

Mod Installation

Downloading and installing a mod

Steam Workshop

The central hub for downloading mods is the [Steam Workshop](#).

Login to Steam in a browser or your Steam Client, navigate to the workshop and subscribe to mod. The mod will be automatically downloaded and updated.

Manual Mod Installation

Before installing a mod, it is required to download the mod. Usually, manually downloaded mods are packed in file archives. Common archive formats are:

- .zip: This format can be opened by Windows Explorer and Linux themselves.
- .rar: This format can be opened by software like [7-Zip](#).
- .7z: This format can be opened by software like 7-Zip.

To install the mod, extract the archive into the Transport Fever 2 mod folder which is located in [userdata/.../mods](#). Make sure that the mod has its own folder inside the “..\mods” folder. The folder of the mod itself should have the format `author_modname_number` where the author and modname do not contain special characters and the version number is 1 or higher. Without the trailing number, the mods will not be visible to the game.



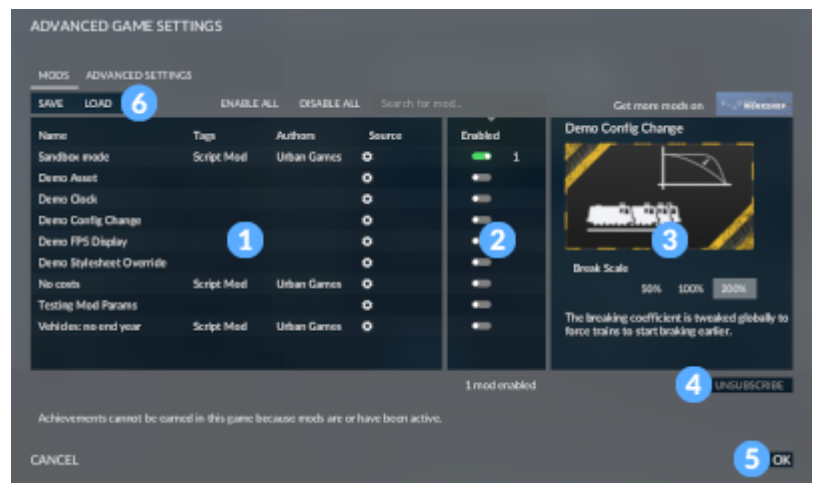
In some cases, another folder encapsulating the folder of the mod with the same name is created while unpacking the mod. A constellation like `mods/modname_1/modname_1/mod.lua` is not valid!

Ensure that the `mod.lua` and other contents are one level below the `mods`-folder, not two levels.

Mod versions

You can have multiple versions of mods installed for savegame compatibility. When starting a new game, you only see the latest version (with the highest version number) in the mod selection.

Enabling a Mod



To enable mods, either press the SETTINGS... button while setting up a new game or click on the SELECT OPTIONS button in the savegame load dialog and select the MODS tab.

The table on the left side contains all installed mods 1. There are several columns that can be used to sort the table:

- **Name** is the title of the mod.
- **Tags** are the tags that are set by the mod author.
- **Authors** is a list of mod authors
- **Source** tells where the mod is installed. There are 4 possibilities:
 - manually installed mods in the [userdata/.../mods](#) folder.
 - automatically installed mods by Steam Workshop Subscription.
 - preinstalled mods by Urban Games.
 - mods that are in the staging area (mod development).
- **Enabled** displays if the mod is enabled (green) or not (gray). To enable a mod, click on a gray toggle in this column, to disable it, click on a green toggle.




The loading order is visible by indices next to activated mods 2. Click on the number and use one of the four arrows to move the mod in the loading order. The double arrows move the mod to the first or last place of the loading order, the single arrows move them by one place.



In many cases it is not required to change the loading order. If you use some mods that override files of others or manipulate them by script, they might be needed to be loaded last. Some other mods might depend on scripts of other mods which have to be loaded before. Make sure that you activated all dependencies if a mod requires some, too. Usually the mod description or the description in the Steam Workshop or download location contain information regarding load order, dependencies and incompatibilities.

While in most cases it is no problem to activate additional mods at a later point of the game, deactivating mods may have a serious impact in the integrity of the savegame. There are some indicators that might serve as an orientation to estimate the impact. They can be defined by

the mod authors. Be aware that it's unlikely that a mod author can test all possible combinations of mods so these indicators are a good estimation but no definitive information.

Mods that are marked with a red triangle  can't be found by the game. This may happen if you want to play a foreign savegame using different mods or might be caused by some technical problems of the Steam Workshop update mechanics or a mod being removed from the Steam Workshop due to legal reasons. Click the  icon to go to the Workshop page, where you can subscribe to the missing mod or see the [mod troubleshooting](#) section for further information. For missing mods from other sources, click the  icon. It then may be possible to access a website if the mod contained appropriate information.

The right section displays the mod names, preview images and description 3. Some mods may provide some settings. These can be tweaked there too.

To unsubscribe from Steam Workshop mods, you can press the UNSUBSCRIBE button on the right 4 or go to the Steam Workshop.

Don't forget to save the settings by pressing the SAVE button in the bottom right corner 5.

Mod presets

If you want to store an ordered list of activated mods, you can use the SAVE button in the top left corner 6. After you saved the preset, it is stored in the [userdata directory](#).

To activate a preset, click the LOAD button and select the preset that you want to load. Use one of the two buttons at the bottom of the load dialog:

- LOAD resets the list of activated mods before the preset is activated so that only the mods of the preset are active afterwards.
- APPEND only adds the mods of the preset which are not yet activated.

Mod Usage

Mod Troubleshooting

From:
<https://www.transportfever2.com/wiki/> - **Transport Fever 2 Wiki**

Permanent link:
<https://www.transportfever2.com/wiki/doku.php?id=gamemanual:modinstallation>

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