



The ModSwap Project

for: Farming Simulator
by Giants Software

by Yelibam at www.fs-uk.com

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ModSwap v0.5 beta Manual

Beta Release

ModSwap is still in the beta testing stage, and not yet ready for release. Notes for testers are written in **red**. Further changes and additions are anticipated. Also this manual will be updated and improved. Thank you for testing ModSwap.

About ModSwap

ModSwap is not an in-game mod. It is a program to assist in file management for the in-game mods that you already have. ModSwap is designed to work with Farming Simulator 2013. Because of the similar file structure it should also work with versions 2011 and 2009, but this has not yet been tested.

The primary function of ModSwap is to enable you to create several groups of in-game mods (**Mod Groups**), then switch between these groups easily, according to which map or style you wish to play. If you wish to test mods in a clean mods folder, or with different key mods such as Forestry, Soil Mod, or MR, then ModSwap will enable you to do this with ease.

ModSwap is an ongoing project. In the current version ModSwap consists primarily of two Windows Scripting files: **Builder** and **Switcher**. These are like the old style Windows Batch files, but have enhanced functions and commands. More features will be added in the future. ModSwap will not work with Mac computers, and will not work with Windows XP or earlier.

Installing ModSwap

ModSwap is designed to be easy to use, but it will require you to manually copy folders, and move files between folders. Please follow the basic instructions here to start using ModSwap.

Part 1 Preparation

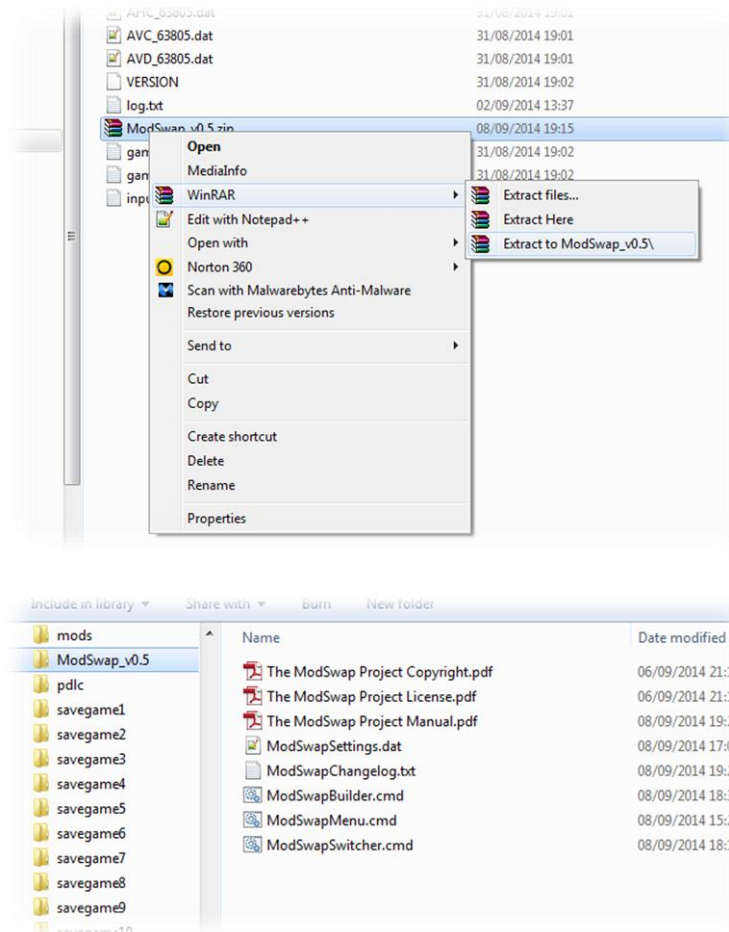
Firstly, please create a full backup copy of your entire **Game Folder**. This is the folder called 'FarmingSimulator2013' and resides within 'My Documents\My Games\'.

Secondly, make a sub-folder called 'My Mods Backup' and make a backup copy of your default Mods Folder in that new sub-folder.

If you already have additional mods folders please move them all into your sub-folder 'My Mods Backup', leaving just the default Mods Folder. Later you will be able to move the mods files into the new Mod Group folders.

Part 2 Installation

Place the ModSwap zip file in the Game Folder and extract all the files into the folder: ModSwap_vx.x . Select 'Extract to Folder', not 'Extract Here'. Then check that the files are not in a nested sub-folder.



You can now safely delete the ModSwap zip folder.

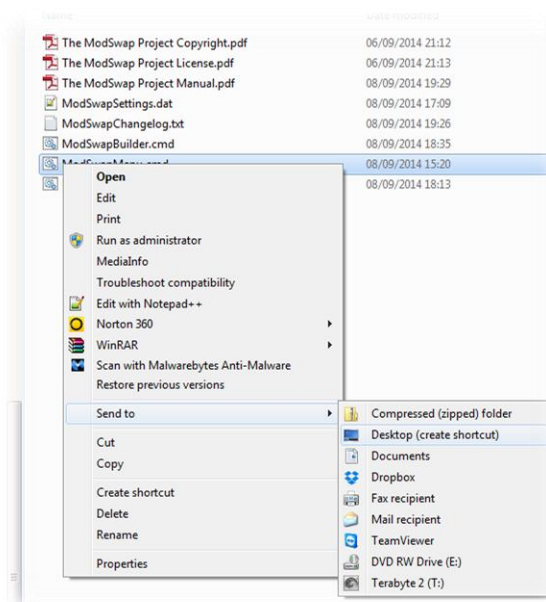
The three files ending in .cmd are the important files for ModSwap:

- ModSwap Menu is your starting point for launching all other files
- ModSwap Builder is used to define your Mod Groups and create the folders
- ModSwap Switcher is used for switching between the Mod Groups

If you wish you can create a shortcut to ModSwapMenu.cmd on your desktop, to make it even quicker and easier to switch your Mod Groups.

Right click on ModSwapMenu.cmd and select 'Send to' from the pop-up menu. Then click on 'Desktop (create shortcut)'.

Later, you may like to create a shortcut to ModSwap Switcher, as this is the most used part of ModSwap. It is possible to run it directly without going through the Menu.



Running ModSwap

You will normally start ModSwap by running the ModSwap Menu. On first use you must run ModSwap Menu as it sets up other files for use by ModSwap.

You can run ModSwap Menu either from the shortcut on your desktop, or directly from the .cmd file. Just double-click either one. The on-screen instructions should be self-explanatory.

```

C:\> ModSwapMenu.cmd - Shortcut

#####
#                                     #
#           The ModSwap Project       #
#                                     #
#   Copyright (c) 2014 Yelibam        #
#   www.fs-uk.com - yelimods@mail.com #
#                                     #
#   for Farming Simulator 2013       #
#           by Giants                #
#                                     #
#           version 0.5               #
#                                     #
#####

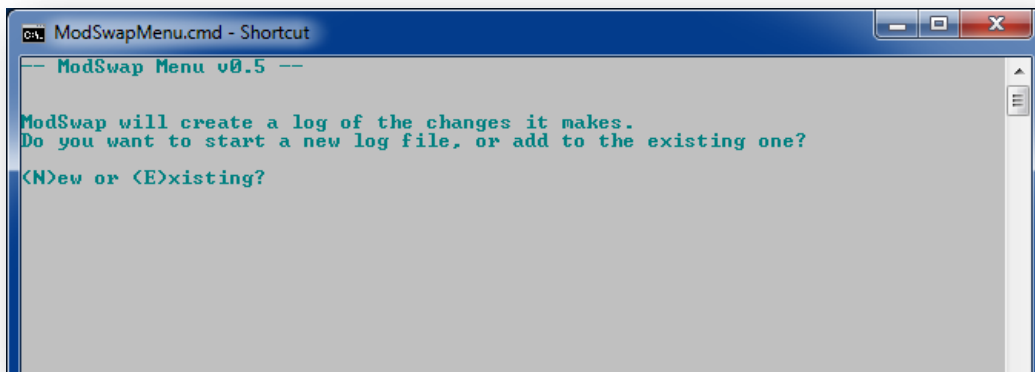
There are several elements to ModSwap, and this is the place to start.
ModSwap Builder will enable you to create up to 10 separate Mod Groups.
You can then use ModSwap Switcher to switch between them with ease.

Please read the accompanying help file before continuing.

Press any key to continue . . . -
  
```

On the first use Menu will create a Log File in the ModSwap folder: ModSwapLog.dat. This records all important activity by the program, and can be used to diagnose errors.

If a log file already exists, Menu will ask if you want to continue the same log file, or start a new one. From time to time you should start a new file so that it does not get too long. If you choose to delete the Log File then it is actually archived in the ModSwap folder. You can then manually delete these files later.

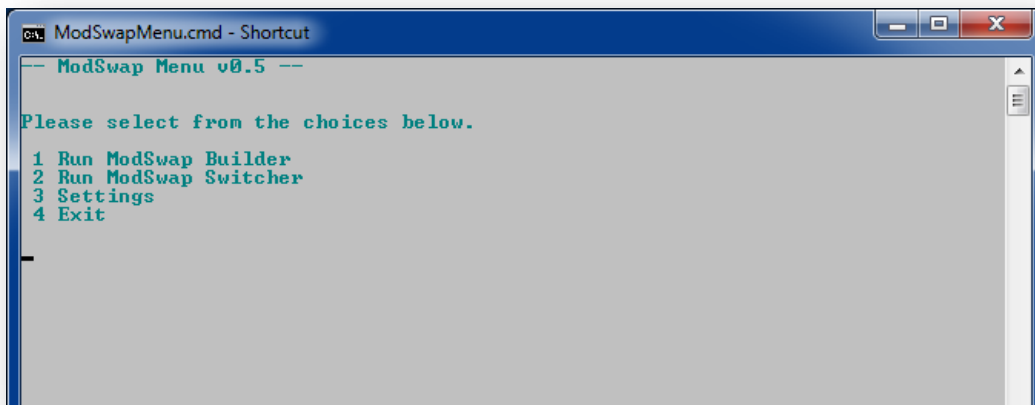


```
ModSwapMenu.cmd - Shortcut
-- ModSwap Menu v0.5 --

ModSwap will create a log of the changes it makes.
Do you want to start a new log file, or add to the existing one?
<N>ew or <E>xisting?
```

Once the Log File has been dealt with you come to the menu itself.

You can run ModSwap Builder or ModSwap Switcher from here, go to Settings, or exit ModSwap.



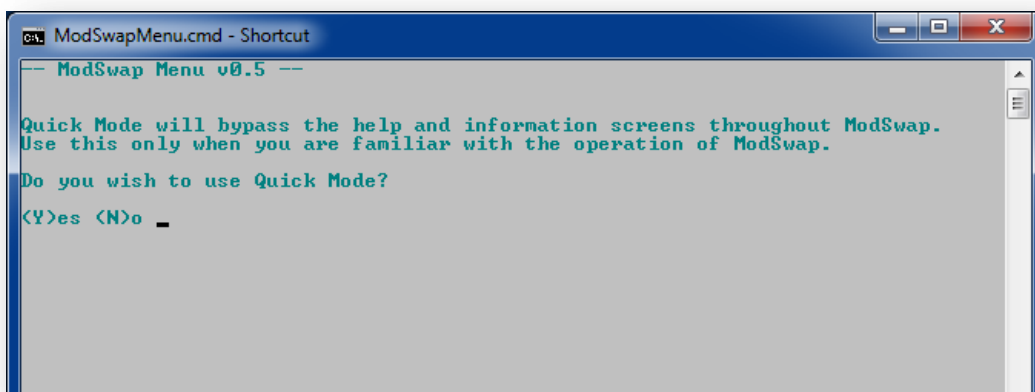
```
ModSwapMenu.cmd - Shortcut
-- ModSwap Menu v0.5 --

Please select from the choices below.
1 Run ModSwap Builder
2 Run ModSwap Switcher
3 Settings
4 Exit
-
```

There is currently only one setting: Quick Mode.

Switching on Quick Mode will bypass some of the help, information and choices screens throughout ModSwap, to allow you to navigate more quickly. However you should only use this once you are familiar with the operation of ModSwap.

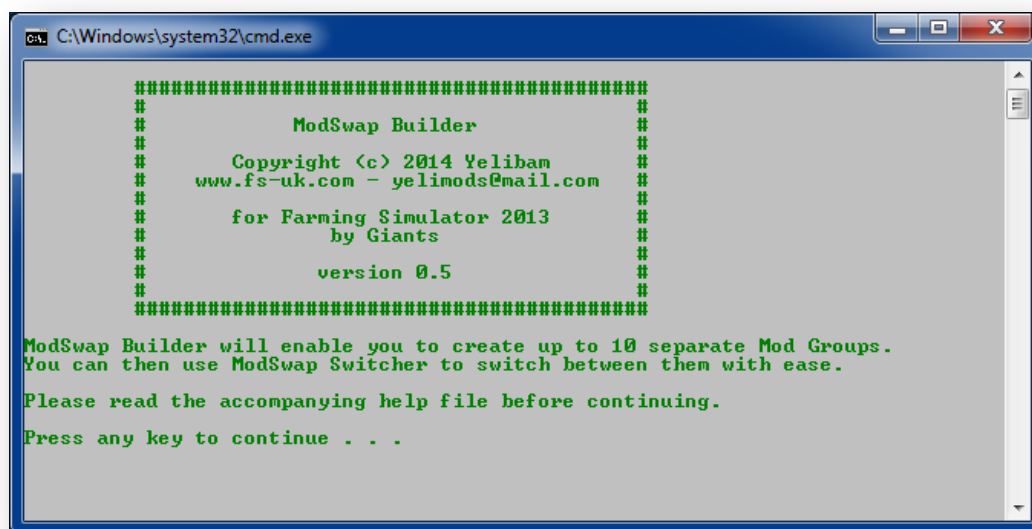
In addition, Quick Mode will automatically create a new Log File every time you run ModSwap Menu.



```
ModSwapMenu.cmd - Shortcut
-- ModSwap Menu v0.5 --

Quick Mode will bypass the help and information screens throughout ModSwap.
Use this only when you are familiar with the operation of ModSwap.
Do you wish to use Quick Mode?
<Y>es <N>o -
```

ModSwap Builder



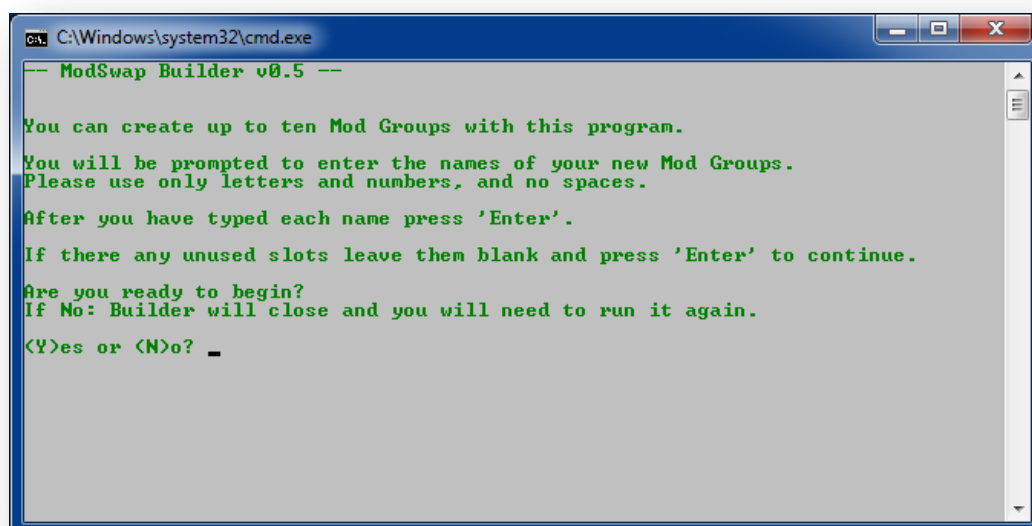
```
C:\Windows\system32\cmd.exe

#####
#                               #
#           ModSwap Builder     #
#                               #
#   Copyright (c) 2014 Yelibam  #
#   www.fs-uk.com - yelimods@mail.com #
#                               #
#   for Farming Simulator 2013  #
#   by Giants                   #
#                               #
#           version 0.5         #
#                               #
#####

ModSwap Builder will enable you to create up to 10 separate Mod Groups.
You can then use ModSwap Switcher to switch between them with ease.

Please read the accompanying help file before continuing.

Press any key to continue . . .
```



```
C:\Windows\system32\cmd.exe

-- ModSwap Builder v0.5 --

You can create up to ten Mod Groups with this program.
You will be prompted to enter the names of your new Mod Groups.
Please use only letters and numbers, and no spaces.
After you have typed each name press 'Enter'.
If there any unused slots leave them blank and press 'Enter' to continue.
Are you ready to begin?
If No: Builder will close and you will need to run it again.
<Y>es or <N>o? _
```

Before you continue, make sure you have decided on the names of your new Mod Groups. You could have one group for each farm map you play, or one group for each style of map, e.g. British, European, American. You could have a separate group for game-changing mods like MR, Forestry, Soil Mod, and it may be a good idea to have a Mod Group that is clear of mods, for testing. There is a maximum of 10 Mod Groups.

Here is my selection:

- British & Irish
- European
- Scandinavian
- American
- MR
- Cleared

```
C:\Windows\system32\cmd.exe
-- ModSwap Builder v0.5 --

Enter name of Mod Group 1: British Irish
Enter name of Mod Group 2: European
Enter name of Mod Group 3: Scandinavian
Enter name of Mod Group 4: American
Enter name of Mod Group 5: MR
Enter name of Mod Group 6: Cleard
Enter name of Mod Group 7:
Enter name of Mod Group 8:
Enter name of Mod Group 9:
Enter name of Mod Group 0:
```

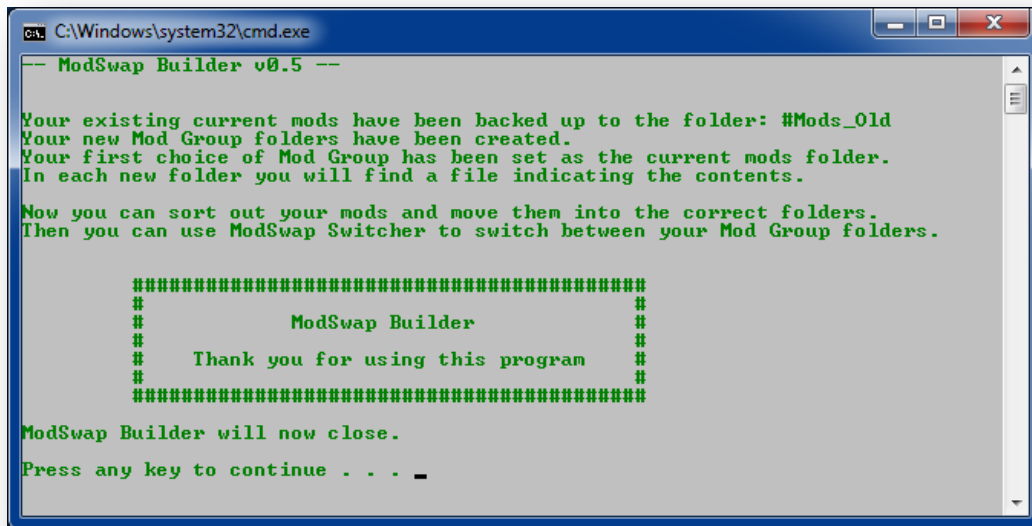
```
C:\Windows\system32\cmd.exe
-- ModSwap Builder v0.5 --

Your chosen Mod Groups are as follows:
BritishIrish
European
Scandinavian
American
MR
Cleard
unused
unused
unused
unused

Is this correct?
<Y>es or <N>o _
```

```
C:\Windows\system32\cmd.exe
-- ModSwap Builder v0.5 --

Your choices have been saved.
Now your new Mod Group folders will be created.
Press any key to continue . . . _
```



```
C:\Windows\system32\cmd.exe
-- ModSwap Builder v0.5 --

Your existing current mods have been backed up to the folder: #Mods_Old
Your new Mod Group folders have been created.
Your first choice of Mod Group has been set as the current mods folder.
In each new folder you will find a file indicating the contents.

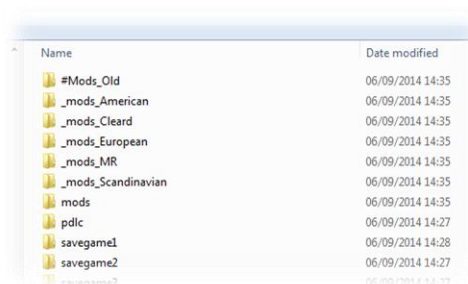
Now you can sort out your mods and move them into the correct folders.
Then you can use ModSwap Switcher to switch between your Mod Group folders.

#####
#
#           ModSwap Builder           #
#           Thank you for using this program       #
#                                           #
#####

ModSwap Builder will now close.
Press any key to continue . . . -
```

Your original default mods folder has been backed up to #Mods_Old. All your existing mods will be in here.

Note that my first choice of BritishIrish mods has been set as the default mods folder.



Be sure that you do not move, delete or rename these folders, or else ModSwap will not work.

Sorting out your Mods

Now you have the task of sorting out your existing mods into the appropriate Mod Group folder. I find that there are a number of mods that I want in several, or all, Mod Groups, e.g. the Kärcher Pressure Washer. There is no problem in having duplications across Mod Groups.

You can then freely add or remove mods from these folders over time.

ModSwap Switcher

This will be the most commonly used part of ModSwap as it is here that you can switch between your Mod Groups. Run the Menu and select ModSwap Switcher to start this part of the program. Later, when you are more familiar with ModSwap you can run Switcher directly, without going through the Menu. It is designed with this in mind. You may wish to create a shortcut to Switcher on your desktop to save having to go into your game folder each time.

When you run Switcher you will see the now familiar start screen. Notice that each part of ModSwap has a different text colour. This is to help you to identify where you are.

```
C:\Windows\system32\cmd.exe

#####
#                                     #
#           ModSwap Switcher         #
#                                     #
#   Copyright (c) 2014 Yelibam      #
#   www.fs-uk.com - yelimods@mail.com #
#                                     #
#   for Farming Simulator 2013     #
#       by Giants                  #
#                                     #
#           version 0.5             #
#                                     #
#####

ModSwap Switcher will enable you to switch between your Mod Group folders.
These Mod Group folders need to have been created by ModSwap Builder.

Please read the accompanying help file before continuing.

Press any key to continue . . .
```

Switcher will show you a list of the Mod Groups you created in Builder, and the Group you are currently using. You simply select the Group you wish to switch to.

```
C:\Windows\system32\cmd.exe

-- ModSwap Switcher v0.5 --

Your Mod Groups are as follows:

1 BritishIrish
2 European
3 Scandinavian
4 American
5 MR
6 Cleared

The current Mod Group is BritishIrish

Which Mod Group to use next:

<1> <2> <3> <4> <5> <6> <7> <8> <9> <0> _
```

```
C:\Windows\system32\cmd.exe

-- ModSwap Switcher v0.5 --

Your Mod Groups are as follows:

1 BritishIrish
2 European
3 Scandinavian
4 American
5 MR
6 Cleared

The current Mod Group is BritishIrish

Which Mod Group to use next:

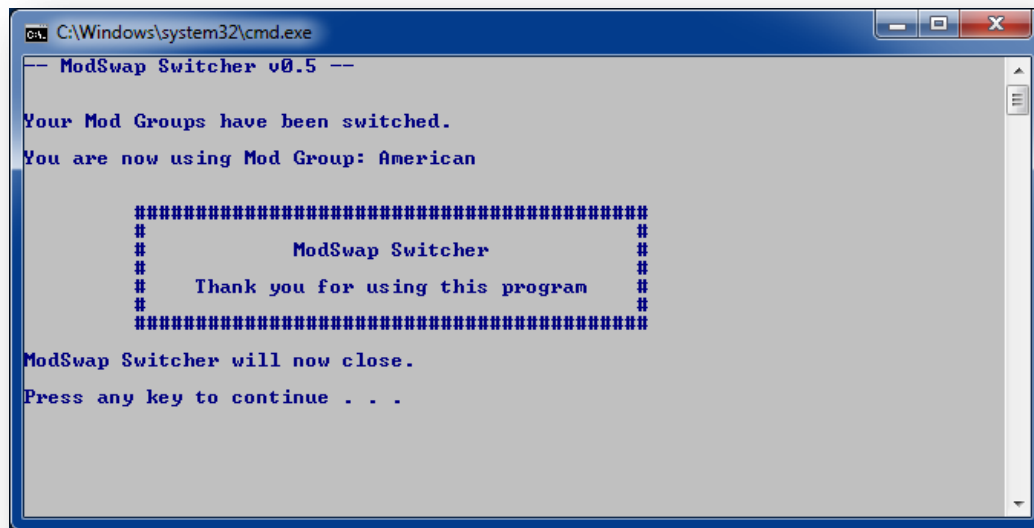
<1> <2> <3> <4> <5> <6> <7> <8> <9> <0> 4

The next Mod Group will be American

Is this correct?

<Y>es or <N>o
```


If you have made the wrong selection you can go back and select again. Once you have confirmed your selection, your Mod Groups will be switched, and the selected Group will become the current mods folder for the game.



```
C:\Windows\system32\cmd.exe
-- ModSwap Switcher v0.5 --

Your Mod Groups have been switched.
You are now using Mod Group: American

#####
#                               #
#           ModSwap Switcher    #
#   Thank you for using this program   #
#                               #
#####

ModSwap Switcher will now close.
Press any key to continue . . .
```

Validation and Error Checking

Throughout ModSwap a number of checks are made. This may be to check the data you have entered, or to check that the Mod Group folders have not been moved or renamed. It is essential that you do not move, rename or edit any of the files and folders created by ModSwap, as this will mean that it cannot operate. If ModSwap encounters an error with one of the files or folders it will close, with an explanation of the problem. If this happens you will need to move the Mod Group folders to another location, and run Builder again, to create new Mod Groups.

ModSwap Files and Folders

The three program files:

- ModSwapMenu.cmd
- ModSwapBuilder.cmd
- ModSwapSwitcher.cmd

Additional ModSwap files:

- ModSwapSettings.dat
- The ModSwap Project Manual.pdf
- The ModSwap Project Copyright.pdf
- The ModSwap Project License.pdf
- ModSwapReadMe.txt
- ModSwapChangelog.txt

Files that are created by ModSwap:

- ModSwapLog.dat
- ModSwapData.dat

All these files are contained within the folder: ModSwap_vx.x. This resides in your game folder, alongside the mods folder and savegame folders.

New folders created by ModSwap, depending on the choices you make in the program:

- #Mods_Old
- _mods_American
- _mods_Cleared
- _mods_European
- _mods_MR
- _mods_Scandinavian
- mods

Within each mod Group folder a simple 'nametag' file is created, to indicate the contents of that folder, in case the folders get mixed up in future operations.

Thank You

... for downloading and using ModSwap, I hope that you will find it useful. It started as a private project, and developed into what it is now, in order to share it with others.

ModSwap is hosted on www.fs-uk.com, and must not be uploaded to any other site. You may mention ModSwap, but you must provide a link to the files on www.fs-uk.com.

If you have any questions about ModSwap please use the Support Topic in the forum at www.fs-uk.com. I will not be answering questions directly by email.

ModSwap will continue to be developed; there will be errors to fix; and further features are planned. If you have any ideas and suggestions, please let me know through the Support Topic.

Yelibam

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