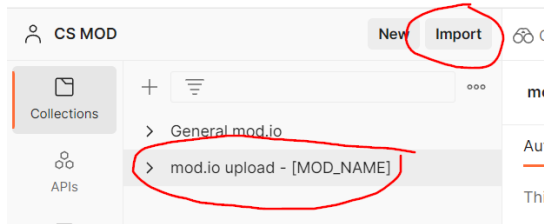
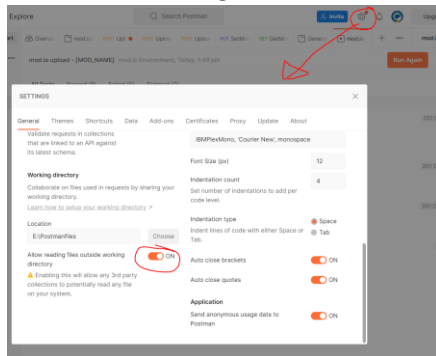


## Guide: How to use Postman to upload ContractorsVR mod files to mod.io

1. Download Postman from here: <https://www.postman.com/downloads/>
2. Install it and create an account with your email
3. Download the template collection here: [https://raw.githubusercontent.com/swOOnkCS/ContractorsVRModding/main/mod.io%20upload%20-%20%5BMOD\\_NAME%5D.postman\\_collection.json](https://raw.githubusercontent.com/swOOnkCS/ContractorsVRModding/main/mod.io%20upload%20-%20%5BMOD_NAME%5D.postman_collection.json)
4. In Postman, create a Workspace if you don't have one yet and import the template file

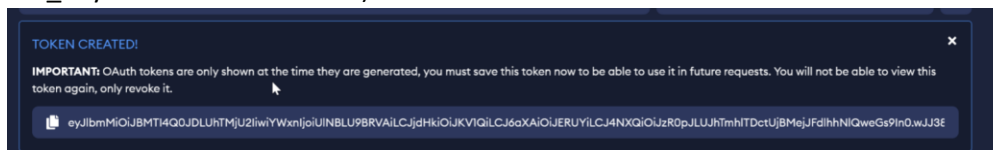


5. Go into the settings and enable “Allow reading files outside working directory”:

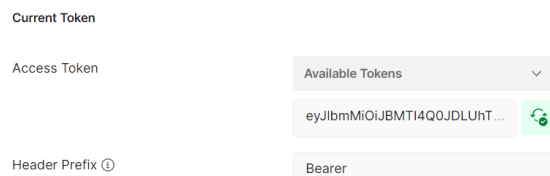


(Required to send the files, if you use Postman for other Collections, better disable again afterwards)

6. Go to <https://mod.io/me/access> , login, Accept the Terms if needed.
7. Create a new OAuth Access token for “Read + Write” and **make sure to copy it when it is shown, you'll have to delete and recreate otherwise** (clicking on it will copy it, it is the incredibly long one, the shorter one is the API\_Key which we don't need):

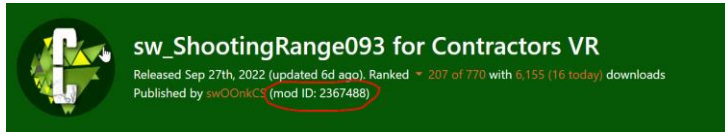


8. In Postman click on the template collection “mod.io upload – ....” And on the “Authorization” tab, select Type OAuth2.0 and paste your Access Token under Current token. Make sure to also click the Synch button. Should look like this:



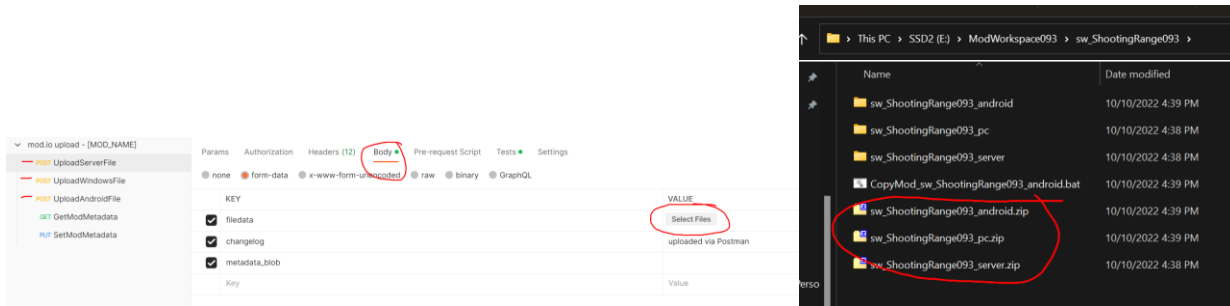
→ press “Save” on the top right

9. Click on the “Variables” tab and enter your mod’s id under the variable mod\_id (both value fields). You can find your mod id on the contractors.mod.io page for your mod:



→ press “Save” on the top right

10. Go to each of the three “Upload...” requests on the left, go to the “Body” tab and choose your corresponding mod files from your ModWorkspace folder (server, windows/pc, android zip files):

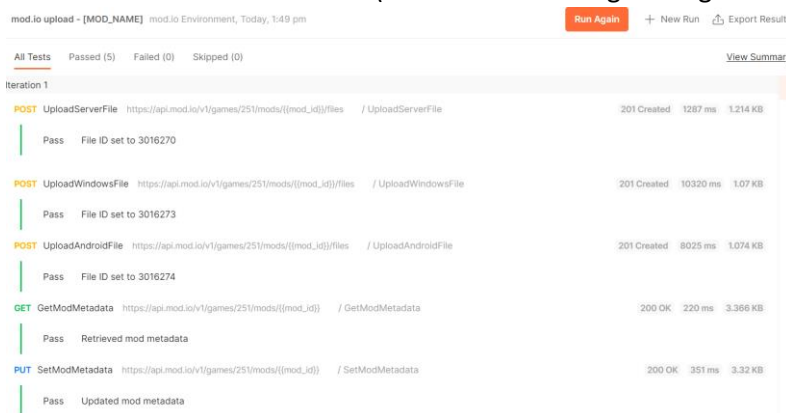


→ press “Save” each time on the top right

11. Click on the collection “modio upload - ....” And change the name to include your mod name  
→ press “Save” on the top right

12. You can now Package the mod in the UE editor as usual and instead of clicking on the mod.io upload in UE, you can click on the Collection you created and press the “Run” button on the top right, then “Run mod.io Upload...”.

13. The result should look like this (2xx codes on the right are good ones, 4xx or 5xx are bad):



14. By right-clicking on the collection you can duplicate it, rename it and change the mod\_id variable in this new collection (see step 9) to a different mod (remember to save it all). This way you’ll have one collection per mod and can just run the one you need to upload without any other changes/actions.

## Troubleshooting:

- Make sure that you set and synched and saved your OAuth token from <https://mod.io/me/access> in the collection “Authorization” tab. Step 8
- Make sure you updated and saved your “mod\_id” variable in both fields under the collection “Variables” tab. Step 9
- Make sure to select all three files correctly (server, windows/pc, android) in the three “Upload...” requests and save. Step 10
- If you get 422 Errors in the run, you probably didn’t update the setting to access the files in step 5