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

Designed by modder, coder and program designer sphereii, 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

1. 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.

Welcome to the 7D2D Mod Launcher Installer Setup Wizard		Select Installation Folder	
The installer will guide you through the steps required to install 7D2D Mod Installer on your computer.	d Launcher	The installer will install 7D2D Mod Launcher Installer to the following for To install in this folder, click "Next". To install to a different folder, ente "Browse". <u>F</u> older:	older. r it below or click
		C:\Program Files\Spherell Software\7D2D Mod Launcher Instal	Browse
			Disk Cost
WARNING: This computer program is protected by copyright law and inte treaties. Unauthorized duplication or distribution of this program, or any po result in severe civil or criminal penalties, and will be prosecuted to the m possible under the law.	ernational ortion of it, may aximum extent	Install 7D2D Mod Launcher Installer for yourself, or for anyone who us O Everyone I Just me	es this computer:
WARNING: This computer program is protected by copyright law and inter treaties. Unauthorized duplication or distribution of this program, or any por result in severe civil or criminal penalties, and will be prosecuted to the m possible under the law.	ernational ortion of it, may aximum extent Cancel	Install 7D2D Mod Launcher Installer for yourself, or for anyone who us Everyone Just me < Back Next > 	es this computer:
WARNING: This computer program is protected by copyright law and inter treaties. Unauthorized duplication or distribution of this program, or any po- result in severe civil or criminal penalties, and will be prosecuted to the m possible under the law. Back Next >	ernational ortion of it, may aximum extent Cancel	Install 7D2D Mod Launcher Installer for yourself, or for anyone who us ○ Everyone ③ Just me <back next=""></back>	es this computer: Cancel
WARNING: This computer program is protected by copyright law and intereaties. Unauthorized duplication or distribution of this program, or any portected in severe civil or criminal penalties, and will be prosecuted to the missible under the law. < Back Next > 7D2D Mod Launcher Installer — Confirm Installation —	ernational ortion of it, may aximum extent Cancel	Install 7D2D Mod Launcher Installer for yourself, or for anyone who us © Everyone © Just me <back next=""> 7D2D Mod Launcher Installer Installing 7D2D Mod Launcher Installer</back>	es this computer: Cancel
WARNING: This computer program is protected by copyright law and inter treaties. Unauthorized duplication or distribution of this program, or any por result in severe civil or criminal penalties, and will be prosecuted to the m possible under the law. Back Next > 7D2D Mod Launcher Installer Confirm Installation The installer is ready to install 7D2D Mod Launcher Installer on your comp	ernational ortion of it, may aximum extent Cancel	Install 7D2D Mod Launcher Installer for yourself, or for anyone who us © Everyone © Just me 3 Just me < Back	es this computer: Cancel

< Back Next > Cancel		< Back	Next >	Cancel
7D2D Mod Launcher Installer				
Installation Complete				
7D2D Mod Launcher Installer has been succe	essfully installed.			
Click "Close" to exit.				
Please use Windows Update to check for any	critical updates to the .NET	Framework.		
	Church	Consol		
< B:	ack Llose	Cancel		

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

7D2D Mod Launcher		—
File View Donate Help		
Check For Update 2.1.25.22334 View Log DB Time: 1/7/2021 12:13:01 PM	Pick a Server or Mod from the	e List, or go to File -> Load Defaults to view default mods!
Open URL Open local file Add new My Mods Alpha Version: Alpha19	- AA ANT	
Starting Splash Screen Steam Version The Fun Pimps War3zuk Steam Version War3zuk Steam Version War3zuk Subject Steam Version Comparison Steam Version Steam Vers	Please select a destination Folder for Mods: E:\SteamLibrary\steam	on Folder below. This is where all your mods will be installed.
	Installed Mods:	Recent Changes to the Mod Launcher:
		New Update: 2.1.23 - Upload Log Files works again (oops) - Installed Mods should show up now (oops) - Overhaul Mods are read dynamically, rather than
		database backed. (to work around the disappearing gitlab mods)
E Suprive Enter At Your Own Risk		New Update: 2.1.22



3. 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."

na 19				Mod i older			
	Modlets		Add A Profile	E:\\SteamLibrary\steamapps\com	mon\7 Days To Die\		
			label1				
) Inst	alled Modlets	O View Available	Search		Display By Author		20
		-			All	4	1
vailab	le Mods						
	Action	Name	Description	Last	Author	Version	Compatible
	Enabled	SMXhud	A HUD conversion modlet with custom assets for 7 Days To Die.	Unknown	Sirillion	19.2.Releas	Unknown
	Enabled	SMXmenu	A MENU UI conversion modlet with custom assets for 7 Days To Die.	Unknown	Sirillion	19.2.Releas	Unknown
	Enabled	SMXui	A UI conversion modlet with custom assets for 7 Days To Die.	Unknown	Sirillion	19.2.Releas	Unknown
	Enabled	Bdub"s Vehicles	A collection of the vehicle modlets I have made.	Unknown	bdubyah	3.5	Unknown
	Enabled	ZMXhudCP	A compatibility modlet to ensure the highest level of compatibility for SMXhud	. Unknown	Sirillion	19.2.Releas	Unknown
	Enabled	ZMXuiCP	A compatibility modlet to ensure the highest level of compatibility for SMXui.	Unknown	Sirillion	19.2.Releas	Unknown
	Enabled	SMXIb	A library of assets for SMX branded mods and modlets. The CORE modlet.	Unknown	Sirillion	19.2.Releas	Unknown
	Enabled	ссту	Adds an 8 camera CCTV system to the game.	Unknown	Xyth	19.0.0.1	Unknown
	Enabled	ZMXhudCPTHB	An extension modlet for SMXhud that enables Target Health Bars.	Unknown	Sirillion	19.1.Releas	Unknown
	Enabled	ZMXuiCPTFS	An extension modlet for SMXui that adds a third forge slot.	Unknown	Sirillion	19.1.Releas	Unknown
	Enabled	0-CreaturePackAnimals	Animal Creature Pack Base Modlet	Unknown	XythCommunityPr	19.2.2.1	Unknown
	Enabled	Donovan_MorePerks	Increases the number of perks you get per level (x2)	Unknown	Donovan	19.0.1.0	A19,A18,A1
	Enabled	Jax Teller 718_Birds Nest And Trash Destr	Sets it so birds nests and trash bags will destroy upon looting	Unknown	JaxTeller718	A19	Unknown
	Enabled	0-CreaturePackZombies	Zombie Creature Pack Base Modlet	Unknown	XythCommunityPr	19.0.3.41	Unknown
	Enabled	GK Texture Vulture Radiated A19	Add texture to vulture radiated	Local Mo	d Gouki	1.1	Unknown
	Enabled	HJ_Gate	HJ_Gate	Local Mo	HammerJade	0.8	Unknown
	Enabled	Unnecessarybut Beautiful	Because a Zombie Apocalypse can't keep us from having nice things	Local Mo	HN HN	1.0	Unknown
	Enabled	Vanilla Expanded - Storage	Adds new immersive storage options.	Local Mo	TSBX	1.0.2	Unknown
	Enabled	ZT0-VanillaCreatureRenaming	Renaming Modlet Correcting Vanilla Creature Names	Local Mo	Ztensity	1.0	Unknown
	Enabled	ZT1-CreaturePackAnimalNames	Animal Creature Pack Animal Renaming Modlet	Local Mo	Ztensity	1.0	Unknown
	Enabled	ZT1-CreaturePackZombieNames	Zombie Creature Pack Zombie Renaming Modlet	Local Mo	Ztensity	1.0	Unknown
			Right click on the Available Mods to see more options	Total	Modlets Available: 369		

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

Mod Downloader			\times
Mod Profiles	Mod Folder		
Alpha 19 Modlets ~ Add A Profile	E:\\SteamLibrary\steamapps\common\7 Days To Die\		

	View Available	Search		Display By Author		
				All	×	1
e Mods	1		P. Same and	Presentation of the		1
Action	Name	Description	Last	Author	Version	Compatible
Download	ZMXhudCPDF	A compatibility modlet to ensure the highest level of compatibility between SMXhud and Darkness Falls.	Unknown	Sirillion	19.3.Releas	Unknown
Download	ZMXmenuCPDF	A compatibility modlet to ensure the highest level of compatibility between SMXmenu and Darkness Falls.	Unknown	Sirillion	19.3.Releas	Unknown
Download	Cruiser	A custom bike.	Unknown	bdubyah	1.3	Unknown
Download	Rat	A custom bike.	Unknown	bdubyah	1.3	Unknown
Download	SHERP	A custom offroad vehicle.	Unknown	bdubyah	1.2	Unknown
Download	Stallionsdens Home Brewery	A lootable Wine barrel conversion for 7 Days To Die	Unknown	Stallionsden	A19	Unknown
Download	Stallionsdens Pallets	A lootable pallet conversion for 7 Days To Die	Unknown	Stallionsden	A19	Unknown
Download	Spherell Clear UI	A minamlist dream come true: Removes nearly all everthing from your screen to a more immersive play.	Unknown	Sirillion and Sphe	19.1.1.2	Unknown
Download	Wrathmaniac"s Immersive Schematic	A mod that prevents wasted schematics without breakin their necessity in game. Easy: 6 shards every	Unknown	Wrathmaniac	2.0	Unknown
Download	Wrathmaniac"s Immersive Schematic	A mod that prevents wasted schematics without breakin their necessity in game. Normal: 4 shards ever	Unknown	Wrathmaniac	2.0	Unknown
Download	2-NPCFactions	A modlet for adding faction based actions to NPCPacks	Unknown	Xyth	19.0.1.01	Unknown
Download	2-NoSpawning	A modlet the removes the spawning for testing creature params.	Unknown	Xyth	19.0.0.1	Unknown
Download	1-NoPottyMouth	A modlet the removes the vulgar voiceclips from the BanditHate SoundDataNodes	Unknown	Xyth	19.0.0.1	Unknown
Download	HotRods	A set of custom Hot Rods.	Unknown	bdubyah	1.1	Unknown
Download	Junker	A wom down custom bike.	Unknown	bdubyah	1.3	Unknown
Download	Spherell Music Boxes	Add in new music and video players into the game.	Unknown	sphereii	19.1.1.1	Unknown
Download	Spherell NPC Dialog Windows	Add new dialog windows for NPCs. Early loading for over-ride	Unknown	sphereii	19.1.1.4	Unknown
Download	Khelldon - Baby Bears	Add tiny bears to the game	Unknown	Doughphunghus,	19.2.1.0	Unknown
Download	1 Khelldon - Gullivers Travels	Add tons of tiny zombies into the game. Bloodmoon trickle by Guppycur	Unknown	Doughphunghus,	19.2.1.0	Unknown
Download	War3zuk Movie Posters PBH	Adds 10 Movie Posters PBH PlaceHolders	Unknown	War3zuk	1.4	Unknown
Download	War3zuk XXX Pics	Adds 10 NFSW Paintings	Unknown	War3zuk	1.3	Unknown

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!



Great White North	Steam Install	Enable EAC
Porkness Falls True Survival Sorcery Ravenhearst Romero Mod ExcitusXtreme CLASSIC Style HARDCORE Undead Legacy Apocalypse Now Pocalypse Now Pocalypse To DIE Survivor Survive Enter At Your Own Risk Zombin Run Game As Admin Disable SSL Feed	E:\\SteamLibrary\steamapps\common\7 Days To Die\	Play Manage Modlets
Click on a feed above to view the full post!	Status	

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."

TB SSD (E:) > SteamLibrary > steamapp	os > common Date modified Ty	
Name	Date modified Ty	
		pe
7 Days To Die	12/21/2020 4:54 PM Fi	le folder
🗧 7_Days_To_Die 🛛 🗕 🗛	11/24/2020 4:27 PM Fi	le folder
Mods	11/24/2020 4:27 PM	File folder
Alpha19	1/7/2021 1:42 AM	File folder
	12/1/2020 1:03 PM	File folder
Latest Stable	12/1/2020 1:13	PM File folde
	7_Days_To_Die Mods Alpha19 The_Fun_Pimps	7_Days_To_Die 11/24/2020 4:27 PM Fil Mods 11/24/2020 4:27 PM Alpha19 1/7/2021 1:42 AM The_Fun_Pimps 12/1/2020 1:03 PM Latest_Stable 12/1/2020 1:131

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."

Check For Update DB Times 1/7/2021 12:12:01 DM	Gnamod - Gnamod Core (Stable)
Dpen URL Open local file Add new My Mods	This mod is not installed yet. The Mod Launcher needs to make a copy of the game before it can install the mod. You can make a copy from an existing game folder, or re-download from Steam.
lpha Version: Alpha19 ~	Copy from an existing copy * O Download From Steam
Starting Splash Screen Steam Version The Fun Pimps War3zuk	E:\\SteamLibrary\steamapps\common\7 Days To Die\
Experimental Recipes Zombiedayz GanTheGrey Gnamod Core (Stable) Gnamod Core (Latest) Grindhouse	This Mod will be Installed here:
Sphereii-mental Great White North Constraints Const	E:\SteamLibrary\steamapps\common\7_Days_To_Die\Mods\Alpha19\Gnamod\Gnamod_Core_(Stable)
Ravenhearst Romero Mod ExcitusXtreme CLASSIC Style HARDCORE Undead Legacy Apocalypse Now Avora To DIE Supriver	=============Current Version 0.8.2c (A19.2)====================================
Run Game As Admin Disable SSL 5 Feed	The Core also functions as a standalone mod, only requiring Gnamod CoreUI to function that is developed in conjunction with it. It strives to stay as close to the vanilla experience of the game. This means it will have all elements of it: Looting, Building, Zombie Hordes, Survival, Exploration and Mining. The goal is to create an as realistic as possible survival experience while also challenging players with zombies and deadly wildlife. Another goal is to expand upon the existing game including: Adding more items, blocks, zombie and animal appearances, trees, world props, plants, block shapes, traps and weapons.
	-=+=-=+=-=+=FEATURES=+=-=+=-=+=-= => Zombie and Animal Skins: For many Zombies and Animals new skins are added into the mix, this includes work done by Mumpfy. This is an ongoing process where new skins are added when available. The system is designed in such a way new skins can be added easily in ongoing development. => Zombie and Animal Randomization: Zombies and Animals in Gnamod have their stats randomized, this includes HP, Speed, Damage, Size, Walktype
	and Appearance. This makes zombies challenging and interesting as you never really known beforehand what you are dealing with. => Zombie Groups and Classes: The following groups exist: World, Sleeper, Horde, Bloodmoon, Radiated and Radsleeper. Groups are super types that
Click on a feed above to view the full post!	Status

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."

Mod Folder Detected!

A Mods folder has been detected, possibly from a previous mod. Would you like to delete it? The Launcher will install the correct mods for you.

Vac	No
Tea	140

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:

E:\SteamLibrary\ste	amapps\common\7_Days_To_Die\	Mods\Alpha19\Gnamod\	Gnamod_Core_(Stable)		Play Mod
Release Notes	Additional Command Line Paran	neters passed to the gar	ne	[Manage Modlets
Mod Website	-			Refre	sh Mods Automatically
Pre-Sync Mod	Experimental Features			🗌 Use I	EAC
	<u> </u>		Class Config	🗹 Upda	te Registry
			clear coring	Direc	t Download
Log Filos	Delete Downloads	Delete Complete	Edit Mod	Save	All Games Local to Mod

Check For Update 2.1.25.22334 View Log B Time: 1///2021 12:13:01 PM Gnamod - Gnamod Core (Stable) Open URL Open local file Add new My Mods Upha Version: Alpha19	
 Windead Legacy Apocalypse Now Apocalypse Now Apocalypse Now Apocalypse Now Apocalypse To DIF Supptree Run Game As Admin Disable SSL SS Feed SS Feed Source To DIF Supptree Stable SSL Stable SSL	it. is. ire space een made it utilizing
=> Quest Window: Completely redone to fit the rest of the style and to offer a more streamlined quest management and info window. The following downloads will occur to install the mods for this server: - <u>https://Gnamod@dev.azure.com/Gnamod/Core/_git/Stable</u> Peforming Full Cloning of <u>https://Gnamod@dev.azure.com/Gnamod/Core/_git/Stable</u>	

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.

Check For Update 2.1.25.22334 View Log DB Time: 1/7/2021 12:13:01 PM	Gnamod - Gnamod Core (Stable)	
Open URL Open local file Add new My Mods pha Version: Alpha19 Starting Splash Screen Starting Splash Screen Steam Version The Fun Pimps War3zuk Seperimental Recipes Sommod Gnamod Gnamod Core (Stable) Gnamod Core (Latest) Grindhouse War of the Walkers	For big mods, be sure to press Pre-Sync Mod before playing. E:\SteamLibrary\steamapps\common\7_Days_To_Die\Mods\Alpha19\Gnamod\Gnamod_Core_(Stable) Release Notes Additional Command Line Parameters passed to the game Mod Website	Play Mod Manage Modlets Manage Modlets Refresh Mods Automatically Use EAC Update Registry Direct Download Save All Games Local to Mod
Great White North Great White North Darkness Falls True Survival Sorcery Ravenhearst Romero Mod ExcitusXtreme CLASSIC Style HARDCORE Undead Legacy Apocalypse Now	 => Player Window: The player window is now bigger and streamlined with the rest of the UI. => Map Window: The map window has been enlarged and more space for waypoints around it and the more streamlined as well. => Journal Window: Completely remade to work with tabs on top showing the header in yellow if unrethe entire window to show text. Selected line shows which tab is opened. 	ne information. Placing waypoints has been made read. Selects the pane with info under it utilizing
Run Game As Admin Disable SSL S Feed	=> Quest Window: Completely redone to fit the rest of the style and to offer a more streamlined que The following downloads will occur to install the mods for this server: - <u>https://Gnamod@dev.azure.com/Gnamod/Core/_git/Stable</u> Peforming Full Cloning of <u>https://Gnamod@dev.azure.com/Gnamod/Core/_git/Stable</u> Total Download Time: 00:01:27.21 Copying folder \TempMods\Mods Copying is done. Copying folder \TempMods\Mods\Gnamod Core\Prefabs Copying is done. Copying folder \TempMods\Mods\Gnamod Horde Mode\Prefabs Copying is done.	est management and info window.

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."

> common > 7_Days_To_Die > Mods > Alpha19 > Gnamod > Gnamod_Core_(Stable)

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:

Туре

File folder

File folder File folder

File folder

2TB SSD (E:) > SteamLibrary > steamapps > common

Name	Date modified	Туре
📙 7 Days To Die	12/21/2020 4:54 PM	File folder
📙 7_Days_To_Die 🛛 🗕 🗛	11/24/2020 4:27 PM	File folder
Mods	11/24/2020 4:27 PM	File folder
Alpha19	1/7/2021 3:55 PM	File folder
📙 Gnamod 🛛 🚄 🛶 🛶 🛶 🛶	1/7/2021 3:55 PM	File folder
The_Fun_Pimps	12/1/2020 1:03 PM	File folder
Gnamod_Core_(Stable)	1/7/2021 4:37 PM	File folder

Name	Data modified	Tune	Size	Name	Date modifi
varne	Date modified	lype	SIZE	Gnamod Core	1/7/2021 4:
7DaysToDie_Data	1/7/2021 3:55 PM	File folder		Gnamod CoreUl	1/7/2021 4:
🔄 Data	1/7/2021 3:55 PM	File folder		Gnamod CoreUI - Classic Toolbelt	1/7/2021 4:
EasyAntiCheat	1/7/2021 3:55 PM	File folder			
Launcher	1/7/2021 3:55 PM	File folder			
Licenses	1/7/2021 3:55 PM	File folder			
📙 Mods 🦀 🦛 🛶 🛶 🛶 🛶 🛶 🛶 🛶 🛶	1/7/2021 4:37 PM	File folder			
MonoBleedingEdge	1/7/2021 3:55 PM	File folder			
	1/7/2021 4:37 PM	File folder			
🕖 7DaysToDie	11/21/2020 5:09 PM	Application	636 KB		
7DaysToDie_EAC	11/21/2020 5:09 PM	Application	1,124 KB		
💞 7dLauncher	11/21/2020 5:09 PM	Application	2,505 KB		
installscript.vdf	11/21/2020 5:21 PM	VDF File	1 KB		
🥁 serverconfig	11/21/2020 5:21 PM	XML File	14 KB		
🚳 startdedicated	11/21/2020 5:21 PM	Windows Batch File	2 KB		
📓 steam_appid	11/21/2020 5:21 PM	TXT File	1 KB		
🗟 steamclient64.dll	11/21/2020 5:09 PM	Application exten	13,865 KB		
🗟 tier0_s64.dll	11/21/2020 5:09 PM	Application exten	351 KB		
🚭 UnityCrashHandler64	11/21/2020 5:09 PM	Application	1,606 KB		
🕙 UnityPlayer.dll	11/21/2020 5:09 PM	Application exten	24,081 KB		
UnityPlayer_Win64_mono_x64.pdb	11/21/2020 5:09 PM	VisualStudio.pdb	19,764 KB		
vstdlib_s64.dll	11/21/2020 5:09 PM	Application exten	341 KB		
WindowsPlayer_Master_mono_x64.pdb	11/21/2020 5:09 PM	VisualStudio.pdb	388 KB		
WindowsPlayerHeadless.pdb	11/21/2020 5:09 PM	VisualStudio.pdb	388 KB		

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:

📙 🛃 🖬 🖛 Mods					D X	🔜 I 🕑 🔜 🖛 I gna mod test			
File Home Share Vie	w				× 🕜	File Home Share View			× 🕜
\leftarrow \rightarrow \checkmark \uparrow \square $\stackrel{<}{{}_{\sim}}$ $\stackrel{<}{{}_{\sim}}$ Alpha19 \Rightarrow	Gnamod > Gnamod_Core_(Stable) > Mods	✓ Č Ø Sea	arch Mods			← → ~ ↑ 🧧 « Modlets → GNA MOD TEST	 ・ O Search GNA MOD TEST 		
 Quick access Desktop Desktop Seven Days to Die Patreon Patreon Config Config Downloads Master File ZTGMC-Unnecessarily Bea Dropbox Captures Discord Files 	Name Gnamod Core Gnamod CoreUI Gnamod CoreUI - Classic Toolbelt Gnamod Horde Mode	Date modified 1/7/2021 4:37 PM 1/7/2021 4:37 PM 1/7/2021 4:37 PM 1/7/2021 4:37 PM	Type File folder File folder File folder	Y Size		 Anter File ZTGMC-Unnecessarily Beautiful But Immersive Downloads Master File ZTGMC-Unnecessarily Bea Dopbox Captures Discord Files 	Date modified Type 1/6/2021 11:44 PM File folder	Size	



13. Once done, it should look like this:

Gnamod > Gnamod_Core_(Stable) > Mods	✓ Ŏ ,○ S	earch Mods	
Name	Date modified	Туре	
Gnamod Core	1/7/2021 4:37 PM	File folder	
Gnamod CoreUl	1/7/2021 4:37 PM	File folder	
📙 Gnamod CoreUl - Classic Toolbelt	1/7/2021 4:37 PM	File folder	
Gnamod Horde Mode	1/7/2021 4:37 PM	File folder	
ZTGMC-Unnecessarily Beautiful But Immersive	1/7/2021 6:08 PM	File folder	

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 it's 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.

Check For Update 2.1.25.22334 View Log DB Time: 1/7/2021 12:13:01 PM	Gnamod - Gnamod Core (Stable)	
Open URL Open local file Add new My Mods Alpha Version: Alpha19 ✓	For big mods, be sure to press Pre-Sync Mod befor E:\SteamLibrary\steamapps\common\7_Days_To_Die\Mods\Alpha19\Gnamod\Gnamod Release Notes Additional Command Line Parameters passed to the game Mod Website	Core_(Stable) Play Mod Manage Modlets Refresh Mods Automatically Use EAC ar Config Direct Download dit Mod Save All Games Local to Mod
Darkness Falls True Survival Sorcery Ravenhearst Romero Mod ExcitusXtreme CLASSIC Style HARDCORE Undead Legacy Apocalypse Now Apocalypse Now	 => Player Window: The player window is now bigger and streamlined with the rest of t => Map Window: The map window has been enlarged and more space for waypoints a more streamlined as well. => Journal Window: Completely remade to work with tabs on top showing the header the entire window to show text. Selected line shows which tab is opened. 	he UI. round it and the information. Placing waypoints has been made in yellow if unread. Selects the pane with info under it utilizing
] Run Game As Admin] Disable SSL SS Feed	=> Quest Window: Completely redone to fit the rest of the style and to offer a more s The following downloads will occur to install the mods for this server: - <u>https://Gnamod@dev.azure.com/Gnamod/Core/_git/Stable</u> Peforming Full Cloning of <u>https://Gnamod@dev.azure.com/Gnamod/Core/_git/Stable</u> Total Download Time: 00:01:27.21 Copying folder \TempMods\Mods Copying is done. Copying folder \TempMods\Mods\Gnamod Core\Prefabs Copying is done. Copying folder \TempMods\Mods\Gnamod Horde Mode\Prefabs	treamlined quest management and info window.

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

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

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

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

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

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!