

City of Gangsters: Map Modding Part 1

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Hi there! In this guide we're going to learn how to make and share custom maps as Workshop mods.

These are going to be custom maps which you generate in the game, and then customize further to give them specific neighborhoods, or change the shape of rivers or hills, using just a text editor - no special tools required!

We'll do this in two parts:

- In this part, we'll learn how to share a map on Steam Workshop,
- In the next part, we'll learn how to change it in a text editor and how to test the changes

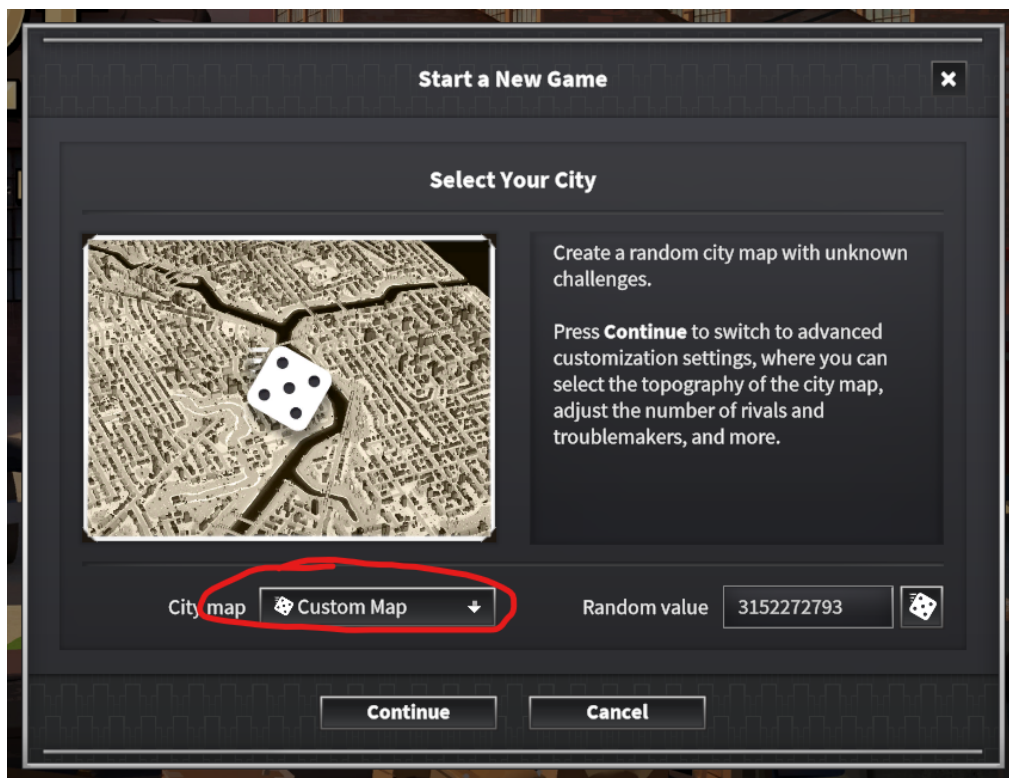
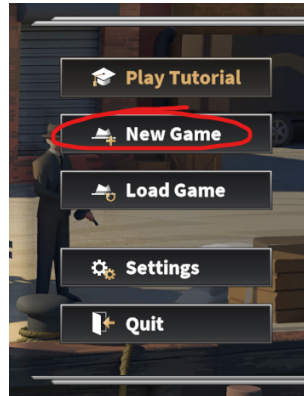
Ready? Let's go. :)

NOTE: THIS GUIDE ASSUMES YOU'RE ALREADY FAMILIAR WITH STEAM WORKSHOP
We will only cover parts that are specific to City of Gangsters. If you'd like more information about Workshop, check out their documentation here: <http://steamcommunity.com/workshop/>

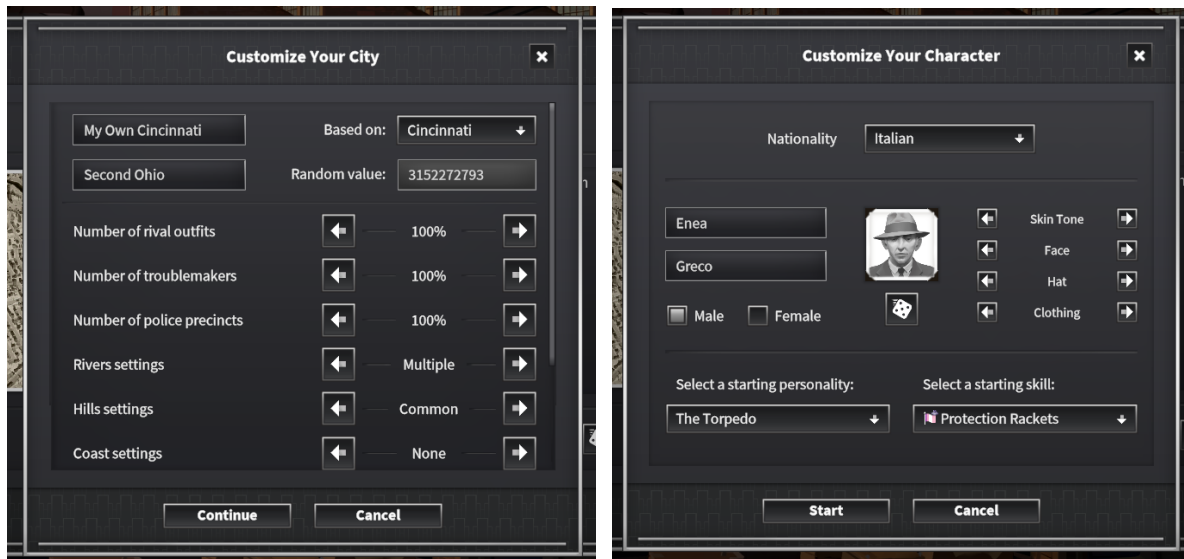
Exporting a custom map

First, let's create and export a custom map that we can share.

In the main menu, start a new game and select "custom map" type:



The exact settings don't matter, but I'm just going to pick Cincinnati from the Deluxe edition as a source city, so that the player can get access to the unique *bourbon* resource. But you can use any city you'd like. Then maybe pick some interesting geography and hit "Continue":

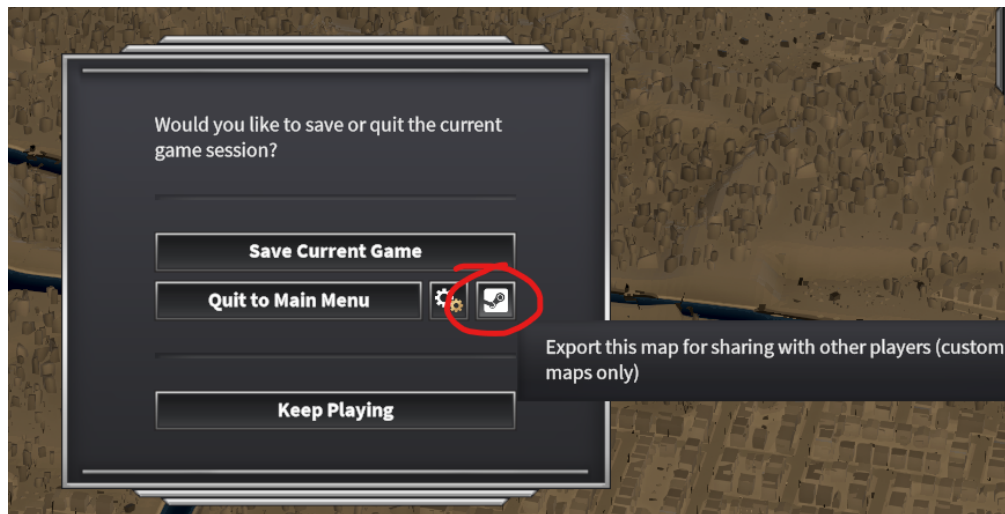


After picking geography and starting character, hit "Start" and the city will be procedurally generated.



If we don't like what we have, we can keep rolling new cities, but let's say we're happy with this one - and want to export it for later.

Go into the “Save and Quit” menu, and look for a button with a Steam Workshop icon that says “Export this map...”:



When you click on that, you will get a new dialog where you can specify:

- The name of your new mod (as it will show up on Workshop)
- Mod description



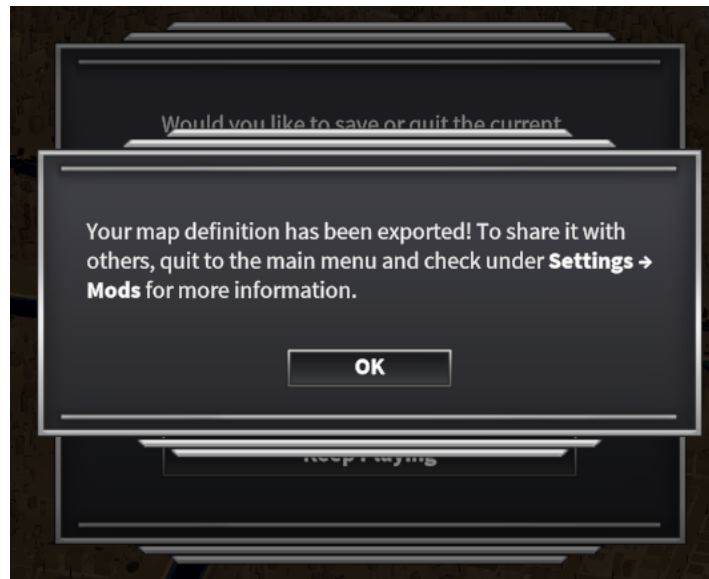
Note that the name, the description, and the screenshot will be visible on Workshop after you upload them.

There are two checkboxes below. We recommend leaving both checkboxes enabled.

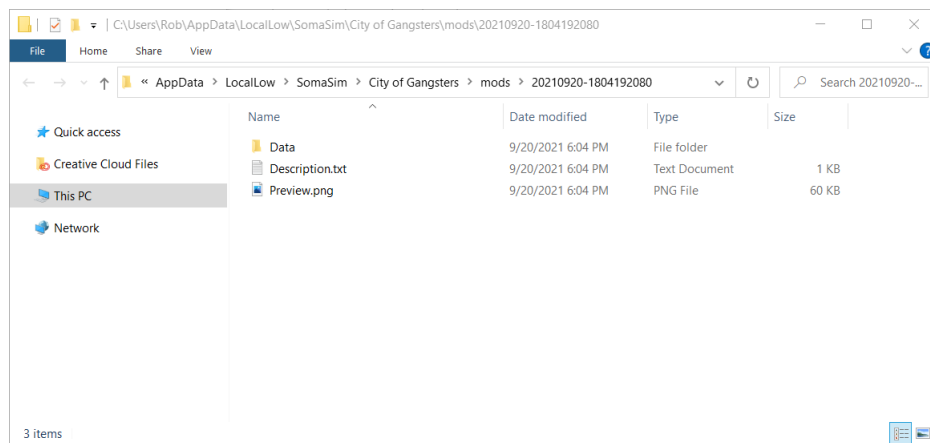
- The first one will open a Windows Explorer window, showing you the location of your new map files on the hard drive - we'll use those later
- The second one will open this documentation in your browser

You don't have to come up with the perfect name or description right now - we can always edit it later.

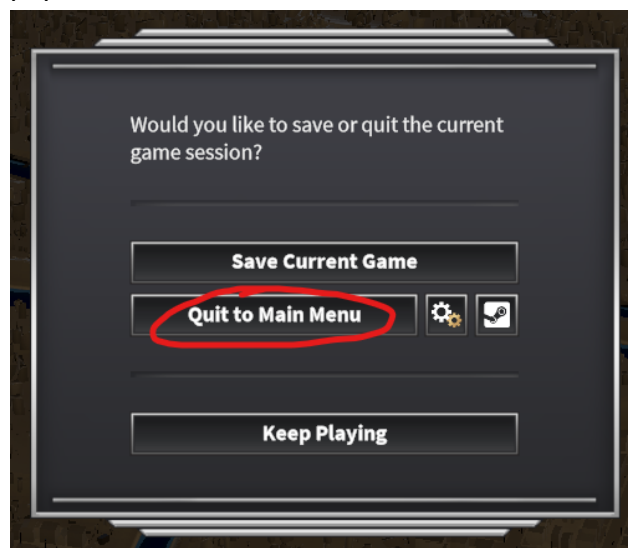
Once you're happy with the results, click "Continue". You should get a result confirmation that looks like this:



... and if you left the first checkbox enabled, you will also get a new Windows Explorer window showing all the files that make up your new mod, in their new location:



We're done with this step, please exit back to the main menu now:



Enabling the new map

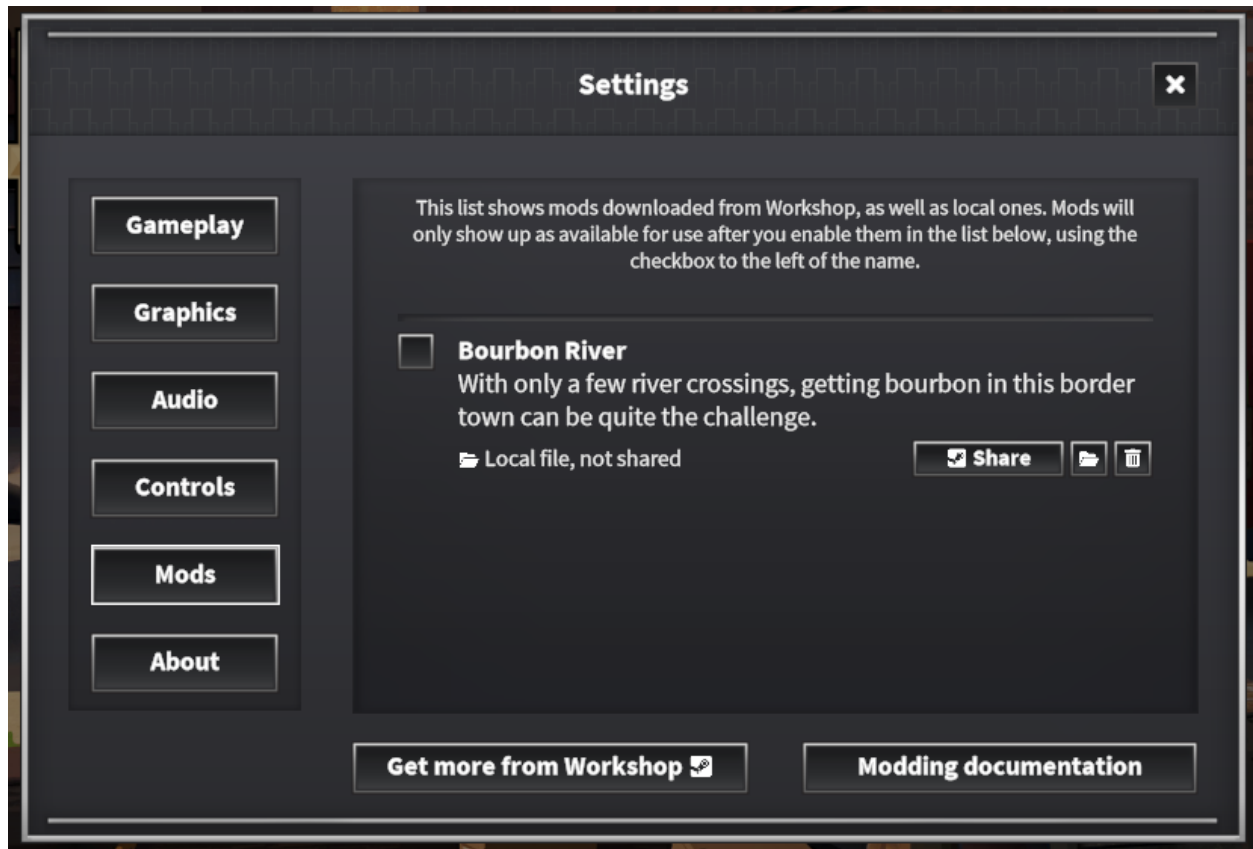
All mods can be in one of three states:

- **Local only:** this is a mod like the map you just exported. It only lives on your hard drive.
- **Local shared:** this is a mod that lives on your hard drive, which you also uploaded to Steam. If you make local changes, you can update the Steam version as well.
- **Downloaded:** this is a mod that came from Workshop. You can't make local changes, and Steam will automatically download any updates each time the game starts.

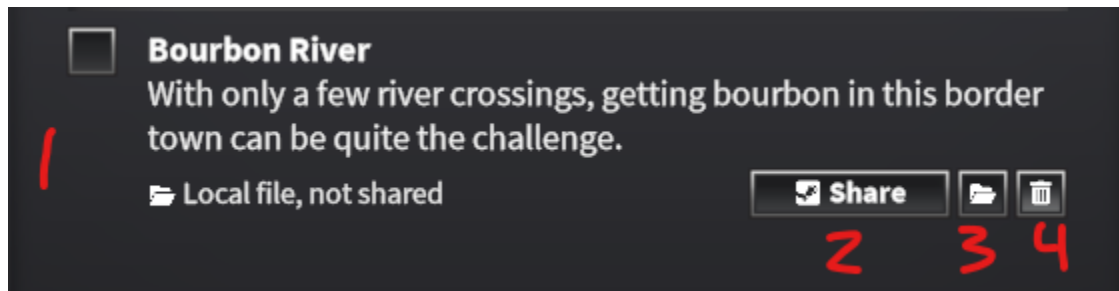
Additionally, each mod can be **enabled** or **disabled**. Initially, all mods will start out disabled, and you need to enable them manually before using them. Once enabled, they will show up in the new game map list.

To enable our new map, in the main menu, open Settings and switch to the Mods tab:



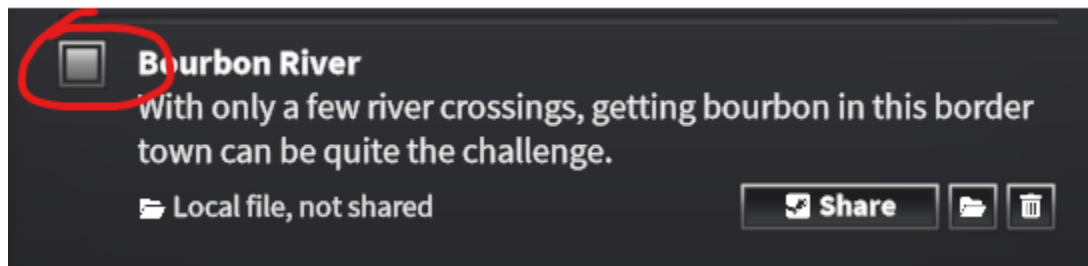


The newly exported map is showing up as “Local file” (which is correct) and there are four additional UI elements:

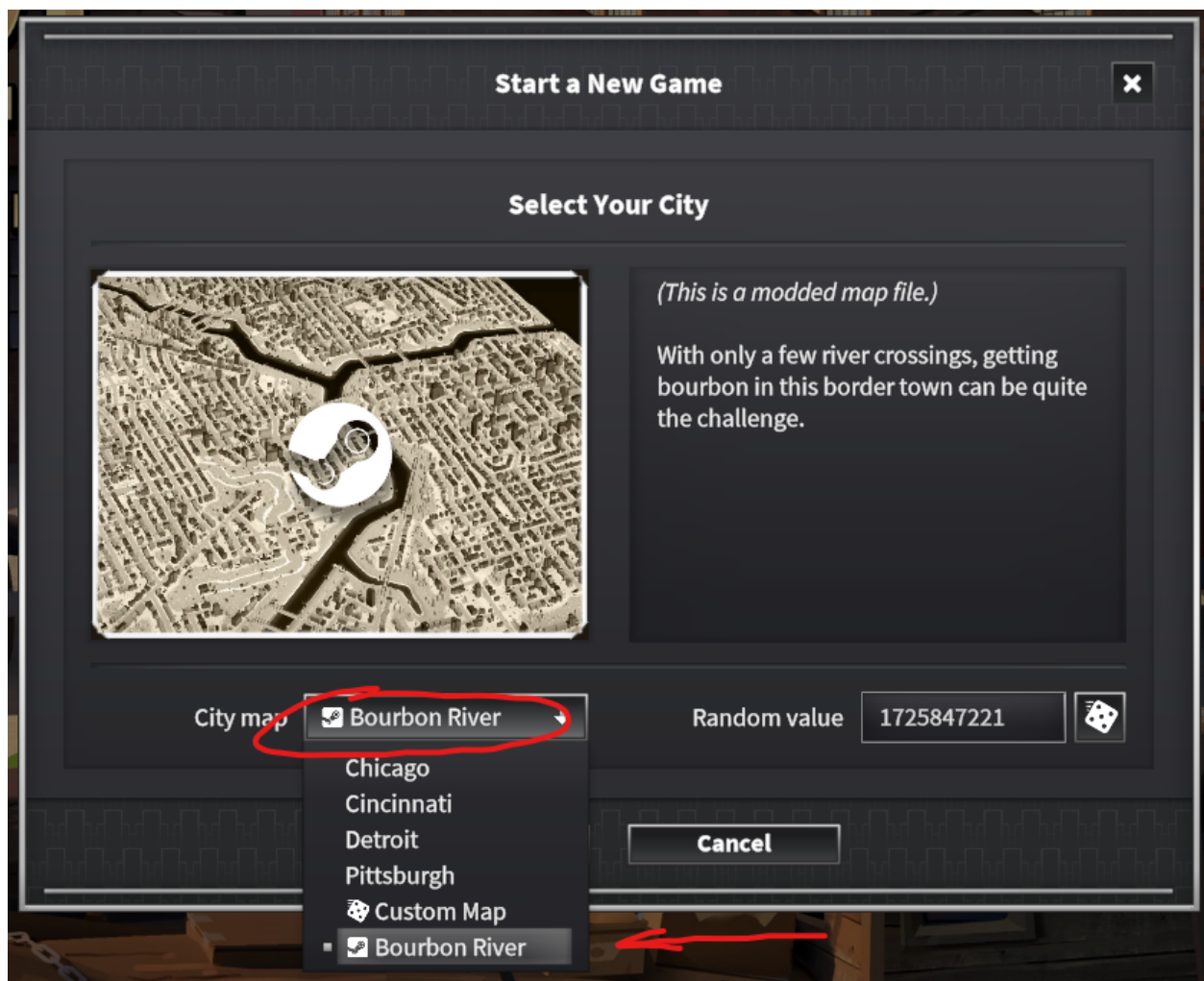


1. The “enable/disable” checkmark in the upper left, currently set to “disabled”
2. “Share” button to upload this map
3. “Open mod folder” button that will open the Windows Explorer like before
4. “Delete mod” button that will delete this local mod from the hard drive

To playtest this mod, set the checkbox to “enabled”:



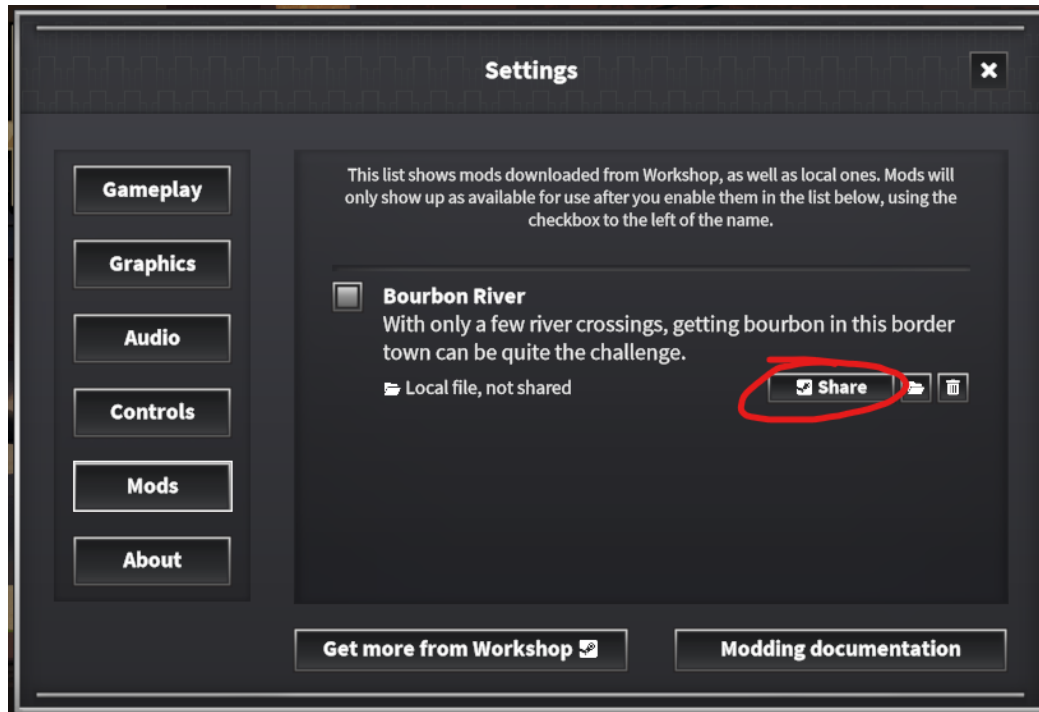
And now exit from Settings and back to main menu, and then select “New Game”. You should see your new map file show up as one of the starting maps:



Go ahead and start a new game in this town, and verify that it's working correctly and that you see the same map as before (but with different people and street layouts, because each session is randomized).

Sharing the new map on Steam

To share your map on Workshop, open the “Settings” dialog again and switch to the “Mods” section. Then click the “Share” button next to your new map:

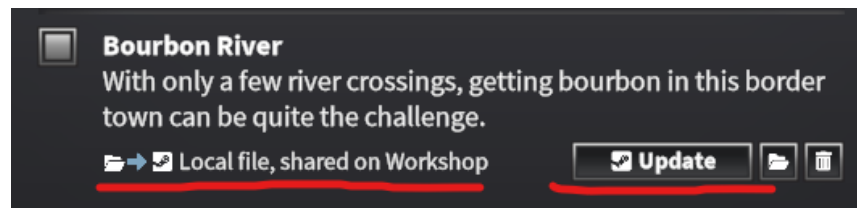


The game will work for a while, and then it should do two things.

1. First, it might open Steam in an overlay inside the game, on the page describing the new item you just uploaded (this will only happen if you have Steam Overlays enabled).
2. Second, it will give you a confirmation dialog like this:



When you return to Settings, you can see that the map changed status from “Local file, not shared” to “Local file, shared on Workshop”, and the former “Share” button became an “Update” button:



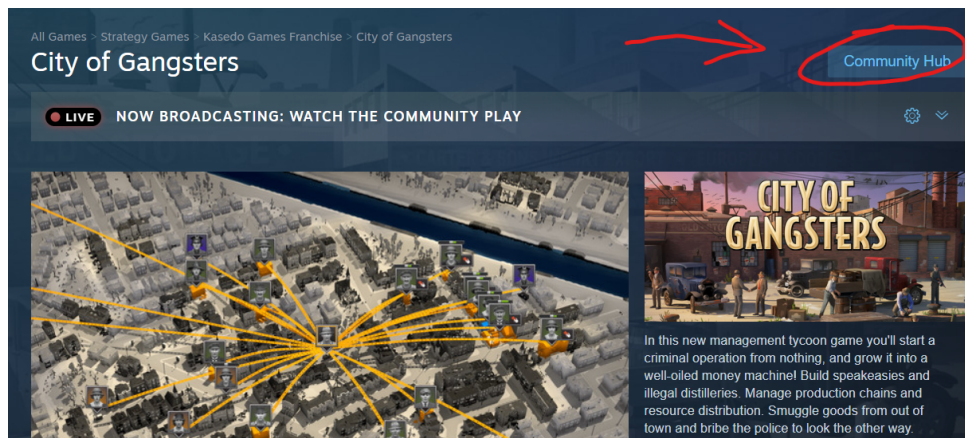
This means this map has been uploaded to workshop.

Publishing on Steam

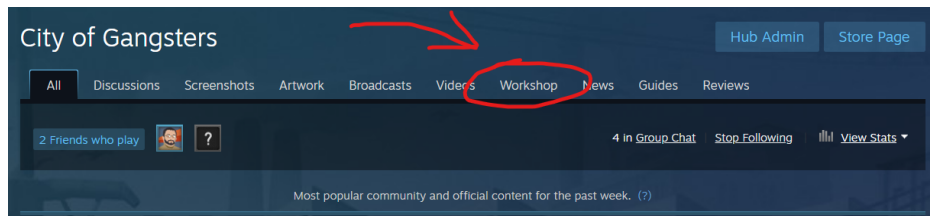
Now that the map is uploaded, you will need to “publish” it so that it becomes available for everyone to download (including yourself, for testing).

Visit your new item in the Workshop. If you already closed the overlay, here's how to get there:

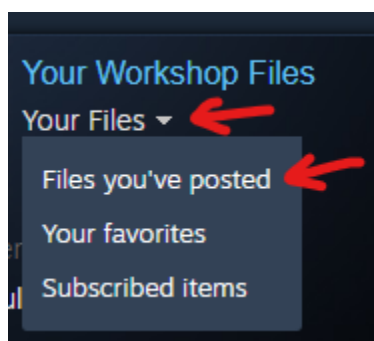
1. Visit CoG Workshop page by first going to the City of Gangsters store page, and clicking on the Community Hub button in the upper right:



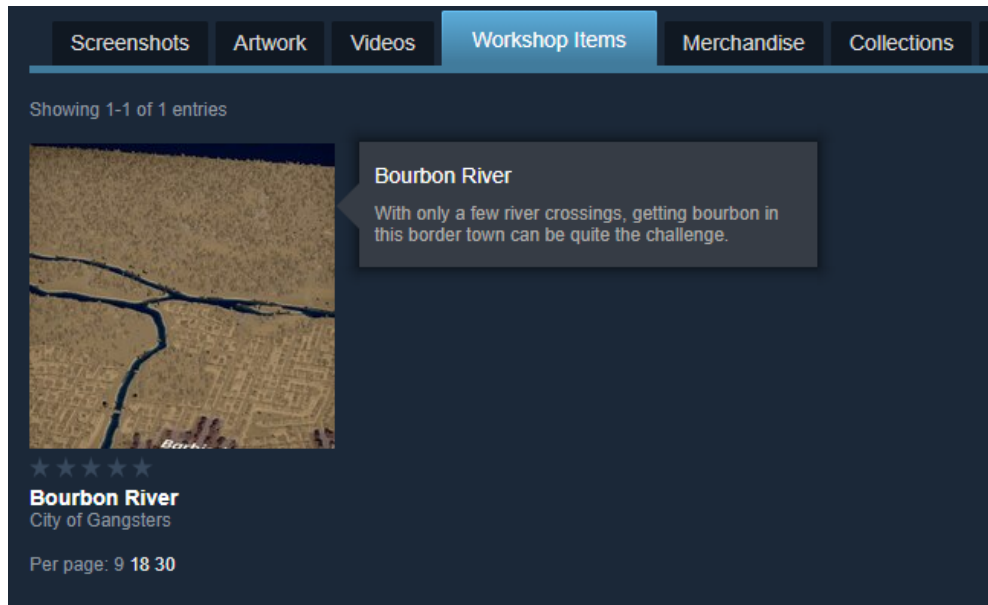
2. Click on the Workshop tab:



3. Then scroll down to the “Your Workshop Files” section, and click on “Your Files” to select “Files You’ve Posted”:

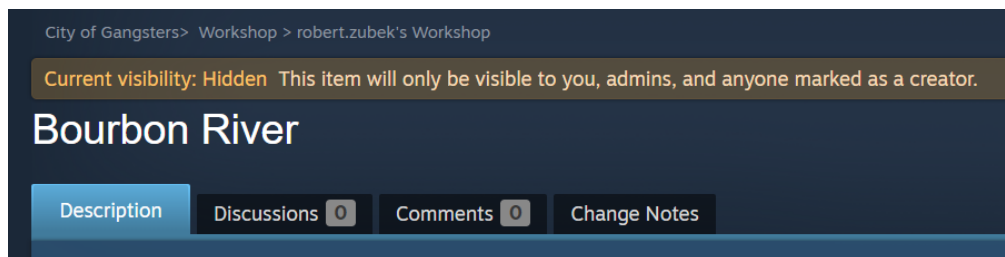


4. You should see a list of items you created, including your new map - click on it:

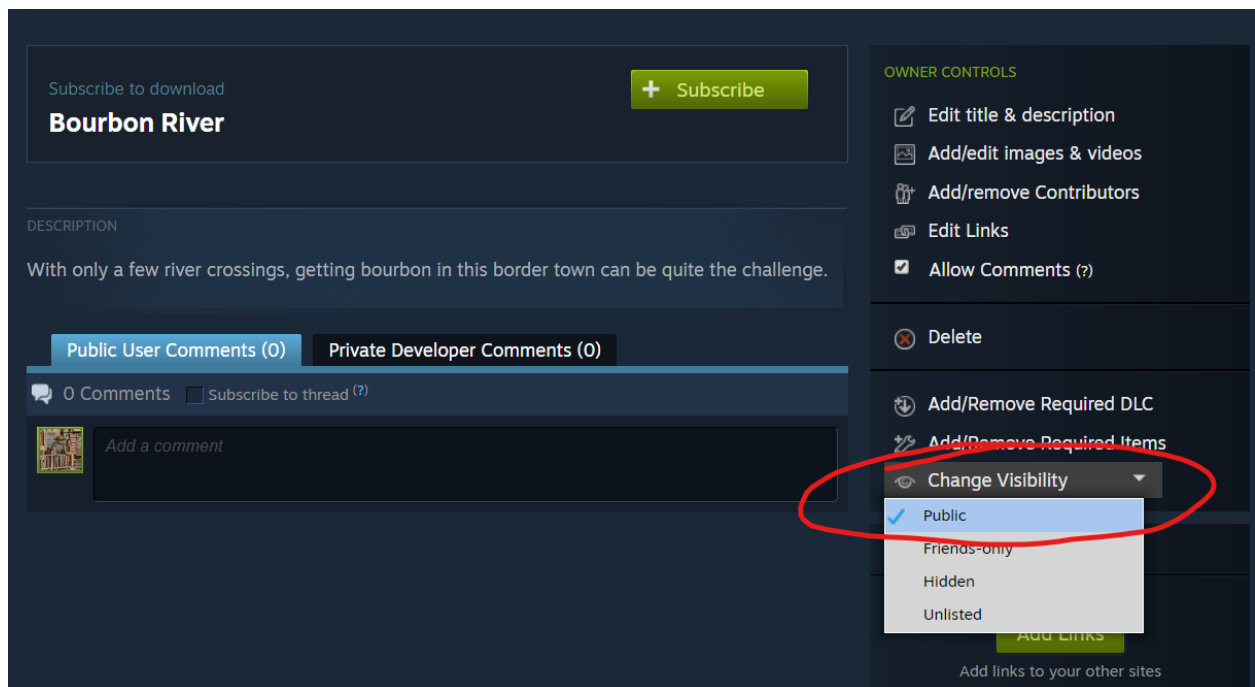


Whether you followed those steps, or you got here via the overlay, you should now be at the workshop details page for your new mod.

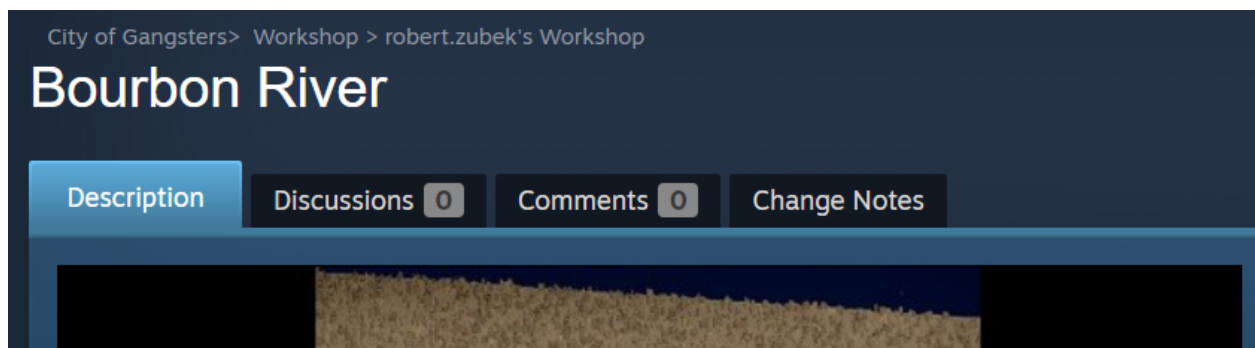
At the top of the page, you should see the mod name and an annotation about this mod being currently hidden:



Scroll down the page until you see a “Visibility” drop down in the lower right corner, and use it to change mod visibility to “Public”:



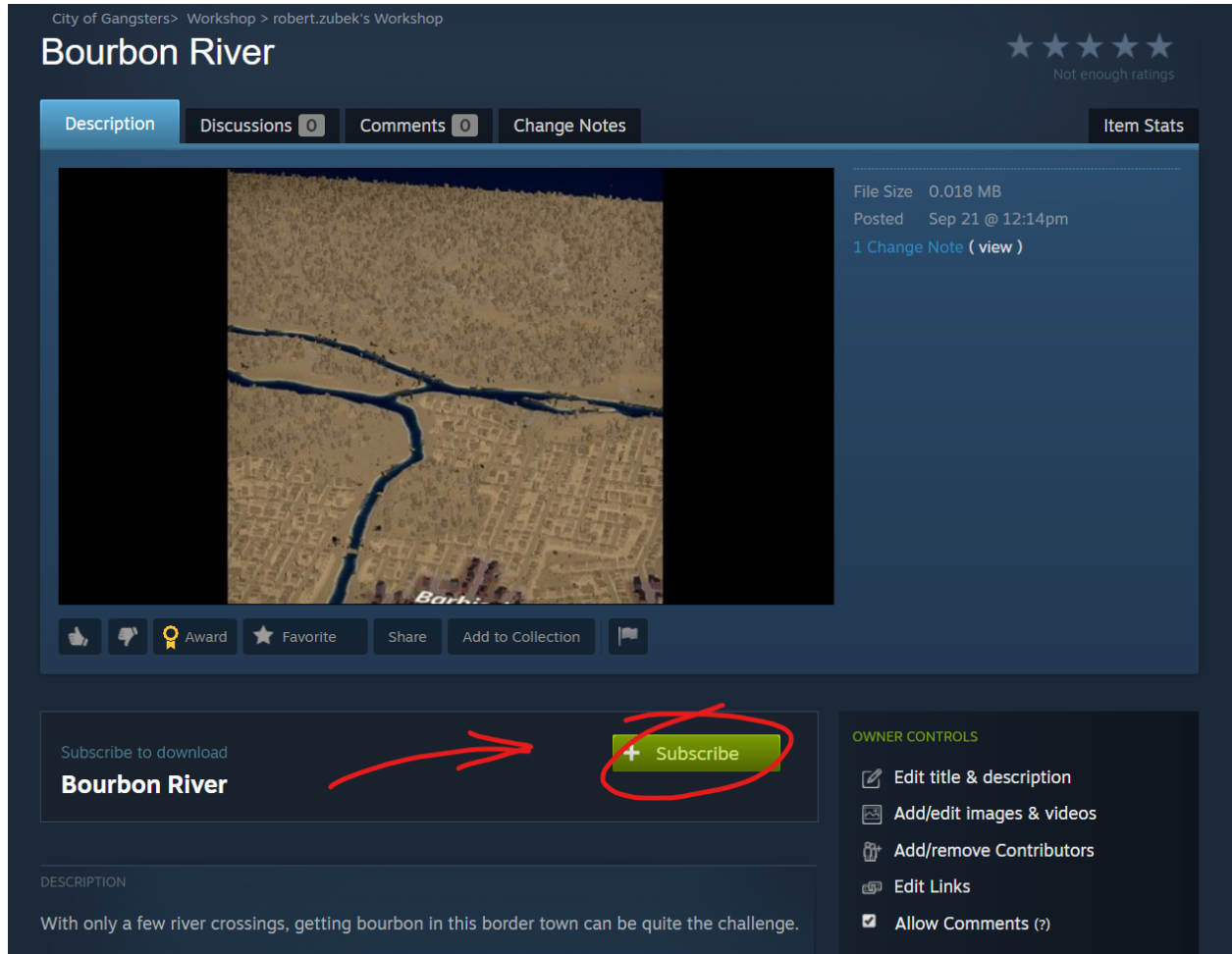
This should make the “Hidden” annotation disappear, like so:



Congratulations! You have now published your map on Steam :)

Downloading from Steam

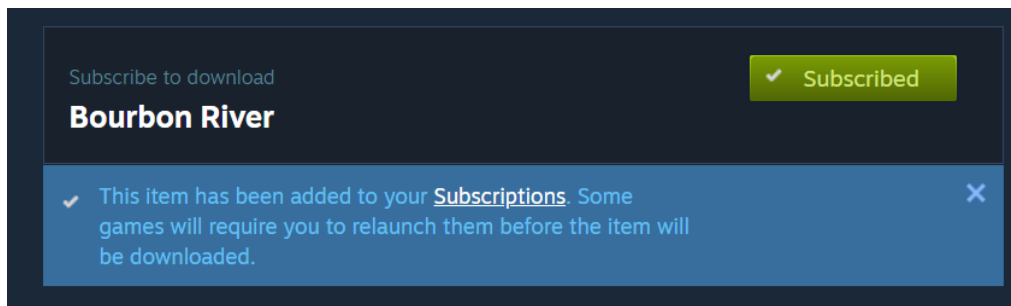
To download your new map for testing, stay on the mod page, and click the green “+ Subscribe” button:



The screenshot shows the Steam Workshop page for a mod named "Bourbon River" by robert.zubek. The page has a dark blue theme. At the top, it says "City of Gangsters > Workshop > robert.zubek's Workshop". The mod title "Bourbon River" is prominently displayed. To the right of the title are five stars and the text "Not enough ratings". Below the title are tabs for "Description", "Discussions 0", "Comments 0", "Change Notes", and "Item Stats". The "Description" tab is selected. The main content area features a large image of a map with a river. To the right of the image, it shows "File Size 0.018 MB", "Posted Sep 21 @ 12:14pm", and "1 Change Note (view)". Below the image are buttons for "Like", "Dislike", "Award", "Favorite", "Share", "Add to Collection", and a flag icon. At the bottom left, there is a section titled "Subscribe to download" with the mod name "Bourbon River" and a green "+ Subscribe" button. A red arrow points to this button. Below this is a "DESCRIPTION" section with the text: "With only a few river crossings, getting bourbon in this border town can be quite the challenge." On the right side, there is an "OWNER CONTROLS" section with options: "Edit title & description", "Add/edit images & videos", "Add/remove Contributors", "Edit Links", and "Allow Comments (?)".

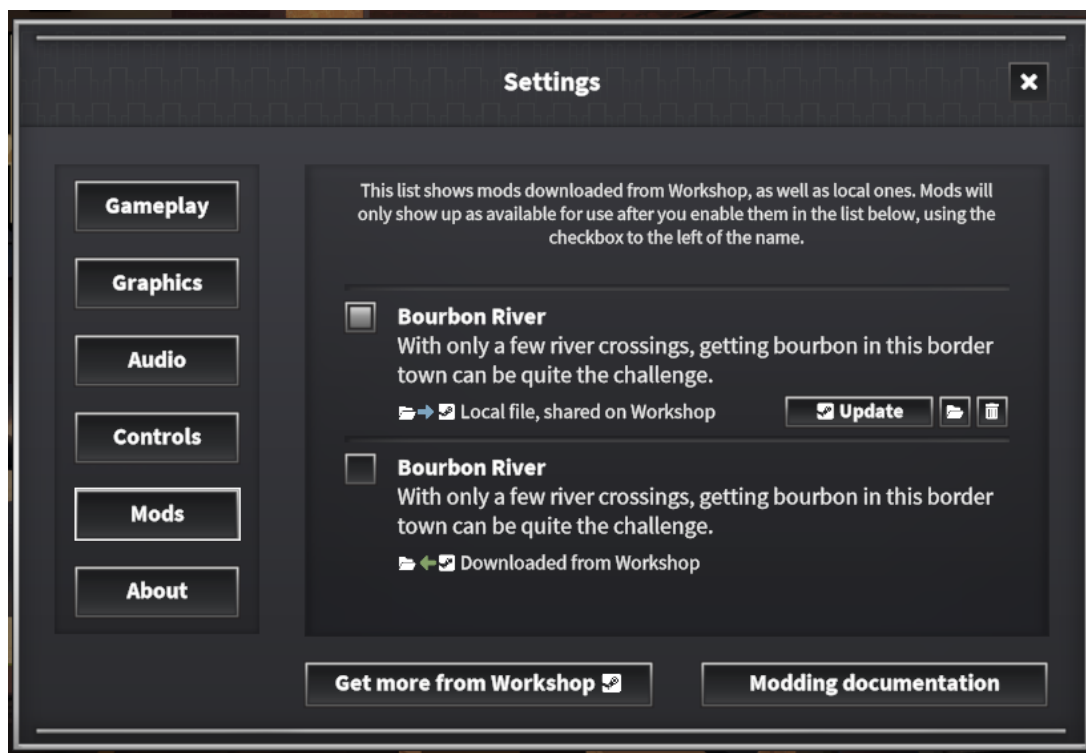
A subscription in Workshop means that the mod will get downloaded before the game starts, and then kept up-to-date automatically until some future time when you unsubscribe.

After clicking, the button should change to “Subscribed”, like this:



Now go back to City of Gangsters and restart it if it was already running, so that it can pick up the new changes.

Once the game restarts, check Settings > Mods again, you should now see two copies of your map: the local file you're editing, and the new copy downloaded from Steam:



As you can see mods have a kind of a dual life: they can be local, but they can also be on Steam, and those are technically two different mods. Local and remote versions are separate but linked: if you change the local version and then press “Update”, this will sync up your local changes to the Steam servers.

Now please follow us to the [next part of the tutorial](#), as we set up a new city map, learn how to customize its data definitions, and then share it with the world!