

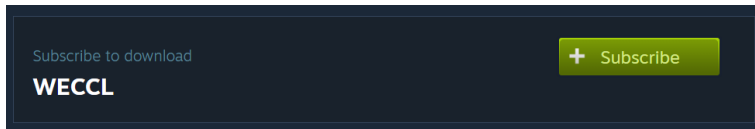
# Wrestling Empire Mod User Guide

## Installing Mods

The recommended way to install mods is through the Steam Workshop:

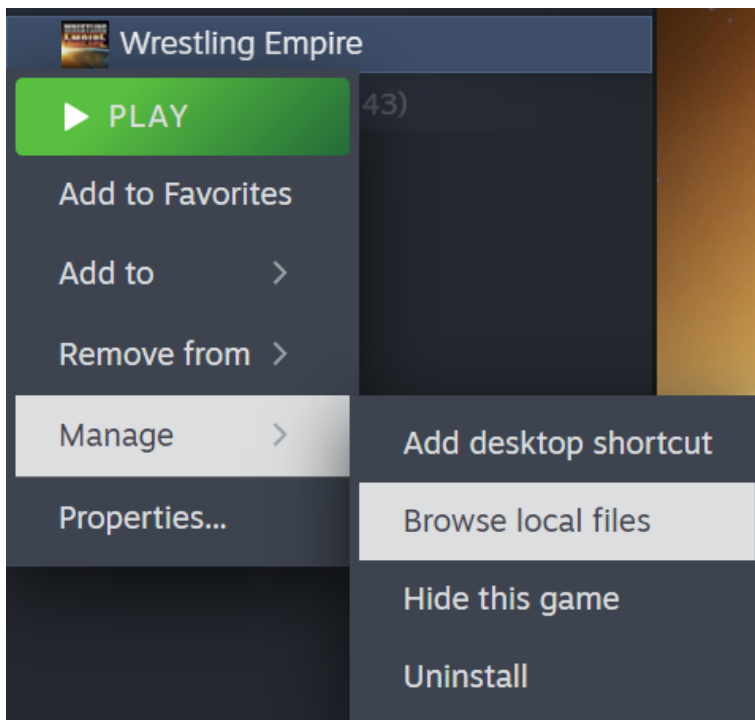
<https://steamcommunity.com/app/1620340/workshop/>

Steam Workshop mods are automatically installed after clicking the “subscribe” button without need for any manual steps.



## Running Modded

The game launches without any mods by default. In order to run the game with mods enabled, you’ll need to run it from the “Mod Launcher” executable. The launcher is located in the game’s root folder which can be located by right clicking the game in Steam, then choosing “Manage” then “Browse local files”.



This will open the file explorer and from here you can run “WrestlingEmpireModLauncher.exe”. Please note that you’ll need to confirm the warning through the console that shows up the first time you launch the game with mods. It is strongly recommended to create a backup of your save file before running any mods, as mods could potentially cause save files to break. To create a backup, navigate to **%USERPROFILE%\AppData\LocalLow\MDickie\Wrestling Empire** (e.g. using the File Explorer address bar or the Run dialogue which can be opened by pressing **Win + R**), then move the Save.bytes file to any safe location.

## Manual Installation

It is possible to install mods manually from external modding websites such as Thunderstore:

<https://thunderstore.io/c/wrestling-empire/>

It is recommended to run the game once with mods enabled so that the necessary folders for this can be created.

To install mods manually, click the “(manual) download” button on the modding website, extract the downloaded zip file and copy the contents of “plugins” into **Wrestling Empire\BepInEx\plugins\Manual** (placing them in “plugins” works too but is discouraged). “Wrestling Empire” is the game’s root folder, as mentioned in the “Running Modded” section.

## Custom Content

For adding your own content (e.g. costumes, themes, and characters), please refer to the “Content Mods” section of the Mod Creator Guide.

## Disclaimer

When using mods, you should be aware that it can lead to unexpected game behaviour. The potential risks include, but are not limited to:

- **Software Issues:** Potential for game instability, crashes, or unanticipated behaviour.
- **Save Data Concerns:** Game save data could get corrupted or lost.
- **Content Variations:** Mods may introduce content that might be deemed inappropriate, offensive, or divergent from the game's original intent.
- **Potential Threats:** There's always a risk, albeit small, of harmful software like malware or viruses when downloading and installing mods. Note that while Steam and Thunderstore conduct antivirus checks on mods, no system is entirely infallible. Always exercise caution regardless of the source.

No accountability is taken for any issues that arise due to the use of mods. Any loss, damage, or malfunction resulting from mod usage is the responsibility of the user.

If you encounter bugs or issues while using mods, it's important to remember that these might be directly related to the modifications and not the base game. Before reporting any issues, please disable all mods and verify if the problem persists in the unmodified game and save file. Reporting bugs experienced while mods are active may not receive attention or resolution.

## Mod Compatibility

Mods that alter code usually only work for a specific game version. In case a mod doesn't load, this is likely due to the versions being incompatible. Make sure both the mod and your game are up-to-date. If this is the case, it may just be that the mod isn't updated to the new game version yet. Updating mods may take a while and mod developers have their own lives to take care of, so please be patient.

WECCL (Wrestling Empire Custom Content Loader) also is a code mod and needs to be updated after every version. Content mods will also not work until this is done.

## Configuration

Some code mods may have settings that can be changed to modify its behavior. Configuration files can be found in **Wrestling Empire\BepInEx\config**, and can be edited through any text editor.

## Troubleshooting

### Mods don't work at all!

First, make sure you're running the game from the modded executable as written in "Running Modded". If this is the case, try reading the console log that shows up after the game launches to see if anything is off (**Alt + Tab** or **Alt + Enter** if in fullscreen). Mods that load correctly should say "Loading [mod name]" without any errors afterwards. If the game recently updated, chances are that most mods haven't been updated yet.

### An error (red text) appears in the console

Try reading the error to see if you recognize one of the following:

#### **TypeLoadException: Could not resolve/load type (...):**

This means you're using a mod that's incompatible with the game version you're using. Make sure the game and mod (mentioned above the error) are up-to-date, and if they are, remove the mod until an update is released.

In case this happens for a Steam Workshop mod, please report it to the mod author.

#### **IndexOutOfRangeException Index was outside the bounds of the array:**

If the stack trace says "at SaveData(...)", this means the save data is broken. The best thing to do if this happens is loading a backup. If not, it could mean anything. If it actually causes problems, reporting it to the mod author is recommended.

If none of the above messages apply and the error has a visible effect, you should try determining the mod responsible for it and reporting it to the mod author if possible.

### When running the launcher, I get an error similar to "The required .NET runtime to execute this application is missing or not installed."

This means you'll need to install the .NET 6.0 runtime from:  
<https://dotnet.microsoft.com/en-us/download/dotnet/6.0>