+++ How to create your own modules for Skies above the Great War +++

Important note...If you have only saved the mod locally on your pc and not hosted in the cloud, please make a backup so that your mod is not deleted or overwritten in case of a major game update!

The bad news straight away...for the time being, there are **no plans** to let you **modify or add aircraft** types. The **map** will also **not be moddable**.
Unfortunately at the moment I can't justify the working time that such a mod system would require.
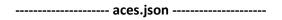
But for everything else the game makes modding very easy. All you have to do is **create a new folder** in "Skies above\ExternalData\Modules", which creates a new module that is recognised by the game at startup automatically.

You can then **copy everything you want to make changes** into this folder. Everything that the game does not find in this folder will be loaded from the "Default" module. For example, if you only want to create new starting conditions, copy the file "starting_conditions.json" into your new module and change the values as you wish.

However, it is also useful to **assign a title** to the module. The title is taken from "module_title.txt".

The **module description** comes from "description.txt" and the first image file found in the folder becomes the thumbnail.

Here is a brief description for the **modable files**:

--------------------- **aces.json** ---------------------

Here you can **create your own aces**. Randomly generated pilots have default talent values of around 0.5 to 1.0. You can give your aces in this sheet a value up to 2.0, so their skills will raise faster and they have a much higher chance of becoming ace in the campaign.

Their skill levels are -1 by default, means that the game calculates their skills during creation. If you want them to start with a specific skill value, change them (up to 2.0).

Same goes for "starting_victories" (only integer numbers).

Country "0" stands for german, "1" for british and "2" for french.

The "portrait" value points to the file name in the "PilotPortraits\Aces" folder. You can use any png or jpg to replace them.

Under "ExternalData\ModdingTools" you find the pilot creator tool that I made to create all the portraits for the game.

If you want your pilot to have a specific color code for his aircraft (of course only after he has been promoted to ace), set the "paint_fuselage_texture" and "paint_fuselage_color" from "random" to "". Now the game will take the color codes you put in.

--------------------- **airfields.json** ---------------------

Those are the **airfields at the start of the campaign**.

They need to have a valid and unique "tile_position". The name stands for the X and Y tile coordinates of the map, which goes in both axes from -70 to 70.

Valid tiles are:

AirfieldTile_X-47_Y-61
AirfieldTile_X-7_Y-57
AirfieldTile_X15_Y-49
AirfieldTile_X1_Y-41
AirfieldTile_X-41_Y-39
AirfieldTile_X29_Y-31
AirfieldTile_X-47_Y-29
AirfieldTile_X-3_Y-21
AirfieldTile_X7_Y-13
AirfieldTile_X-37_Y-9
AirfieldTile_X-49_Y3
AirfieldTile_X11_Y3
AirfieldTile_X-3_Y7
AirfieldTile_X41_Y7
AirfieldTile_X-39_Y13
AirfieldTile_X11_Y13
AirfieldTile_X27_Y17
AirfieldTile_X51_Y19
AirfieldTile_X15_Y21
AirfieldTile_X35_Y25
AirfieldTile_X-39_Y27
AirfieldTile_X-21_Y29
AirfieldTile_X-11_Y41
AirfieldTile_X9_Y43
AirfieldTile_X45_Y45
AirfieldTile_X-3_Y51
AirfieldTile_X27_Y53
AirfieldTile_X57_Y53

For better orientation, there is a map with rough coordinates in "ExternalData\ModdingTools".

-------------------- **game_values.json** --------------------

Most of the variables should be self-explanatory.

"default_player_flying_skill" means the manoeuvrability and performance of a pilot who is currently being controlled by the player. AI pilots can theoretically achieve up to 2.0.

"max_missions" means the maximum amount of simultaneous open missions per side.

"efficiency_per_bomb", "efficiency_for_recon" and "efficiency_for_photo"...the higher the value the easier and faster it is to fulfil a mission.

-------------------- **starting_conditions.json** --------------------

A factory can either be used for research, in which case it looks like this, for example... ["Fokker", "research"] or ["Sopwith", "research"]

or it already produces a special type. Then the line must look like this... ["Fokker", "FokkE", false, 0.50, 0.75].

The first value is the manufacturer ("Fokker"), the second value is the identification code of the type ("FokkE"), "false" only tells the game that the construction of the factory is not being charged, the first number stands for the efficiency of this factory with this type (0.0 to 1.0) and the last number stands for the production progress (0.0 to 1.0).

In other words this example means...The manufacturer Fokker has a factory that produces a Fokker Eindecker with the efficiency of 50% and is 75% complete.