

Mod Configuration

modoverrides.lua

Location: `<persistent_storage_root>/<conf_dir>/<cluster>/<shard>/modoverrides.lua`

This is the file that **enables** and configures mods for a particular shard. If you have more than one shard, and you want to enable the mod for both then you will have to edit two files:

```
<persistent_storage_root>/<conf_dir>/<cluster>/<shard_1>/modoverrides.lua  
<persistent_storage_root>/<conf_dir>/<cluster>/<shard_2>/modoverrides.lua
```

This is an example of the file:

```
return {  
  ['workshop-1947298962'] = { enabled = true },  
  ['workshop-1615274304'] = { enabled = true },  
  ['workshop-378160973'] = { enabled = true },  
  ['workshop-2281925291'] = { enabled = true },  
  ['workshop-2853529208'] = { enabled = true },  
  ['workshop-361994110'] = { enabled = true },  
  ['workshop-1595631294'] = { enabled = true },  
  ['workshop-1898292532'] = { enabled = true },  
  ['workshop-588560555'] = { enabled = true },  
  ['workshop-1185229307'] = { enabled = true },  
  ['workshop-1839858501'] = { enabled = true },  
  ['workshop-2665334506'] = { enabled = true },  
  ['workshop-1460627047'] = { enabled = true },  
  ['workshop-1535658505'] = { enabled = true },  
  ['workshop-2634350802'] = { enabled = true },  
}
```

```

['workshop-1504778958'] = { enabled = true },
['workshop-1207269058'] = { enabled = true },
['workshop-2208128427'] = { enabled = true },
['workshop-2659067616'] = { enabled = true },
["workshop-352499675"] = { enabled = true, --DST Resurrection Shelter
configuration_options =
{
    ["Mode"] = "Hard",
    ["ShelterUses"] = 1000000,
    ["ShelterLight"] = "yes",
}
},
["workshop-385006082"] = { enabled = true, --DST Path Lights
configuration_options =
{
    ["path_lightrecipe"] = "normal",
    ["light_color"] = "color4",
    ["FueledLights"] = "no",
}
}
}

```

As you can see the configuration for individual mods uses internal names referenced by the mod itself making it hard to discover exactly what you need to type in, because of this I suggest booting up a local server with the mods configured the way you want them, and then inspect the file on your local machine and copy it over to the dedicated server.

dedicated_server_ mods_setup.lua

Location: `<steam_install_dir>/mods/dedicated_server_mods_setup.lua`

This file is responsible for downloading and updating mods onto your server. You can either specify individual mods or collections.

```
--#Global Position
ServerModSetup("378160973")

--#Ancient Altar
ServerModSetup("481765222")

--#Health Info
ServerModSetup("375859599")

ServerModCollectionSetup("2865405455")
```

modsettings.lua

Location: `<steam_install_dir>/mods/modsettings.lua`

This is purely for enabling mods. This can be done instead of using modoverrides.lua to enable mods across all shards, however it does not allow you to configure any of the settings that the mods would have.

```
-- Use the "ForceEnableMod" function when developing a mod. This will cause the
-- game to load the mod every time no matter what, saving you the trouble of
-- re-enabling it from the main menu.
--
-- Note! You shout NOT do this for normal mod loading. Please use the Mods menu
-- from the main screen instead.

-- ForceEnableMod("kioskmode_dst")

-- Use "EnableModDebugPrint()" to show extra information during startup.
```

EnableModDebugPrint()

ForceEnableMod("workshop-375859599") --Health Info

ForceEnableMod("workshop-378160973") --Global Positions

ForceEnableMod("workshop-382177939") --DST Storm Cellar

ForceEnableMod("workshop-439115156") --[DST] Musha [5.8 F]

ForceEnableMod("workshop-451559807") --cave mod

ForceEnableMod("workshop-363989569") --Growable Marble Trees

Revision #8

Created 14 August 2023 03:54:09 by Kareth

Updated 15 August 2023 23:28:51 by Kareth