

Hoi4 National Focus Maker



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Adding a project for more than one mod Some tools add a mod for each main model, for example "Civ5", "Civ5: Forge of Empires" or "Civilization V: Gods and Kings". This can become very confusing for the players, since they would have to choose the correct mod, instead of just selecting "Civilization V", or "The Gates of Antares" or "The Forgotten Gods", or whatever else they would like to be using. Additionally, this can be very confusing for the programmers, since they would need to create several projects (that only run in one mod), instead of just one project. The solution is to use multiple projects. Since each project can run separately, all you need to do is create one project for the main model, and another project for the specific mod you are developing. It is a good idea to name both projects the same, such as "V1\_The Gates of Antares", so that the mod can be easily identified. Customizing the project tree The customization of the project tree is done in the "Top level files" dialog. Many things can be customized here, such as changing the window size and window position, and the position of the main menu, main option menu and resources menu. Game Manager The game manager can be accessed from the main menu by selecting "Game manager". The game manager is where you can set up every aspect of the game, including mod manager, the minigame manager, the hotkey manager, the autosave manager, the mod manager, the mods installed, and the player preferences. Mods that can be installed Mod manager The mod manager allows the player to install mods from the game files, by using the .Mod file extension. It is possible to make mods with the help of the mod manager, but it requires the player to have the "Modding" tab in the game manager opened. To do so, the player clicks on "Tools" in the main menu, and then on "Mod Manager". Once the player has the game manager open, they can use the mod manager to select the mods they want to install, and if they do, the game manager will open. Once the mod is selected, the player can click on "Install". Adding a mod from Forge Some mods are created with the help of Forge, and they can only be installed using the Forge. To do so, the player needs to use the 82157476af

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