

So how do I mod or install mods into Boson-LWJGL?

Mods are distributed as .zip files. These mods contain all of the modified assets and source code. They are built this way because of the copyright placed upon the original image and audio assets from Boson X. With these mod files, the modder can distribute only the changed assets to avoid licensing problems.

For installing mods into Boson-LWJGL, first look at the mod itself. Inside the zip file, you should see a folder called “mod”. **Extract and manipulate the folder structure so that the folder “mod” is in the same directory as the Boson-LWJGL Modloader jar.** Once you have done that, validate that the folder “source” (from the Modloader download) is also in the same directory as the Modloader jar. Therefore you have these 3 objects in one directory: The Modloader jar, the “mod” folder, and the “source” folder. Once you have this, go ahead and execute the Modloader jar. The game should launch. If it doesn't, try running the jar from the command line so that you can troubleshoot as necessary. The Modloader will create a folder called “modded” that contains all of the spliced, modded game files. This folder will be deleted and re-created every time the Modloader runs, so it's not critical to the function of the game before you run it.

If you want to create a mod for Boson-LWJGL, there's a quick guide for the directory structure of the zip file in the example mod. It's stored in Example-Mod.zip/mod/mod-info.txt. Mod-info.txt will be printed to the console every time Modloader runs, and it's not necessary to have.