INSTALLING A GWD MOD

1st Edition

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CPSUPERSTORE INC Mod Version 0.1.0

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Method 1 – Opening In game

To access the GWD mod manager, start by launching the game.

Figure 1-1. The game's main menu.

From the menu, use the arrow keys to hover over the "Mods" option, and press "Enter" to select it. This will bring up the mod options screen:
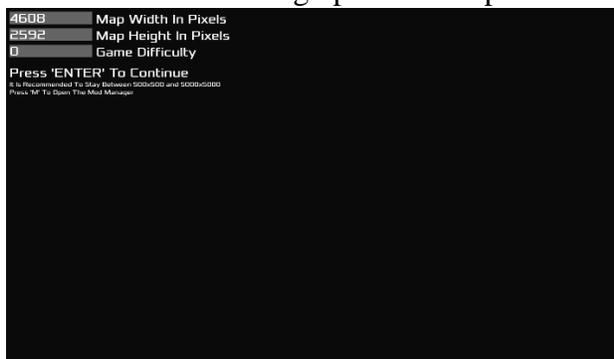

Figure 1-2. The Mod Options Screen

Once you have reached this screen, simply press the "M" button on your keyboard. This will launch the mod manager. To resume the game, simply close the manager. All changes will take effect instantly.

Method 2 – Opening Externally

First, you must navigate to the GWD installation directory. If you do not remember where this is, open the game properties in Steam. This is done by right-clicking the game in your Steam library, and clicking "Properties"
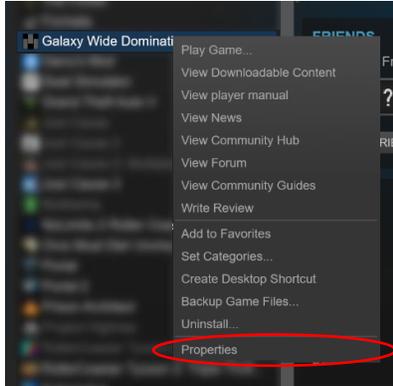

Figure 1-3. Right-Clicking the game in the Steam library.

This will open the game properties window. Select the "Local Files" tab, and clicking the "Browse Local Files" button.
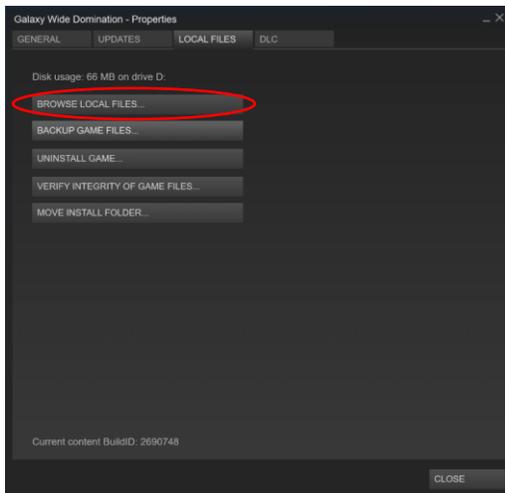

Figure 1-4. The Game's Local Files Properties

This will bring you to the installation directory. From here, simply locate, and double-click "ModManager.exe".

Figure 1-5. The Manager in Explorer

This will launch the mod manager. The changes will take affect instantly. If you are playing in modded mode while managing the mods, you will need to leave the current game, and go back to see the changes.

The Basic Interface

Mod management has just become a walk in the park, thanks to the new *Mod Manager*! This program allows you to enable, disable, import, and delete GWD mods with a very simple user interface.
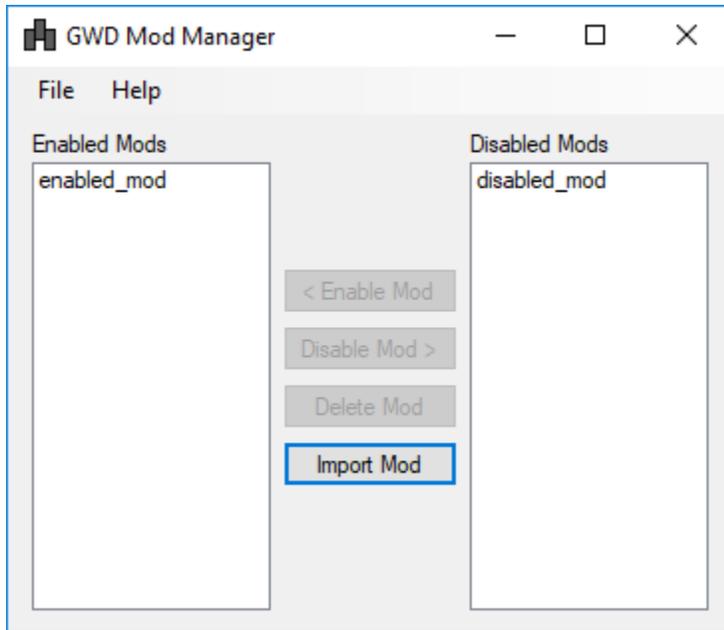

Figure 2-1. The Main Program Interface.

In this example, there are two mods. One called "enabled_mod", and another called "disabled_mod".

Enabling, And Disabling Mods

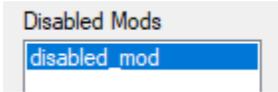To enable a mod, simply click on it in the "Disabled Mods" list.

Figure 2-2. A Selected Mod.

Once the mod is selected, the "Enable Mod" Button will become available. Simply click the button to enable the mod.
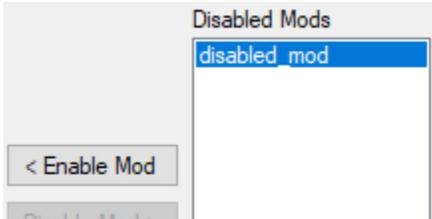

Figure 2-3. The "Enabled Mod" button.

The mod name will be moved over to the "Enabled Mods" List. In order to disable a mod, simply click on the mod in the "Enabled Mods" list and click the newly available "Disable Mod" button.
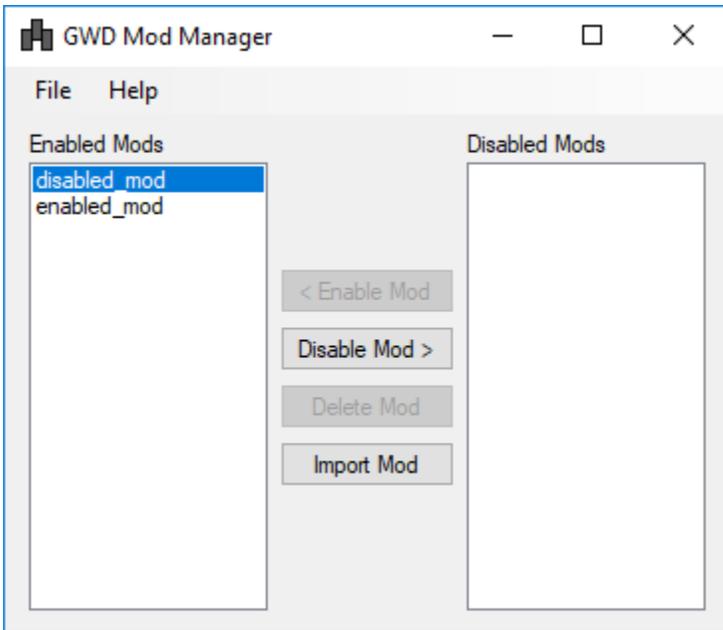

Figure 2-4. Both Mods Are Enabled.

Deleting A Mod

When you delete a mod, the mod is deleted forever, and can not be recovered. To delete a mod, it must first be disabled (See Enabling and Disabling Mods).
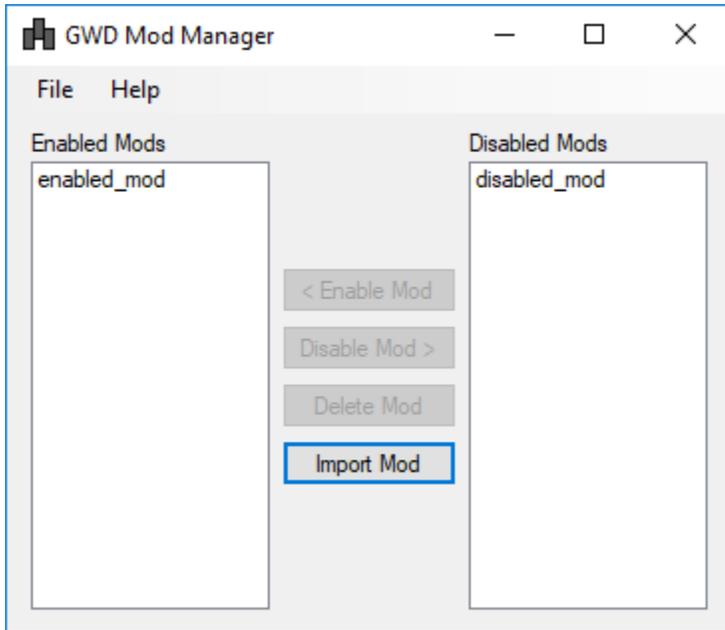

Figure 2-5. The Interface with a Disabled Mod

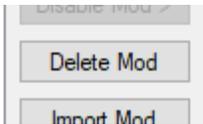Now that the mod is disabled, click the newly Enabled "Delete Mod" Button.

Figure 2-6. The "Delete Mod" Button

Once you click this button, a conformation dialog box will open. It will ask you if you are sure you want to delete the mod. Press "Ok" To delete the mod, or "Cancel" to cancel the operation. PLEASE NOTE: THIS ACTION CAN NOT BE UNDONE!
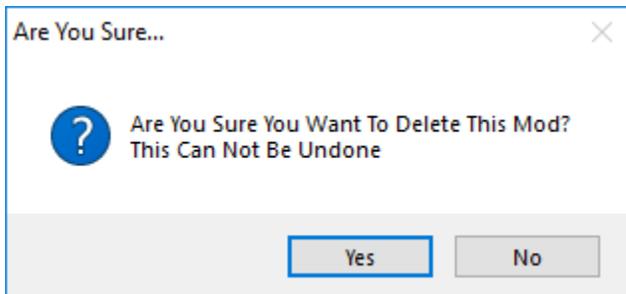

Figure 2-5. The Deletion Confirmation Dialog Box.

Importing Mods

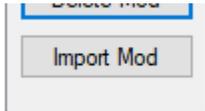To import a mod from your computer, simply click the "Import Mod" button.

Figure 2-6. The "Import Mod" Button.

Once this button is clicked, a file dialog will open. This will allow you to select a file with the extension ".gwd". This is the only accepted file extension for mods. Select a file, and click "Open". This will add the mod to the list of "Enabled" Mods.
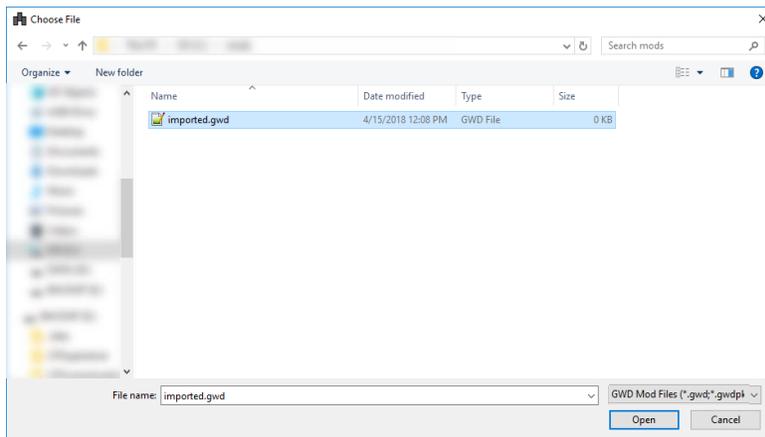

Figure 2-7. The File Explorer. Please Note, Additional Blurring Was Used for Privacy Reasons.

Importing Mod Packages

Often, a mod will need to be larger than a single file. It may contain additional image, sound, or other files. To prevent confusion with mod installation, a new mod file type was created. It is the *GWD Mod Package*. This file uses the file extension *.gwdpkg*. When this type of file is imported, the *Mod Manager* will deal with the file dependencies, and placing all of the additional files where they need to go. Importing a package can take a while, depending on the number of files it must deal with. Installing mod packages is basically the same process as a regular mod.

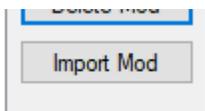Start by clicking the "Import Mod" button.

Figure 2-8. The "Import Mod" Button.

Once this button is clicked, a file dialog will open. This will allow you to select a file with the extension ".gwd", or ".gwdpkg". These are the only accepted file extensions for mods. Select a ".gwd" file, and click "Open". Wait a few seconds, and the mod will be imported!

Strip Menu Overview

In the strip menu (the menu at the top of the window) there 2 sections available are *File*, and *Help*. The *File* section contains program options. The *Help* section contains help and support information about the program. Inside the *File* section, you will find two subsections, *Reload Mods*, and *Exit*.
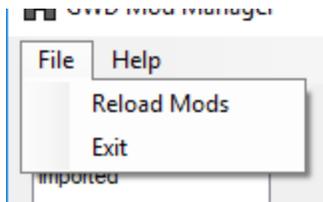

Figure 2-8. The *File* Menu.

The *Reload Mods* option will make updates to the mods in the program. This is useful if there was a manual change to the mods folder. The *Exit* option simply confirms and closes the program.

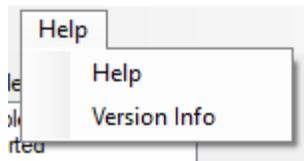The *Help* menu also contains two options. *Help*, and *Version Info* (Figure 2-3)

Figure 2-9. The *Help* Menu

The *Help* option displays a dialog box which shows a description of the program, and the email address to contact in the event of an issue (cpsuperstoreinc@gmail.com).

The *Version Info* option displays the version number, build, code name, and date of the build you are using. This information is important if you are experiencing an issue with the program, and you contact support. This will help the support team better understand what went wrong.