

# Close Combat System Configuration Utility

ModSwap



## Close Combat Modern Tactics System Configuration Utility (ModSwap) Guide

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# Close Combat Modern Tactics System Configuration Utility (ModSwap) Guide

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## What is ModSwap?

ModSwap is a Utility which allows you to change the configuration of the Game, and reverse the changes quickly and safely, by the use of plugins.

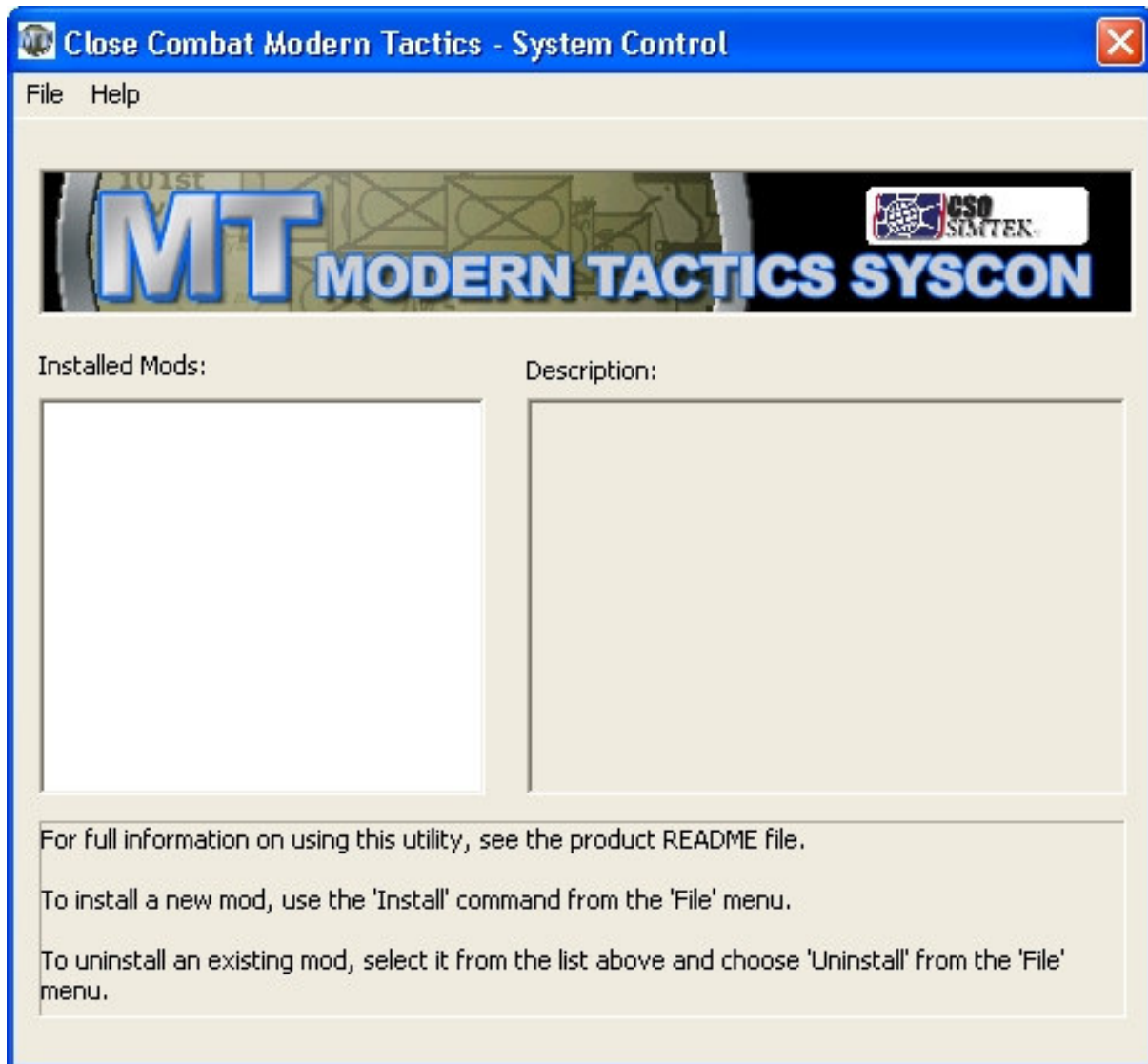
Plugins are packages which contain all the necessary files required to modify the game. Instead of having to manually backup and copy files, CCMoSwap provides a simple interface from which you can choose a modification, and apply it to the game.

Plugins are available from the CSO Close Combat Download Library, which can be found using the Link available from the Command Centre (refer to the Command Centre Manual).

## Launching ModSwap:

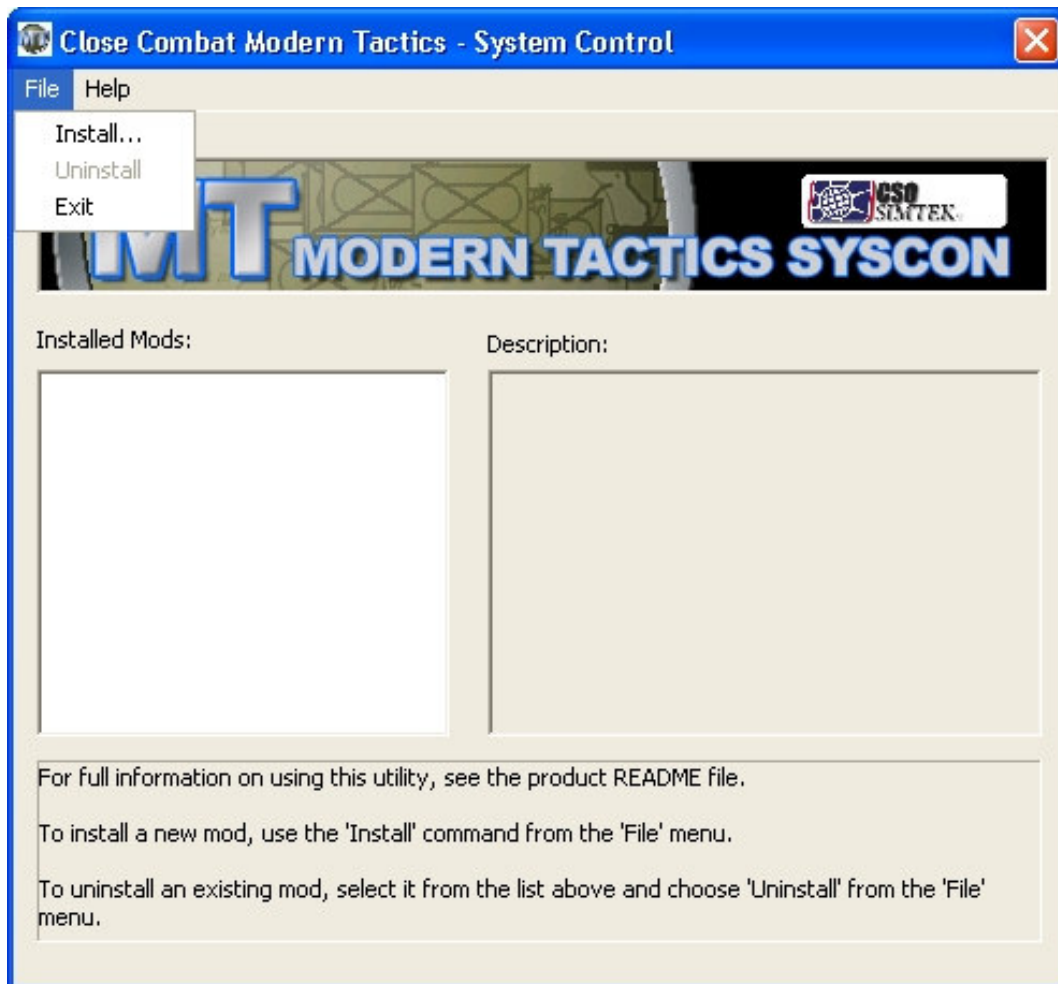
From the Start Menu, choose: Programs...Close Combat –Modern Tactics Close Combat Modern Tactics System Configuration

This will launch the application, and display the User Interface:



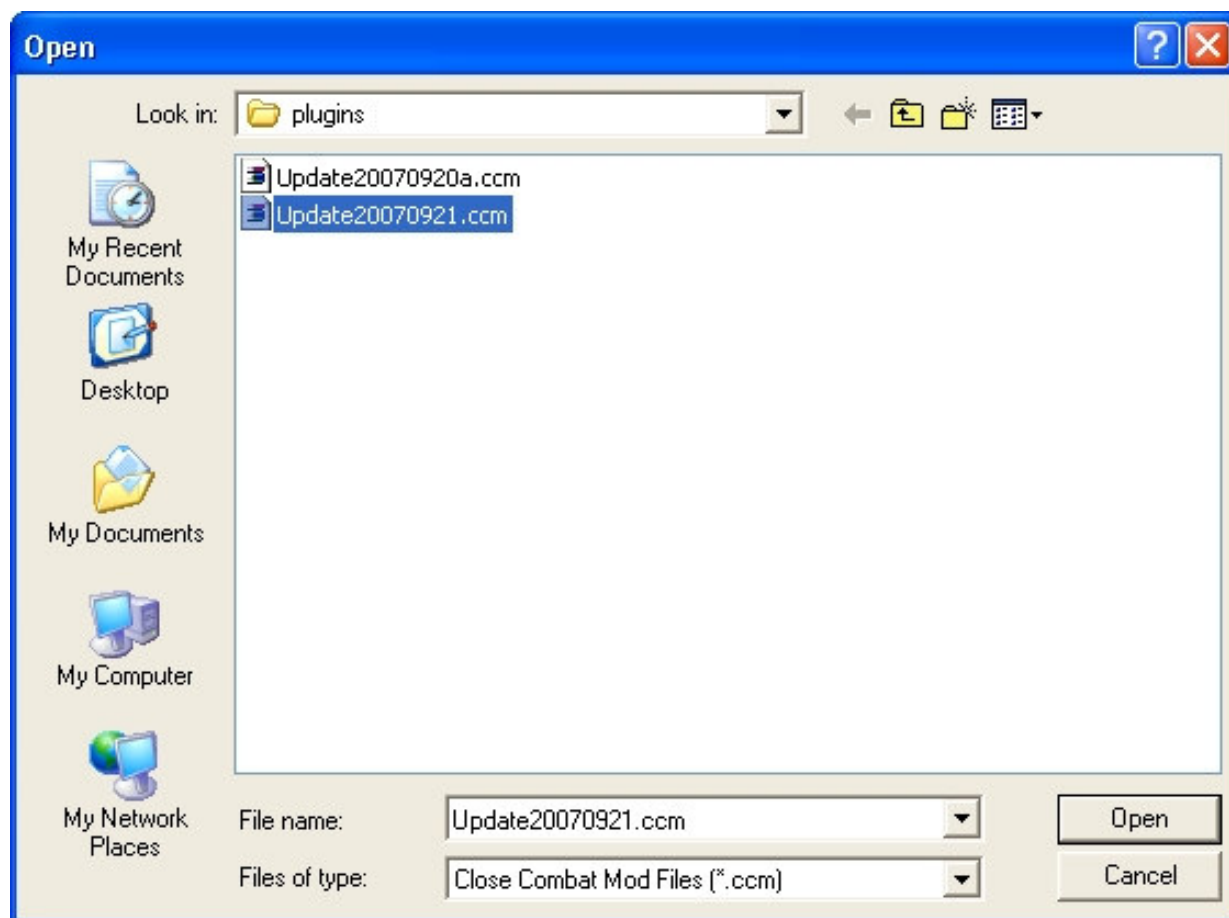
## Installing a plugin (Modification)

From the File Menu, choose: Install



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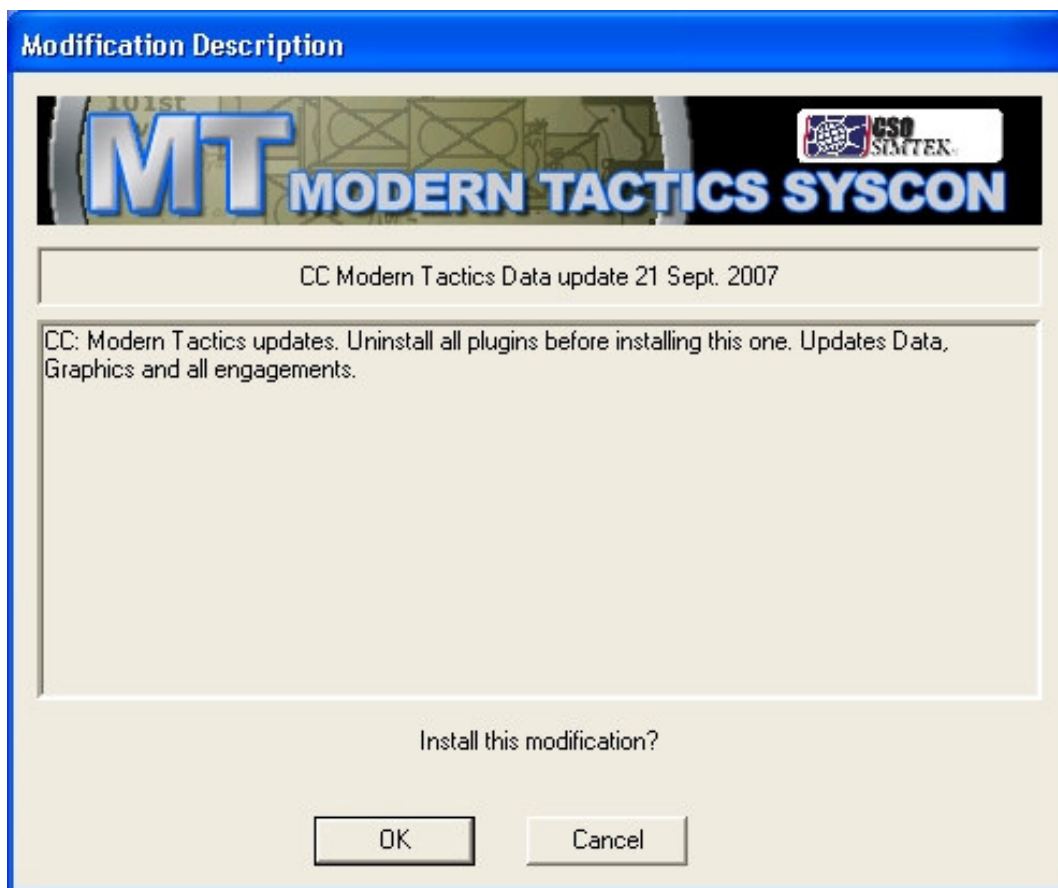
From the File Browser, select the plugin you want to install:



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The Mod Description Dialogue will open with a Description of the plugin.

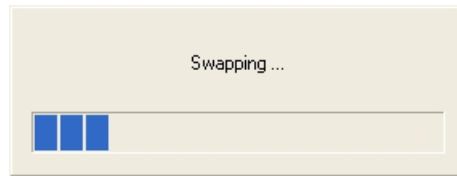
Click OK if you want to continue, or Cancel to abort the installation.





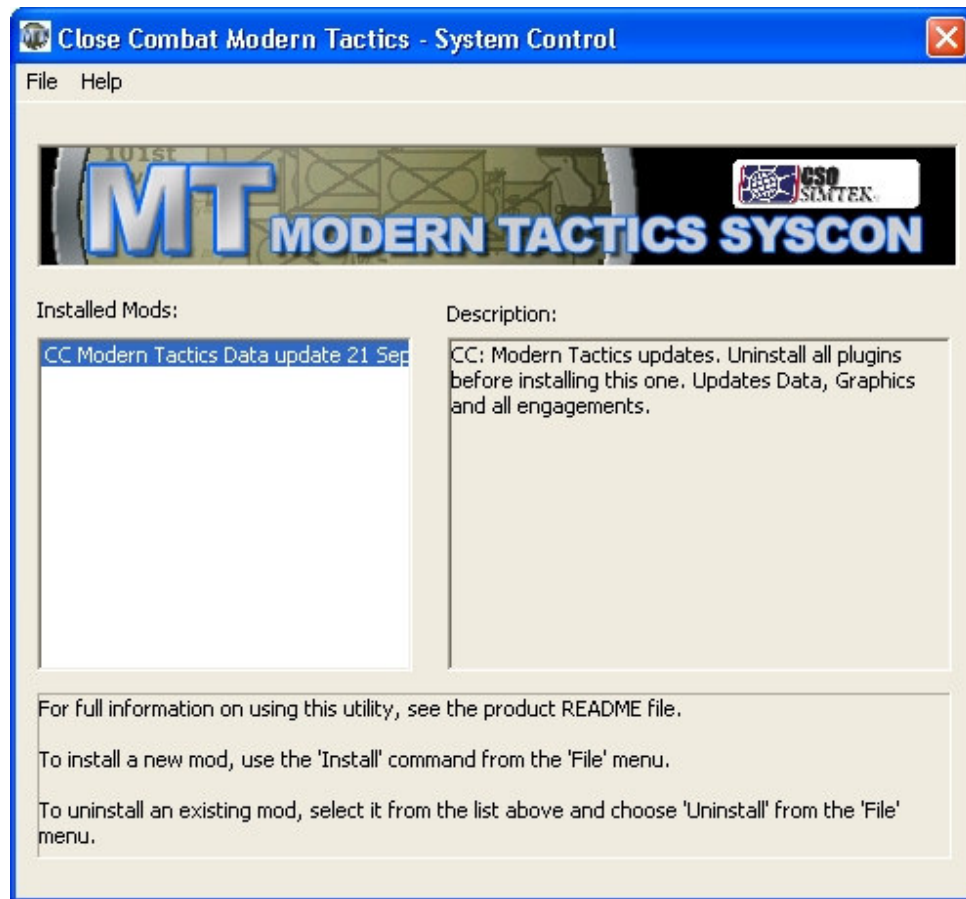
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Wait while the indicator shows the installation is in progress:



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When completed, you will be returned to the application main screen, which will show any plugins that you have installed.

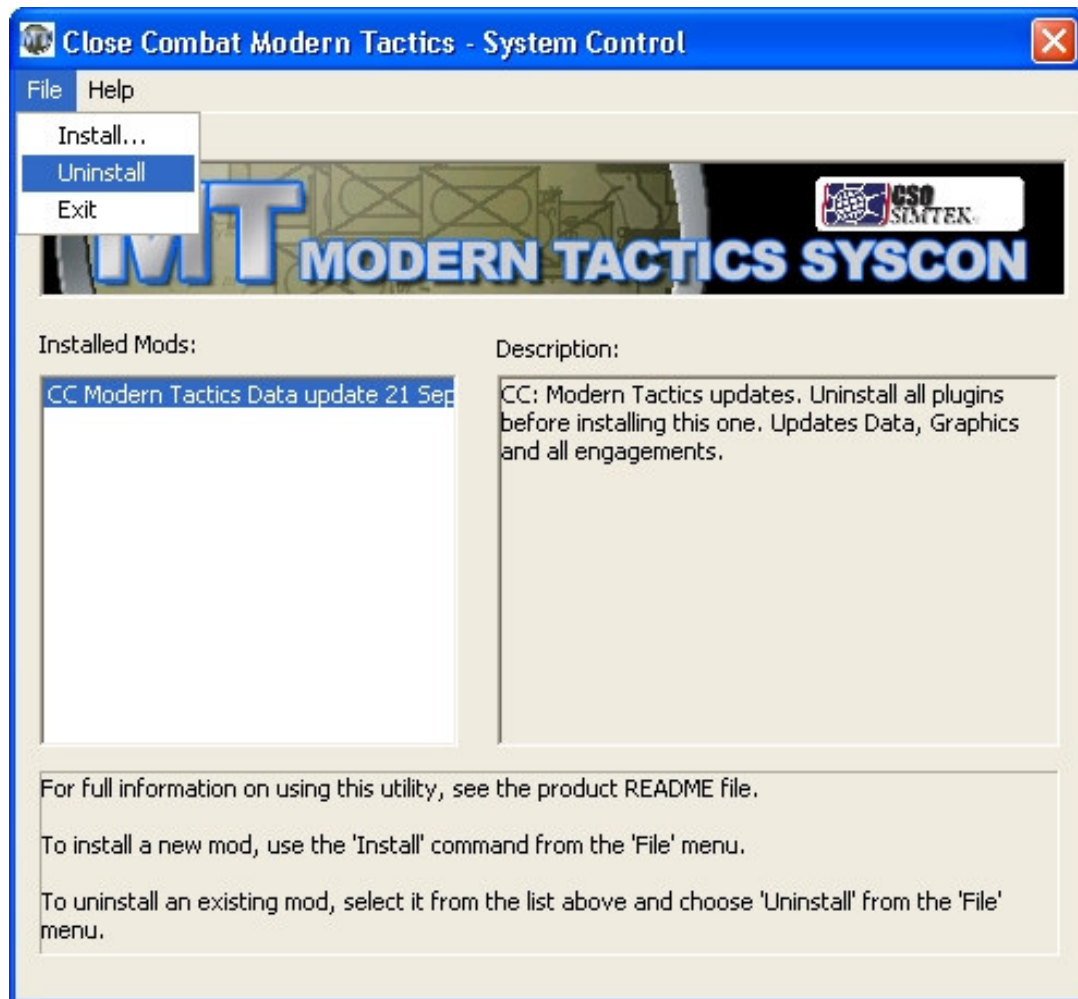


You can read the MOD description to get more information about the Modification (if available).

We recommend that you check Description, if available, as it may contain important information on how to use the Modification, and indicate if any further action is necessary before you can use the Modification.

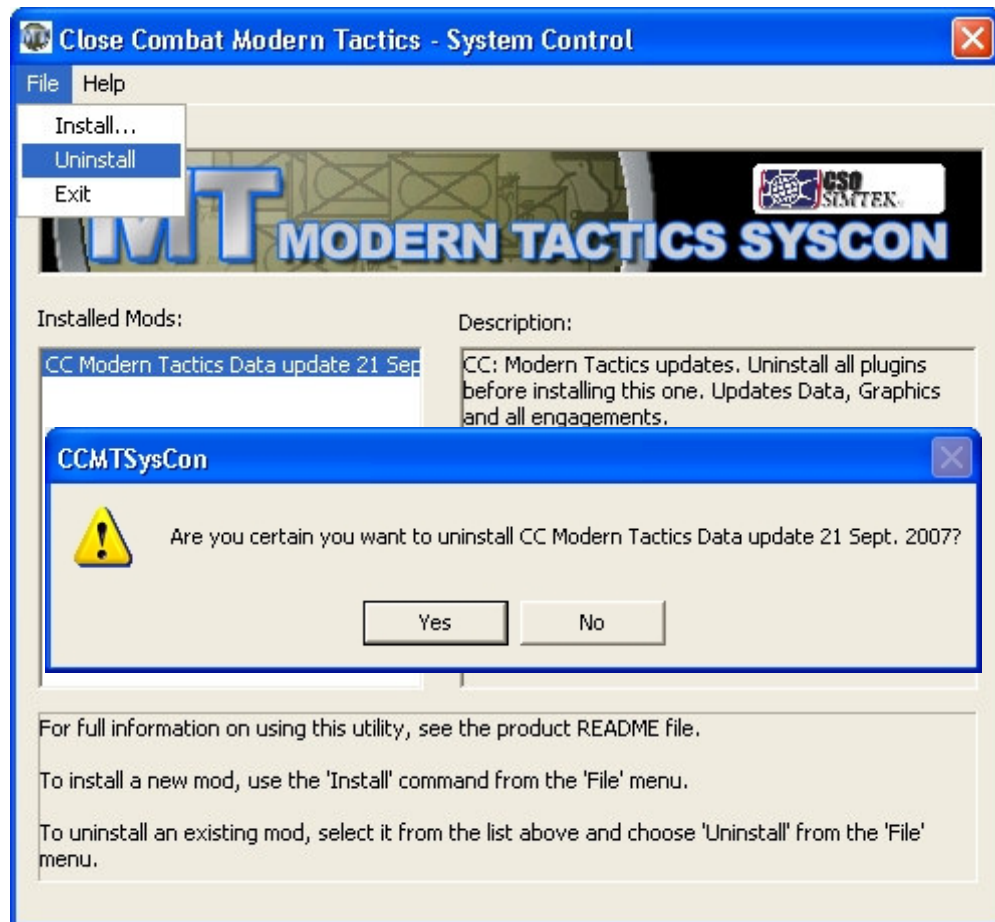
## Uninstalling a plugin (Modification)

Select the plugin you want to uninstall from the main screen, and select Uninstall from the File Menu:



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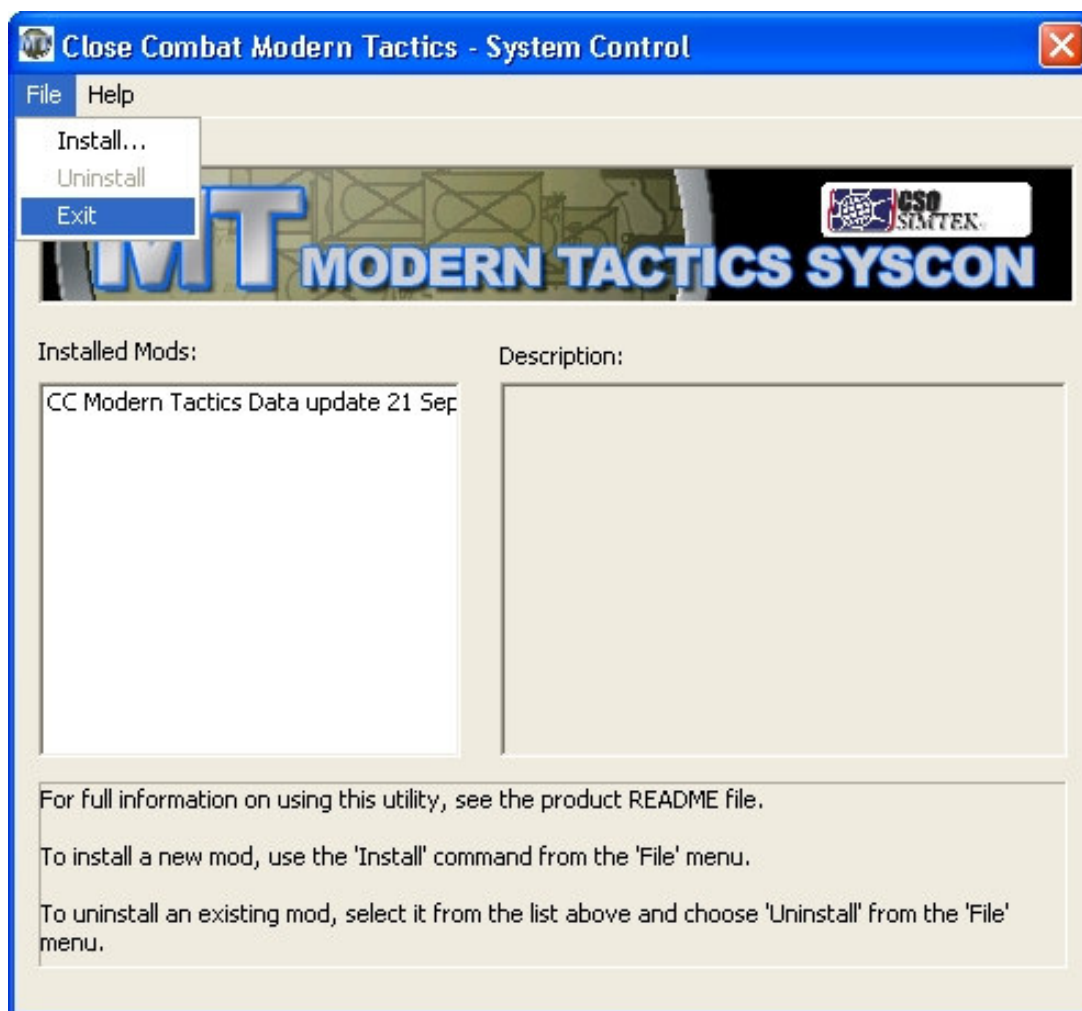
Click Yes to confirm uninstallation:



A progress indicator will appear as the plugin is uninstalled, and you will return to the main screen, where you can install/uninstall another plugin, or exit CCMoSwap.

## Exit ModSwap

Select Exit from the File Menu:



## How does ModSwap work?

ModSwap looks (by default) for a plugin in a folder named “Plugins” below the folder it is executed from.

i.e. if ModSwap is executed from the folder C:\Program Files\Close Combat, it will look for plugins in the folder C:\program Files\Close Combat\Plugins. However, you may use the File Browser to look for another folder on your system if the plugin is located elsewhere. We strongly recommend that you place all plugins in the default folder created during installation of the game.

ModSwap now searches for Close Combat install locations using the original registry keys for "InstalledTo". If it finds the right EXE file there it checks the game version by reading it from the EXE file version resource. Presence of these two things means that game version is 'installed' as far as ModSwap is concerned, and the appropriate option button is then enabled on the main ModSwap screen

ModSwap replaces or copies files contained in the plugin (refer to the section “What is a Plugin?” for more information) to your game.

If it finds that there is already a file of the same name in the target folder, it will make a backup of that file ( \*.bak) before replacing it with the file from the plugin, otherwise it will copy the file from the plugin to the target folder.

\*\*\* Important: If you use ModSwap to manage the installation of any modifications to your game, do not manually make any changes to the files or folder unless you know what you are doing, as this could compromise the ability of ModSwap to uninstall a plugin correctly!

Uninstallation is a reversal of this process. It will remove all files that have been copied from the plugin during installation, and copy the backed up files to their original locations, thus restoring the game to the same configuration before the plugin was installed.

Multiple plugins may be installed, but be careful that any plugins installed after a plugin has been installed is compatible, otherwise your game could be compromised, and ModSwap may not be able to uninstall correctly and return your game to the original state.

A plugin may include a validity check which prevents installation if it finds that another plugin has been installed where files cannot be swapped without compromising the game. When you try to install such a plugin, ModSwap will inform you that the plugin cannot be installed until the existing plugin has been uninstalled. However, this is entirely dependant on the author/creator of a plugin providing the necessary validity checks. If you are not sure if a plugin can be installed over another plugin, then we advise that you do not, and find out if it will work before installation. If you install a plugin that compromises a previously installed plugin, you could compromise your game, and ModSwap may not be able to return you game to a stable state.

## What is a plugin?

A plugin is an archive file in zip format, containing all the files required to modify the game to play the modification. The file has the extension changed to ccm so that ModSwap can recognize that it is a plugin.

The file also contains a special file MOD.INI which contains the command needed by ModSwap to install/uninstall a plugin.

In addition, the plugin can contain an optional bitmap graphic which is displayed in the application interface when selecting, installing, or uninstalling the plugin. If no bitmap is contained in the plugin, ModSwap will display a default graphic.

### \*\*\* CAUTION

A plugin that is not created correctly can damage your game! The accuracy of a plugin is entirely dependant on the creator/author. Use them at your own risk!

All plugins that you can find from the CSO Downloads Link from the Command Centre have been tested by CSO. Any plugins used from any other source will not have been tested by CSO, and you should satisfy yourself that it will not compromise your game or the ability of ModSwap to uninstall and return your game to a stable state before using.

You can find help regarding plugins and there use by visiting the CSO Close Combat Forums at <http://www.closecombat.org/forums>

## How to create a plugin

There are several steps required in order to create a plugin.

1. You will need all the files required for the modification you want to apply to the game. If you are not familiar and comfortable with the game setup, then we do not recommend that you try to create a plugin. If you make a mistake, you can compromise the game, and will need to make any repairs manually, or re-install the game again.
2. You will need to know the destination folder(s) where the files need to be copied to.
3. You need to create a text file MOD.INI which contains all the commands needed by ModSwap to install and uninstall correctly.
4. You can include (optional) a bitmap graphic which ModSwap will display when selecting, installing, or uninstalling the plugin. The graphic must be a bitmap 468x60 pixels in dimension, and be name BANNER.BMP.
5. See the next section for an explanation of the MOD.INI file.



## The MOD.INI file

The MOD.INI contains a number of Sections:

[General]   \*Required  
[Exclusive Files]   \*Optional  
[InstallFiles]   \*Required  
[HideFiles]   \*Optional  
[RequiredMaps]           \*Optional  
[RequiredMods]           \*Optional

Each Section is described below:

[General]  
Name=<name of mod>  
Description=<short description of mod>  
Game Version Required=<Game version, in the format <major version>.<minor version><patch letter>

[ExclusiveFiles]  
<List of files that this mod has control of to work properly>

[InstallFiles]  
<File>=<Relative path from game install root>

[HideFiles]  
<File>=<Relative path from game install root>

[RequiredMaps]  
<map name>=<URL>

[RequiredMods]  
<mod name>=<URL>

A more detailed description of each command:

[General]

Name=<name of mod>

<name of mod> is displayed by ModSwap, and is used as the definition of the mod

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Description=<short description of mod>

<short description of mod> is displayed in the ModSwap interface as a Description, and free text can be used for a convenient summary of the Modification contained in the plugin.

Game Version Required=<Game version, in the format <major version>.<minor version><patch letter>

ModSwap will use this entry to check that the version of the game installed is suitable for the Modification. For Close Combat Modern Tactics, this will be ccm If ModSwap finds a version incompatible with the Modification, it will not perform the installation.

[ExclusiveFiles]

<List of files that this mod has control of to work properly>

This tells ModSwap that any file contained in the plugin that are listed here cannot be installed by another plugin subsequently. Any attempt to install another plugin which would change these files will be aborted. This is to ensure the integrity of the plugin being installed.

[InstallFiles]

<File>=<Relative path from game install root>

<File> is the name of the file contained in the plugin which ModSwap will copy to the destination, and therefore modify the game.

<Relative path from game install root> is the location (folder) of the destination where the file is to be copied to, and is relative to the game root. This is determined during installation of the game, and the default for Close Combat Modern tactics will be C:\Program Files\Matrix Games\Close Combat – Moder Tactics

[HideFiles]

<File>=<Relative path from game install root>

This is a special command that does not relate to a file contained in the plugin, but instructs ModSwap to move the destination file named in <File> located in the folder <Relative path from game install root> to a backup location. In some circumstance, it is necessary to move certain files when installing a modification; otherwise the game will not work. An explanation of the circumstances in which this Section is necessary is beyond the scope of this manual.

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<map name>=<URL>

This useful Section can be used to make CCMoSwap display what maps are missing from the game after installing a plugin for a Modification. CCMoSwap will check what Maps are currently installed in the game against the name of any Map given in <map name>, and if it finds any are missing, it will display a list which can be found from the CCMoSwap Menu.

[RequiredMods]

<mod name>=<URL>

This Section allows a plugin to check whether a required Mod is already installed. Some Modifications are based on an existing Modification, and are often called 'Sub-Mods'. These require that a 'parent' or based Modification are installed before the sub-Mod can work. If the Mod (plugin) given in <mod name> is not installed, ModSwap will not allow the installation of the plugin.

## How to package and distribute a plugin

All the components of a plugin (as described in “How to create a plugin”) must be packed in a single archive (zip) file. Use any standard utility (such as WinZip) to create the file.

To summarize the contents of the archive:

1. All the files needed by the modification
2. the MOD.INI control file
3. A bitmap graphic BANNER.BMP used as a Banner (optional)
4. A README.TXT file (optional)

Rename the archive, replacing the .zip extension with the extension.ccm for Close Combat Modern Tactics plugins.

i.e. if you create an archive name MYMOD.zip, you must rename it MYMOD.ccm

This plugin file can be distributed using any standard electronic means (e-mail, disk, web download, etc..) depending on the size of the plugin, and the connectivity available to the end user.

To use a plugin:

When you receive (or create) a plugin, the file must be placed in a Folder that is accessible to ModSwap. It is recommended that it is placed in the default Plugins folder created during the installation of the game (see “How does ModSwap work”).

Plugins available for Download using the Link from the Command Centre have been packaged in a self-extracting executable for convenience. This will copy the plugin file to the ModSwap Plugins folder, (or you can change the destination - not recommended), when you run the setup.

## Notes

ModSwap is provided as a convenient way for any Mod Maker to distribute their work for others to enjoy, and make it convenient and safe.

However, the quality of any plugin is entirely dependant on the author/creator of the plugin!

Anyone can create and distribute ModSwap plugins, and CSO cannot accept any liability or responsibility for the results of using ModSwap and any third party plugins; therefore use with caution!

Plugins found in the CSO Download Library which can be accessed using the Link on the Command Centre have been tested, and have been found to work to the best of our knowledge. If you use any of these plugins and find you experience problems, we will do our best to support and resolve your problems. However, we do not accept responsibility or liability for any problems caused by their use.

The reason is that despite the controlled use of ModSwap using plugins which have been tested, it is still possible for the game to be damaged by manual intervention over which we can have no control.

If any author/creator of a Modification/Plugin wishes to have their work included with the CSO Downloads (made available from the Command Centre), then please contact CSO who will arrange for testing and evaluation. If the work should prove to be accurate and stable, we will include it in the Download Library.

### Support

Community Support for ModSwap, Plugins, and Modifications can be found by visiting the CSO Close Combat Forums at:

<http://www.closecombat.org/forums>

CSO Simtek Ltd do not accept any responsibility or liability for problems or damage caused by Modifications or Plugins. CSO Simtek Ltd are the authors of the ModSwap Application, not the Plugins or Modifications that are installed using it.