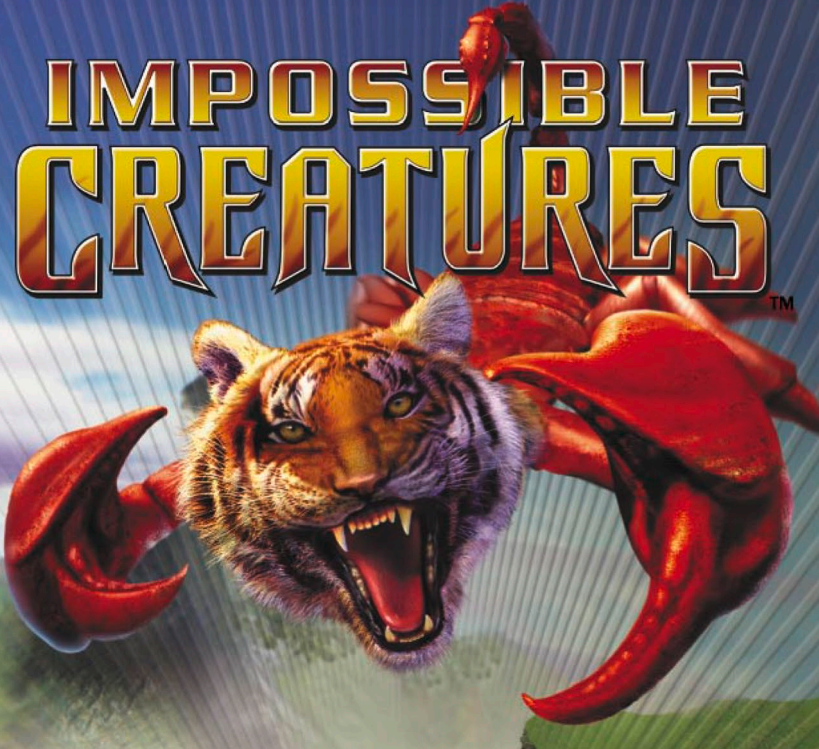


IMPOSSIBLE CREATURES™



STEAM WORKSHOP TOOL MANUAL



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 DIName in the .module file are the same as the name of this file.

RDNMod.module example

[global]

Name = RDNMod

Description = The RDN demo mod

DIName = RDNMod

LocaleFolder = RDNMod

ModFolder = RDNMod

When testing a mod which is not published to Steam Workshop use `--moddev` command line option. Without this command the game will be automatically installing and removing mods based on actual subscribed items in the Steam Workshop. This may delete your unpublished mod files!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.

Impossible Creatures Steam Workshop Tool v1.0

Project: AlienCreatures

Workshop item title: [Empty field]

Item ID: Item not created
Assigned automatically

Visibility: ☐ Public, ☐ Friends-Only, ☒ Hidden

Tags: ☐ Single Player, ☐ Multiplayer, ☐ Maps, ☐ Creatures

Workshop item description: [Empty field]

Description (8000 Characters Left)

Mod source folder: [Path: c:\Work\ImpossibleCreatures\Releases\2015-11-26 Workshop\WorkshopTool\SteamWorkshop\AlienCreatures\mod_files\] [Browse...]

Put all files into this folder. Modname.module, Modname.dll and mod subfolders. Ensure that "Name" and "ModFolder" in .module file is the same as the name of this file.

Workshop image file path (File size should not exceed 1MB): [Path: c:\Work\ImpossibleCreatures\Releases\2015-11-26 Workshop\WorkshopTool\SteamWorkshop\AlienCreatures\workshop_image.jpg] [Open]

☐ Skip image upload

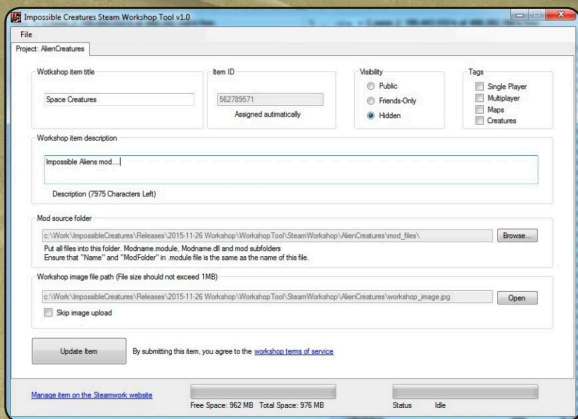
Create new item By submitting this item, you agree to the [workshop terms of service](#)

[Manage item on the Steamwork website](#)

Free Space: 962 MB Total Space: 976 MB Status

4. After the message about successful creation, **Item ID** field will contain unique Workshop item ID. Fill the Item title and description fields.





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:

RDNMod (Folder)

Locale\English\RDNMod\modtext.dll

Locale\English\RDNMod\modloc.sga

RDNMod.module

RDNMod.dll

RDNModData.sga

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 item** 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 accepted.**

