

# UIModManager - Guide for modders

## Vol. 2 – Mastering \Localization files

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# 1. INTRODUCTION

This part assumes you have read Vol. 1 “Mastering Config”. So you should be familiar with terms like ModName or VarName and what these refer to.

There are 2 main files you are interested in:

```
DefaultModsProfile.ini  
XComModShell.INT (and optionally it's siblings: .RUS, .ESN, .ITA, .POL etc.)
```

Here are the default paths for them:

```
[PathToXEWfolder]\XComGame\Config\DefaultModsProfile.ini  
[PathToXEWfolder]\XComGame\Localization\XComModShell.INT
```

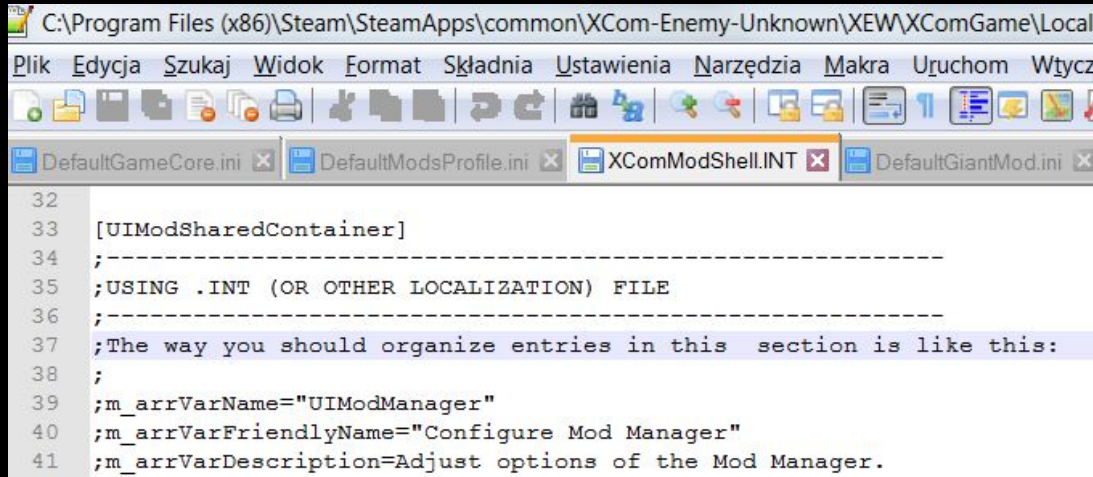
Inside DefaultModsProfile.ini you can find examples of lines that build widgets in Mods Menu. How these work is explained in Vol. 1 “Mastering Config”.

This part of the guide explains how to make Mod Menu provide more info and expose it for localization using XComModShell.INT

## 2. TYPES OF LINES IN XComModShell.INT

### 2.1. m\_arrVarName, m\_arrVarFriendlyName, m\_arrVarDescription

Find the section in XComModShell.INT titled [UIModSharedContainer]



```
32
33 [UIModSharedContainer]
34 ;-----
35 ;USING .INT (OR OTHER LOCALIZATION) FILE
36 ;-----
37 ;The way you should organize entries in this section is like this:
38 ;
39 ;m_arrVarName="UIModManager"
40 ;m_arrVarFriendlyName="Configure Mod Manager"
41 ;m_arrVarDescription=Adjust options of the Mod Manager.
```

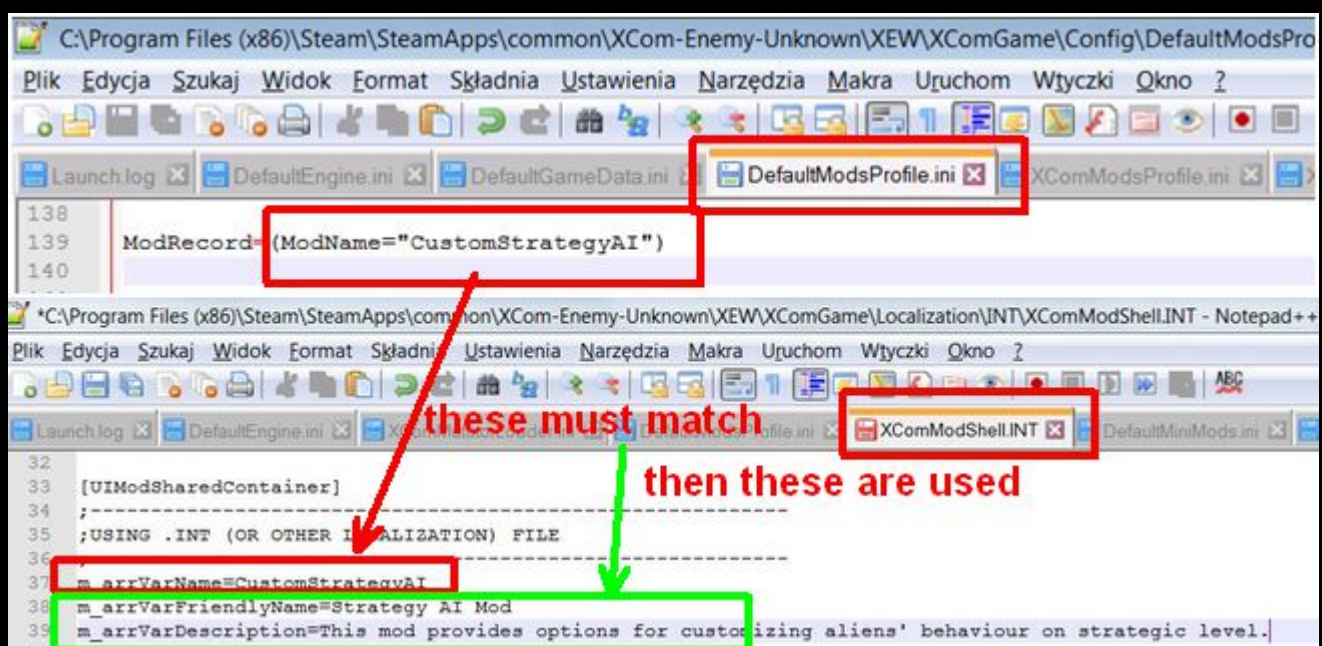
Lines like the above should be always coming in threes, whenever you put a line `m_arrVarName` it MUST be followed by `m_arrVarFriendlyName` and `m_arrVarDescription`

You can provide empty `m_arrVarFriendlyName=""` and `m_arrVarDescription=""` if you don't need them with certain `m_arrVarName` but they must be there.

`m_arrVarName=` must match some `VarName=` or `ModName=` in `DefaultModsProfile.ini`

`m_arrVarFriendlyName` will be displayed in menu instead of the accompanied `m_arrVarName`.

Also `m_arrVarDescription` will be displayed in the description box instead of "No available description".

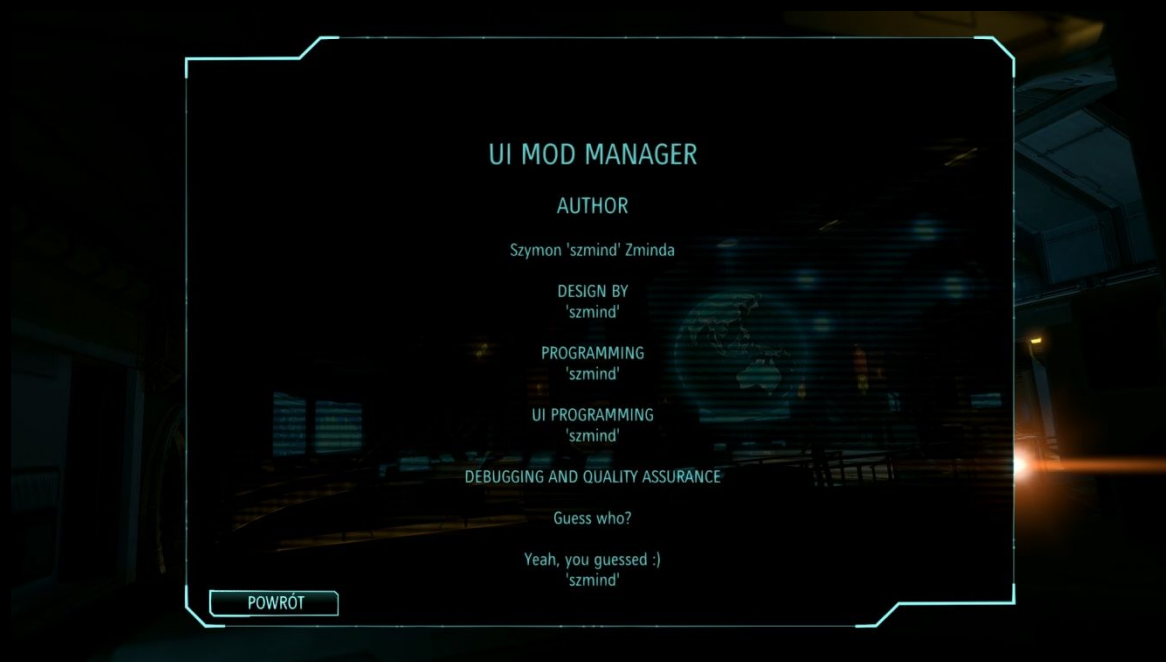


And this is the result in game: friendly name and description as provided in .INT file.



## 2.2. m\_arrCreditsModMgr

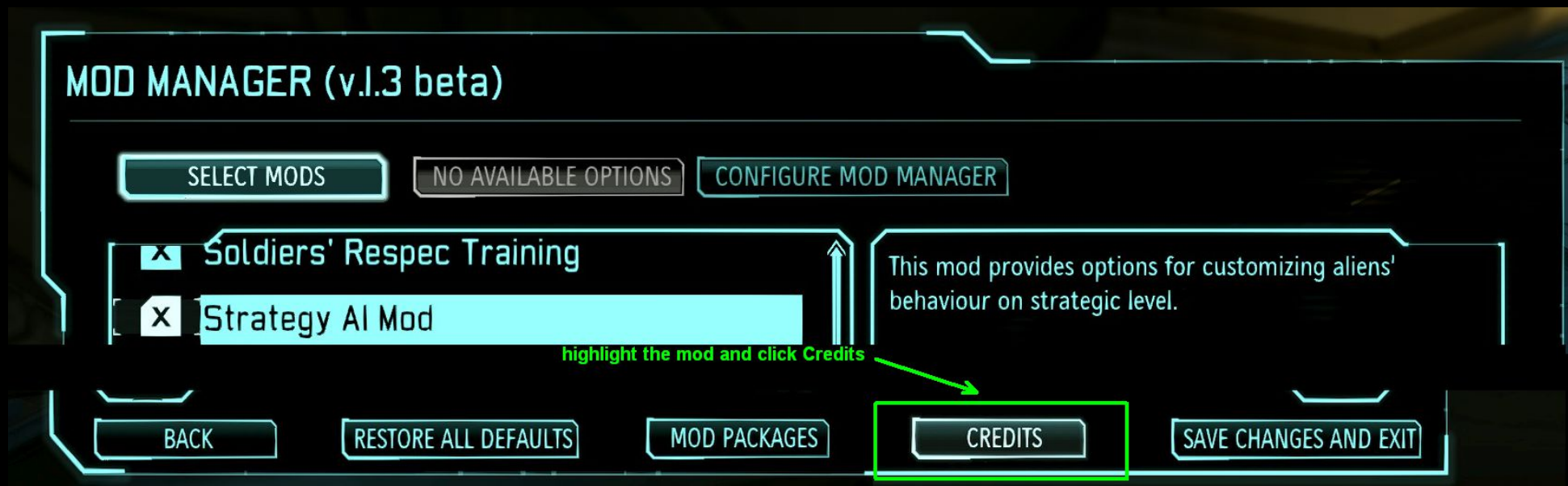
You can create a nice credits screen for any mod. The screen is displayed in-game after clicking the “Credits” button.



All you need is ModName from the DefaultModsProfile.ini and a few lines in localization (XComModShell.INT) file. See next page for the example.

```
*C:\Program Files (x86)\Steam\SteamApps\common\XCom-Enemy-Unknown\XEW\XComGame\Localization\POL\XComModShell.POL - Notepad++
Plik Edycja Szukaj Widok Format Składnia Ustawienia Narzędzia Makra Uruchom Wtyczki Okno ?
Launch.log x DefaultEngine.ini x XComMutatorLoader.ini x XComModShell.POL x DefaultModsProfile.ini x XComModShell.INT x DefaultMiniMods.ini x
5 ;
5 ;Credits - a block of lines for certain mod should start with BEGIN_ModName and end with END_ModName, just like below:
54 m_arrCreditsModMgr=BEGIN_CustomStrategyAI
55 m_arrCreditsModMgr=<h1>Strategy AI Mod</h1>
56 m_arrCreditsModMgr=""
57 m_arrCreditsModMgr=<h2>AUTHOR</h2>
58 m_arrCreditsModMgr=""
59 m_arrCreditsModMgr=wghost81 - Senior Programmer in Long War Team
60 m_arrCreditsModMgr=""
61 m_arrCreditsModMgr=<h3>This nice credits screen</h3>
62 m_arrCreditsModMgr=""
63 m_arrCreditsModMgr=Me The Modder
64 m_arrCreditsModMgr=""
65 m_arrCreditsModMgr=<h3>Programming</h3>
66 m_arrCreditsModMgr=wghost81
67 m_arrCreditsModMgr=""
68 m_arrCreditsModMgr=END_CustomStrategyAI
69
```

Start the block of lines with `BEGIN_ModName` and mark the end with `END_ModName`. Add as many lines between them as you like. You can create headers wrapping the text in `<h1> Some Header Text </h1>`. There are a few formats for the headers: `<h1>`, `<h2>`, `<h3>`, `<h4>`. Test them to find out how they look like. Alternatively you can use `html` text to create your very own text and headers.



See the result on next page....



# STRATEGY AI MOD

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## THIS NICE CREDITS SCREEN

Me The Modder

PROGRAMMING  
wghost81

BACK