mod.lua and strings.lua - Explaining the content and requirements

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[Blockierte Grafik: https://ftp.train-fever.net/flaggen/de.png] Die Deutsche Version gibt es hier: mod.lua und strings.lua - Erklärung und Inhalt

1 Official Format by Urban Games (mod.lua)

The basic format of the mod.lua file that is required for each mod in the root directory

Code: mod.lua

```
function data()
return {
    info
        name = _("Sample mod"),
        description = _("modDesc"),  -- optional,
        minorVersion = 0,
        severityAdd = "WARNING",  -- NONE,
        severityRemove
        visible = true,

    },
    -- options
    -- runFn
    -- checkActiveFn
}
end
```

Alles anzeigen

2 Additional Information for TPFMM

Basic Information
Code

```
tfnetId = 0,  -- optional, transportfever
steamId = 0,  -- optional, steam
url = "https://transportfever.net"  -- optional, url to mod homepage
```

Authors

Code

```
authors    =    {                                                    --    optional,    informat
           {
                                 name        =        "Author        1",
         role  =  "CREATOR",         --  CREATOR,  CO_CREATOR,  TESTER,  BASED_ON,  OTHER
               tfnetId    =    00000,                    --    optional,    id    at    transpo
                            steamId       =       0000,
             },
},
```

Tags

Code

```
tags = { "tag1", "tag2", "tag3" },    --optional, list of tags
```

Dependencies
Define dependencies to other mods that are required in order for the mod to function as desired, not evaluated by the game but informs mod managers which other mods to download. For the download, at least one online source has to be defined

Code

```
dependencies = { "other_mod_1", "another_mod_1", "third_mod_1" },
```

3 Translations (strings.lua)

All strings put in `_("")` will be translated based on the strings.lua file:

Code

```
function                                                                    data()

                ["my   mod"]   =   "Mein   Mod",     --   call   to   _("my   mod")   will   b

                                                                                  ["the

   },
}
end
```

Alles anzeigen

[box]Note:
If a variable is passed to the `_()` function, the content of the variable, not the variable name itself is passed to the function. This, in combination with global variables in lua lead to the scenario in which description and name of multiple mods where overwritten by each other in a beta patch of Transport Fever. Although this is fixed by now, Urban Games and strongly advises to only use local variables. **Pesonally, I advice to not use**

variables for the translation function.[/box]

4 Example Files

Very simple file with single author

Code: mod.lua

```
function data()
return {
info
{
},
},
tags =
},
}
end
```

Alles anzeigen

Code: strings.lua

```
function data()
["name"]
["desc"] = "This is my first train mod. Have f
},
["name"]
["desc"] = "Das ist mein erster Zug Mod, viel Spa
},
}
end
```

Alles anzeigen

A repaint mod, that requires the mod defined above

Code: mod.lua

```
function data()
return {
info
{
},
{
},
},
dependencies = {
tags = {"repaint", "train",
},
}
end
```

Alles anzeigen
Code: strings.lua

```
function data()
["name"]
["desc"]
},
["name"]
["desc"] =
},
}
end
```

Alles anzeigen