

MOD Issues

This article covers common questions about installing and managing MODs, overpowered-MOD detection, and enabling code plugins.

Questions and answers

Installation and management

Q1: How do I install a MOD?

A1: Subscribe to the MOD in the game's Steam Workshop. It will load automatically when the game starts. You can also place the MOD folder manually inside the MOD folder under the game directory.

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Q2: A MOD is shown in red or marked as an old version.

A2: Open Settings → MOD Management to view the error details, then disable or delete the affected MOD.

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Q3: A MOD error prevents the game from starting.

A3: Delete the MOD named in the error message. If the game still does not start, delete the entire MOD folder and verify the integrity of the game files in Steam.

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Q4: How do I enable an unofficial MOD code plugin? Why does it not work after I enable it?

A4: An unofficial MOD code plugin must be enabled **twice**:

1. Enable it in the MOD list and **restart the game**.
2. After restarting, click the red **Enable Code Plugin** button to confirm. The plugin will not take effect until this second confirmation.

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Q5: How can I use Steam Workshop MODs without Steam?

A5: The latest version supports offline Workshop content. MODs that were previously subscribed to can still load while offline. You must connect to the internet to download a new MOD before it can be used.

Overpowered-MOD detection

Q1: What is an overpowered MOD, and how can I identify one?

A1: An overpowered MOD contains values far beyond the game's intended limits, such as extremely high work rewards or negative costs. When **Automatically Calculate Reasonable Prices** is enabled, the game automatically detects and balances these values, so you do not need to judge them manually.

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Q2: Does using an overpowered MOD affect achievement unlocks?

A2: The overpowered-MOD check itself does not prevent achievements from unlocking. However, extreme MODs—such as items with negative prices—may break statistics and therefore affect achievements.

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Q3: Will the non-overpowered-MOD badge disappear if I use an overpowered MOD? / I have never used one, but the badge disappeared.

A3: Automatic value calculation is enabled by default, so using an overpowered MOD normally does not remove the badge. However, an account that has used a **negative-money cheat MOD** will lose it immediately.

If the badge disappeared even though you did not use an overpowered MOD, possible causes include:

- A poor network connection or account switch caused Steam Cloud to overwrite the save with an older copy.
- The save file was damaged—for example, the computer was shut down without closing the desktop pet, interrupting the save operation before its hash was written.

For further investigation, you can send the Saves folder to the official support email and ask the developers to check it.

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Q4: All bonuses from a MOD action suddenly stopped working, and hunger/thirst began decreasing.

A4: The overpowered-MOD detection system identified and automatically balanced the action. To restore the original effect, disable **Reasonable Value Calculation** in Settings and restart the desktop pet. After this setting is disabled, the MOD will be treated as an overpowered MOD.

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