# IMPOSSIBLE CREATURES

# STEAM WORKSHOP TOOL MANUAL

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## BEFORE YOU BEGIN

This manual describes process of adding new mods to the Steam Workshop. Creating the mods itself has not changed and is described in the documentation located in the game folder (*SteamApps\common\Impossible Creatures\Documents*). When a mod is ready to be released, Impossible Creatures Steam Workshop tool has to be used to upload data to Steam Workshop. It is located in *SteamApps\ common\Impossible Creatures\ICWorkshopTool* folder or can also be launched as a launch option when you start Impossible Creatures from the Steam client. Before proceeding further ensure that Name, ModFolder, LocalFolder and DIIName in the .module file are the same as the name of this file.

RDNMod.mo	dule example
[global]	
Name	= RDNMod
	= The RDN demo mod
	= RDNMod
	· = RDNMod
ModFolder	= RDNMod

When testing a mod which is not published to Steam Workshop use <u>modelsy</u> command line option. Without this command the game will be automatically installing and removing mode based on actual subscribed items in the Steam Workshop. This may <u>delete</u> your unpublished mod files!

## STEPS TO PUBLISH A MOD

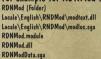
- 1. Launch ICWorkshopTool.exe
- 2. Choose File then New Project to create a new project for your mod.
- 3. The following picture shows a new empty project called AlienCreatures. (Project name will not be visible on the Workshop page, it's for local tool use). Press Create new item button to create a new item in the Steam Workshop.

Item ID Item not created Assigned autimatically	Visibility Public Friends-Only Hidden	Tags Single Player Multiplayer Maps Creatures
x2015-11-26 Workshop \Workshop Tool \Steam Works	hop\AlienCreatures\mod_files\	Browse
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not exceed 1MB)		
v2015-11-26 Workshop \Workshop Tool \Steam Workshop Tool \Steam Workshop \Workshop Tool \Steam Workshop \Workshop \Unp \Up \Up \Up \Up \Up \Up \Up \Up \Up \U	hop\AlienCreatures\workshop_image	Jpg Open
ing this item, you agree to the <u>workshop terms of servi</u>	28	
Free Space: 962 MB Total Space: 976 MB	Status	
	Item not created Respond autimatically Accessed autimatically an 2015 11.3 & Workshove Workshove Tool: Reserv Works shull. Mochame of and mode autification in models files in the same as the name of this file. In ot accessed 1480) W2015 11.3 & Workshove Workshove Tool: Reserv Works V2015 11.3 & Workshove Workshove Tool: Reserv Works ing this item, you agree to the <u>workshove terms of service</u>	Palic     Memmat and matter     Asigned submitted     Asigned submitted     Palic     Palic

 After the message about successful creation, (<u>Rem (D)</u> field will contain unique Workshop item ID. Fill the Item title and description fields.

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oject: AlienCreatures			
Wotkshop item title	tem ID	Visibility Public Friends-Only	Tags Single Player Multiplayer Maps
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	Assigned autimatically	Hidden	Creatures
Workshop item description			
Impossible Aliens mod			
Description (7975 Characters Left)			
Mod source folder			
c:\Work\ImpossibleCreatures\Releases\20	15-11-26 Workshop \Workshop Tool \Steam Worksh	op\AlienCreatures\mod_files\	Browse
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Workshop image file path (File size should not	exceed 1MB)		
c:\Work\ImpossibleCreatures\Releases\20	15-11-26 Workshop \Workshop Tool \Steam Worksh	op\AlienCreatures\workshop_image,	ipg Open
Skip image upload			
Update item By submitting ti	his item, you agree to the workshop terms of service	2	
Manage item on the Steamwork website			

5. Click Browse button to open folder that will hold the mod data. Copy all the required files there. For example for RDNMod this folder should contain:



- 6. To setup mod preview image, create file named workshop image.jpg and place it in the mod project folder. It can be done later on the Steam Workshop web page. In this case select Skip image upload.
- 7. Select at least one tag that will be associated with the mod.
- 8. Choose mod visibility. It can be changed later on the Steam Workshop web page.
- 9. Now the mod can be uploaded. Press Update filem to publish a mod to Steam Workshop. After this step the mod should be ready to use. To make a mod visible to the other players Workshop terms of service has to be excepted.

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