

# TFMM - Train Fever Mod Manager (1)

## Inhaltsverzeichnis

- [1 Usage](#)
  - [1.1 Download & Installation](#)
  - [1.2 The First Start](#)
  - [1.3 The Main Window](#)
  - [1.4 Add New Modifications](#)
  - [1.5 Activate and Deactivate Modifications](#)
  - [1.6 Informations](#)
  - [1.7 Errors and Conflicts](#)
- [2 Modders](#)
  - [2.1 Format](#)
  - [2.2 Directories](#)
  - [2.3 TFMM.ini](#)
    - [2.3.1 Valid Categories](#)
    - [2.3.2 Examples for TFMM.ini](#)
  - [2.4 Preview Image](#)
- [3 Imprint](#)

[Blockierte Grafik: <http://ftp.train-fever.net/flaggen/de.png>] Die deutsche Version gibt es hier

[Blockierte Grafik: <http://ftp.train-fever.net/flaggen/gb.png>] Development on Train Fever Mod Manager (TFMM) started during the beta phase of Train Fever. At that time, the main objective was to create a fast and efficient way to handle modifications. Modifications should be activated and deactivated easily to test their features and remove them from the game if necessary. TFMM combines easy handling with functionality.

Since its release, TFMM spread rapidly and is the most popular tool on train-fever.net, with over 10,000 downloads. Even though TFMM can be handled without prior orientation, this lexicon entry will provide all background information.

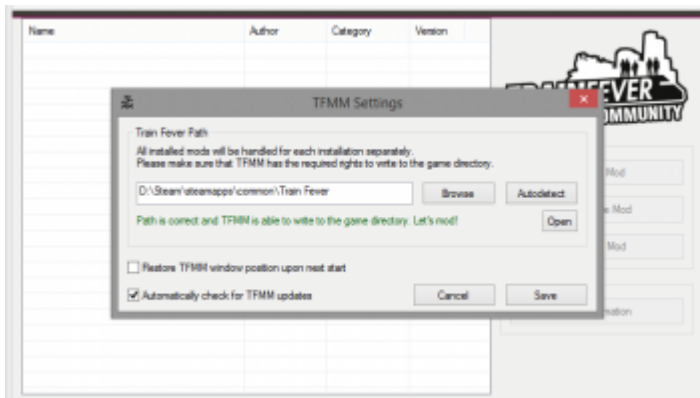
## 1 Usage

In this section, the usage of TFMM for all gamers will be explained. It will cover the installation of TFMM as well as the manipulation of the game with modifications through TFMM.

### 1.1 Download & Installation

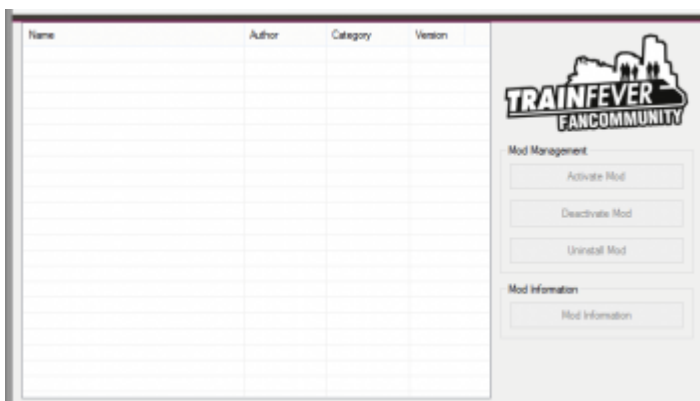
The most recent and stable version is always available in the [download database](#) at train-fever.net. Download the latest version and extract the files to a directory of your choice. Start TFMM by double clicking on the executable. For TFMM to be able to open .rar files when running Windows, unrar.dll has to be present.

## 1.2 The First Start



When first starting TFMM, the settings window will pop up. The path to Train Fever's installation directory can be defined here. TFMM will automatically search for this path, and if it's not correct, you can change it manually. The program will tell you if the path is valid or not. If Train Fever is installed in a protected directory, administrative privileges may be required. You can start TFMM with administrator privileges by right clicking on the executable and selecting "start as administrator". After clicking "Save", the settings window will close and TFMM is ready to operate.

## 1.3 The Main Window



The main window is the central area for managing modifications in Train Fever.

- In the center, all available modifications are displayed. The list can be sorted by name, author, category and version. After restarting TFMM, the list will always be sorted by the installation date.
- On the right, the modification management is located. All selected modifications can be activated (enable mod in game), deactivated (remove mod from game), and uninstalled (remove mod from game and from list). Below the management, there is a button to display more information about a selected modification.
- At the bottom, you can add new modifications to the game (Add New Mod), open up the download section at train-fever.net (Download Mods), and launch Train Fever through Steam (Start Train Fever).

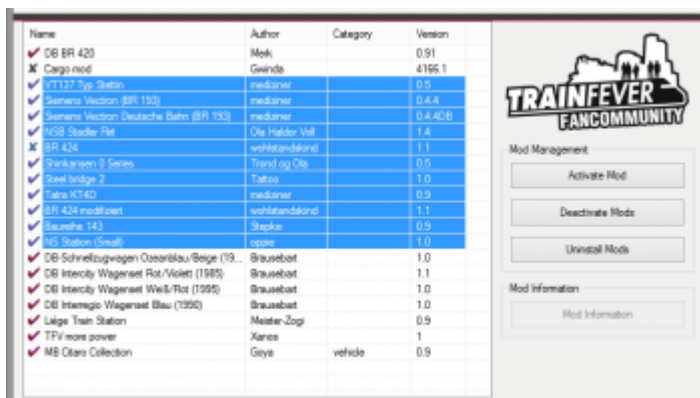
On the right, TFMM version information is displayed.

- At the top, the application menu hosts the following entries:
  - File
    - Settings (Ctrl + S) - open TFMM settings dialog
    - Close (Alt + F4) - exit TFMM
  - Mods
    - Add Modification (Ctrl + O) - add new modification to the game
    - Export Mod List
      - Export List of Activated Mods (Ctrl + E) - export a list of all activated mod as TXT or HTML
      - Export List of All Mods (Alt + E) - export a list of all mods in the list as TXT or HTML
  - About
    - Homepage (SCtrl + H) - open TFMM Homepage
    - Update (Ctrl + U) - check for new version of TFMM
    - License (Ctrl + L) - show versions- and license information

## 1.4 Add New Modifications

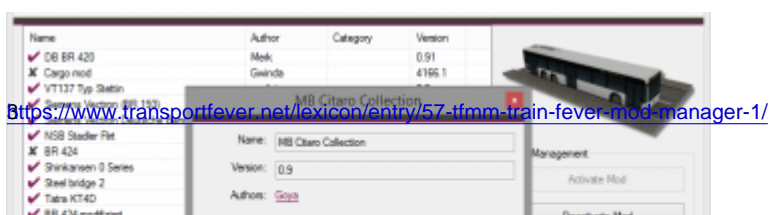
In order to add new modifications to Train Fever, all .zip and .rar (only Windows) packed mods can be dragged onto the TFMM main window. Alternatively, modification files can be selected via the menu, the button on the bottom left of the main window, or by pressing Ctrl + O. Added modifications are activated automatically and can be used in Train Fever right away.

## 1.5 Activate and Deactivate Modifications



As soon as one or more modifications are added to the TFMM list, these can easily be activated and deactivated in the game. It is also possible to select multiple modifications at once. Active modifications are labeled with [Blockierte Grafik: <http://ftp.train-fever.net/lexikon/TFMM/yes.png>] while deactivated modifications are labeled with [Blockierte Grafik: <http://ftp.train-fever.net/lexikon/TFMM/no.png>]. All selected modifications can be activated, deactivated and uninstalled via the management buttons on the right. When uninstalling an active modification, the mod will be deactivated first.

## 1.6 Informations



If a single modification is selected, information about it can be displayed (Mod Information). The preview.png image from the mod will also be displayed in the main window if it exists.

## 1.7 Errors and Conflicts

In case of conflicts between modifications or errors during program execution, TFMM will try to provide the best possible help. In case of unsolvable problems or questions, help can always be found in this forum.

# 2 Modders

In this section, all information for modders will be presented.

## 2.1 Format

TFMM for Windows can read .zip, .rar and .rar5.  
TFMM for Linux can only open .zip files.

## 2.2 Directories

For a modification to be accepted by TFMM, it is mandatory to include a "res" folder. All files inside this "res" folder will be handled as modification files and copied to the original Train Fever "res" folder.

## 2.3 TFMM.ini

You can add additional information about a modification if you include a TFMM.ini file. This file has to be added to the root of the mod package.

A overview of possible entries in this file is appended:

Key	Value	Comment
name	String	<ul style="list-style-type: none"><li>• arbitrary name of modification</li><li>• For compatibility reasons, two mods should never have the same name but for the same mod in different versions</li></ul>
version	Integer [.Integer]*	<ul style="list-style-type: none"><li>• arbitrary version information</li><li>• <b>integer numbers, optionally separated by full stops.</b></li></ul>

<b>author</b>	String [, String]*	<ul style="list-style-type: none"> <li>• <b>names of author(s), multiple authors separated by comma</b></li> <li>• in case of repaints or other "modified modifications": new author always appends itself to the <b>end of the list</b></li> </ul>
<b>id</b>	String [String]+	<ul style="list-style-type: none"> <li>• arbitrary identification string of modification</li> <li>• different versions of the same modification have to have the same id</li> <li>• if not defined, will be generated as "author.name"</li> <li>• <b>at least 2 fields of strings separated by full stops, lower case only, a-z0-9 only</b></li> </ul>
<b>category</b>	String	<ul style="list-style-type: none"> <li>• A list of valid categories can be found below</li> </ul>
<b>[online]</b>		<ul style="list-style-type: none"> <li>• group for links and online IDs</li> </ul>
<b>tfnet_mod_id</b>	Integer	<ul style="list-style-type: none"> <li>• train-fever.net download entry id if known</li> </ul>
<b>tfnet_author_id</b>	Integer [, Integer]*	<ul style="list-style-type: none"> <li>• authors' IDs on train-fever.net</li> <li>• <b>integer separated by comma</b></li> <li>• same order as in "author" list</li> </ul>
<b>[dependencies]</b>		<ul style="list-style-type: none"> <li>• group for dependencies between mods</li> </ul>
<b>mod_id</b>	<b>mod_version</b>	<ul style="list-style-type: none"> <li>• all <b>mandatory</b> mods can be listed in this group</li> <li>• key = ID of required mod</li> <li>• value = version of required mod, empty or "any" for arbitrary version</li> </ul>

### 2.3.1 Valid Categories

Category	Comment
tool	Tools
pack	Mod-Packs
vehicle	Vehicles (general)
vehicle/bus	Busses
vehicle/tram	Trams
vehicle/train	Trains (general)
vehicle/train/steam	Steamers
vehicle/train/diesel	Diesel Engines
vehicle/train/electric	Electric Locomotive
vehicle/train/railcar	Railcar
vehicle/wagon	Wagons (general)
vehicle/wagon/passenger	Passenger Wagons

vehicle/wagon/goods	Goods Wagons
building	Buildings (general)
building/station	Train Stations
building/deco	Decorations
building/town	Town Buildings
building/depot	Depots
building/signal	Signals & Waypoints
other	Other Modifications

### 2.3.2 Examples for TFMM.ini

#### Exemplary TFMM.ini for the "TFMM":

Code

```
id = xanos.tfmm
name = TFMM
version = 0.5
author = Xanos
category = tool
[online]
tfnet_author_id = 18122
tfnet_mod_id = 5
```

#### Exemplary TFMM.ini for a fictitious Modification:

Code

```
id = author2.author1.firstbus
name = Our First Bus
version = 0.0.1
author = author1, author2
category = vehicle/bus
[online]
tfnet_mod_id = 999
tfnet_author_id = 1, 2
[dependencies]
other_mod = any
```

## 2.4 Preview Image

TFMM can display a preview images for mods. Modders can add a "preview.png" to their modification. All images are automatically scaled and displayed in a 16:9 frame.

## 3 Imprint

TFMM is developed and maintained by Xanos / Alexander Nähring.

In case of questions or problems, use this forum for contact. Alternatively, write me a PN or email.

<https://www.transportfever.net/lexicon/entry/57-tfmm-train-fever-mod-manager-1/>