

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

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[Blocked Image: <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

```
1. function data()
2. return {
3.   info = {
4.     name = _("Sample mod"), -- name of mod
5.     description = _("modDesc"), -- optional, description
6.     minorVersion = 0, -- minorVersion (integer)
7.     severityAdd = "WARNING", -- NONE, WARNING, CRITICAL
8.     severityRemove = "CRITICAL", --
9.     visible = true, -- optional, default: true
10.    -- if false, mod is hidden
11.  },
12.  -- options = ..
13.  -- runFn = ..
14.  -- checkActiveFn = ..
15. }
16. end
```

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2 Additional Information for TPFMM

Basic Information

Code

1. tfnetId = 0, -- optional, transportfever.net entry id
2. steamId = 0, -- optional, steam workshop file id

3. url = "https://transportfever.net" -- optional, url to mod homepage

Authors

Code

1. authors = { -- optional, information about authors
2. { -- add one or multiple authors
3. name = "Author 1", -- author name
4. role = "CREATOR", -- CREATOR, CO_CREATOR, TESTER, BASED_ON, OTHER
5. tfnetId = 00000, -- optional, id at transportfever.net
6. steamId = 0000, -- optional, steam id
7. }, -- optional, add more authors
8. },

Tags

Code

1. 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

1. 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

1. function data()
2. return {
3. de = {
4. ["my mod"] = "Mein Mod", -- call to _("my mod") will be
5. -- replaced with "mein Mod",
6. -- if language is german
7. ["the description"] = "Beschreibung",
8. -- _("the description") ? "Beschreibung"
9. },
10. }
11. end

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[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 were 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. **Personally, I advise to not use variables for the translation function.**[/box]

4 Example Files

Very simple file with single author

Code: mod.lua

```
1. function data()
2. return {
3.   info = {
4.     name = _("name"),
5.     description = _("desc"),
6.     minorVersion = 2,
7.     severityAdd = "NONE"
8.     severityRemove = "CRITICAL",
9.     authors = {
10.    {
11.      name = "John Doe",
12.      role = "CREATOR",
13.      tfnetId = 1,
14.    },
15.    },
16.    tags = {"train", "multiple_unit"},
17.    },
18.  }
19. end
```

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Code: strings.lua

```
1. function data()
2. return {
3.   en = {
4.     ["name"] = "My Train Mod",
5.     ["desc"] = "This is my first train mod. Have fun.",
6.   },
7.   de = {
8.     ["name"] = "Mein Zug Mod",
9.     ["desc"] = "Das ist mein erster Zug Mod, viel Spaß.",
10.  },
11. }
12. end
```

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A repaint mod, that requires the mod defined above

Code: mod.lua

```
1. function data()
2. return {
3. info = {
4. name = _("name"),
5. description = _("desc"),
6. minorVersion = 1,
7. severityAdd = "NONE"
8. severityRemove = "CRITICAL",
9. authors = {
10. {
11. name = "jane",
12. role = "CREATOR",
13. tfnetId = 00000,
14. steamId = 0000,
15. text = "text",
16. },
17. {
18. name = "John Doe",
19. role = "BASED_ON",
20. tfnetID = 1,
21. },
22. },
23. dependencies = { "base_mod_1" },
24. tags = {"repaint", "train", "multiple_unit"},
25. },
26. }
27. end
```

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Code: strings.lua

```
1. function data()
2. return {
3. en = {
4. ["name"] = "My Repaint Mod",
5. ["desc"] = "My first Repaint",
6. },
7. de = {
8. ["name"] = "Mein Repaint Mod",
9. ["desc"] = "Mein erstes Repaint.",
10. },
11. }
12. end
```

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