

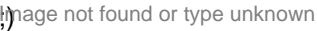
Mod.lua

1. Was brauche ich

- Notepad++

2. Vorgehensweise

- öffnet in Notepad++ eine neue Datei, nennt diese in mod.lua um, schon habt ihr eine mod.lua erstellt.

Viel Spaß beim modden.!) 

Update durch Guapo298

Informationen zu den einzelnen Punkten wie sie schon seit TrainFever Gültigkeit haben.

Code

```
function data()

    minorVersion = 0, -- minor version, count up from 0
    severity = "OPTIONAL", -- OPTIONAL NONE, WARNING or CRITICAL
    name = "OPTIONALvariablestringforstrings.lua",
    description = "moddescriptionOPTIONALvariablestringforstrings.lua",
    authors = { -- OPTIONAL one or multiple authors
        {
            name = "my name",
            text = '3D-Modell, Idee', -- OPTIONAL explanatory text
            sportfever.netauthorid = 12345,
            steamProfile = '', -- OPTIONAL your steam profile ID
        },
    },
    dependencies = {
        "/Entry/6789-mod-name/"
    },
end
```

Alles anzeigen

Ich hab die mod.lua auch nochmals als Datei zum herunterladen angehängen.

```
See details
mod.lua

info = {
  nameVersion = 0, -- name version, count up from 0
  severityAdd = "NONE", -- OPTIONAL "NONE", "WARNING" or "CRITICAL"
  severityRemove = "NONE", -- OPTIONAL "NONE", "WARNING" or "CRITICAL"
  name = "mod name", -- OPTIONAL variable string for string.lua
  description = "mod description", -- OPTIONAL variable string for string.lua
  authors = { -- OPTIONAL one or multiple authors
    {
      name = "my name", -- author name
      role = "CREATOR", -- OPTIONAL "CREATOR", "CO_CREATOR", "TESTER" or "BASED_ON" or "OTHER"
      email = "3D-Modell.12345", -- OPTIONAL explanatory text
      steamId = 12345, -- OPTIONAL transportfever.net author id
      steamProfile = "xxx", -- OPTIONAL your steam profile ID
    },
    {
      name = "J. author name", -- author name
      role = "CREATOR", -- OPTIONAL "CREATOR", "CO_CREATOR", "TESTER" or "BASED_ON" or "OTHER"
      email = "3D-Modell.12345", -- OPTIONAL explanatory text
      steamId = 12345, -- OPTIONAL transportfever.net author id
      steamProfile = "xyz", -- OPTIONAL your steam profile ID
    },
  },
  tags = { "vehicle", "wagon" }, -- OPTIONAL "vehicle", "bus", "train", "busin", "steam", "diesel", "electric", "railcar
  steamId = 4789, -- OPTIONAL transportfever.net download id
  dependencies = { }, -- OPTIONAL list of dependent mod ids
  url = "https://www.transportfever.net/lexicon/entry/318-mod-lua/", -- OPTIONAL mod url
  visible = true,
}
```