

How to Install a Mod for Windward

Installing

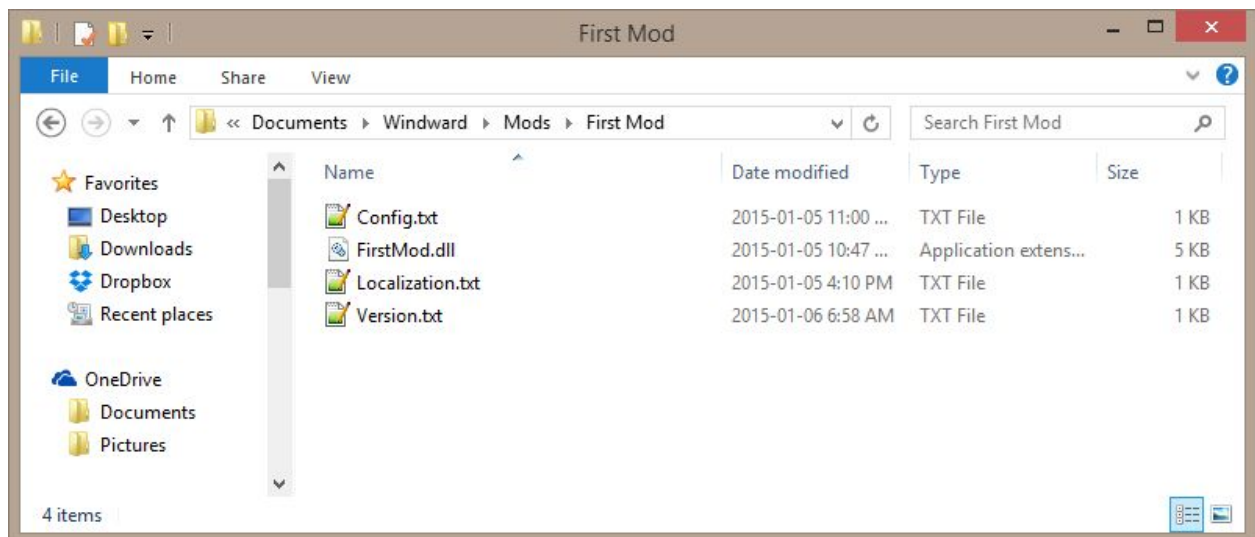
To install a mod in Windward, navigate to your Documents\Windward folder. On Windows it's usually found in: **C:\Users\<username>\Documents\Windward**

Once there, create a folder called "Mods". Any and all mods will be extracted here and the game will load them automatically when it starts up.

So if you download a mod called "First Mod" that has files "Config.txt", "Localization.txt", "Version.txt" and "FirstMod.dll" inside, your file structure should look like this:

Documents

- **Windward**
- **Mods**
 - **First Mod**
 - **Config.txt**
 - **FirstMod.dll**
 - **Localization.txt**
 - **Version.txt**



Uninstalling

To uninstall a mod, simply remove its folder from Documents\Windward\Mods.

How to Create a Mod for Windward

Light Mod

The most trivial mod to make for Windward is a “light” mod. A light mod doesn’t involve any custom code. An example of a light mod would be a mod that adds a new translation to the game. Another example would be a mod that tweaks the existing configuration file parameters without adding any extra content. Any mod that doesn’t involve coding is a “light” mod.

To create a light mod, start by creating a folder for it inside My Documents/Windward/Mods. If the “Mods” folder is missing, create it first. So for example if your mod is called “First Mod”, your file structure should look exactly like the file structure shown in the “How to install a mod” section above.

Once you’ve created a folder for your new mod, download the following zip file and extract its contents into your new folder: <http://www.tasharen.com/windward/mod.zip>

Once extracted, you will find a **Localization.csv** file containing the game’s text that can be translated into any language (also found [on Google Docs](#)), as well as **Config.txt** containing the game’s configuration that you can change.

Both files contain the full content used by the game, but when creating a mod you will only want to include the content that you’ve changed. So for example if you decided to change the starting ship (the Sloop) to have higher base stats, you would only need to include that portion of Config.txt file. Be careful though -- the hierarchy of the file must be preserved. This is an example of a valid configuration modification:

```
1 Root
2     Ships
3         Ship0
4             prefab = "Sloop"
5             Stats
6                 Hull = 1.5
7                 Sails = 1
8                 Damage = 1
9                 Diplomacy = 1
10                Speed = 1
11                Mobility = 1
12            cargo = 2
13            minSize = 1
```

Note how both the hierarchy (Root - Ships - Ship0) and the tab-based indentation is preserved. **This is important!**

Translating Windward's text into your own language is even easier. Open the **Localization.csv** file in Excel or Google Docs, then translate everything in the second column (English) starting with the name of your language.

You can give your mod a version number by creating a file called **Version.txt** and entering the version number inside in plain text. Note that the version number must be a valid integer, so "1234" is valid, but "1.2.3.4" is not.

Testing

Your light mod is fully usable at any time. Simply start Windward and it will be loaded for you to test it out.

Distribution

To distribute your light mod to others, simply zip up your mod's folder and place it where others can download it.

Full Mod

If simply tweaking existing content does not give you enough power and you happen to be tech-savvy enough to do some basic C# coding, you can go one step further and create a custom DLL to be loaded into the game. Going down this route you will have access to all of Windward's functionality, letting you add quests, create new items, write custom behaviours for AI and even add entirely new models to the game. Experience with the Unity game engine will help a great deal.

To create a custom DLL, start by making a new project in Visual Studio (Windows) or MonoDevelop (Windows, OSX, Linux) in your **Documents/Windward/Mods/First Mod** folder, then add references to **Assembly-CSharp.dll** and **UnityEngine.dll** found in **SteamApps/Windward/Windward_Data/Managed**. If you're not sure how to do that, watch the video tutorial where I go through all the necessary steps (<https://www.youtube.com/watch?v=hC4GiD67SpA>), or read the well-written documentation on KSP (another fantastic game that uses the Unity game engine):

- Visual Studio: http://wiki.kerbalspaceprogram.com/wiki/Setting_up_Visual_Studio
- MonoDevelop: http://wiki.kerbalspaceprogram.com/wiki/Setting_up_MonoDevelop

To test if you've set everything up correctly, create a class with the same name as your mod, minus the spaces. So for example if your mod is called "First Mod", your class would be called "FirstMod". Make it be derived from MonoBehaviour like all Unity scripts. If you are unsure what this means, don't worry about it. Just make your class look like this:

```

1  using System;
2  using UnityEngine;
3  using Tasharen;
4  using TNet;
5
6  public class FirstMod : MonoBehaviour
7  {
8      public void Start ()
9      {
10         UIStatusBar.Show("I'm here!");
11     }
12 }

```

Once done, switch to “**Release**”, hit the Compile button, then launch Windward. It should load your DLL automatically, and you should see the message show up:



Setting up new quests is a little bit more complicated as it involves creating not just a script for the quest but also referencing it in the config file. Consider the following script:

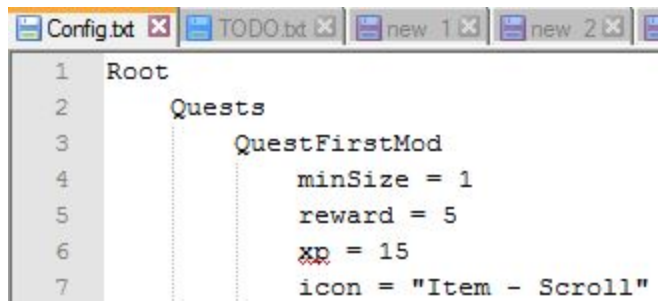
```

1  using UnityEngine;
2  using Tasharen;
3  using System.Collections;
4
5  public class QuestFirstMod : Quest
6  {
7      void OnCollisionEnter (Collision col)
8      {
9          if (MyPlayer.ship == mUnit)
10         {
11             if (col.collider.GetComponent<Terrain>() != null)
12                 Complete();
13         }
14     }
15 }

```

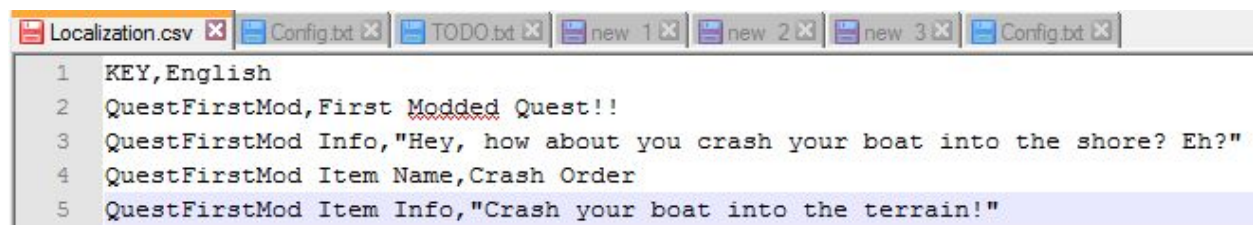
This quest (same one used in the video tutorial) completes as soon as the player collides with the terrain. However simply adding a quest won't make towns use them. To make towns offer

this new quest you need to add it to the configuration file. So create a **Config.txt** file (or modify one if you already have it), adding the reference to your quest within:



```
1 Root
2   Quests
3     QuestFirstMod
4       minSize = 1
5       reward = 5
6       xp = 15
7       icon = "Item - Scroll"
```

With this config file in your mod's folder your quest will be loaded and will be offered by towns. One last step missing: naming your quest and giving it a description. All text that can be translated into different languages is located in the **Localization.csv** file, so let's add the following to the Localization file:



```
1 KEY,English
2 QuestFirstMod,First Modded Quest!!
3 QuestFirstMod Info,"Hey, how about you crash your boat into the shore? Eh?"
4 QuestFirstMod Item Name,Crash Order
5 QuestFirstMod Item Info,"Crash your boat into the terrain!"
```

And that should be it! Save it, make sure the code is compiled, and if you've done everything correctly, you can now run Windward and find your new quest available in towns.

To distribute your new mod with this quest, find the compiled DLL (it should be called FirstMod.dll in this case) and put it alongside your Config and Localization files. Zip up the folder (but remove the project folder from the zip), and you're good to go.

For a full run-down of the steps, make sure to watch the video:

<https://www.youtube.com/watch?v=hC4GiD67SpA>

Class Documentation

You can find it here: <http://www.tasharen.com/windward/docs/>

...and if you want an offline copy: <http://www.tasharen.com/windward/docs.zip>