

WILDGAMES FATE™

MANUAL MOD INSTALLATION TUTORIAL

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Introduction:

This tutorial will walk you through the process of adding mods manually in FATE. It is assumed you already possess finished and functioning mods to install in your game.

Accessing the game folder

To be able to install mods manually you must first know how to access the FATE game folder.

To do this, right click on the FATE shortcut icon and select **Properties**. From the **Shortcut** tab you will be able to select **Find Target**, which will take you to the FATE folder.

Your game folder will generally have an address similar to the one below, where the sequence of Xs will stand for a code made of letters and numbers specific to your copy of FATE:

```
C:\Program Files\WildTangent\Apps\GameChannel\Games\XXXXXXXX-XXXX-XXXX-XXXX-XXXXXXXXXXXX
```

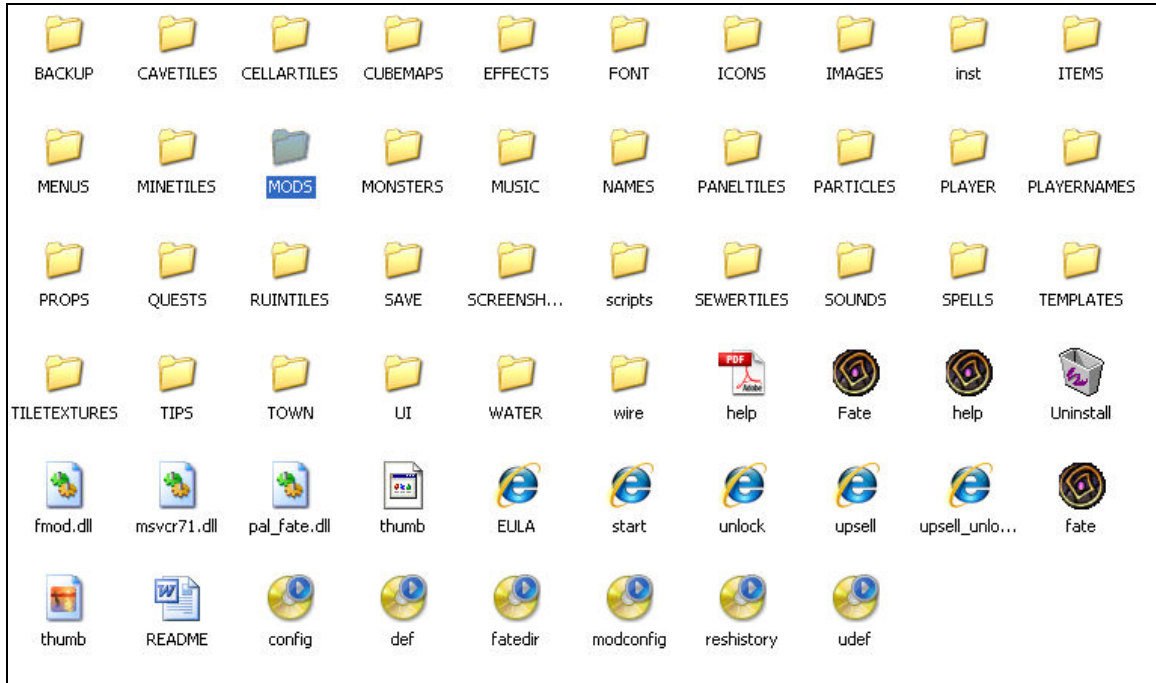
Manual installation can take two forms:

- a. you may either add your mod files to a folder made specifically for your mods; most modders code their mods so that they can be accessed from a folder named MODS.
- b. you may otherwise incorporate your mod files into the respective folders of the game.

The first method is generally wiser to use since mods are easily separated from the original game files and any mod, defective or not, can easily be accessed and removed.

A. Installing mod files to a MODS folder

This method requires you to create a new folder in your FATE game folder by clicking your **right-mouse button** and selecting **NEW > FOLDER**. Name your new folder **MODS**.



MODS which you download from the FATE forums or mod archive come with a main folder bearing the mod's name, into which are subfolders containing the modified files, organised in subfolders of which structure reflects the original folder structure in FATE.

In the newly created MODS folder, drag and drop your main mod folder. For FATE to be able to load the mod, you will need to provide it with the information about the files it is to use. This information is stored in data (.dat) files which the modder has previously prepared for you.

A complete list of the folders in which the given data file is found is provided in the below:

File	Folder
General Data	
Items.dat	ITEMS
Monsters.dat	MONSTERS
Spells.dat	SPELLS
Particles.dat	PARTICLES
Glows.dat	PARTICLES
Quests.dat	QUESTS
Tips.dat	TIPS
Level Data	
Caves.dat	TEMPLATES
Cellar.dat	TEMPLATES
Mines.dat	TEMPLATES
Mines2.dat	TEMPLATES
Ruins.dat	TEMPLATES
Seacellar.dat	TEMPLATES
Sewers.dat	TEMPLATES
Volcano.dat	TEMPLATES
Wood.dat	TEMPLATES
Manifest.dat	TEMPLATES
Monster Names	
Prefix.dat	NAMES
Prefix2.dat	NAMES
Suffix.dat	NAMES
Suffix2.dat	NAMES
Title.dat	NAMES
Player Names	
Prefix.dat	PLAYERNAMES
Prefix2.dat	PLAYERNAMES
Suffix.dat	PLAYERNAMES
Suffix2.dat	PLAYERNAMES
Title.dat	NAMES

Installing Items

In your mod's **ITEMS** folder find and open the items.dat file to find the information of the following type:

```
(ITEM)
<TYPE>:SHIELD
<NAME>:Large Shield
<RARITY>:650
<MINIMUM_DEPTH>:10
<MAXIMUM_DEPTH>:30
<MODEL>:ITEMS/shield5.mdl
<COLLIDEABLE>:0
<ICON>:MODS/MODNAME/ICONS/shield5.png:MODS/MODNAME/ICONS/
shield5a.png:96:96
<VALUE>:872
<TAKEABLE>:1
<ARMOR>:9:13
<REQUIRES>:STRENGTH:35
<DROP_SOUND>:SOUNDS/ITEMS/fall.wav
<TAKE_SOUND>:SOUNDS/ITEMS/metalget.wav
<LAND_SOUND>:SOUNDS/ITEMS/metaldrop.wav
<MERCHANT_MINIMUM>:4
<MERCHANT_MAXIMUM>:25
(/ITEM)
```

The information about each single piece of item is found between the **(ITEM)** and the **(/ITEM)** entries. The same applies for other data types.

For each item, make sure that the path at the **<ICON>** entry leads to the correct ICON folder where the **.png icon image file** of your mod is found, otherwise correct it.

Similarly, make sure that the path at the **<MODEL>** entry leads to the correct ITEMS folder where the **.mdl model file** of your mod is found.

Copy the entire **information** in the mod items.dat file and **paste** it inside the items.dat file found in the ITEMS folder of the main FATE game folder.

Usually it will simply be sufficient to paste your mod items.dat information at the bottom of the FATE items.dat file, however in some occasions you will need to paste the information in order of item **type**. For instance, **<TYPE>:SHIELD** mod data items should be placed after the **(/ITEM)** entry of another **<TYPE>:SHIELD** data item, separated by a blank line as shown below:

(ITEM)

<TYPE>:SHIELD

<NAME>:Large Shield

<RARITY>:650

<MINIMUM_DEPTH>:10

<MAXIMUM_DEPTH>:30

<MODEL>:ITEMS/shield5.mdl

<COLLIDEABLE>:0

<ICON>:MODS/MODNAME/ICONS/shield5.png:MODS/MODNAME/ICONS/shield5a.png:96:96

<VALUE>:872

<TAKEABLE>:1

<ARMOR>:9:13

<REQUIRES>:STRENGTH:35

<DROP_SOUND>:SOUNDS/ITEMS/fall.wav

<TAKE_SOUND>:SOUNDS/ITEMS/metalget.wav

<LAND_SOUND>:SOUNDS/ITEMS/metaldrop.wav

<MERCHANT_MINIMUM>:4

<MERCHANT_MAXIMUM>:25

(/ITEM)

(ITEM)

<TYPE>:SHIELD

<NAME>:Small Shield

<RARITY>:650

<MINIMUM_DEPTH>:10

<MAXIMUM_DEPTH>:30

<MODEL>:ITEMS/shield5.mdl

<COLLIDEABLE>:0

<ICON>:MODS/MODNAME/ICONS/shield5.png:MODS/MODNAME/ICONS/shield5a.png:96:96

<VALUE>:872

<TAKEABLE>:1

<ARMOR>:9:13

<REQUIRES>:STRENGTH:35

<DROP_SOUND>:SOUNDS/ITEMS/fall.wav

<TAKE_SOUND>:SOUNDS/ITEMS/metalget.wav

<LAND_SOUND>:SOUNDS/ITEMS/metaldrop.wav

<MERCHANT_MINIMUM>:4

<MERCHANT_MAXIMUM>:25

(/ITEM)

Installing Monsters and Spells

The process for installing monsters into the game is pretty much like the one for installing items, with the exception that the reference to your mod data is found in the **monsters.dat** inside a **MONSTERS** folder. Again make sure that the relevant entries have correct references.

For monsters, the **<MODEL>**, **<COLLISION_MODEL>** and **<..._SOUND>** should be checked. For spells, the **<ICON>** entry should be checked.

(MONSTER)

<FAMILY>:golem

<NAME>:Golem

<RARITY>:50

<BASE_LEVEL>:15

<MINIMUM_DEPTH>:20

<BRAVERY>:.8

<ALIGNMENT>:EVIL

<MODEL>:MODS/GLM/MONSTERS/GOLEM/golem.sms

<COLLISION_MODEL>:MODS/GLM/MONSTERS/GOLEM/collision.mdl

<WALKING_SPEED>:6

<RUNNING_SPEED>:15

<TURN_RATE>:10

<VIEW_RADIUS>:30

<MOTION_RADIUS>:20

<ATTENTION_RADIUS>:40

<FOLLOW_RADIUS>:72

<HP>:150:400

<NATURAL_ARMOR>:30

<TOHIT>:85

<SPELL>:Reflection

<SPELL>:Spectral Armor

<SPELL>:DERVISH

<SPELL>:SCORCH

<SKILL>:SKILLDEFENSEMAGIC:20

<SKILL>:SKILLATTACKMAGIC:5

<STRENGTH>:200

<DEXTERITY>:45

<VITALITY>:190

<MAGIC>:120

<FREQUENCY>:1

<EXPERIENCE>:380

<DEATH_SOUND>:MODS/GLM/SOUNDS/DEATH/DEATH1.wav

<DEATH_SOUND>:MODS/GLM/SOUNDS/DEATH/DEATH2.wav

<ATTACK_SOUND>:ATTACK1:MODS/GLM/SOUNDS/ATTACK/attack1.wav

<ATTACK_SOUND>:ATTACK1:MODS/GLM/SOUNDS/ATTACK/ROAR.wav
<STRIKE_SOUND>:ATTACK1:MODS/GLM/SOUNDS/BATTLE/GOLEMHIT1.wav
<STRIKE_SOUND>:ATTACK1:MODS/GLMSOUNDS/BATTLE/GOLEMHIT2.wav
<ATTACK_SOUND>:ATTACK2:MODS/GLM/SOUNDS/ATTACK/attack2.wav
<STRIKE_SOUND>:ATTACK2:MODS/GLM/SOUNDS/BATTLE/GOLEMHIT1.wav
<STRIKE_SOUND>:ATTACK2:MODS/GLM/SOUNDS/BATTLE/GOLEMHIT2.wav
<IDLE_SOUND>:MODS/GLM/SOUNDS/IDLE/idle1.wav
<IDLE_SOUND>:MODS/GLM/SOUNDS/IDLE/idle2.wav
<IDLE_SOUND>:MODS/GLM/SOUNDS/IDLE/idle3.wav
<MISS_SOUND>:ATTACK1:SOUNDS/BATTLE/miss.wav
<MISS_SOUND>:ATTACK2:SOUNDS/BATTLE/miss.wav
<BLOOD_PARTICLE>:ROCK
<DAMAGE_RESISTANCE>:FIRE:90
<DAMAGE_RESISTANCE>:ELECTRIC:90
<DAMAGE_RESISTANCE>:ICE:-40

<UNIQUE_IDLE>:IDLE
<UNIQUE_IDLE_SOUND>:MODS/GLM/SOUNDS/IDLE/idle1.wav

(UNARMED_ATTACK)
<ANIMATION>:ATTACK1
<RANGE>:6:8
<DAMAGE>:2:6
<DAMAGE_TYPE>:SLASHING
(/UNARMED_ATTACK)

(UNARMED_ATTACK)
<ANIMATION>:ATTACK2
<RANGE>:6:8
<DAMAGE>:2:6
<DAMAGE_TYPE>:CRUSHING
(/UNARMED_ATTACK)
(/MONSTER)

Installing Level Props and Level Templates

a. PROPS

You will find information about props inside the **level template .dat file**. For instance, the prop data for the volcano level is found in the volcano.dat file as **(PROP)** entries. If your mod is simply adding new props to an already existing level template, say the volcano.dat file again, simply repeat the

copy & paste procedure for the prop data into the game's volcano.dat file inside the TEMPLATE folder.

b. TEMPLATES

In the case where a completely new level type is being added to your game, say a forest with a **forest.dat** file, copy and paste the forest.dat file into the game's TEMPLATE folder. In the game's TEMPLATE folder open the **manifest.dat** file and after the last **<TEMPLATE>:TEMPLATES/xxx.dat** line type **<TEMPLATE>:TEMPLATES/forest.dat**.

B. Installing mod files to the standard folders

To install mod files to the standard FATE folders you will need to copy and paste the contents of your mod's folders into the respective folders. For instance, the files in your **\MOD\YOURMOD\ICONS** folder are to be copied in the **\ICONS** folder. The same applies to any other folder in your mod, which has hopefully been named accordingly. The process of copying the information inside the relevant .dat files, still applies in this case. Always make sure that the path in the relevant entries is the correct one.