

Getting Started With Modding

Setup

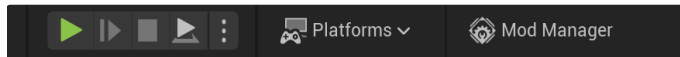
Get The Editor

- Download the Editor from the Epic Games Store

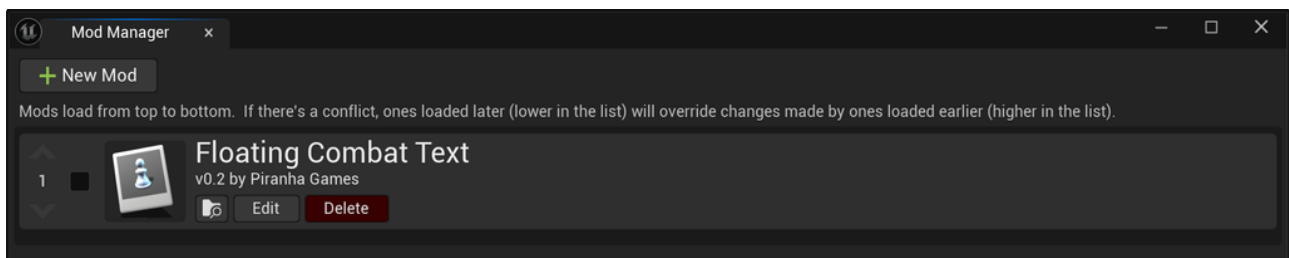
First Steps

Create Your First Mod

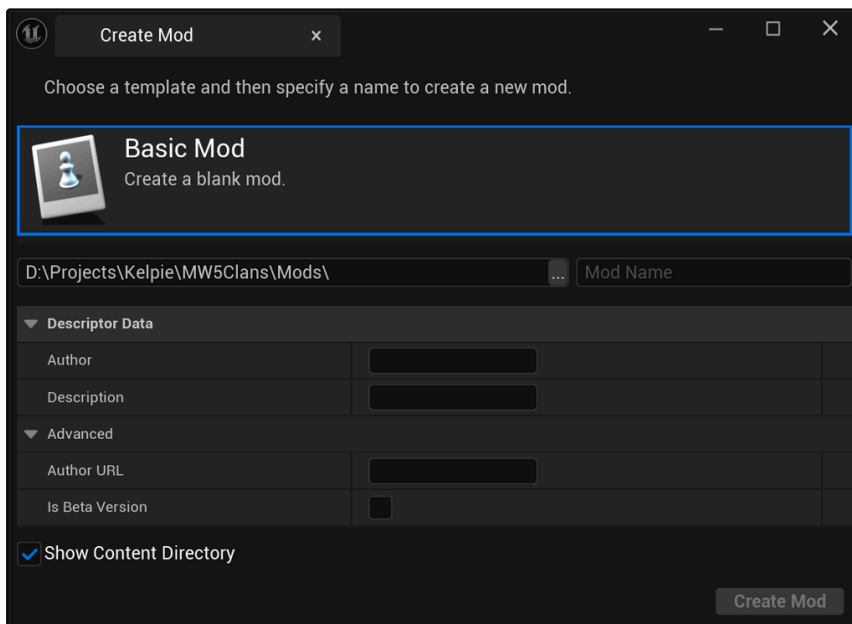
1. Launch the Editor.
2. Select “Mod Manager” from the main toolbar.



3. Select “New Mod” from the Mod Manager window.



4. Select the “Basic Mod” template.



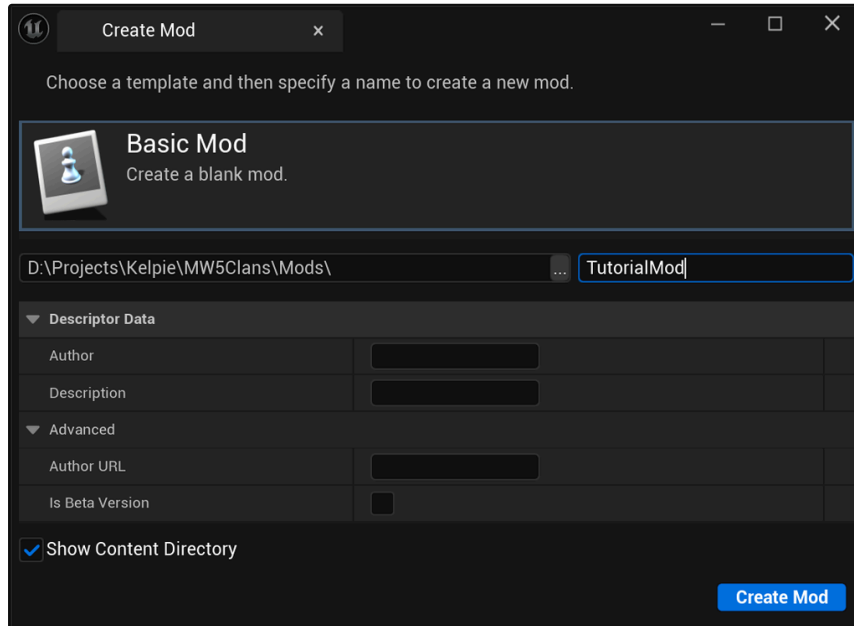
5. Select the “Mod Name” field and enter a name.

(It is recommended to keep “Show Content Directory” checked as it will navigate the content browser to your new mod.)

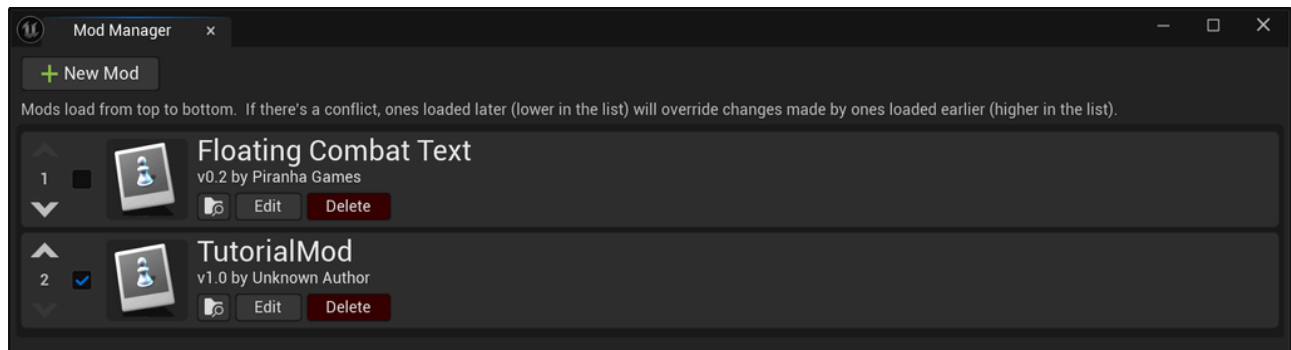
6. (Optional) Add author, description, author URL, etc.

7. Click the “Create Mod” button.

(If the “Create Mod” button is greyed out, make sure the “Basic Mod” template is selected.)



8. Your mod is now ready for some assets!



Create Your First New Asset

1. All mod assets must be placed in the plugin folder of the mod being worked on.

Example: `/Plugins/TutorialMod`

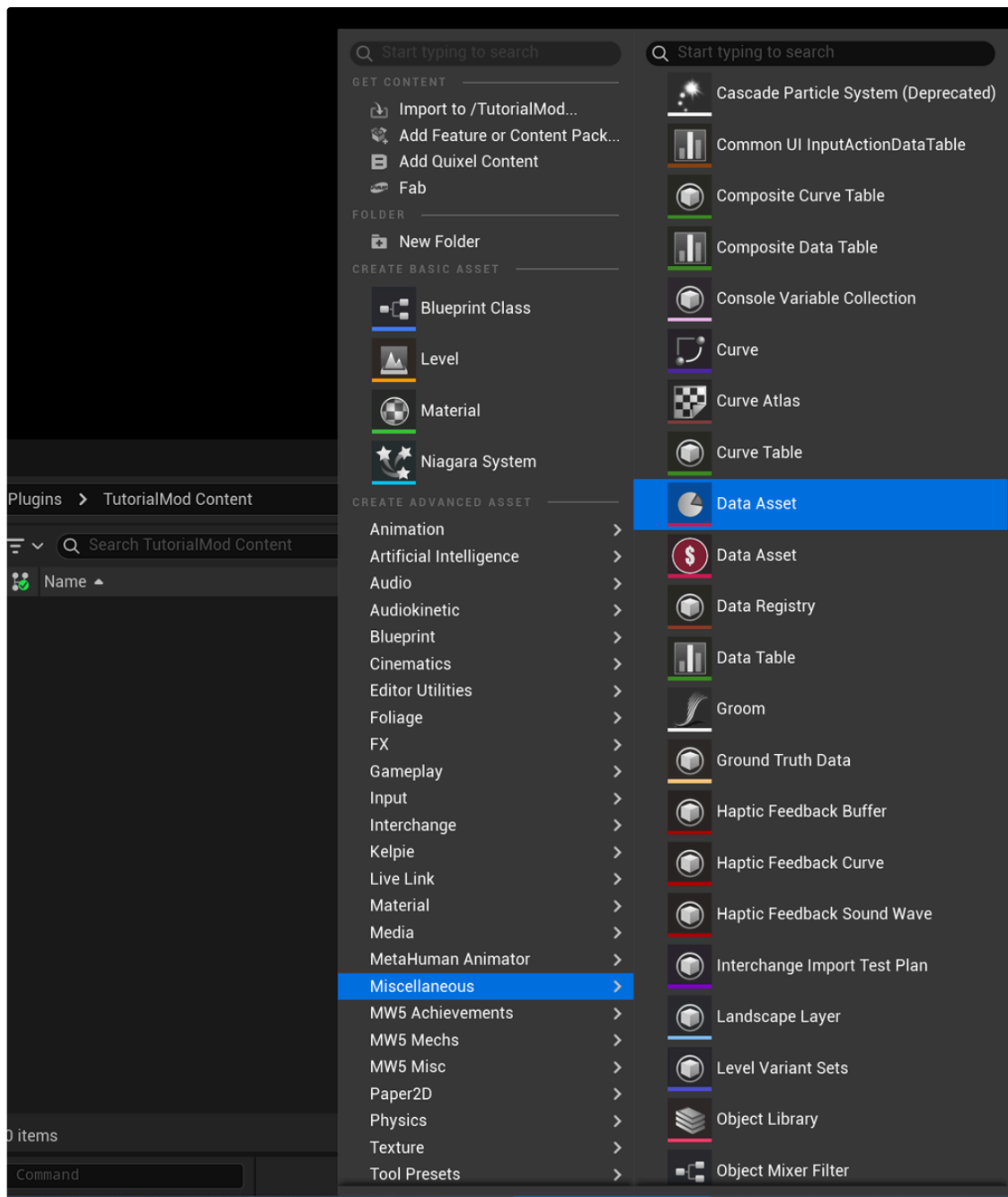
Create folders to group your assets based on a theme or feature.

2. Navigate to the `TutorialMod` Content folder in the Content Browser.

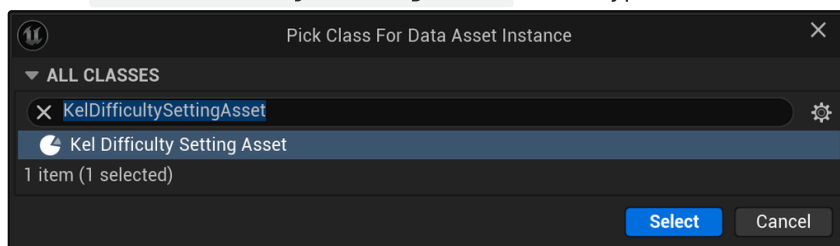
3. Create an asset as you would for any Unreal Engine game:

a. Right-click in Content folder in the Content Browser.

b. Select Miscellaneous → `DataSet` .



c. Select `KelDifficultySettingAsset` as the type of the new asset.



d. Name the asset.

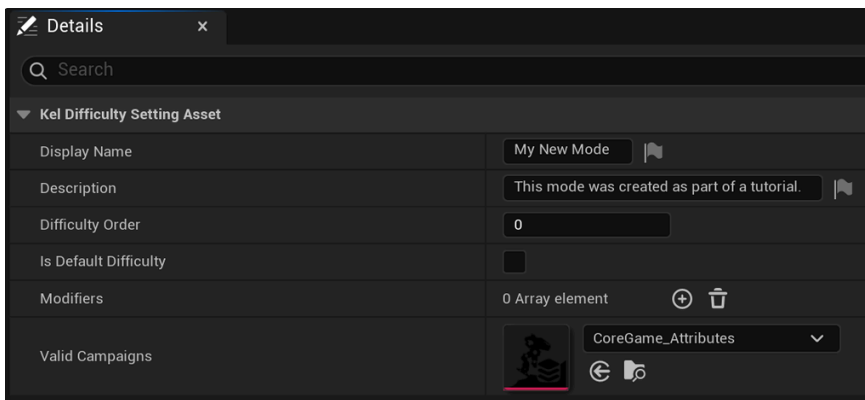
Example: MyNewDifficulty

e. Set up the new asset:

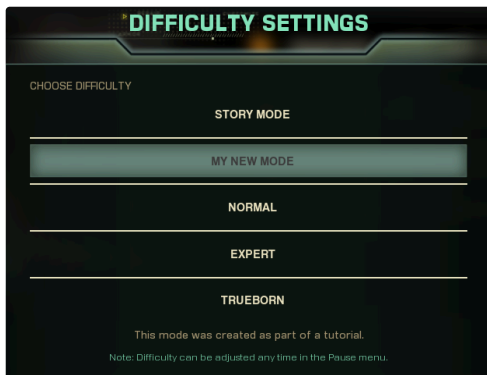
Display Name: "My New Mode"

Description: "This mode was created as part of a tutorial."

Valid Campaigns: CoreGame_Attributes

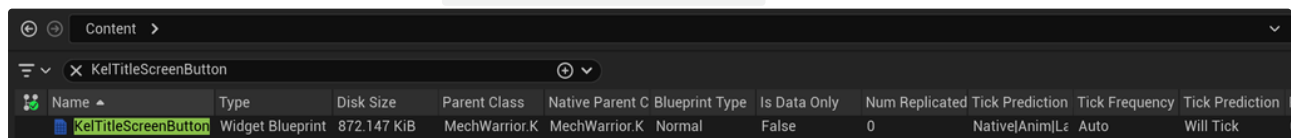


f. Play in-editor and notice that the new difficulty is now available.

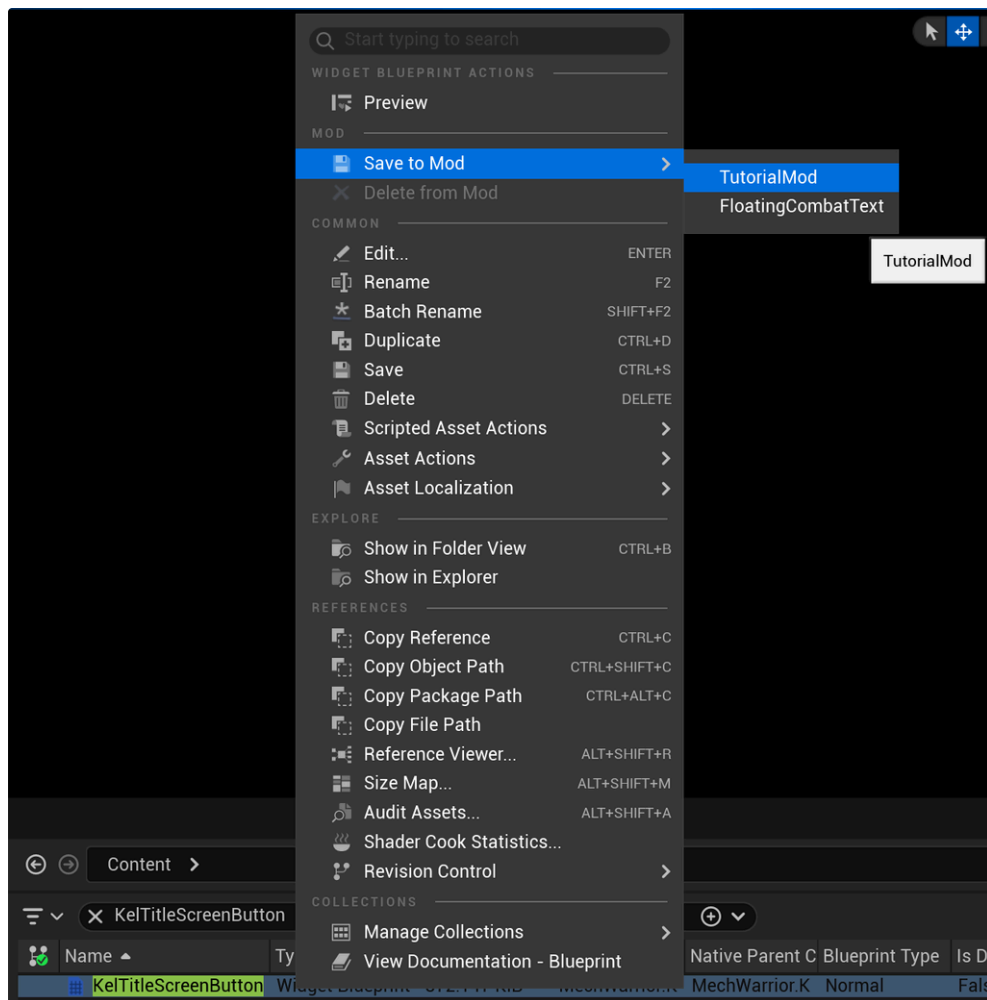


Create Your First Base Game Asset Override

1. Overriding base game assets is managed within the Editor by using the Content Browser.
2. For the `TutorialMod`, a Widget Blueprint asset will be overridden and the changes shown in the game.
3. In the Content Browser, find the asset `KelTitleScreenButton`.

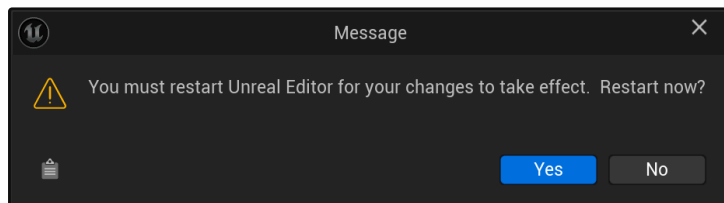


4. Right-click on the asset and select the "Save To Mod" menu.



5. Choose **TutorialMod**.

6. Select “Yes” to restart.

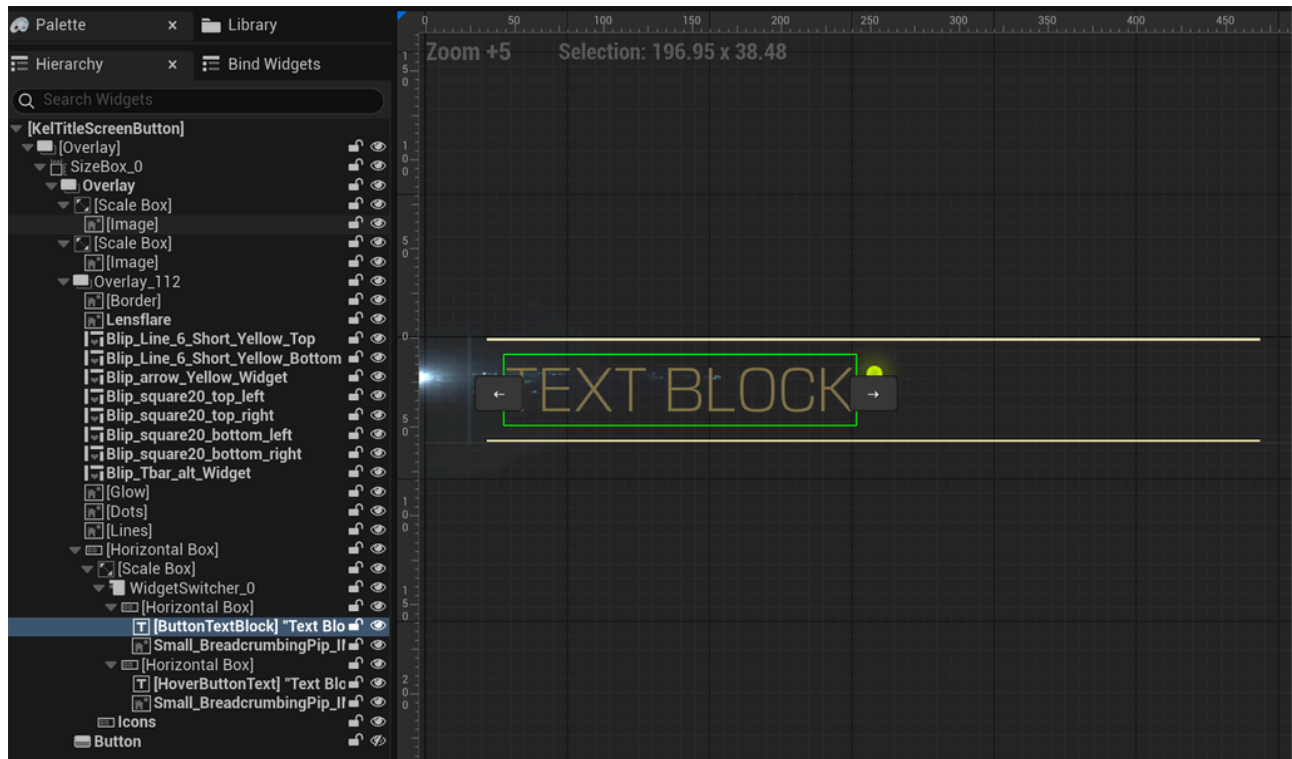


7. Once the Editor has restarted, navigate in the Content Browser to

`/Plugins/TutorialMod/ModOverride/Game/KelUI/Frontend/TitleScreen/_common`.

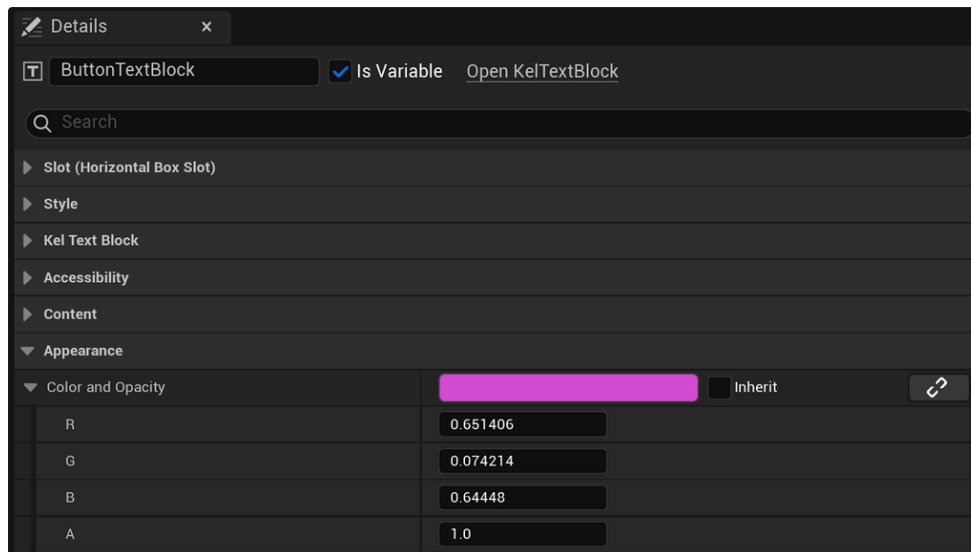
8. Select to edit the **KelTitleScreenButton** asset.

9. In the Designer mod, select the **ButtonTextBlock** widget.



10. In the Details panel, under Appearance → Color and Opacity, change the color from the default.

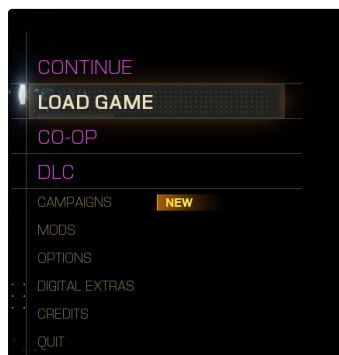
Example: **Violet** (#D34DD2)



11. Select to Compile and Save the asset.

12. Launch PIE and advance to the main menu.

Some of the menu items un-highlighted state will appear with the new color.



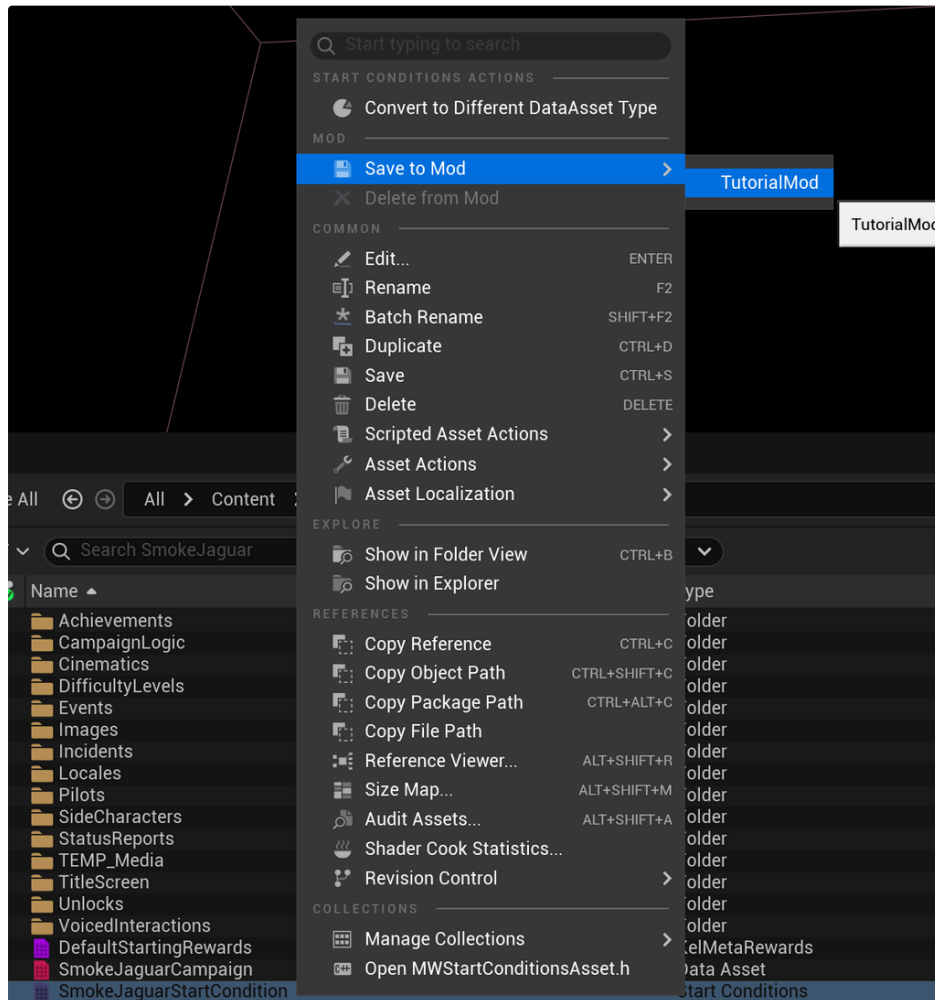
Modding Basics

Creating New Assets

See *Create Your First New Asset* section.

Overriding a Base Game Asset

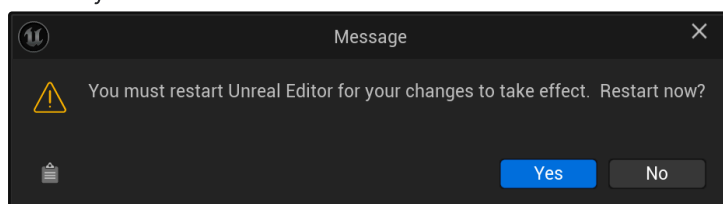
1. Navigate to the asset you'd like to override in the Content Browser.
2. Right-click on the asset and select the "Save To Mod" menu.
3. Choose the name of the mod to create the override in.



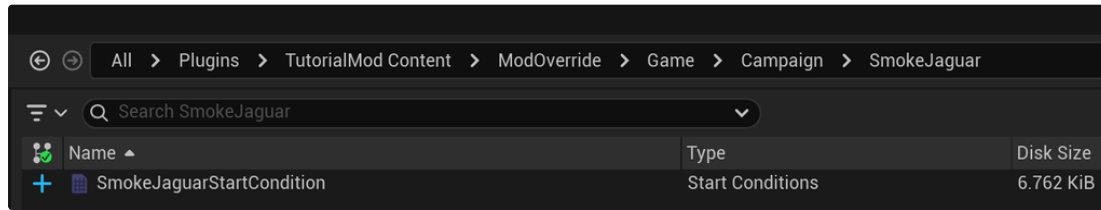
4. Once the mod override asset has been created, you will see a restart prompt.

The override will not take effect until the Editor is restarted.

You may continue to edit new assets or add new overrides and restart later.

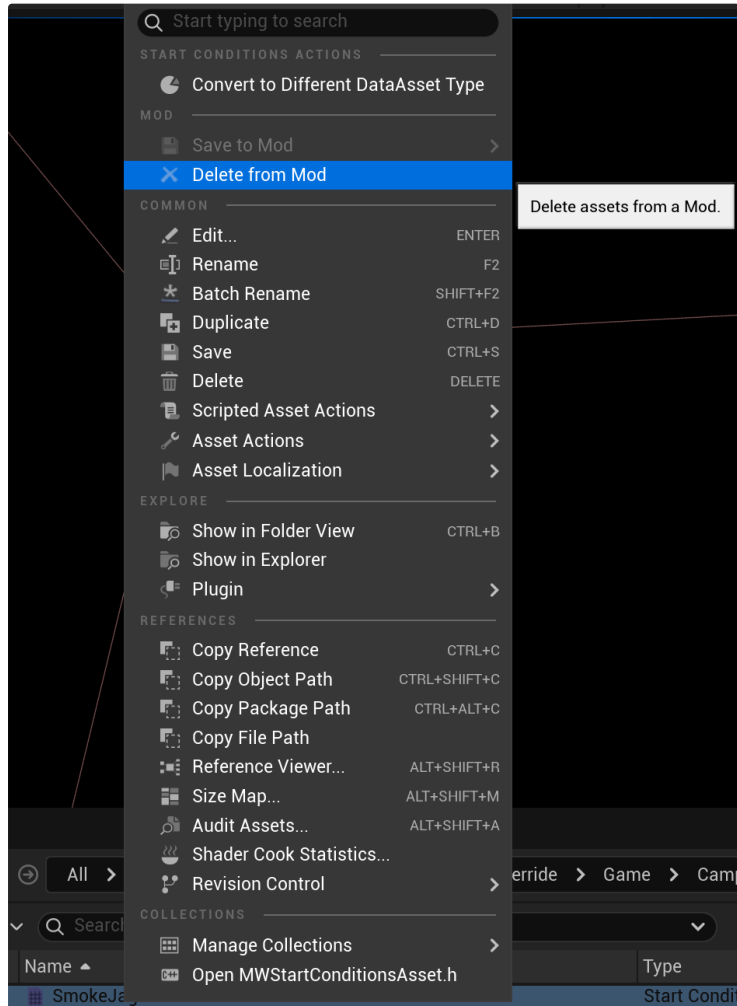


5. All of the overridden assets are placed under a special `ModOverride` folder inside the mod and managed in the Editor.



Removing Base Game Asset Override

1. Navigate to the base game asset you'd like to remove in the Content Browser.
2. Right-click on the asset and select the “Delete from Mod” option.



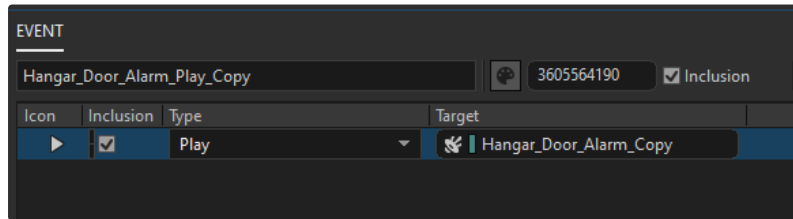
3. (Optional) Reboot the Editor to completely remove the override.

Audio

Wwise

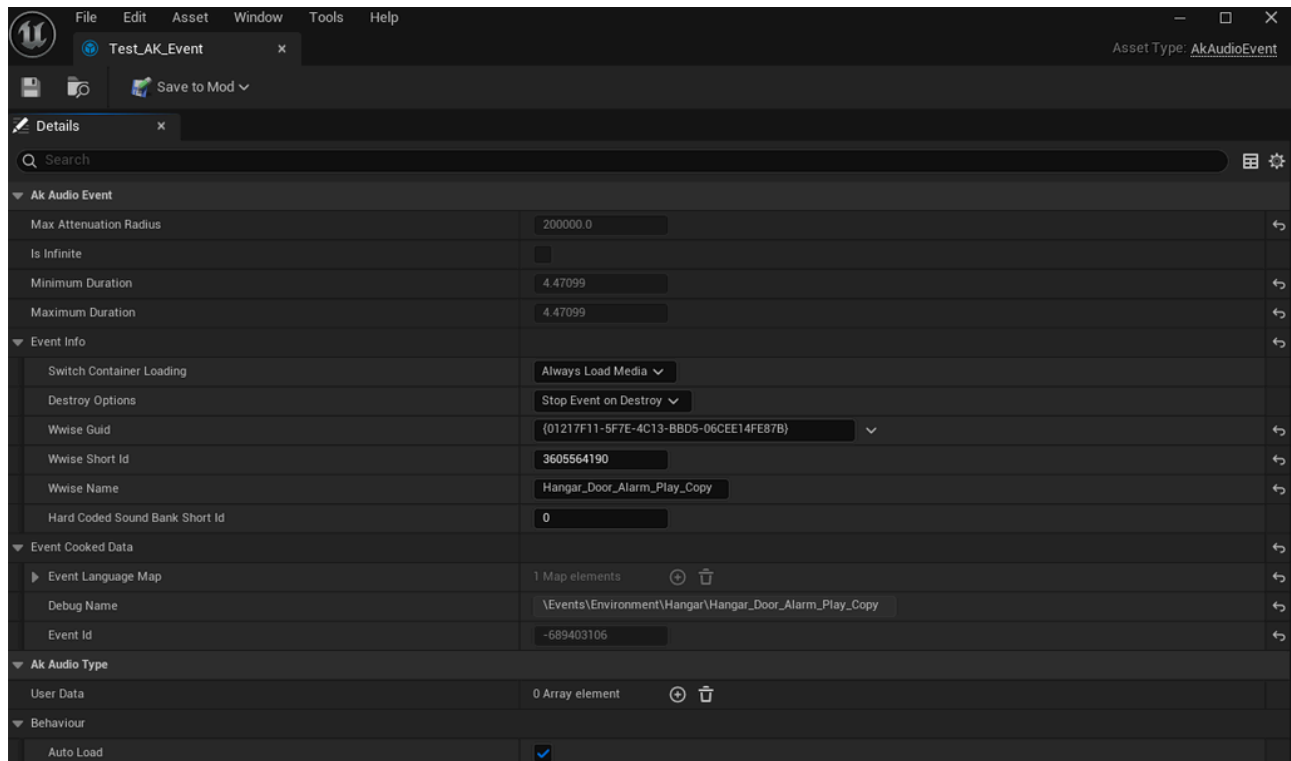
1. Install Wwise from [Audiokinetic](#)
 - a. The compatible version is listed under *MW5Clans - MechWarrior 5: Clans Modding* in the courses section (at the time of this writing, version 2024.11.8691)
 - b. Use the default list of plugins then add the “Motion” and “AK Convolution” plugins

2. Open `MW5CEarlyEditor\Editor\MW5Clans\WwiseProjectKelpie\kelpie\kelpie.wproj` in Wwise
3. Create a sound event
 - a. Project → Import Audio Files
 - b. Events → New Child → Work Unit
 - c. Work Unit → New Child → Play
4. Note the Short ID of the event (Right-click → Copy Text)



Short ID: **3605564190**

5. Go to Layouts→SoundBank or press F7
6. (Optional) Create a soundbank named after your mod and add your new event to it. If you skip this step then a soundbank will automatically be generated for your event name may conflict with other mods
7. Check “Windows” for “Platforms” and “English(US)” for “Languages” on the right then click “Generate Checked” to generate a soundbank for your new sound event. There may be some errors reported but they can be safely ignored as long as they aren’t about your event. Note that the first time you generate soundbanks will take much longer than subsequent generations.
8. Switch to Unreal Editor
9. Create a new `Audiokinetic Event` asset in your mod folder
10. Enter the `Wwise Short Id`. The rest of the data will auto-fill

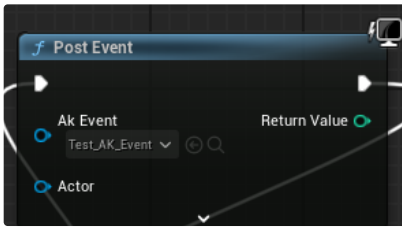


11. To test/verify the asset:
 - a. Right-click on the newly created `Audiokinetic Event` in the Content Browser
 - b. Select “Play Event”

c. If no audio is heard, make sure the sound bank was created and the short ID entered is correct

12. To play the sound, use a **Post Event** node with the asset previously created

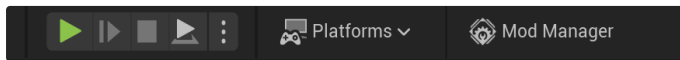
a. Hint: make sure “Show Plugin Content” is enabled in the search assets content settings



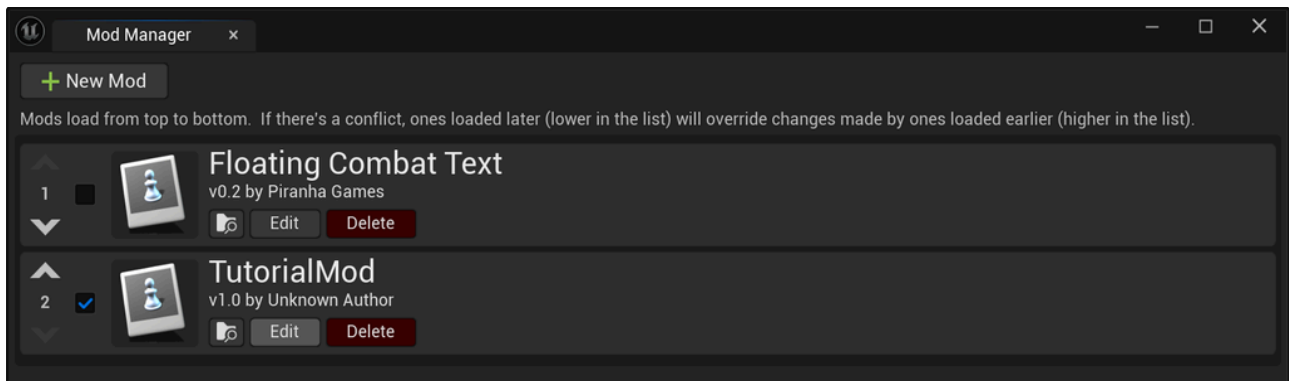
Sharing

Packaging Your Mod

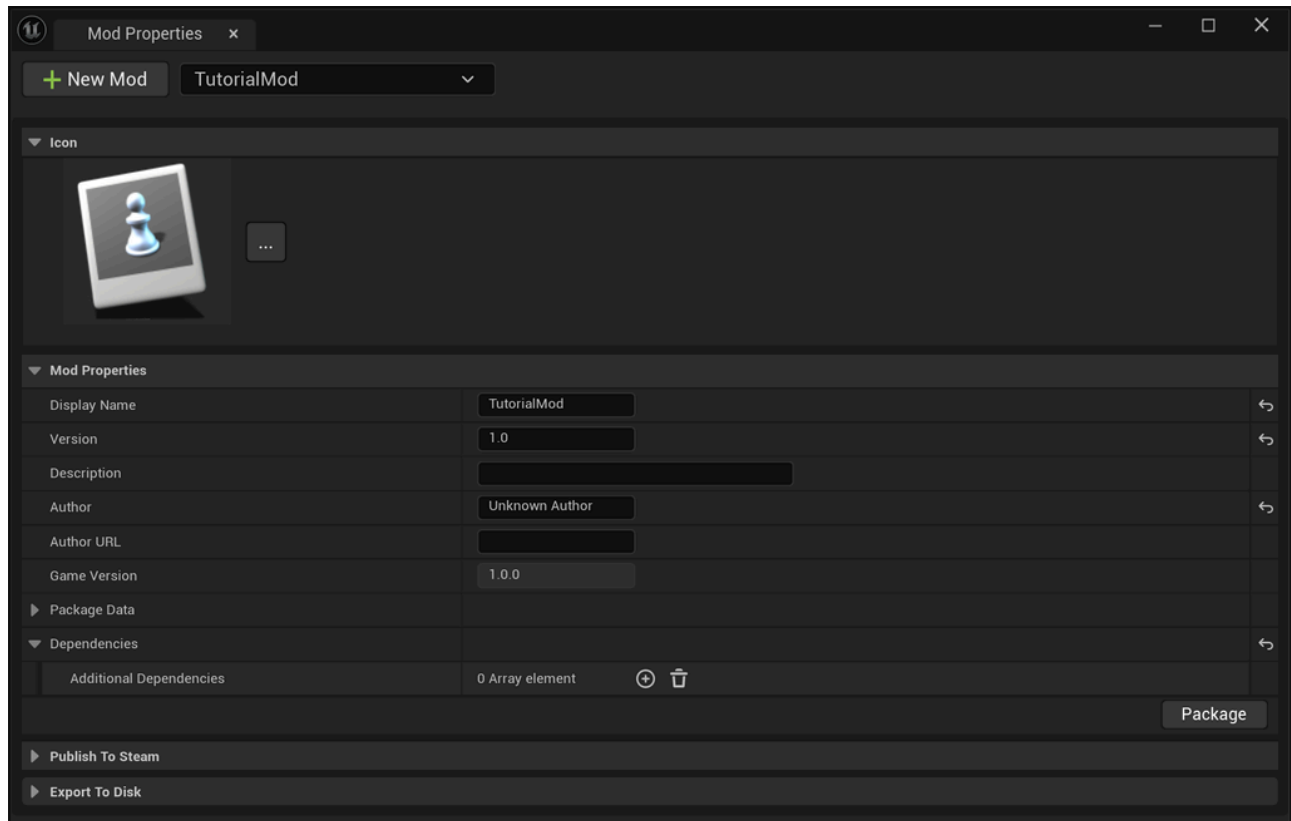
1. Make sure the Editor has been restarted so all of the mod assets and overrides are correct before packing.
2. Select “Mod Manager” from the main toolbar.



3. Select to “Edit” the mod.



4. Update any of the mod details.

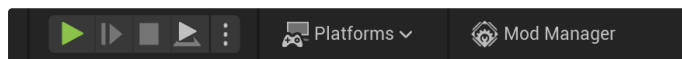


5. Click on the “Package” button.

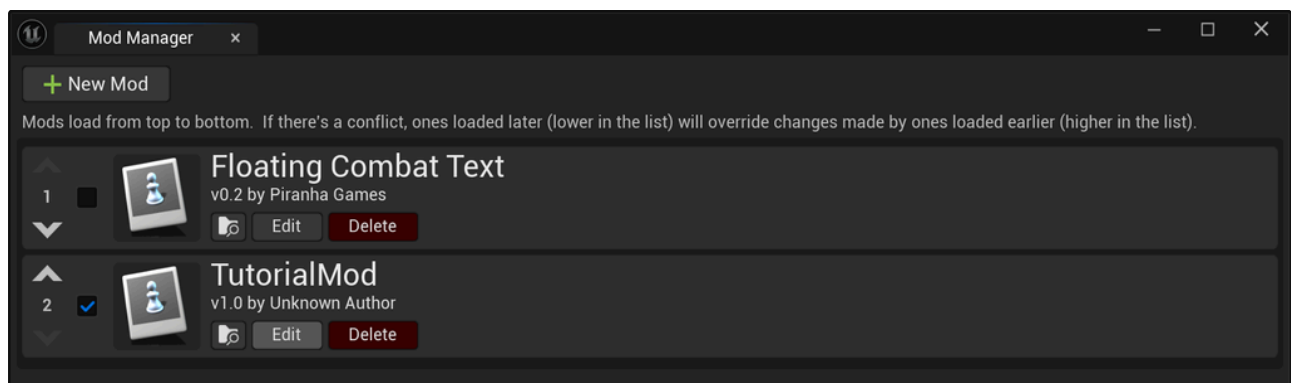
This cooks the mod’s assets and packages them into Pak files.

Exporting Your Mod

1. Make sure the Editor has been restarted so all of the mod assets and overrides are correct before packing.
2. Select “Mod Manager” from the main toolbar.

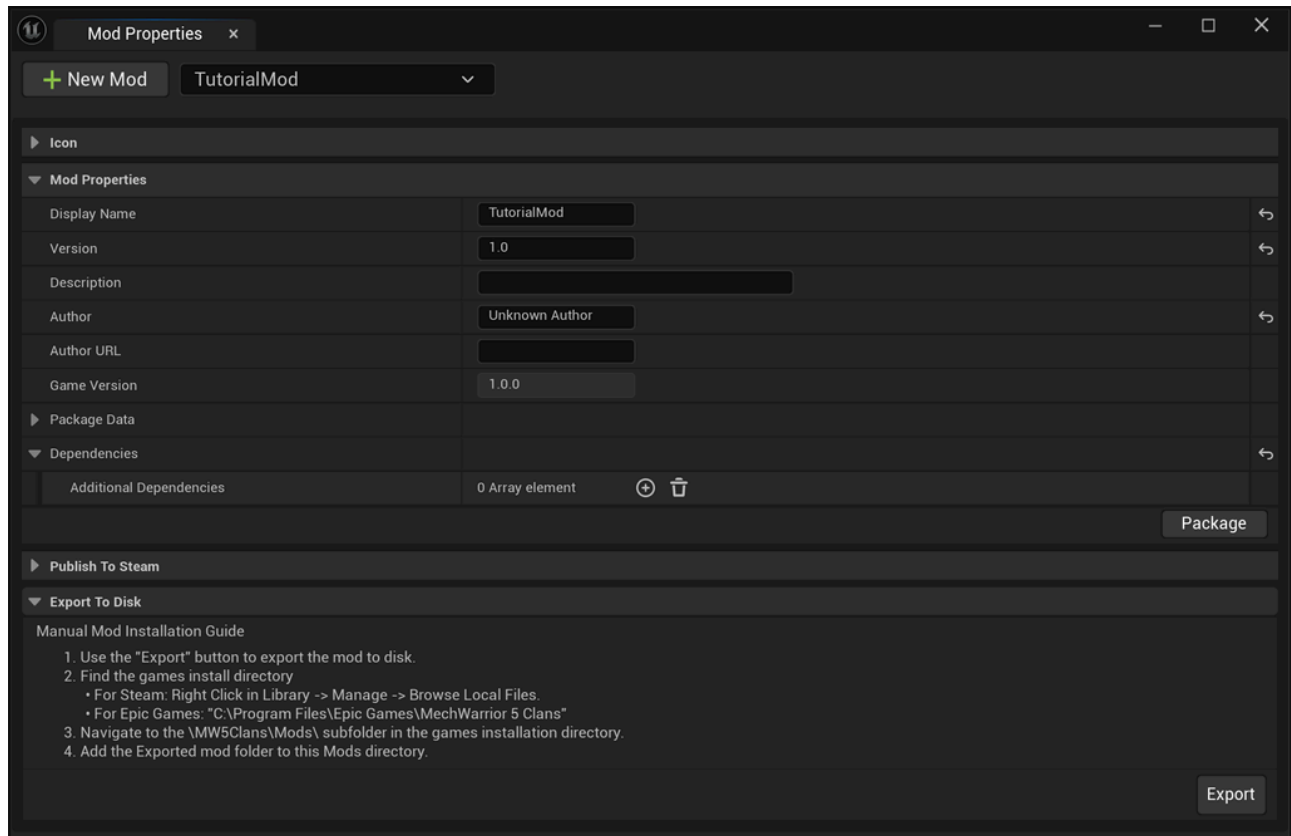


3. Select to “Edit” the mod.



4. Ensure the mod has been properly packaged, so that the “Export” button is available.

5. Click on the “Export” button.



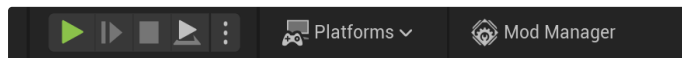
6. Select a folder to export the mod to.

Follow the manual mod installation guide.

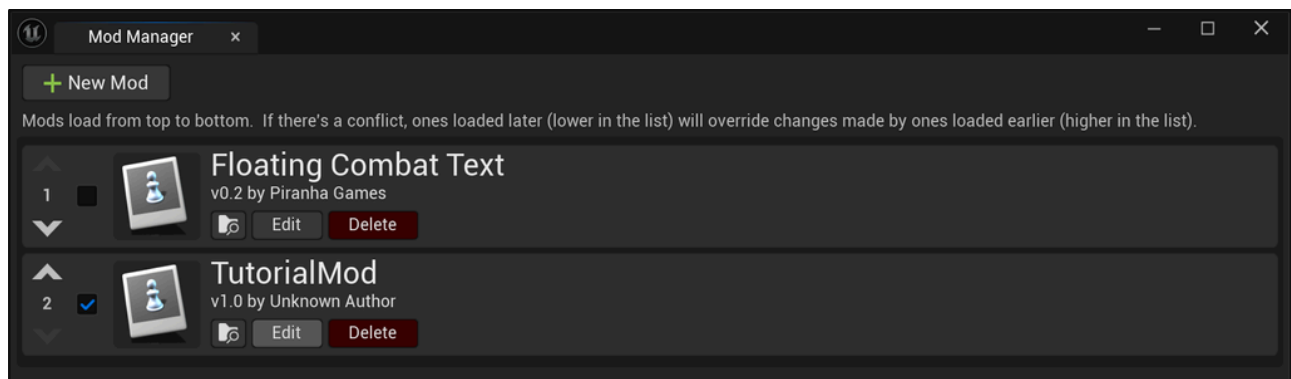
Publishing Your Mod

1. Make sure the Editor has been restarted so all of the mod assets and overrides are correct before packing.

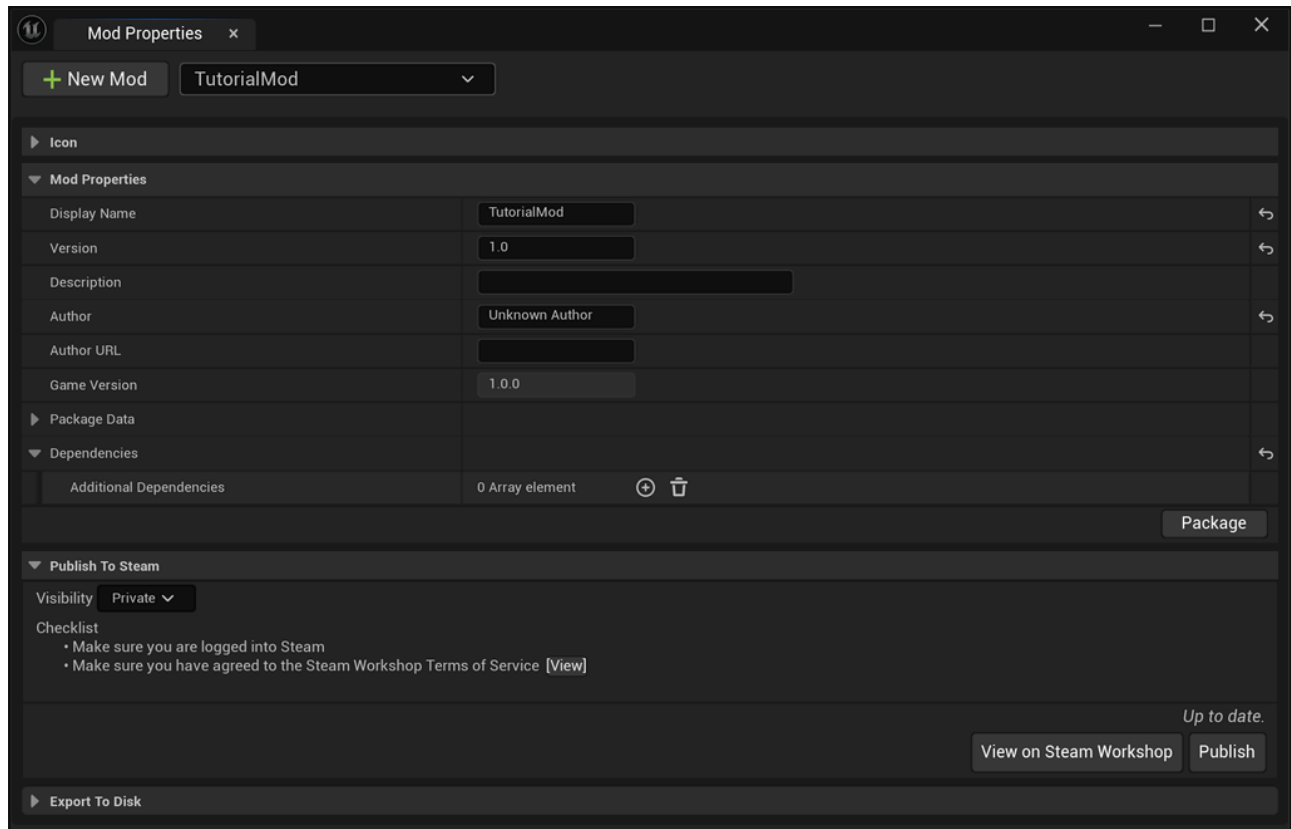
2. Select “Mod Manager” from the main toolbar.



3. Select to “Edit” the mod.



4. Update any of the mod details.



5. Make sure the mod has been properly packaged.
6. Check the desired Steam visibility of the mod.
7. Ensure the Steam client is running, logged in, and MW5: Clans is part of the library.
8. Make sure to accept the Steam Workshop Terms of Service (only once) by clicking on the “View” button.
9. Click on the “Publish” button.
10. Once the mod has been successfully published to Steam, you can verify by clicking on the “View on Steam Workshop” button.

