

FIXME ****This page is not fully translated, yet. Please help completing the translation.****\\ //(remove this paragraph once the translation is finished)//

MOD Management

This setting is used to manage the MODs (modifications) you have downloaded.

MOD-related Knowledge

The VPet's built-in animations, text, etc., are all implemented as MODs, named "Core".

If you want to create MODs, you can refer to the format of this MOD. For specific creation methods, please see *VPet MOD Maker*.

The game supports importing MODs both locally and from the Steam Workshop. You can search for the MODs you want in the Steam Workshop, or place MOD files directly into the local folder.

Management Interface

MOD List

The left side lists all MOD names. Different colors represent their different states.

Gray: The MOD is disabled.

Black: The MOD is enabled.

Red: The MOD is enabled, but the MOD file was recorded for a previous game version (**this does not necessarily mean it is unusable**).

MOD Information

It contains: MOD icon, MOD name, MOD author, MOD version, game version, and MOD description.

Used to display the basic information of the MOD.

Note: When the MOD's recorded game version is lower than the current game version, a "version low" warning will appear. The MOD name in the left-side list, as well as the name and game version in the MOD information panel, will be highlighted in red.

Whether it remains functional should be determined by actual use.

For the non-code parts of a MOD, the game maintains compatibility with lower-version

MODs, allowing them to function normally. (Note: Lower-version MODs may not have been adjusted for numerical values, file formats, etc. Please be aware of related content.)

For the code-based parts of a MOD: Version 1.10 replaced the previous .NET Framework with the .NET Core framework. Therefore, all code plugins from older versions are incompatible. For specific upgrade methods, please refer to the *MOD Upgrade* section within the *VPet MOD Maker* entry.

MOD Content

Displays what content this MOD may contain.

Note This is for reference only; some MODs may not actually contain certain types of content.

MOD Operations

Open Folder.

This allows you to open the folder where this MOD is located and browse its contents.

Enable/Disable this MOD

All MODs are disabled by default (except for Core). If you wish to enable a MOD, click "Enable this MOD". After restarting the game, the MOD will be enabled.

Note MODs added while the game is running will not appear in the MOD list; a game restart is required for them to be read.

For MODs containing code plugins, after enabling the MOD, you must additionally enable the code plugin.

The game will display a warning when enabling a code plugin. Please decide for yourself whether to proceed.

After enabling a code plugin, a game restart is required. Once restarted, the code plugin will be active.

Note Not enabling a MOD's code plugin does not affect the functionality of its non-code components.

If you do not wish to use a particular MOD, you can click "Disable this MOD". After restarting the game, all features of that MOD will be turned off.

Upload/Update to Steam

If the MOD was created by you, you can upload it to the Steam Workshop and perform updates.

For specific usage instructions, please refer to the *VPet MOD Maker* entry.

Steam Workshop Page

This allows you to open and browse the Steam Workshop page for this MOD.

Browsing the Steam Workshop requires your network to have normal connectivity to the Steam Workshop.

MOD Settings

For MODs with code plugins, it may be possible to adjust that MOD's settings.