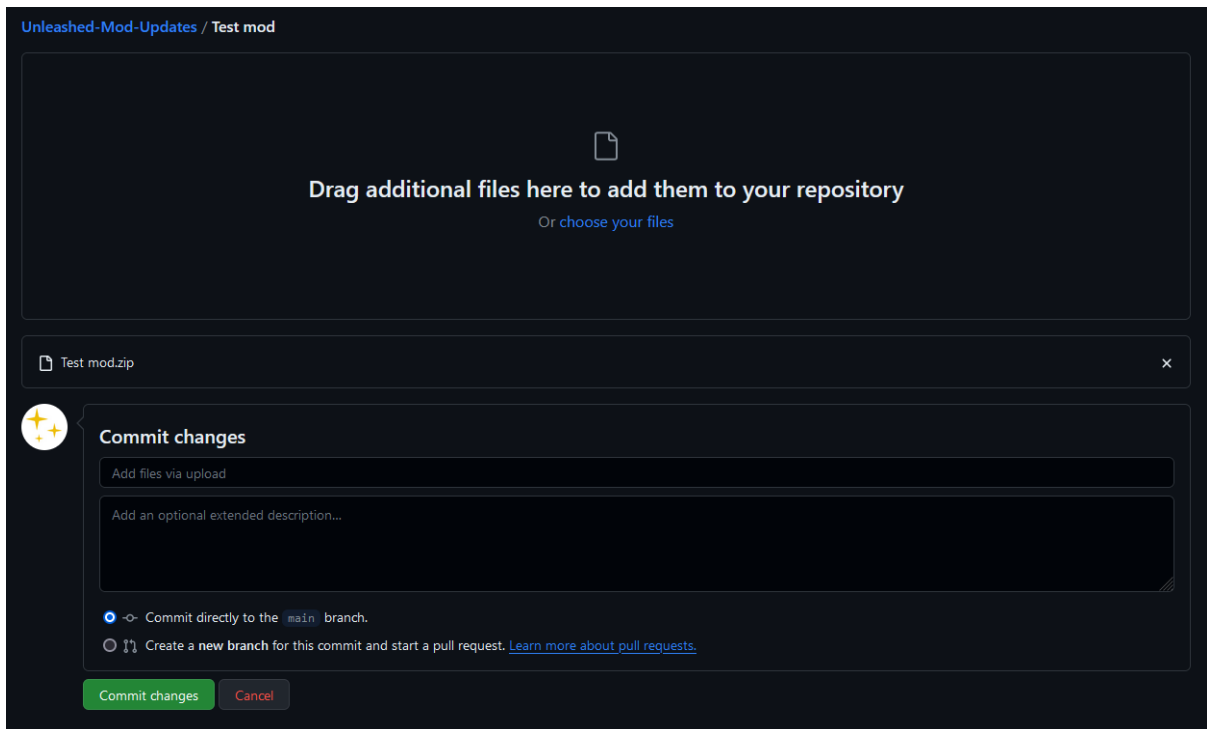


Right click this folder and zip it, you can do this using Windows default zip option, WinRar & 7zip, but the format needs to be .zip.

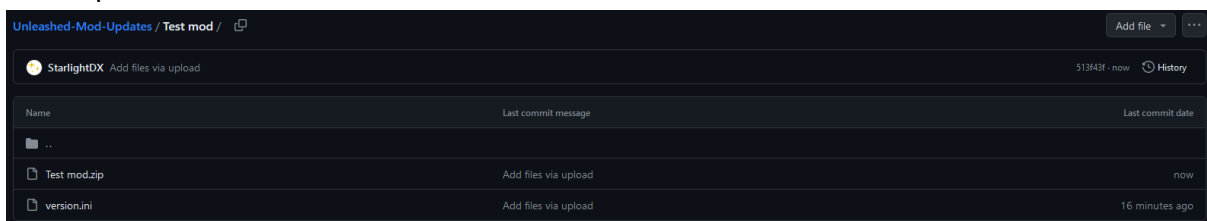
5. Go back to your mod repo on GitHub, it should look like this:



Drag your zip file into the repo, then press 'Commit Changes'.



Your repo should look like this now.



6. Now go to the Unleashed Mod Manager again and then the Networking tab.
Copy the text in the 'Server' bar, for me it is:

<https://raw.githubusercontent.com/StarlightDX/Unleashed-Mod-Updates/main/Test%20mod/version.ini>

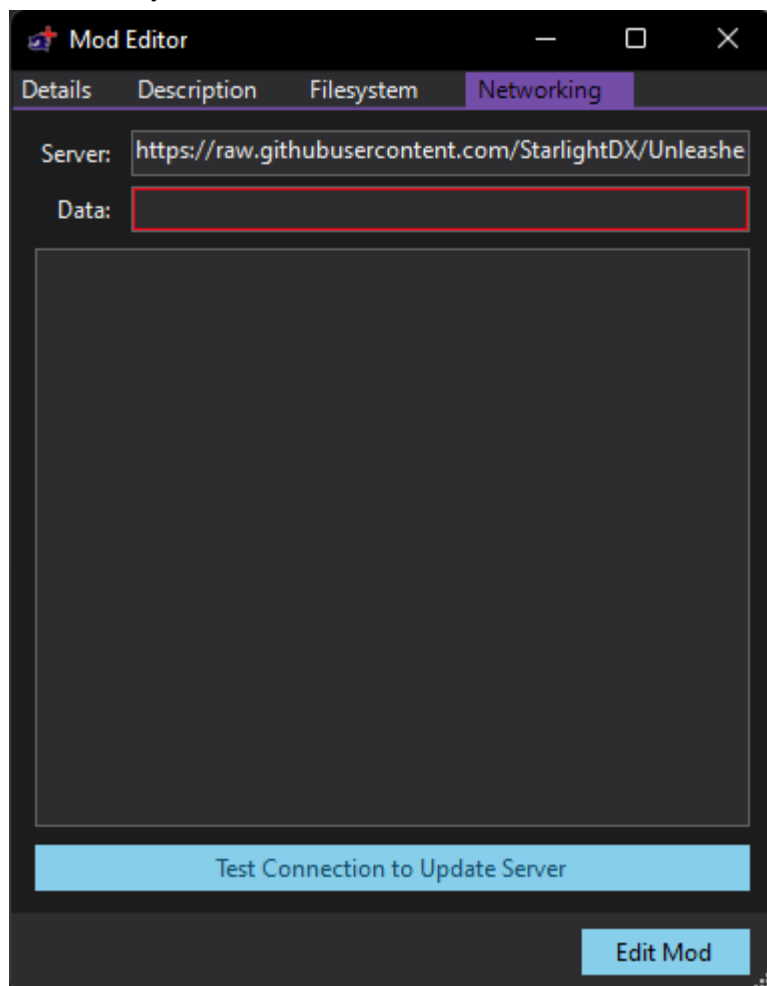
Now you will need to remove the 'version.ini' part from the text, like so:

<https://raw.githubusercontent.com/StarlightDX/Unleashed-Mod-Updates/main/Test%20mod/>

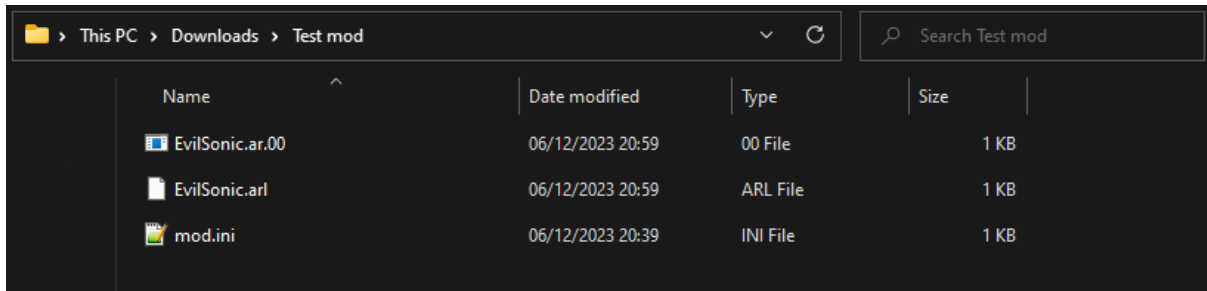
Then write in your zip file name at the end, spaces will need to be replaced with: %20
Like so:

<https://raw.githubusercontent.com/StarlightDX/Unleashed-Mod-Updates/main/Test%20mod/Test%20mod.zip>

Now copy this edited text and paste it into the 'Data' box, highlighted in red. Then press 'Edit Mod', nearly done.



7. Copy the 'mod.ini' from your mod and the files you wish to add to the update into the folder where your update files are, example:

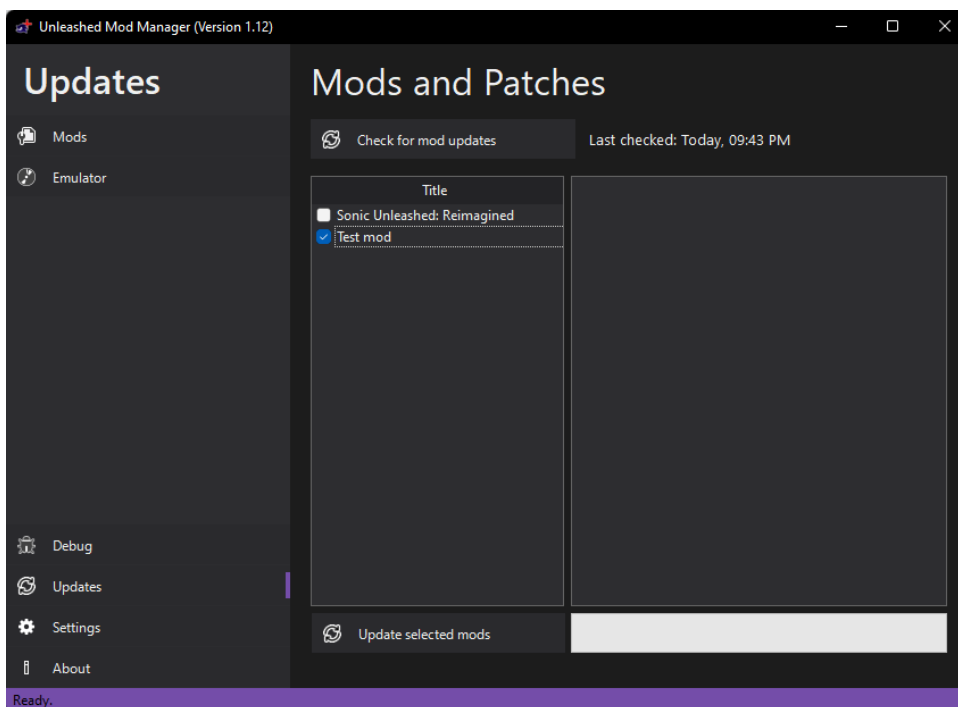


Now make sure your 'version.ini' and 'mod.ini' versions are the same version, if they aren't, the mod will update wrong.



Zip the folder with your updated files in and upload the zip and 'version.ini' to GitHub again, as seen in part 5 of this guide.

8. Now open the Unleashed Mod Manager and go to the 'Updates' tab.



Click, 'Check for mod updates', tick the mod(s) you wish to update then press 'Update selected mods'.

It may take a few minutes to appear but once it does, boom, you now have an update server!

You can view my GitHub example if you wish to learn from it here:

<https://github.com/StarlightDX/Unleashed-Mod-Updates/tree/main>

Guide by StarlightDX.

Unleashed Mod Manager by HyperBE32.