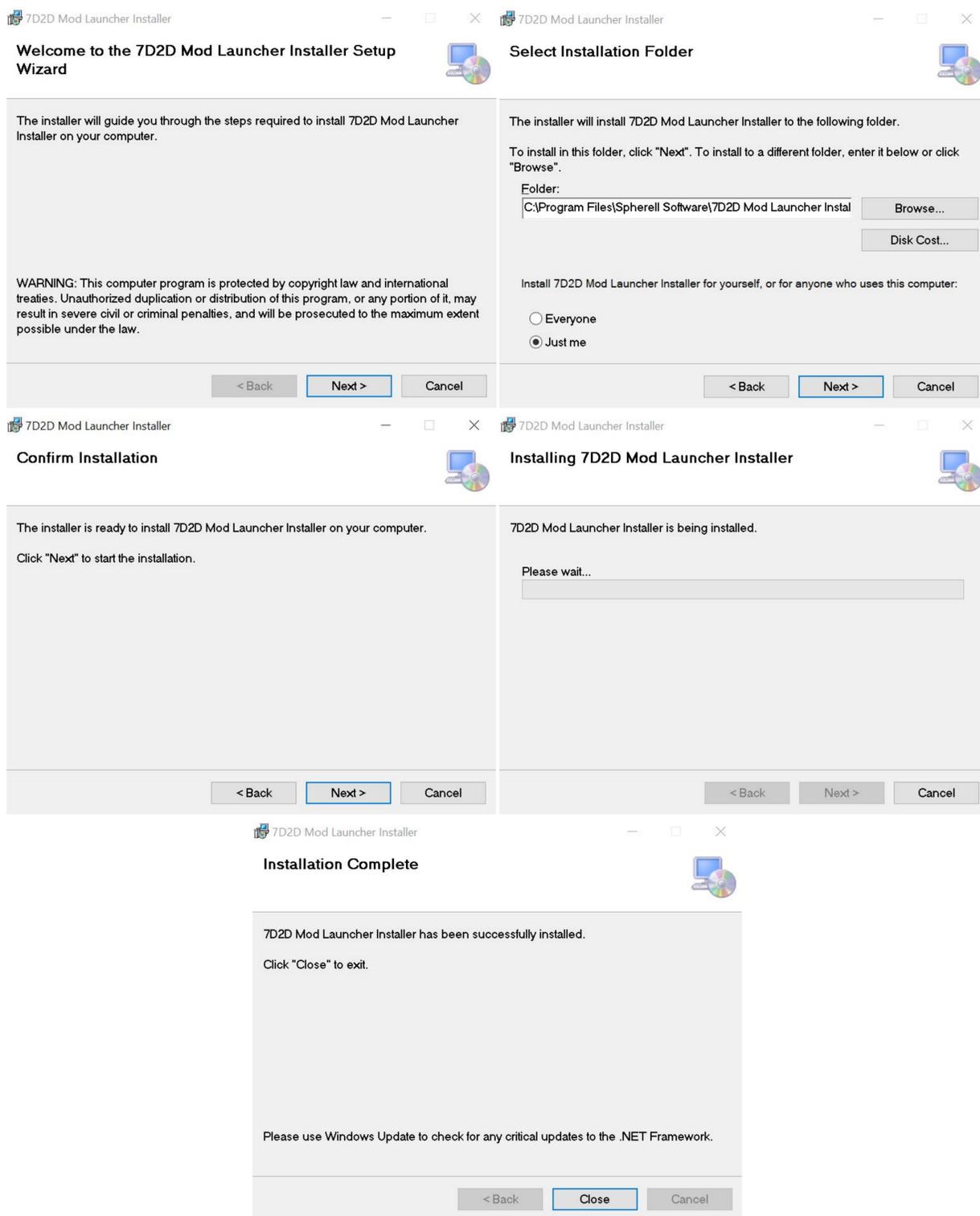


7 Days to Die Mod Launcher Installation Guide: Overhaul Instructions & Unnecessarily Beautiful But Immersive (UBBI) 1.2.7 Install Tutorial Launcher Designed By Spherell, Tutorial Created By Ztensity

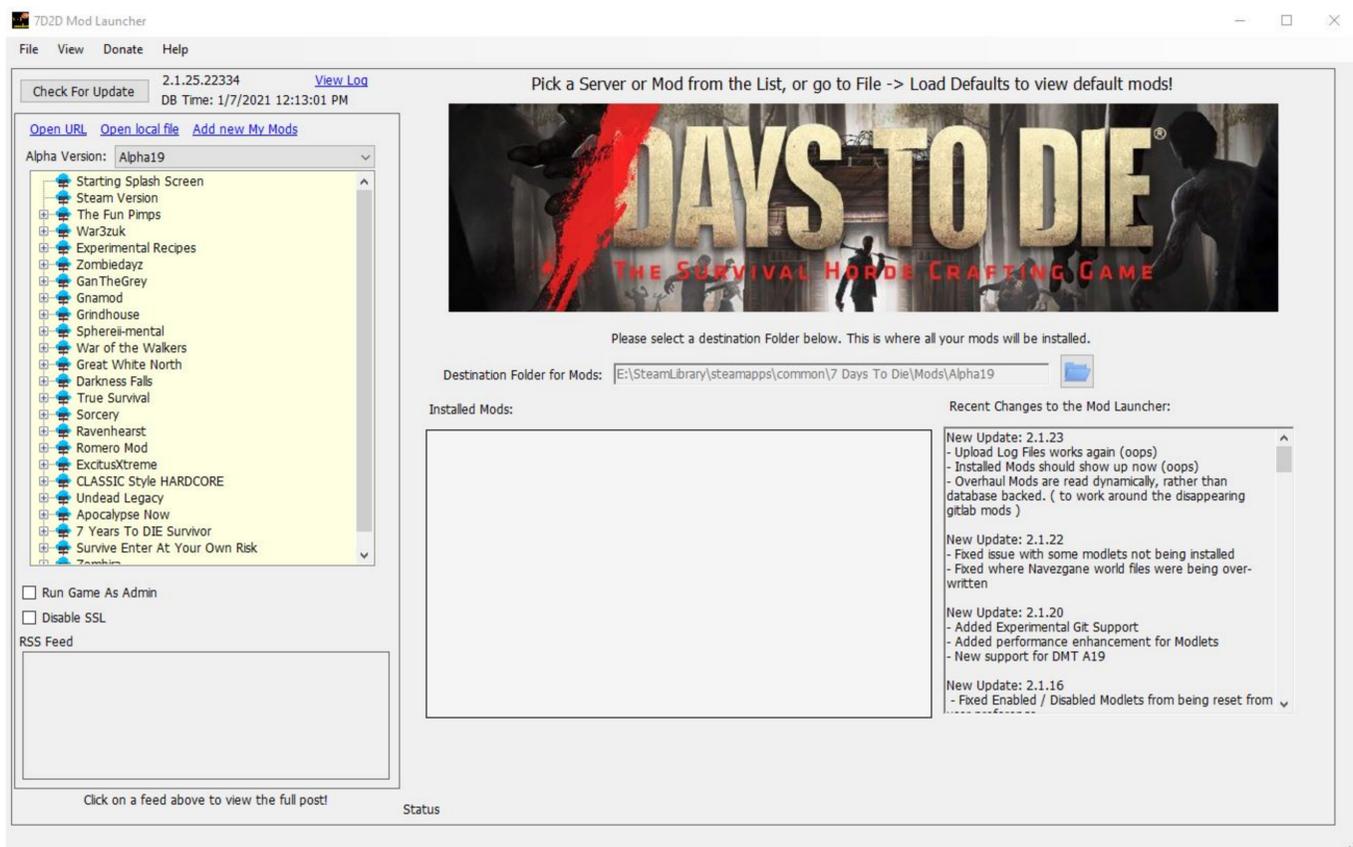
Designed by modder, coder and program designer **spherell**, the **7D2D Mod Launcher** is a powerful tool to assist people in playing with their favorite mods for **7 Days to Die**. Not only can players easily discover and install new mods quicker and more efficiently than ever, but they can even keep them up to date automatically. What is possibly some of the most exciting and most captivating parts of using this launcher is that it keeps mod installations separate (which avoids conflicts with overhauls), automatically updates the launcher and allows players to even customize overhauls using an integrated modlet management tool.

Before doing anything with an overhaul like *Gnamod*, *Ravenhearst* or *War3zuk*, players must first download the **7D2D Mod Launcher** here: <https://github.com/7D2DModLauncher/ThickInstaller/blob/master/SetupInstaller.msi?raw=true>

- Once you have downloaded the installer, run the installer and flow through the following steps. It should be intuitive, however this will just give a step by step for clarity. On the second step, be careful to choose which drive, folder etc. you would like the location of the **7D2D Mod Launcher** to be installed on. All mods, overhauls, **7 Days to Die** install copies etc. will be installed onto that drive. For instance, some people have multiple steam folders for different drives, so they can keep more demanding games on SSDs for instance.



- Once you have installed the **7D2D Mod Launcher**, the starting splash screen should look a little something like this:

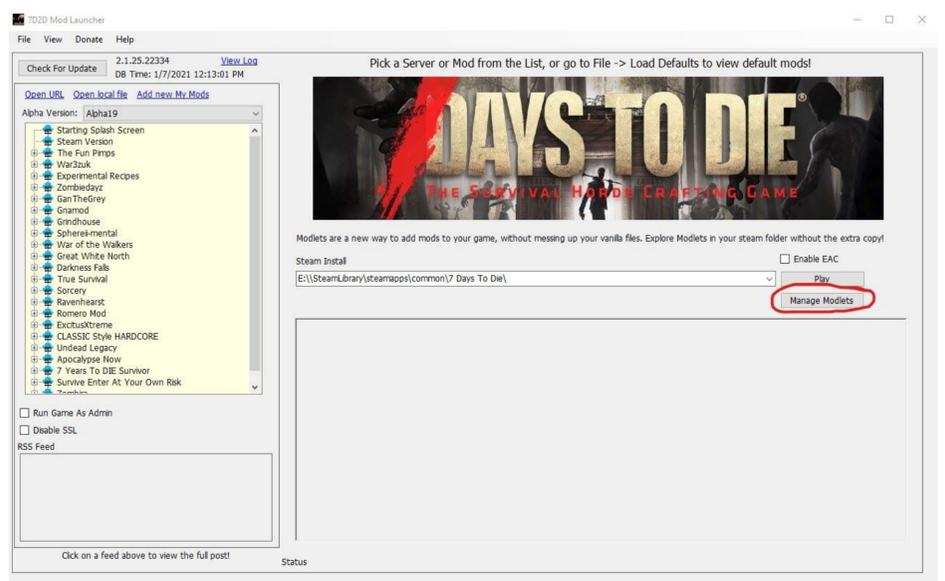


- Once you've successfully installed the launcher and you've reached the starting splash screen, you are now ready to play with mods. However, you'll notice 23 different selections in the yellow box to work with when approaching your mod load order, such as a "*Steam Version*," "*The Fun Pimps*," "*War3zuk*," "*Gnamod*" and "*Ravenhearst*" to name a few.

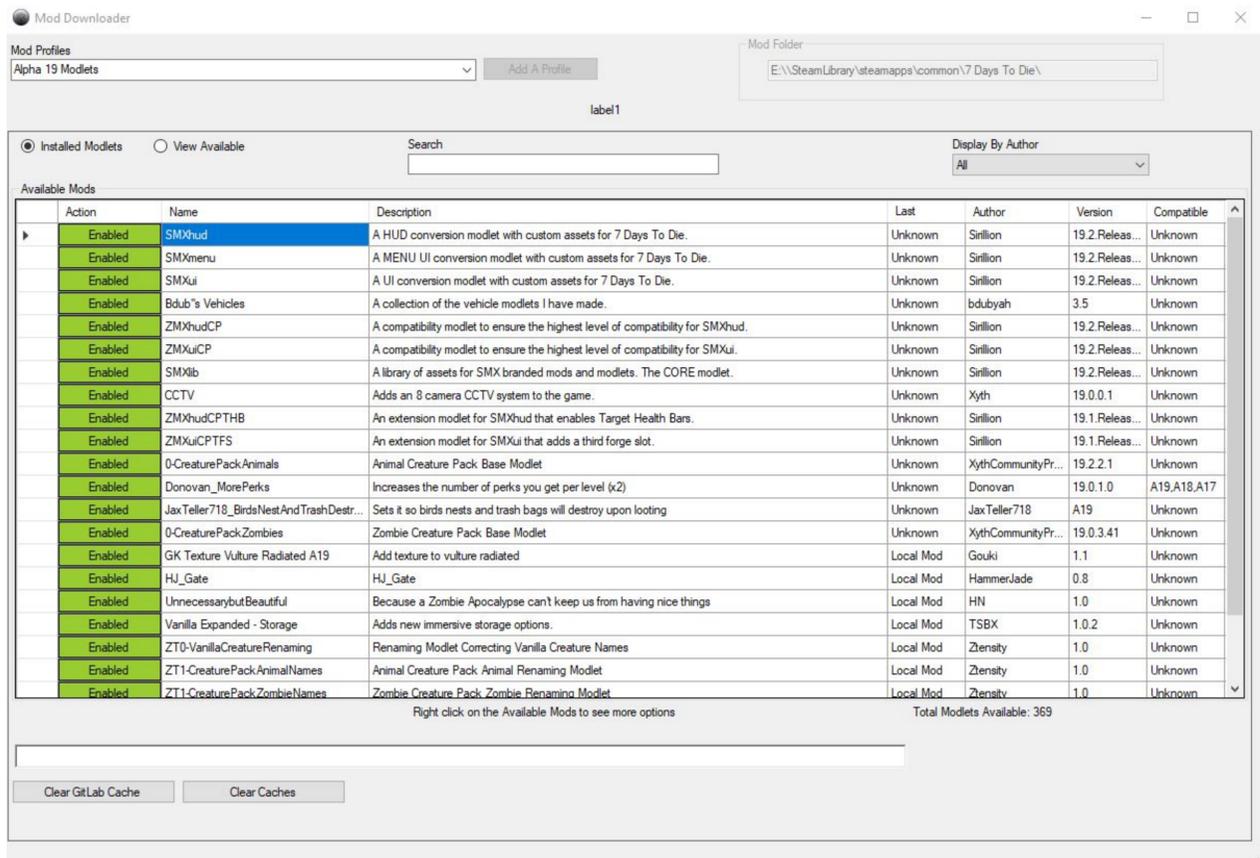
What is important to know is that the "*Steam Version*" is the original location of your **7 Days to Die** mod folder. It is here where you can easily manage modlets for a game without an overhaul of any kind.

All you should have to do is click on the "*Steam Version*" and then click "Manage Modlets," which will take you to a list of mods that are currently installed in your "mods" folder.

If this is your first time, you should have nothing to start.

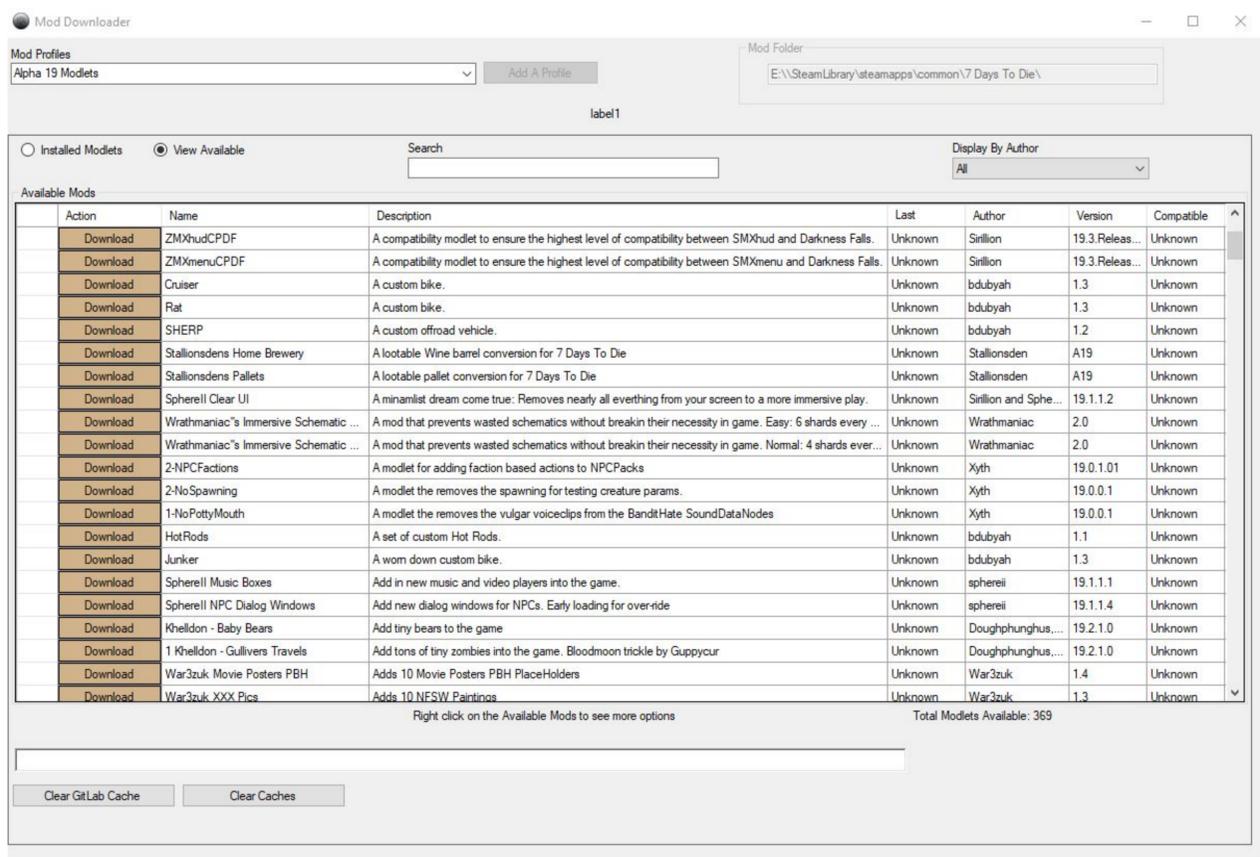


4. Below is what the installed mods will look like when installed. To remove a mod, just disable and then right click and pick "delete."



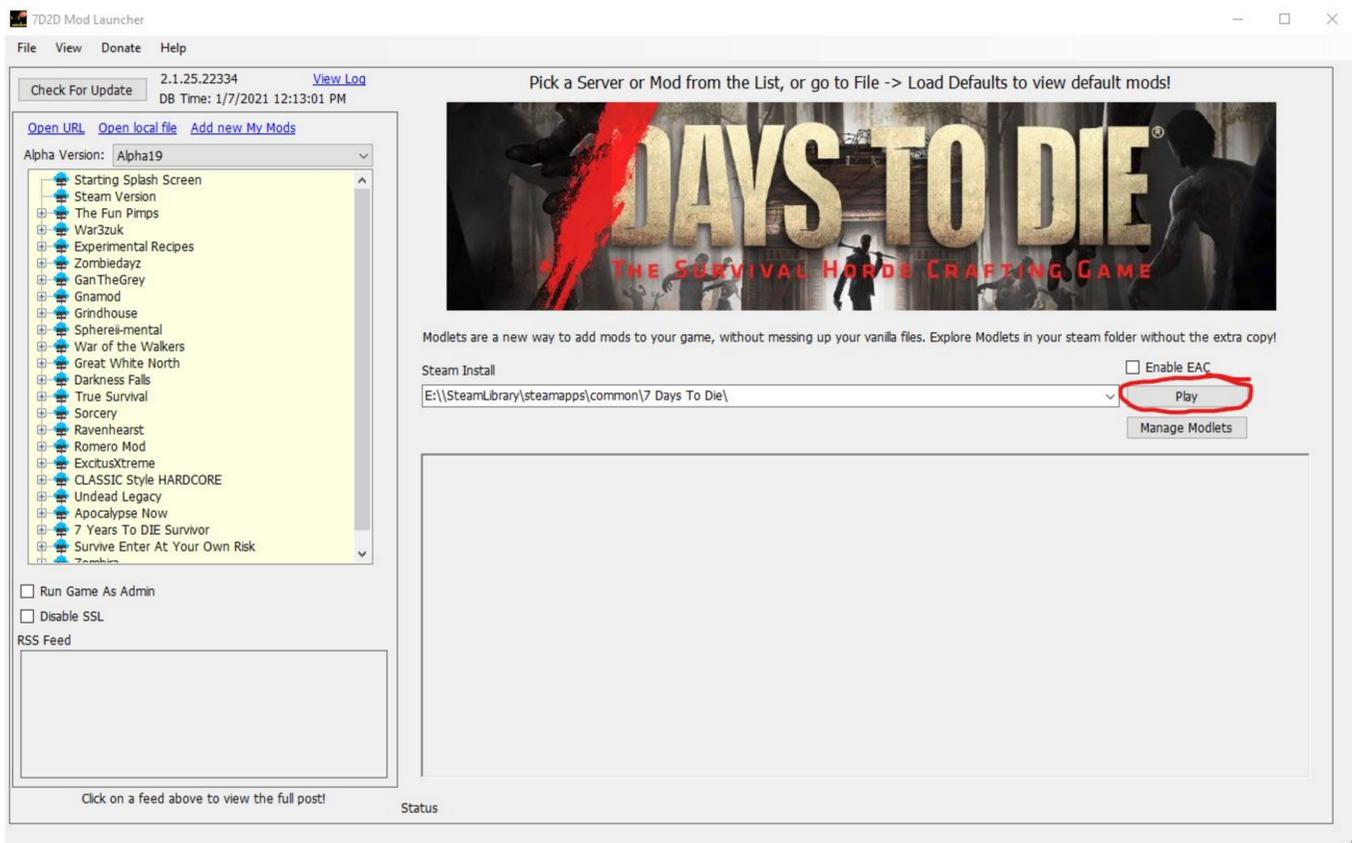
5. To add modlets, go to "View Available." The below screen is what you should be seeing on the launcher, however the modlets available are subject to change based on what are currently listed, uploaded and recently updated. To download a mod, just click "Download" and then you should see a log above "Clear GitLab Cache," which shows the progress until complete. You can display mods here by "author" and you can also search for a mod by name. However, occasionally you will have to back out entirely in order to search again, as sometimes searching one way will block the program from allowing you to search anything else until you refresh the page this way.

View This Link For More Information: <http://7d2dmodlauncher.org/ManagingModlets.html>

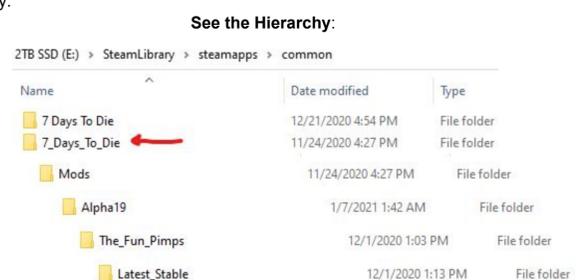
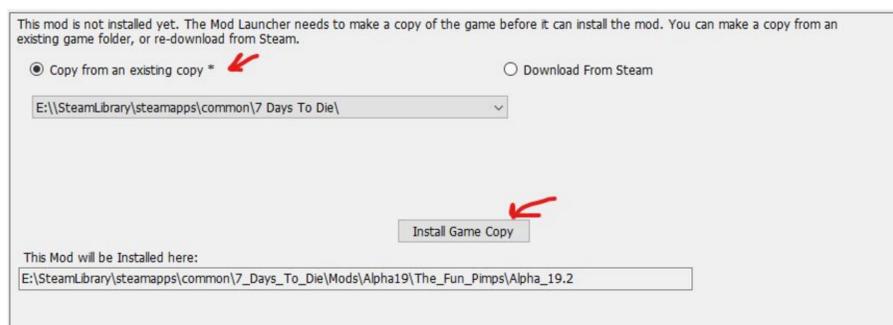


Note: Not all modlets are available through the launcher and therefore you must look for those mods on Nexus, the Forums or the 7 Days to Die mods website. I would suggest downloading the mods you want via the launcher first and then going to the other websites to manually download the mods and add them to the "mods" folder later. This is essential, as only mods downloaded through the launcher will be automatically updated for you and doing things this way should make things a little less confusing, complicated and convoluted.

Once all mods are installed via the launcher and/or manually added via Nexus or the Forums, you can now play!



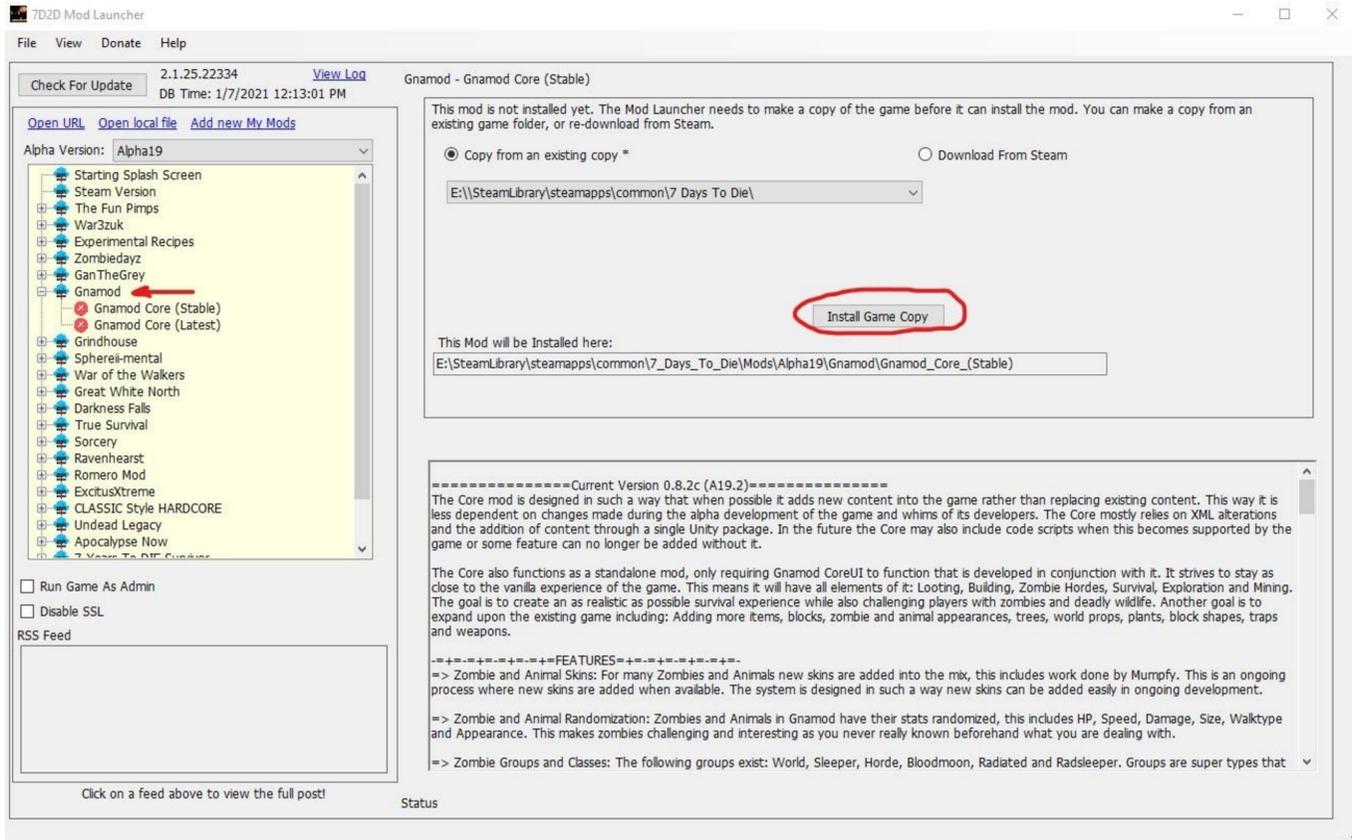
Before we move on to learning how to install overhauls like *Gnamod*, *Ravenhearst* and *War3zuk*, it is important to understand what "The Fun Pimps" drop down is. In short, "The Fun Pimps" allows players to backtrack to previous alphas of 7 Days to Die alongside having a duplicate copy of whatever the "Latest Stable" is (currently 19.2b4). Similarly to overhauls, this creates an install copy by choosing either "copy from an existing copy" or "Download from steam." Once the game copy is installed, you officially now have two versions of the game installed. The "Latest Stable" can be used to test new mods as a mod creator or it can be used by players to test mods that they are unsure of implementing into their main game. Follow similar steps as the "Steam" version before pressing "Play."



The last folder is the primary "7 Days to Die" folder. There you can access "Mods."

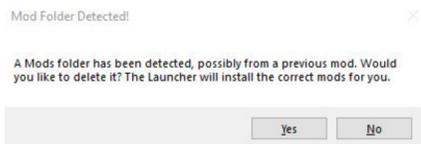
Now that we've touched base on using the mod launcher to install smaller modlets with the "Steam" version and "The Fun Pimps" various versions, we can now look at installing a mod overhaul. To download any overhaul, you should be able to follow the same steps below and therefore, we will only walk through installing one of them. For this guide, we will cover installing gnamod specifically.

6. First, you will select the overhaul of choice (in this instance "Gnamod"). Then click "Install Game Copy."



You will see this until it's complete. **Note: Some Overhauls Take Time Due To Size**

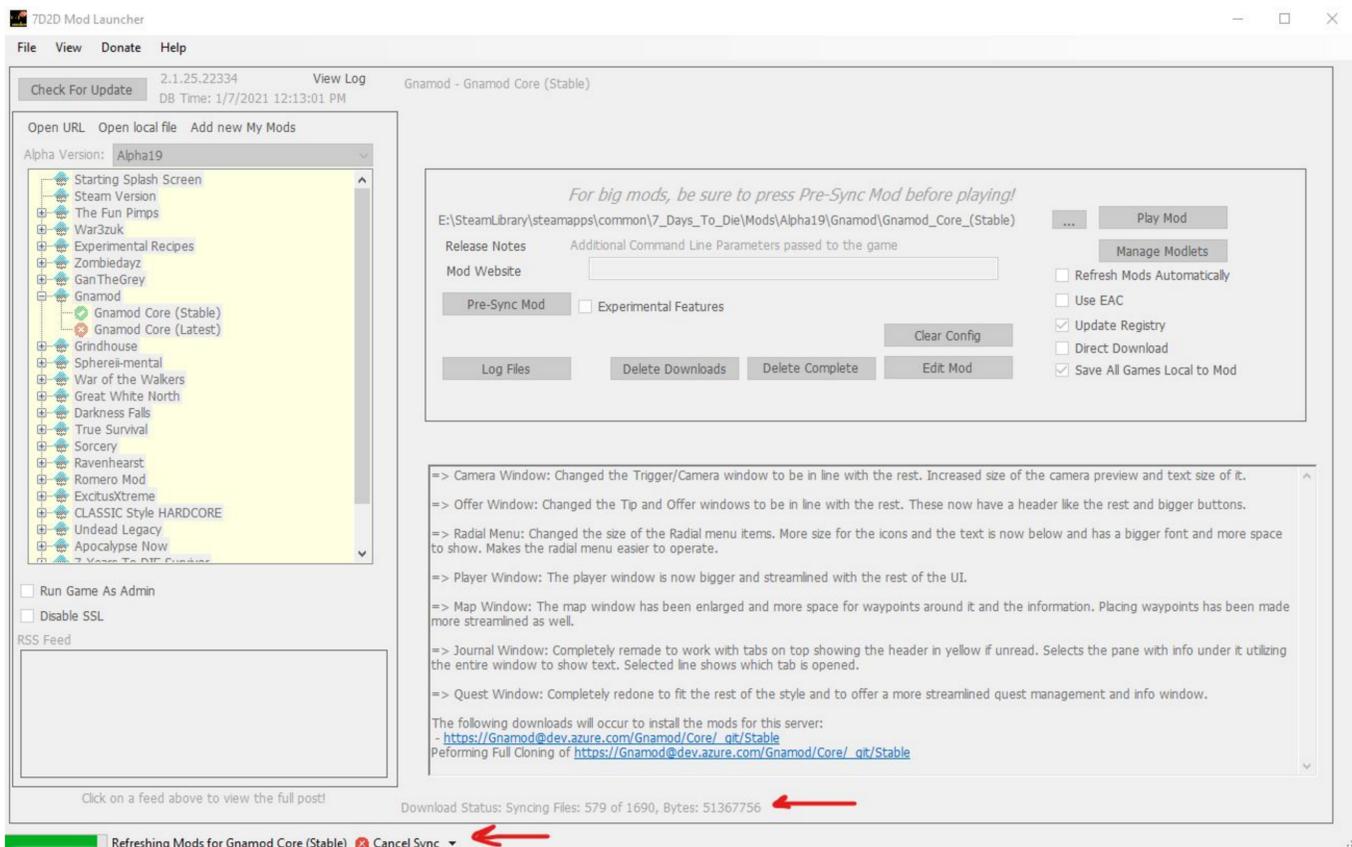
7. Once installed you may get the following pop-up "Mod Folder Detected!" If you do, go ahead and select yes, as it will erase the "mods" folder for the new game copy created for the "Gnamod" overhaul. This is necessary for a clean install of "Gnamod."



8. The next step is pre-syncing the mod, which actually loads all mods that are included in the "Gnamod" overhaul. The mods installed by pre-syncing will automatically create a "mods" folder and put in that "mods" folder of the new game copy.

You will get a pop up explaining that "you haven't downloaded it, would you like to?" Say "yes" and you will begin the process of installing the mods for the overhaul in the new game copy.

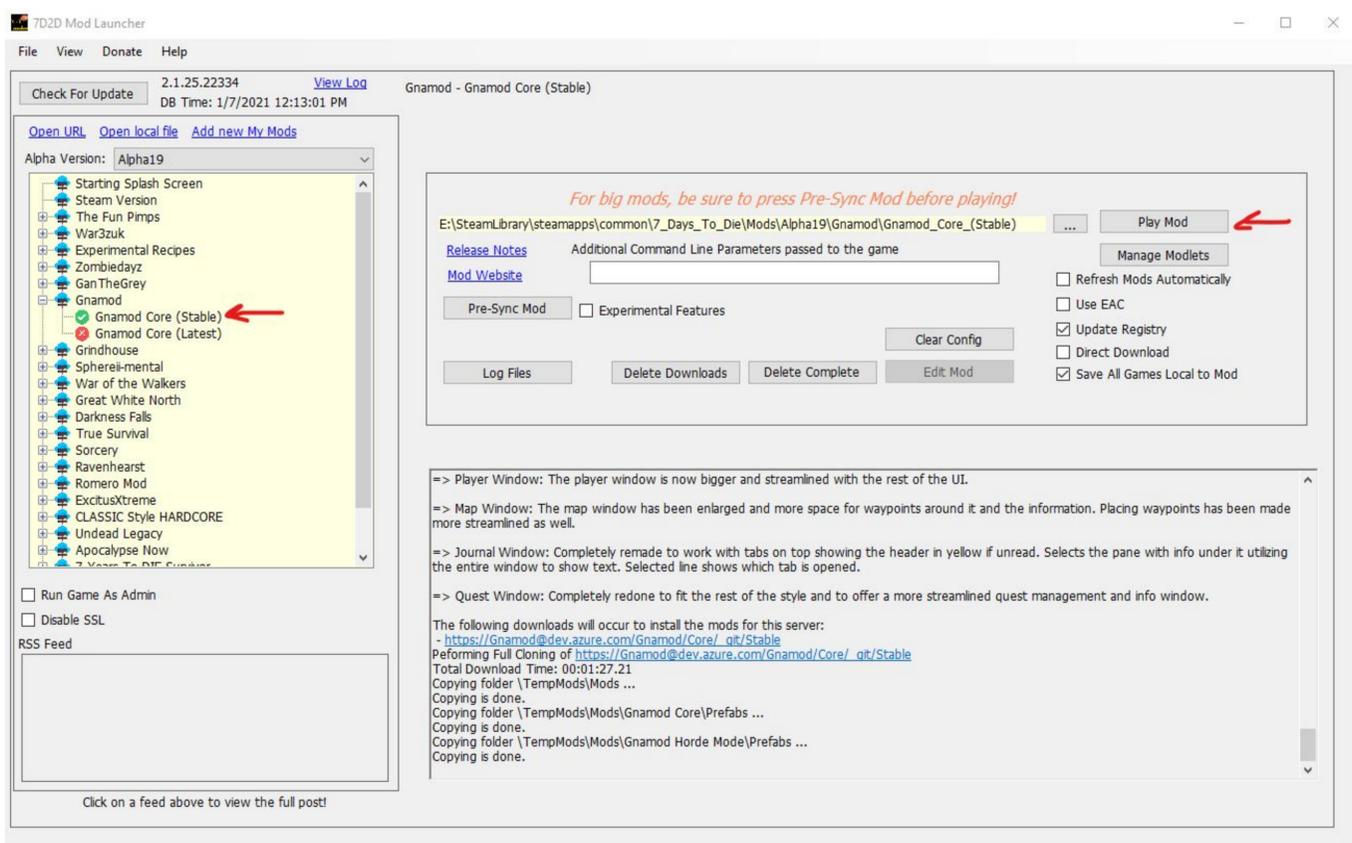
9. Once you've clicked "Pre-Sync Mod," you should see something similar to what is below:



10. Once done, the launcher should go back to looking like the below image. Technically at this point, you've accomplished everything you need to as well. To play, just make sure to click on the drop down on the far left for "Gnamod" and then click on "Gnamod Core (Stable)" to make sure you're on the correct game version. Then press play. After a few moments, it should load you into an alternate version of the game with all mods installed from the "Gnamod" version or whichever overhaul you have chosen.

Note: You can manage modlets after you've done this, however I would tread with caution, as overhauls can be tricky. Unless a mod author has specifically stated their mod is compatible, there is no guarantee a mod will work with 100% success with an overhaul. Add additional modlets via "manage modlets" after installing an overhaul at your own discretion.

If something goes wrong, click "Delete Complete" and then you should be good to do the whole process again.



Finally, I will show you how to manually add a modlet to an overhaul, post install. For this guide, I walkthrough installing my modlet "Unnecessarily Beautiful But Immersive (UBBI) v1.2.7" to an overhaul. For Gnamod, I have actually created an alternate version that is now released for compatibility with the overhaul titled "ZTGMC-Unnecessarily Beautiful But Immersive."

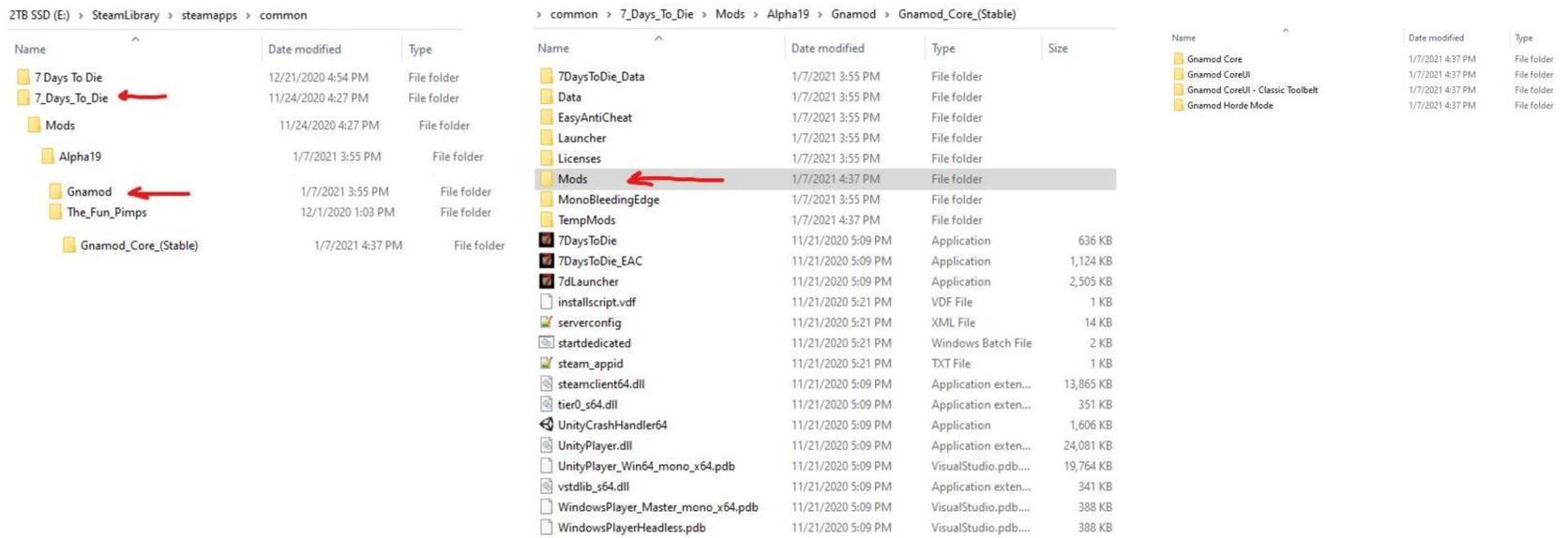
Note: It is extremely important that you first install the overhaul and then follow these next instructions!

11. After you have successfully installed the overhaul, minimize the launcher and navigate to where the alternate game files are located. Once there, click on "mods."

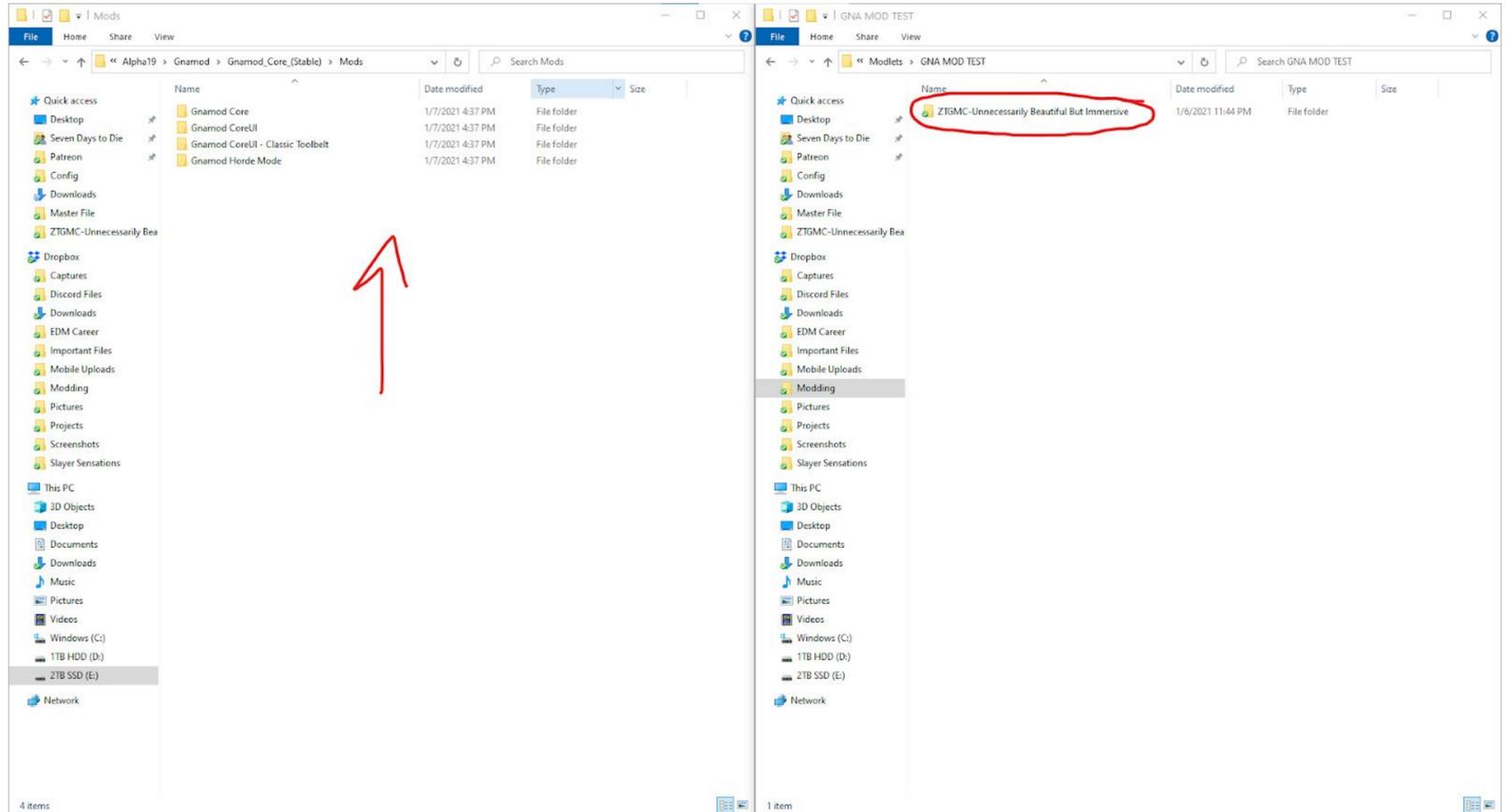
Searching for the Location (Starting in the Drive):

7 Days to Die Gnamod Game Copy:

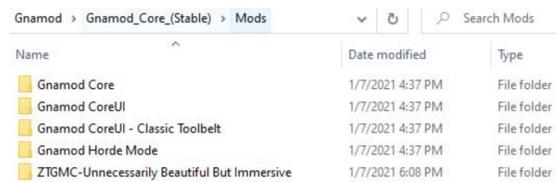
Here is the "Mods" folder:



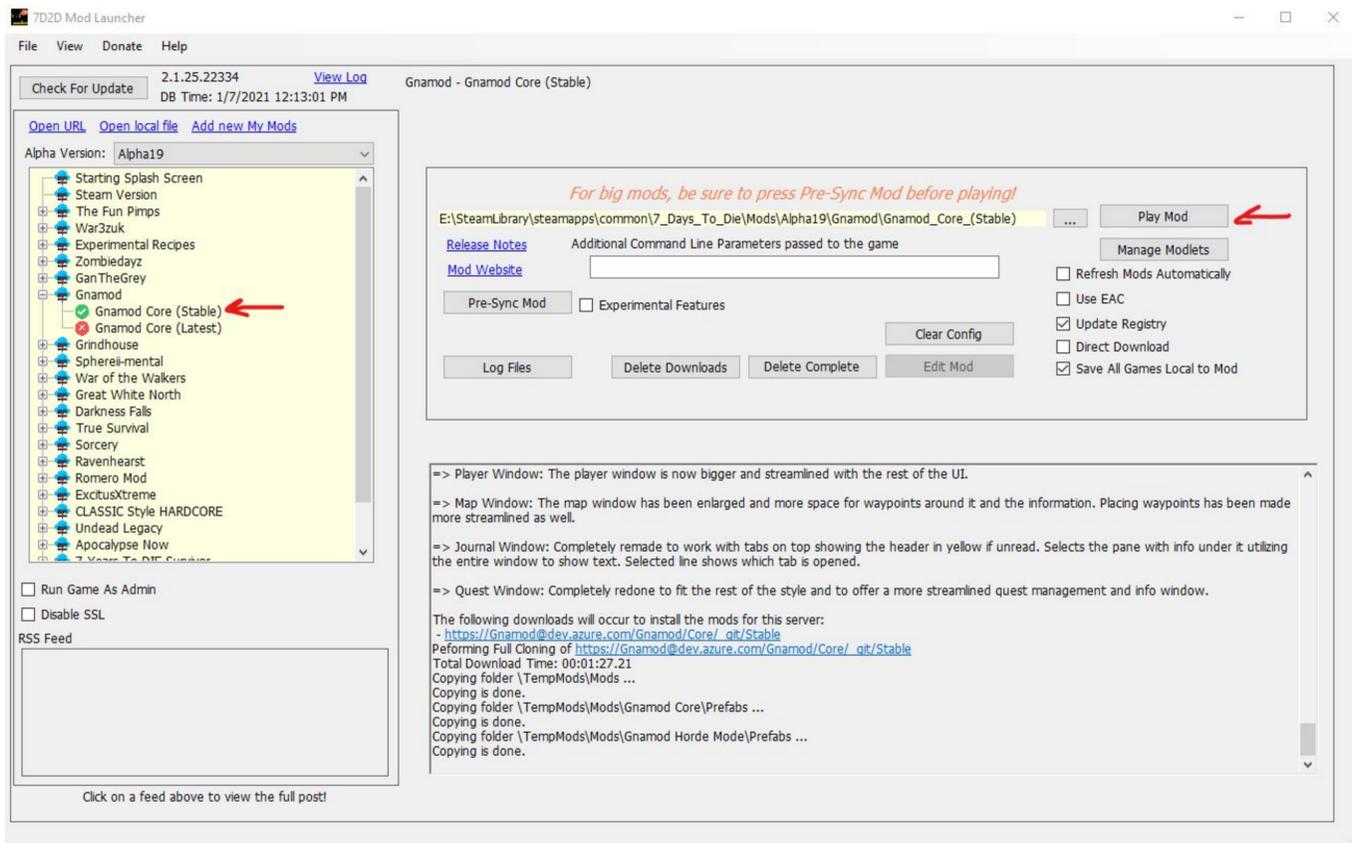
12. Once you've found the correct location of the new "mods" folder in "Gnamod Core (Stable)," just drop the modlet "ZTGMC-Unnecessarily Beautiful But Immersive" into the "Mods" folder. See below:



13. Once done, it should look like this:



14. Finally, you should be good to go back to the launcher. Once there, click on "Gnamod" on the left, then click on "Gnamod Core (Stable)" on its dropdown and press play on the right similarly to before. If you receive no red errors at any point into loading into a new game, you should be completely fine and have successfully installed an overhaul and manually put a modlet into it's "mods" folder.



FREQUENTLY ASKED QUESTIONS

1. Can I combine overhauls?

No, you absolutely should not combine overhauls as mixing up two or more overhauls is not recommended unless a player knows what they are doing (modding experience with DMT, csharp, XML, unity, etc.). Overhauls can have features that could collaborate well together, but not by simply dropping them together.

2. Is Unnecessarily Beautiful But Immersive (UBBI) 1.2.7 compatible with overhauls?

Currently, the latest version of UBBI should be compatible with *Ravenhearst*, *War3zuk* and *Gnamod*. You must follow these instructions to the tee and then if using *Gnamod*, use "ZTGMC-*Unnecessarily Beautiful But Immersive*," which has been designed specifically for *Gnamod*. Further testing is necessary to learn compatibility with other overhauls.

7D2D Mod Launcher Links

General Troubleshooting: <http://7d2dmodlauncher.org/Troubleshooting.html>

Installing Modlets: <http://7d2dmodlauncher.org/InstallingModlets.html>

Enabling & Disabling Modlets: <http://7d2dmodlauncher.org/EnablingandDisablingModlets.html>

Adding Modlets to a Mod: <http://7d2dmodlauncher.org/AddingModletstoMod.html>

Adding Curated Modlets to a Mod: <http://7d2dmodlauncher.org/AddingCuratedModletstoMod.html>

Mod Launcher UI Info: <http://7d2dmodlauncher.org/ModScreen.html>

CREDITS

Sphereii: Thank you for your hard work in creating this launcher, the backbone of the how to's etc. Without you, none of this would be a reality!