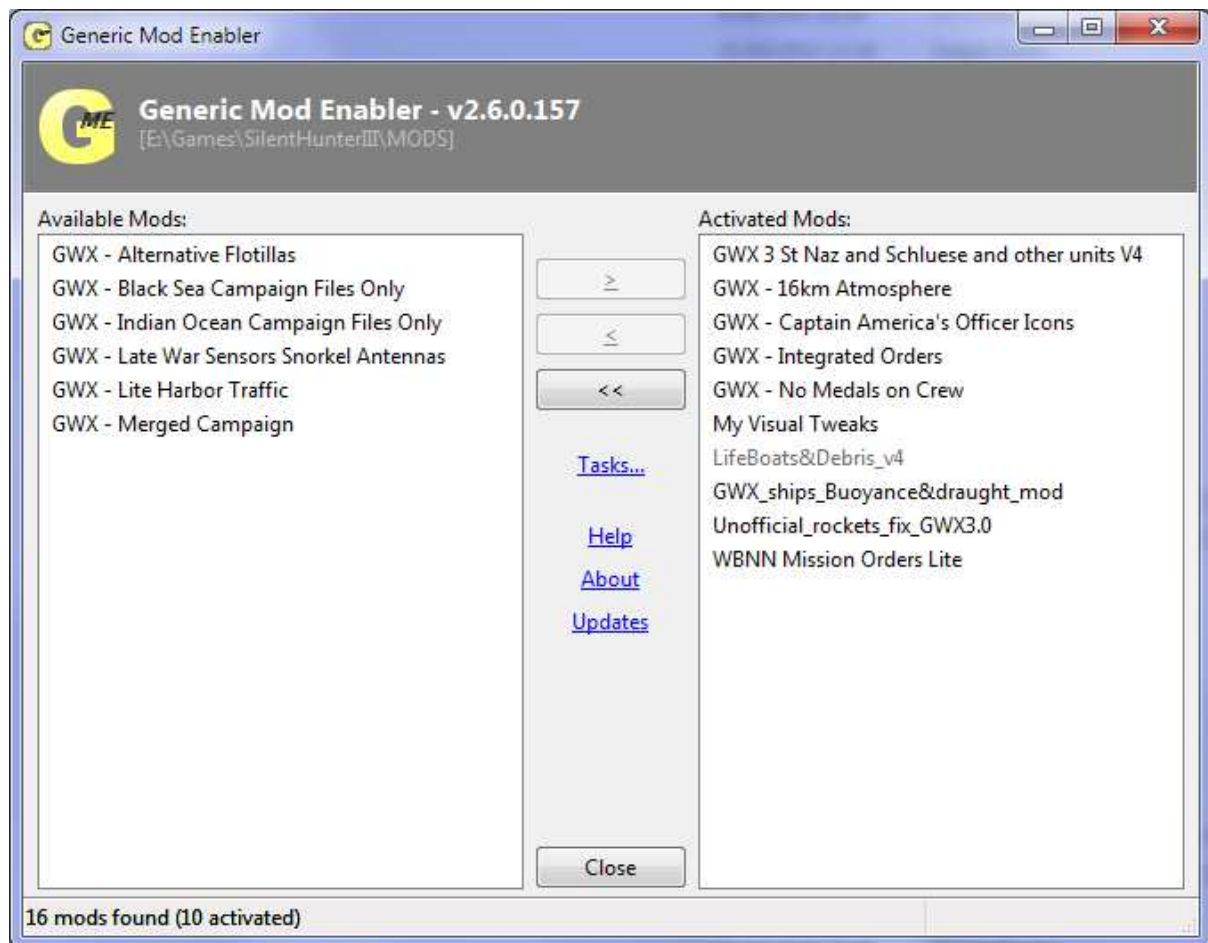


JoneSoft

Generic Mod Enabler v2.6



User Guide

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Introduction

As all gamers know, the number of “must have” mods for any single game can run into the hundreds. Manually adding mods to a game can be a real headache, with conflicts and incompatibilities, let alone just trying to determine exactly where to put the files! And unless original files are manually backed up every time a new mod is added, it can never be easily removed.

The JoneSoft Generic Mod Enabler (JSGME) provides a simple and intuitive interface that takes all the hassle out of enabling and disabling mods. With JSGME you can:

- enable and disable single or groups of mods with one click
- identify mods that *potentially* conflict with each other *before* you enable them
- identify “quarantined” mods, that is, mods that can’t be disabled because they have files that have been overridden by subsequent mods
- save and load groups of mods with just a single click
- search through your mods and determine whether they are enabled or not
- rename, delete, import and create new mods without having to leave the interface
- take snapshots of your game files to monitor what changes mods are making
- create a list of enabled mods for posting in forums
- view a brief description of the mod (when supported by the mod author) and read included readme files

and much more!

JSGME manages the tedium of backups and file overwrites to ensure that your original game files stay in perfect shape.

Further, JSGME has been developed with the emphasis on the ‘G’ – Generic. It has been coded as dynamically as possible to make it compatible with just about any game that you own. This means that you only need to learn one interface regardless of how many games you have.

The latest version of JSGME can be downloaded from the [JoneSoft webpage](#).

Installation

JSGME can be installed one of two ways:

1. Central installation

You can install JSGME to a central location and point it to each of your games through creating shortcuts. To do this:

1. install JSGME to a central location (for example, "C:\Games\Generic Mod Enabler"). Keep the **Create a desktop icon** option selected in the installer
2. once installed, DO NOT RUN! Copy and paste the newly created JSGME desktop shortcut as many times as you have games and change the **Start in** folder of each shortcut to point to each game's base folder. To change the **Start in** folder, right-click the shortcut, select **Properties** and then the **Shortcut** tab. See Figure 1
3. rename each shortcut to something meaningful, such as "JSGME - GameName1", "JSGME - GameName2", "JSGME - GameName3" and so on. To rename a shortcut, simply right-click the shortcut and select **Rename**

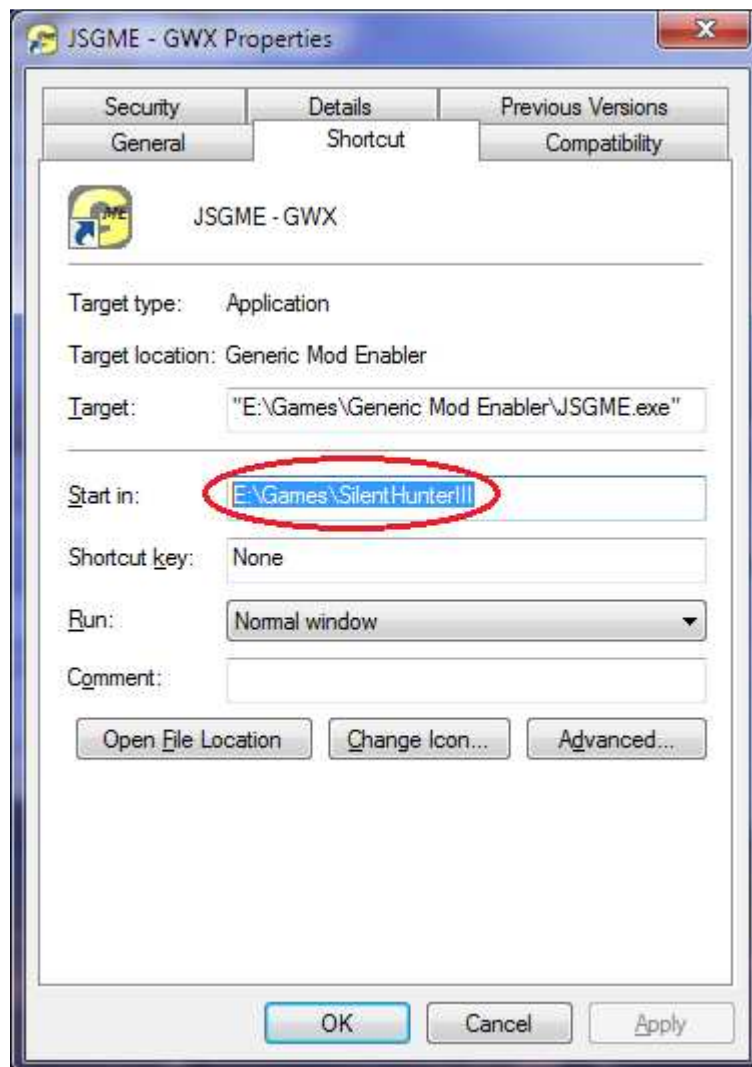


Figure 1

Using JSGME with subsequently installed games is simply a matter of copying, pasting and editing an existing shortcut (steps 2 and 3 above). And whenever JSGME is updated, you only need to install it once.

2. Separate installation

If you prefer, you can install separate copies of JSGME into *each* of your games. To do this, simply install JSGME to the **base folder** of the game that you would like to mod. The base folder usually contains the game's main executable file and usually has a name unique to the game. If in doubt, consult the game's online community. If you keep the **Create a desktop icon** option selected, the installer will add a uniquely named shortcut to your desktop.

Installing over an existing installation

If you intend installing over any previous version of JSGME, you **MUST** disable all enabled mods first. Not doing so will corrupt JSGME and hence your game. Once you've disabled all mods, simply install the new version over the top and resume using as normal.

Uninstalling

JSGME installs the following files:

- JSGME.exe (the main executable)
- JoneSoft.txt (contains license agreement, copyright and release information)

JSGME creates the following files:

- JSGME.ini
- \MODS folder
- \MODS\JSGME.ini

JSGME does not use the registry, thus making uninstallation as simple as deleting the above files.

Initialising

To run JSGME, double-click the desktop shortcut that corresponds to the game that you want to mod. If this is the first time that you have run JSGME, you will then see the below screen:

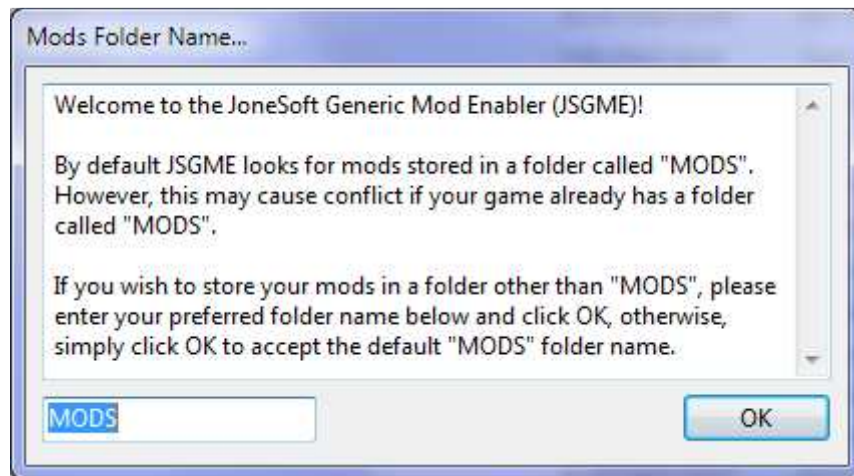


Figure 2

Unless your game already uses a folder called MODS, it is recommended that you simply click **OK** to accept the default MODS name. The chosen folder will be created *within the game folder* if it does not already exist.

Regardless of where you install JSGME, the MODS folder and all mods are stored within *each* game.

Within this document all references to the MODS folder means the folder that you created at this step.

Adding mods

Once you have entered a mods folder name, the main screen will open:

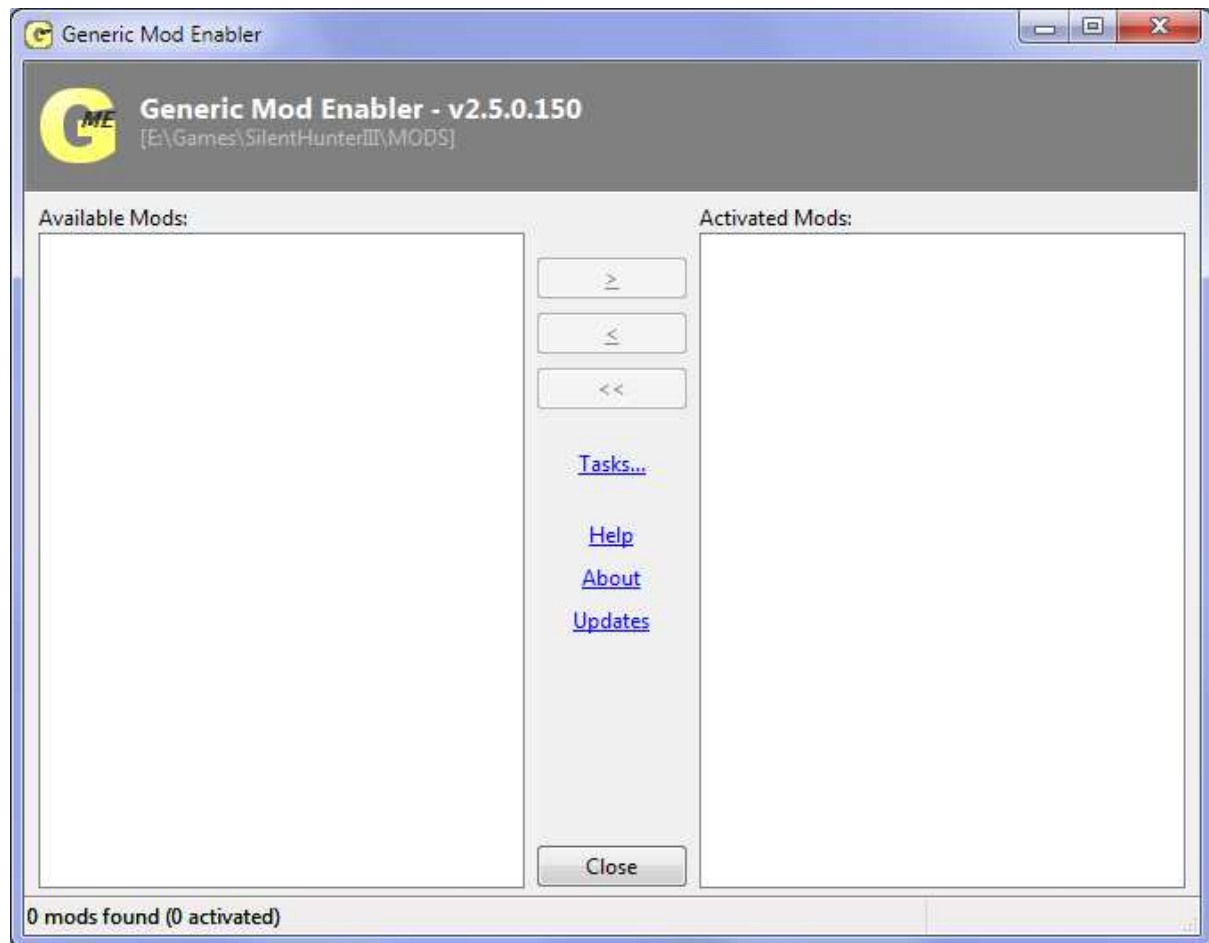


Figure 3

At the moment there is not much to see, apart from the path details of your MODS folder displayed in the grey panel at the top of the screen. At this point you should take a snapshot of your “clean” game files by selecting the **Generate snapshot of game files** Task (see “Tasks” section for more information).

For JSGME to be useful, you will need to add mods to your MODS folder. There will undoubtedly be many online resources containing mods for all your favourite games. After downloading a mod, use your preferred file archiver/compression utility to unzip it anywhere on your hard drive. Please ensure at this point that you follow the mod author’s installation instructions if they have been provided.

Once you have unzipped the mod, and regardless of how or where you have unzipped the mod, you need to verify the mod’s folder structure to ensure that it replicates the game’s folder structure. For JSGME to work correctly, it is *imperative* that the folders and files **under the mod folder** mirror *exactly* the structure of the game itself. Not all mods are “JSGME ready”. Further, just as there are numerous ways of unzipping files, there are numerous ways of zipping files as well. One common problem that occurs when extracting mods is known as the “double folder” error. Sometimes you may find that when you extract a mod, instead of the intended folder structure, an extra “layer” has been added. For example, “C:\Games\My Game\MODS\Cool Mod\Cool Mod\data\etc” instead of “C:\Games\My Game\MODS\Cool Mod\data\etc”. This “double folder” error is the second largest

cause of mod problems (behind UAC). Not finding and fixing this problem will lead to mods not being enabled correctly and thus not appearing in game.

Figure 5 shows an example of the “double folder” error. You will see two “Cool Mod” folders instead of the correct one as shown in Figure 4. Be aware that the duplicate folder may not necessarily have exactly the same name, but will still be obvious.

Once you have verified the mod’s folder structure, you can move it to your game’s MODS folder. If you have identified the “double folder” error, then you can rectify simply by moving the *second* (duplicate) instance of the folder, as shown in Figure 6.

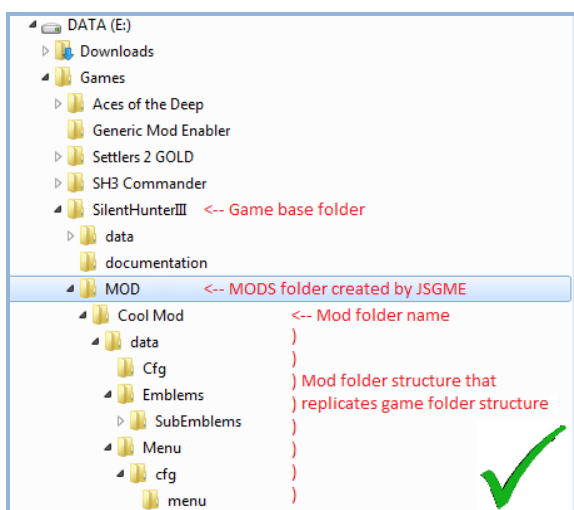


Figure 4
Correctly structured mod

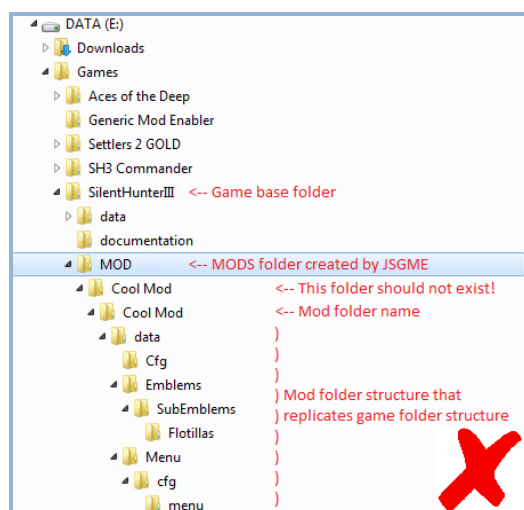


Figure 5
Incorrectly structured mod

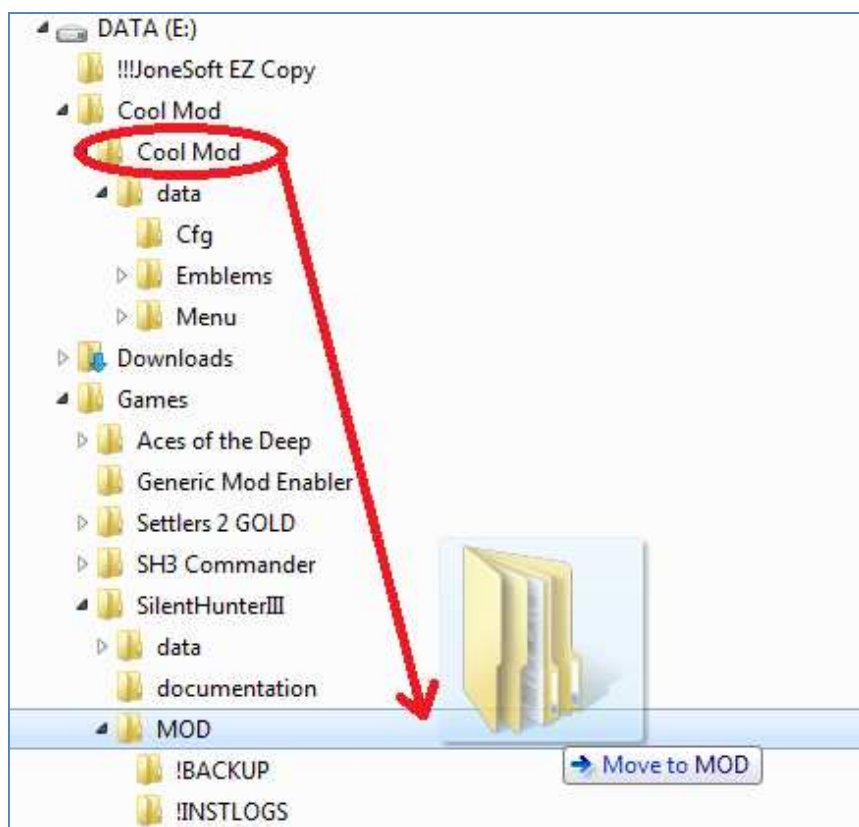


Figure 6

When you next activate JSGME you will see your new mod displayed in the **Available Mods** panel (see Figure 7).

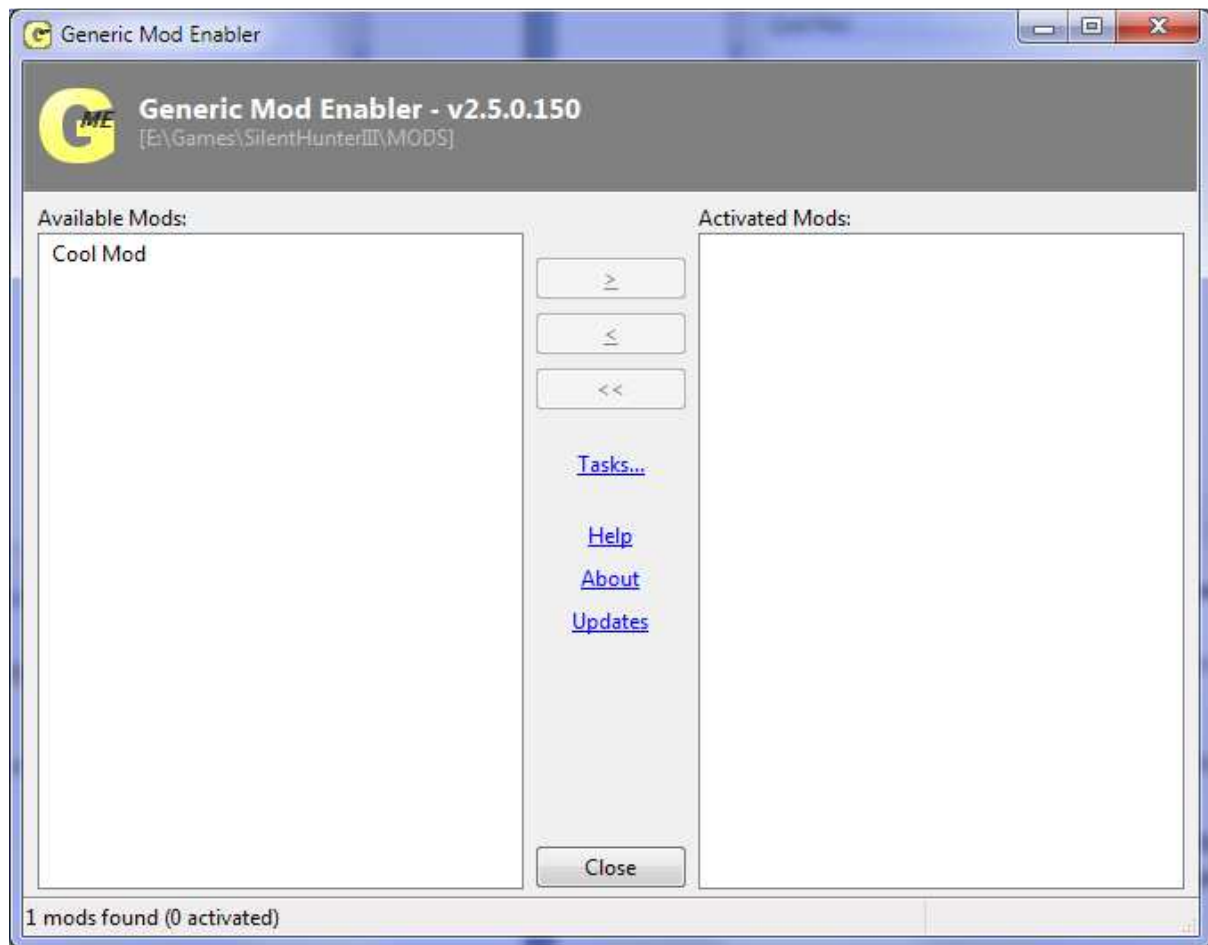


Figure 7

If your mod does not appear in the list, you may need to refresh the screen. See “Refresh lists” under the “Tasks” section for more information.

That’s it! You have added your first mod. You can now add more mods, or enable the one you have just added.

You can also import mods directly through the JSGME interface. For information on how to do this, see “Import mod...” under the “Tasks” section.

Enabling mods

Once you have added mods to JSGME, you need to enable them to make them active in your game.

To enable a mod, simply select the mod in the **Available Mods** panel and click the > button.

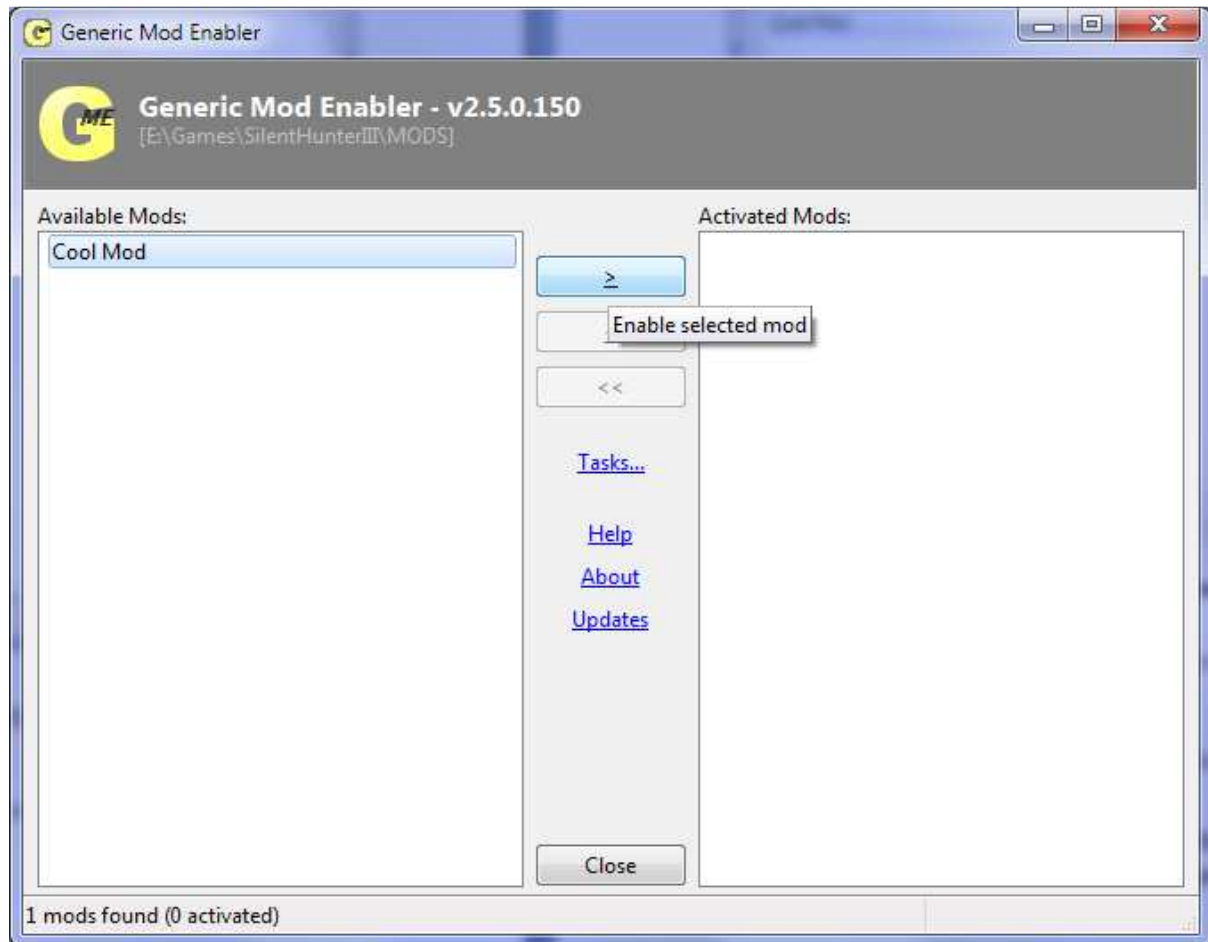


Figure 8

Alternatively, you can click and drag the mod from the **Available Mods** panel to the **Activated Mods** panel.

You can enable multiple mods simultaneously by pressing the CTRL or SHIFT keys when selecting.

⚠ Make sure you close all mod and game files and folders before enabling. Not doing so may result in integrity problems and possible game corruption as locked files and folders are ignored by JSGME.

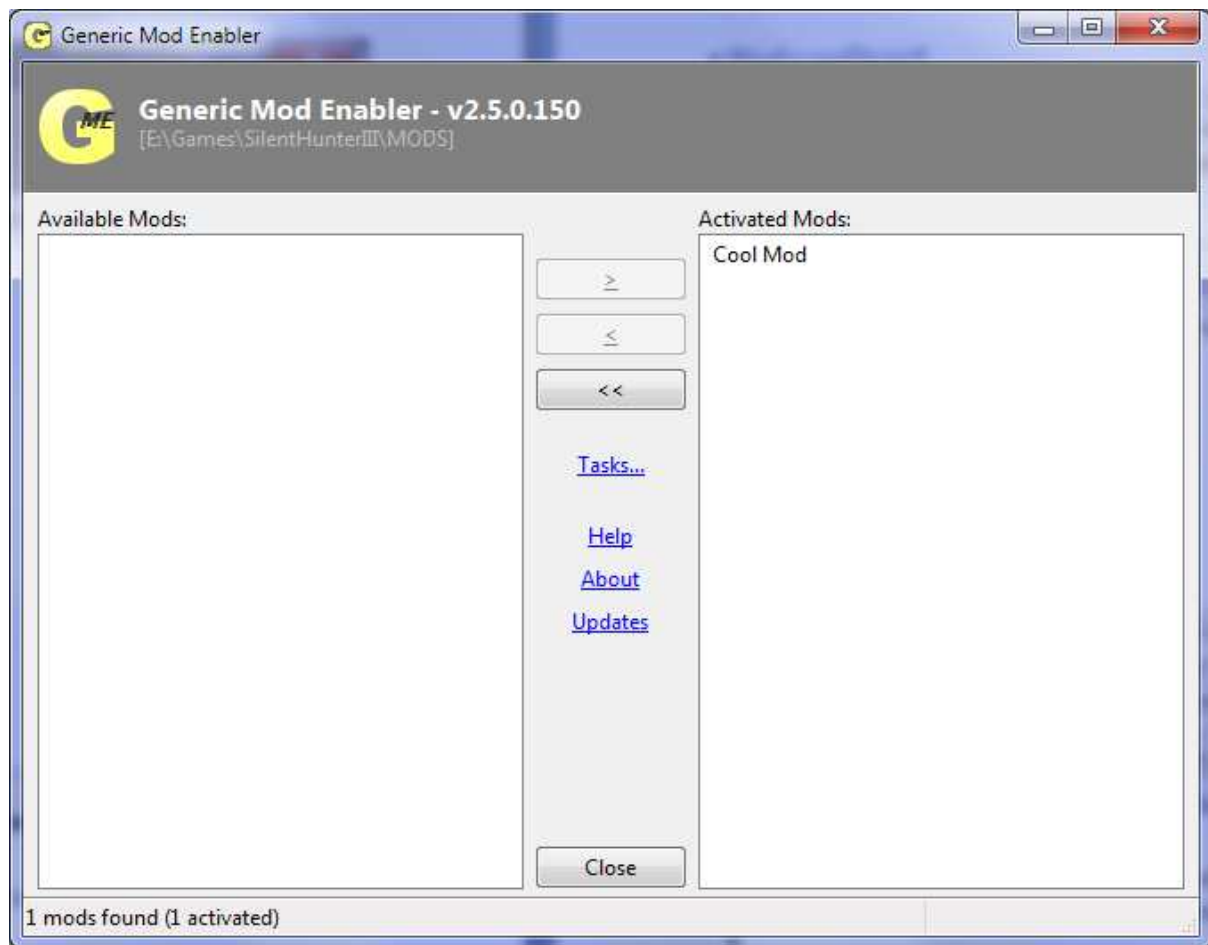


Figure 9

That's it! You have enabled your first mod. You can now close JSGME and run your newly modded game.

Mod conflicts

Not all mods are compatible with each other. Some mods may alter files that will break other mods that alter the same files. JSGME handles file integrity internally, so if you attempt to enable a mod that modifies files that previously enabled mods have also modified, you will receive a warning message similar to the below:



Figure 10

This message does not indicate a definite conflict, but warns that there *may* be a conflict between the mod you are attempting to enable and the mods listed that have already altered the same files.

If you receive this message and you are uncertain, then you should contact the author of the mod that you are attempting to enable and obtain guidance. Unresolved conflicts may result in game crashes or other unexpected behavior.

JSGME is Not Responding

To speed up the enable/disable process, JSGME stops “live” communication with the operating system and essentially goes onto “voicemail” for all but the most serious of Windows messages. This is harmless (and common) behavior that allows JSGME to focus *exclusively* on the task at hand and not get distracted by what are mostly unrelated and irrelevant system messages. Because of this intended behavior, occasionally—and usually limited to larger sized mods—your operating system may report JSGME as “Not Responding”. **Do not be concerned by this message**; JSGME is still working hard to enable or disable your mods. The notification will disappear once your mods are enabled/disabled and JSGME has processed the outstanding system messages.

Disabling mods

As the name suggests, disabling a mod removes the mod files from the game and returns the game to the pre-mod state.

To disable a mod, simply select the mod in the **Activated Mods** panel and click the < button.

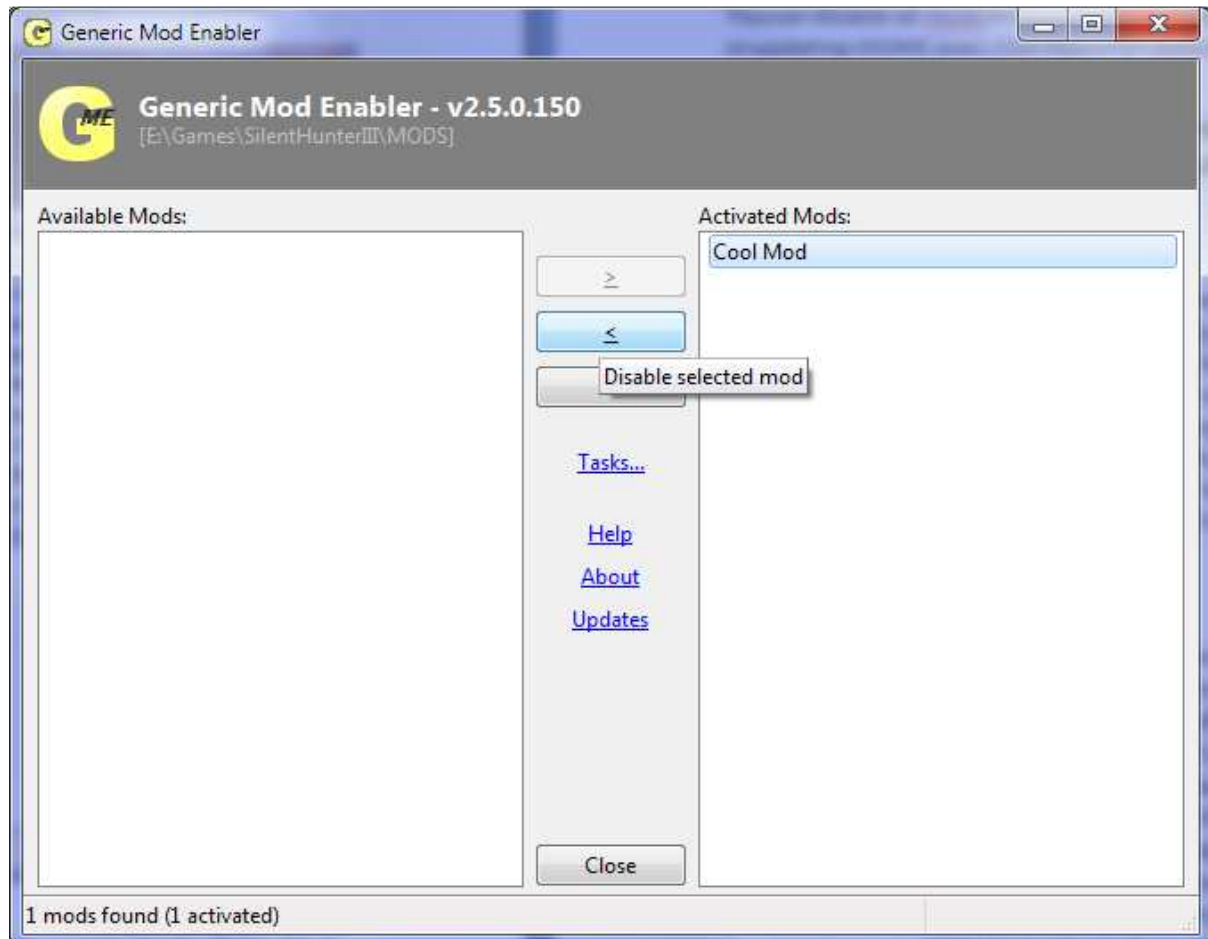


Figure 11

Alternatively, you can click and drag the mod from the **Activated Mods** panel to the **Available Mods** panel.

If you attempt to disable a mod that has had files updated by subsequent enabled mods, you will receive the following error message:

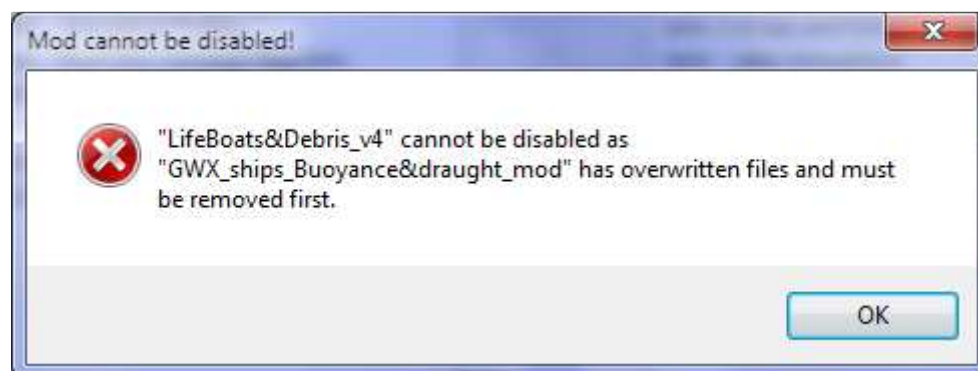


Figure 12

You must first disable the listed mods before disabling the selected mod.

You can disable multiple mods simultaneously by pressing the CTRL or SHIFT keys when selecting.

You can disable all mods in one action by clicking the << button (useful for when patching your game or updating JSGME.exe). Click **Yes** when asked to confirm your action.

 **Make sure you close all mod and game files and folders before disabling. Not doing so may result in integrity problems and possible game corruption as locked files and folders are ignored by JSGME.**

How JSGME works

When you run JSGME, all the folder names under the MODS folder are collected and displayed in the **Available Mods** panel. Enabling a mod copies the associated files across into the game folder structure, backing up any files that it overwrites by appending the mod's name to the file extension and moving to a backup folder. This is why it is important that the folders and files under the mod folder mirror *exactly* the structure of the game itself (with the exception of case sensitivity). Also, once you enable a mod, it is good practice not to alter files in the source mod folder. If you want to modify or update files in a mod folder, disable the mod first then re-enable again after the files are updated (ie if a newer version of the mod is released).

Navigating the interface

The JSGME interface has been designed to be intuitive and easy to use without the need to learn complex commands. In addition to the numerous ways of enabling and disabling mods mentioned above, there are a number of other commands that are at your fingertips. Specifically, you can:

- explore an available (not activated) mod's file contents through Windows Explorer by right-clicking the mod and selecting **Explore**. See Figure 13.
- remove an available (not activated) mod from your computer by right-clicking the mod and selecting **Delete** (see Figure 13), or by selecting the mod and pressing the Delete key. Confirm the deletion by clicking **Yes** and the mod will be moved to your Recycle Bin. If you later change your mind, you can restore the mod from your Recycle Bin like any other file.
- rename an available (not activated) mod by right-clicking the mod and selecting **Rename** (see Figure 13), or selecting the mod once, and after a short pause, selecting it again, or by selecting the mod and pressing the F2 key. You then simply type the new name required and press the Enter key when done; JSGME will ensure that only valid characters are used.
- view a list of all files in a mod's "documentation" folder (if any exist) by right-clicking the mod. See Figure 13. To open a file in the list, simply click on it.
- display a brief description of a mod by hovering your mouse over the mod. A description will only appear, however, if the modder has provided a text file with a ".jsgme" extension in either the mod's "documentation" folder or base folder (see "Notes for modders" section for more information).
- refresh the mod list at any time by pressing the F5 key, or by selecting **Refresh lists** from the **Tasks...** list (see "Tasks" section for more information).
- create new mod folders by pressing the F7 key and typing the required name, pressing the Enter key when done; JSGME will ensure that only valid characters are used. New folders will be created in Windows Explorer ready for you to copy in your modded files.

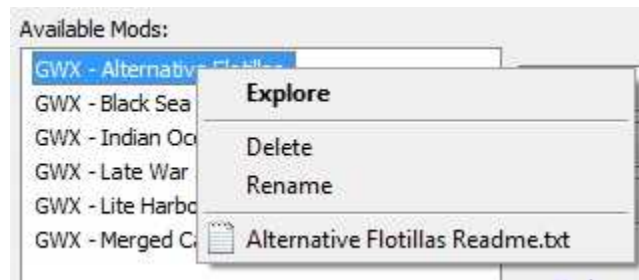


Figure 13

Tasks

Clicking on the **Tasks...** label will display the following list of tasks:

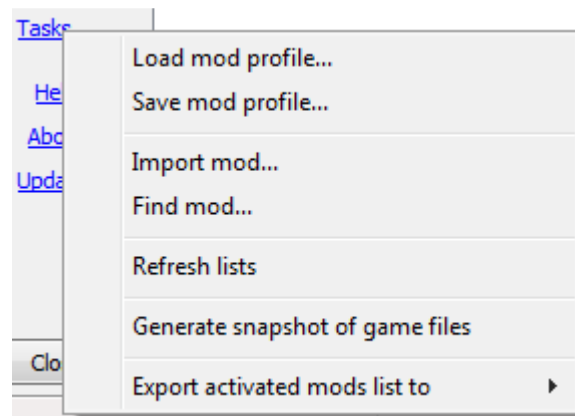


Figure 14

Load mod profile... / Save mod profile...

A mod profile contains a list of activated mods, in the correct activated sequence, for easy one-click re-enabling whenever you want. This means that you do not need to remember what mods you have enabled or the enabled order in the likely event that you need to disable them all, such as when installing a new game patch. Further, you can set up multiple mod profiles for each game, meaning, for example, that when you want to make in-game movies you can load up a different set of mods than the set you'd use were you wanting to play the game.

You create a mod profile by first ensuring that you have enabled the mods you want to include and then selecting the **Save mod profile...** task. In the **Save As** dialog that appears, type a file name for your new mod profile and select where you want to save it (you can save it wherever you like). Your newly created mod profile can be reloaded anytime through the **Load mod profile...** task.

To load a mod profile, select the **Load mod profile...** task. In the **Open** dialog box that appears, navigate to the mod profile that you wish to load. Mod profiles carry the file extension **.mep**. Once you have selected a mod profile, JSGME will disable any existing enabled mods and enable, in the correct sequence, the mods listed in the chosen profile. If any mod listed in the profile cannot be found in your MODS folder, you will receive an error message and the mod profile will not be loaded.

Import mod...

You can import a mod by unzipping it anywhere on your hard drive and then selecting it via the **Import mod...** task (see Figure 15), or by dragging and dropping the mod folder onto JSGME's **Available Mods** panel. The folder and contents will be moved into the MODS folder ready for

enabling. Press the CTRL key when you click **OK** or drop the folder into JSGME and the mod will be *copied* instead of *moved*.

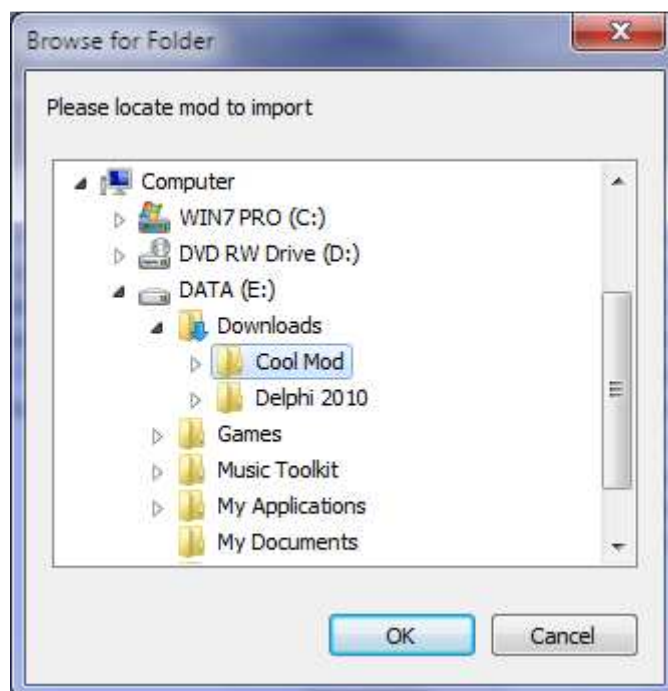


Figure 15

Find mod...

You can search your available and activated mods by selecting the **Find mod...** task or pressing F3. Type in all or part of a mod name that you want to find and click the **Find** button (see Figure 16). All matches will be listed in the **Results** box. Double-click an entry to highlight the mod entry in the main screen. This feature is useful for users with large numbers of mods.

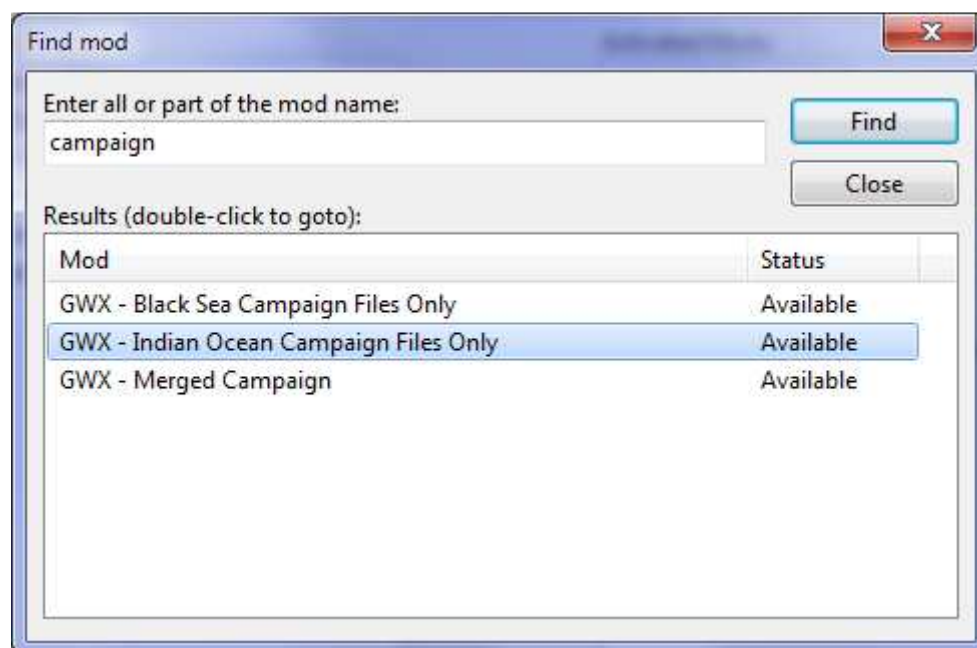


Figure 16

Refresh lists

You can refresh the lists of available and activated mods by selecting the **Refresh lists** task or pressing F5. This task is useful if you have added mods to your MODS folder while JSGME is open and you want the new mods to appear in the **Available Mods** panel.

Generate snapshot of game files

Selecting the **Generate snapshot of game files** task creates a snapshot of all game files (excluding the MODS folder and JSGME-related files) that can be used to verify the integrity of game files at a later date, for example after you have installed and uninstalled mods. Best used immediately after you first install JSGME.

Compare game files to snapshot

You can check the integrity of your game files by selecting the **Compare game files to snapshot** task at any time. This will compare the current game files against the original snapshot generated by the **Compare game files to snapshot** task. For this reason, this task will not be available until after you have generated a game file snapshot. The results will be reported for your information and action. This task is best used after enabling and disabling mods for peace of mind that file integrity has been maintained.

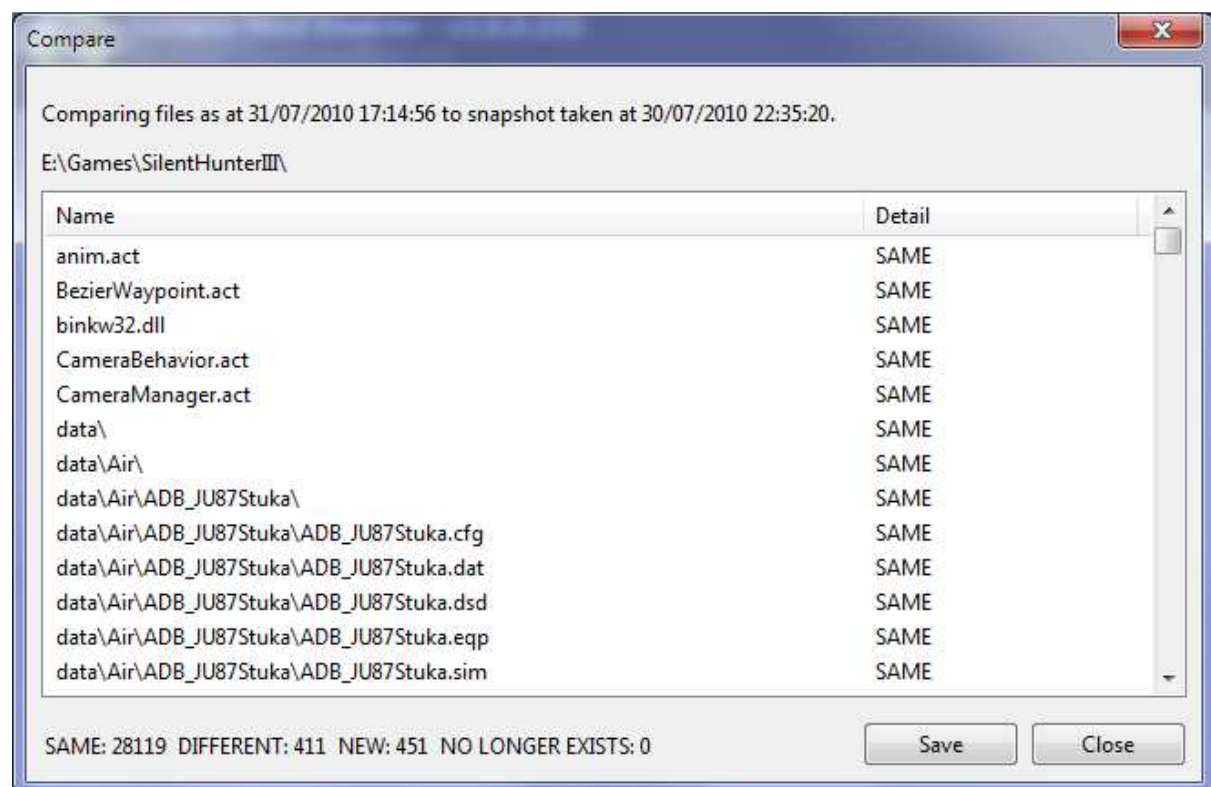


Figure 17

Clicking **Save** allows you to save the results to a text file of your choice.

Export activated mods list to

You can export a list of your activated mods to either the clipboard or a text file. This makes posting the details on forums easier (ie in response to questions like “what mods do you use?”). To copy the list to the clipboard, select the **Export activated mods list to** task then select **Clipboard**. To copy the list to a text file, select the **Export activated mods list to** task then select **Text file**. A file titled **Activated mods list.txt** will be saved to your MODS folder.

Languages

You can change the display language of JSGME by visiting the [JSGME website](#) and downloading an available language pack. Simply follow the installation instructions included in the language pack.

Language translations are always welcome—email jonesoft@internode.on.net if you would like to contribute a translation in your language.

Notes for modders

You can remove files from the game by including in your package empty text files with `- remove` added to the filename (ie `filename.ext - remove`). Files will be returned when your mod is disabled.

Add a text file to your “documentation” or base folder with the extension **.jsgme** and the contents (up to 255 characters) will be displayed whenever the user hovers their mouse over your mod within JSGME’s interface. This is a great way to quickly “remind” users what your mod does. Files included in your “documentation” folder will not be copied into the game when your mod is enabled, thus reducing duplicate files and hard drive usage.

There are many file archivers/compression utilities out in the market. Most provide “Extract to” and “Extract here” options. The correct extraction method for users of your mod will depend on how you zipped it up to begin with. Using the wrong method to extract your mod may result in a “double folder” error, where instead of the intended folder structure, an extra “layer” has been added. For example, “C:\Games\My Game\MODS\Cool Mod\Cool Mod\data\etc” instead of “C:\Games\My Game\MODS\Cool Mod\data\etc”. This “double folder” error is the second largest cause of mod problems (behind Vista/Win7 UAC). To avoid users encountering this problem, you may want to stipulate the appropriate extraction method in your installation instructions.

Notes for developers

Command line parameters

JSGME accepts a number of command line parameters, giving you the ability to enable and disable mods from your applications. This feature is very useful for setup file builders, who can now, for example, disable all mods automatically prior to installing a mod update. Accepted command line parameters and usage are:

/l “C:\Path\File.mep”

This loads the specified mod profile file. Return value (see below) is the number of mods enabled.

/s “C:\Path\File.mep”

This creates a mod profile with the specified file name. Return value is the number of mods included in the profile.

/e “modfoldername 1” “modfoldername 2” .. “modfoldername n”

This enables the specified mods. Return value is the actual number of mods enabled.

/d “modfoldername 1” “modfoldername 2” .. “modfoldername n”

This disables the specified mods. Return value is the actual number of mods disabled.

/da

This disables ALL mods. Return value is the number of mods still enabled.

You cannot combine these switches. In addition to these switches, there is also:

/x

If your application opened JSGME, it will close automatically once processing is finished.

/h<application handle>

It is recommended that you include your application's handle for post-message handling as JSGME will pass it back when it passes its return value.

While you can combine these parameters, /l, /e, /d, or /da must be the first parameter passed.

If using the ShellExecute (or derivative) API call, make sure you include the game's working directory as the *lpDirectory* parameter. An example call may look like:

```
ShellExecute(handle, 'open', 'C:\Games\Generic Mod Enabler\JSGME.exe', '/da /x /h123456', 'C:\Games\SilentHunterIII', SW_NORMAL);
```

You can obtain the path to JSGME.exe by querying the FullPath key in the JSGME DETAILS section of JSGME.ini (located in the working directory, ie, the base folder, of the game; which you should already know).

Return value

Once JSGME has handled your request, it will send a message (via SendNotifyMessage) to your application's handle (retrieved from the passed /h parameter) with the *wParam* being your application's handle and the *lParam* being the return value.

To accept the message you'll need to define a new windows message in your application:

```
WM_JSGME : UINT;  
...  
WM_JSGME := RegisterWindowMessage('JSGME');
```

and then capture the message in your message handler:

```
...  
if Msg.Message = WM_JSGME then  
  <do stuff with Msg.lParam>  
  ...
```

If *lParam* is negative, or not what you are expecting (ie you're trying to disable 5 mods but get a return value of 4), then you need to do further investigation internally; JSGME.ini is an easy file to query for this purpose.

License agreement, copyright and release information

The license agreement, copyright and release information is outlined in the accompanying Jonesoft.txt file.

Acknowledgements

Thanks and credit to:

- Ian “Beery” Cooper who indirectly motivated me to release this tool to the community (two years after I first developed it)!
- The *many* users who have provided continued feedback and suggestions. JSGME would not be what it is now without your feedback!
- The *many* beta testers who have helped out along the way.
- The language translators—names can be found in each .lng file.

Contact Us

Our website: <http://www.users.on.net/~jscones/software/> or <http://jonesoft.jaennahre.com>

Our email addresses for support related issues: jonesoft@internode.on.net or jonesoft@jaennahre.com

Please be advised that we can only provide support on using JSGME. We cannot provide support for individual mods or individual games.