K-Mod

The Kohan Mod Maker Faq

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OVERVIEW

What is K-Mod?
K-Mod is a tool that generates "mods" for the games Kohan: Immortal Sovereigns and Kohan: Ahriman's Gift.

What is a mod?
Mods are files with ".tgx" extensions that modify data that influence the behavior of the Kohan games.

How do I make a mod?
Run K-Mod.exe, select a New Mod option from the main menu, make any changes and additions to your mod, save out the tgx file into your Kohan folder.

Are there any plans to add new features to K-Mod?
Currently, all planned features are implemented, but we are open to suggestions..

Do I need to have KIS and KAG to make a mod?
You must have KIS to make a KIS mod, you must have KAG to make a KAG mod.

What is KIS?
The TimeGate Studios game "Kohan: Immortal Sovereigns."

What is KAG?
The TimeGate Studios game "Kohan: Ahriman's Gift."

What folder do I need to put K-Mod in?
Any folder will do, the only tricky issue is K-Mod looks in its own directory for an installation of Kohan before it looks for versions installed elsewhere. You would want to put K-Mod in a folder that has Kohan in it if you had a test build of Kohan that was not installed with the Kohan installer. Otherwise K-Mod can find your Kohan installations by looking in your Windows registry, so it can be anywhere.

EDITING WITH K-MOD

What changes can I put in a mod?
Currently you can change many of the stats of units in the game, plus you can add new units based on current units.

Can I make a new unit with new graphics?
Currently no. You can add new units, but they must use the graphics of an existing unit. This is because creating new unit graphics involves creating hundreds of animation frames, compiling and tweaking them using hard-to-use undocumented tools, and setting up many hard to understand parameters to get the animations playing properly in the game. If anyone can demonstrate the ability and desire to do that, maybe this could be added at some point.

Can I make any changes I want to any unit and expect the mod to work?
It's generally best to make small changes to units, making changes that vastly change the nature of a unit may cause problems, like if the unit is an archer type unit, don't try to turn it into a caster-type unit.

Does K-Mod support scripting of unit behavior like some other games do?
No. Kohan does not use script-driven AI, like "UnrealScript". In Kohan you change data fields that the game code interprets to change unit behavior. There is no script programming.

Can I put support units in frontline slots, like to have a full company of magicians?
Yes, but you must change the unit type from Support to Front to do this, and you must assign a Captain to any Frontline units. You must set Captain to "None" when changing a Front unit to some other type. Keep in mind that "Company Modifiers", also known as "Support Bonuses", only apply when the unit with the modifier is in a support or captain slot. So a "short" company or four wizards and a normal captain would not get the defense bonus versus archers that wizards normally provide.

What is the difference between "Nightbringers" and "Nightbringers2"?
Nightbringers2 is the temple upgrade for Ceyah. Nightbringers is the temple upgrade for Nationalists.

What is "TempleOfTheOverseers?"
This upgrade is now known as "Light of Faith".

What is "WayOfImmortality?"
This upgrade is now known as "Eternal Path".

What does Clairvoyance do? added 6-20-02
The Clairvoyance bonus makes the visual range of buildings ignore terrain modifiers. This is a global bonus that is normally not applicable to units and may cause an error if given to one.

What does Deficit Exchange Rate do? added 6-20-02
This is another global bonus that will have no effect if put on a unit. It may even generate an error. This bonus in particular was removed from use and the code for it is no longer active.

Why are some characters green in K-Mod?
Green indicates changes that have been saved in your mod.

Why are some characters red in K-Mod?
Red indicates changes that have not been saved in your mod.

How do I make a new unit?
You make a new unit based on an existing unit. This is because there are some hidden attributes to units that are too complex to be edited with K-Mod, and these are simply copied over from the unit you base your new unit on. Select the base unit, change its "Unique Name" to something else, and press Enter or select another field. This will create the new unit. You will probably want to change your new unit's Proper Name (the name that gets displayed in the game) as well to avoid confusion.
See the How to Make a New Unit Tutorial.

Will the computer AI automatically use new units? added 6-20-02
No. The new unit needs to be added to the AI's .ini file for the computer to know what to do with it.

added 6-28-02
Info from fenwe: say you have a new unit who's Unique Name is SLAMMER.

If you are going to add the unit to an AI that came with the game and not one you created yourself - make sure you make a back up of that file before you edit it or else if they release another patch that touches that file it will fail because the file is different than the released version.

Go to an AI script and go down to where [CompanyFrontPriorityList] is located.

Under there you will see a listing of the units the AI is prioritized to build. Add the line

SLAMMER = XX.X

The number is a float. The higher the number the more the AI will want to build it.

Make sure you add a line under [CompanyFrontRepeatPenalty]

SLAMMER = -X.X

This will tell the AI how many of them it should build. The more positive the number the more the AI will tend to build of that unit.

Is there any way to assign a unit to a tech and make it be a new tech, or at least not erase the old one? added 6-20-02
Unfortunately, no, there is no way to make a new tech at this time.

Can you give individual units different resupply rates? added 6-20-02
Resupply rate bonuses are only applicable to support units. Placing them on frontline units will create an error. It has to do with how the supply code was created.

Can I edit or make new spells? added 6-20-02
You currently cannot edit existing spells or create new spells. The interface for spell editing needs to be a bit more complicated to protect the users from creating error-generating spells. The spell code is very complicated and it is all too easy to generate errors creating new spells. We are looking into the best ways to let users at the very least edit existing spells, if not create their own, but it may be some time before that it released.

How does the mod version number work?
The mod version number is of the form ##.##.##.##, where each ## represents a number from 0 to 99, the last two fields being optional. 1.0 is valid, 22.33.0.1 is valid. 1.0.1.100 is not valid. The mod version must always increase with every version that is saved. K-Mod will increase it for you with each save if you do not. It does this because Kohan looks at this number to determine if other people can play with your mod in a multiplayer game. ALL PLAYERS IN A MULTIPLAYER GAME MUST USE THE SAME VERSION OF A MOD AND THE CONTENTS OF THE MOD MUST BE THE SAME AS WELL. Defeating this feature and distributing a mod with the same name and version but different contents will lead to random disconnections in multiplayer games using your mod.

How does the "Two Character Identifier" work?
The Two Character Identifier is a code that uniquely identifies your mod with a short code that fits on the multiplayer interface that other players can see when you host a game using your mod. Don't use a code that another popular mod is using or it will create confusion among other players.

What files does K-Mod write out to my hard drive?
The main file format for K-Mod is the .tgx format, so "your mod name.tgx" is the actual mod itself. K-Mod can also write out version history text files and global history text files that you can name whatever you want. KMod_log.txt is the K-Mod log text file that contains diagnostic info about each K-Mod session. "KMod_temp_file.tmp", "KMod_temp_file.bin", and "header_info_temp_file.bin" are temporary files that are not normally visible but can be deleted if they are left in your Kohan folder due to abnormal K-Mod program exit.

What audio formats does Kohan support for unit voices and sound effects?
This type of sound effect must be 22 khz, 16-bit, mono " .wav" format.

How large can new audio files be?
There is a limit of 200K per sample added, this is to avoid a huge sample (like a 3 minute song) being played as a sound effect and confusing the audio code.

What keyboard shortcuts are available?
The Ctrl-Z key, when pressed with a control active (including combo boxes), will revert to the last saved value for that control.

How does the "Access Code" work?
The Access Code is an optional 4-character key used to protect your mod from other people making changes. This is important to avoid someone from making a small change to your mod, then making it public, creating a slightly different but incompatible version of your mod. Leave this field blank if you don't want to protect your mod this way. Make the first character of the code a pound sign '#' to make your mod read-only, other users will be able to see it in K-Mod, but not save out any changes.

How does Mod Color work?
For all units that have Color set to "Mod", the pixels in that unit, if any, are remapped to a range of colors between Mod Color Darkest and Mod Color Brightest. These pixels are the same pixels that are normally mapped to player colors in the game.

How does the Banner work?
Banner is an integer that specifies what company banner will appear over the company when the current unit is used as the front line of a company. This field is editable because units that were support units in retail Kohan will not have a banner frame set, you will need to choose one for them if you change the unit from support to front. Look at other units for examples of appropriate values.

How does Boss work?
The Boss field determines whether or not a hero is available for multiplayer games. These heroes were designed primarily for campaign games, they are not balanced for multiplay, set this to 0 to make them available for multiplay, but use at your own risk. Set this to 1 to remove a hero from multiplayer games.

Why can't I add spells to non-spellcasters?
Generally speaking, K-mod doesn't like it when you give a unit abilities that it doesn't normally have. For example, giving spells to a non-caster or ranged shots to non-archer units. See "What is Animation" for a possible work-around to this.

What is "Animation"?
Animation is an override value for the index of the animation to use, normally this is implied, like attack 1 uses animation 0, attack 2 uses animation 1. In special cases, like the maelstrom engine, you may need to override these numbers, like if you want to use animation 0 for attack 2. You would need this if you wanted to assign a spell to a melee unit that does not have an animation 1, he would use animation 0 for his cast.

PLAYING MODS

How do I play Kohan using a mod?
When Kohan starts up, it scans your Kohan folder for files ending with a .tgx extension. If it finds any, it runs the "Launcher" utility to allow you to choose any mods you want to play with.

How many mods can I have installed at once?
Kohan supports up to 31 mods in your Kohan folder. Don't exceed this limit. Kohan can also run with 31 mods, but this is not a good idea since the interface cannot display nearly this many. Generally playing with only one mod is a good idea.

When I use more than one mod that affects the same unit, which one takes precedence? added 6-17-02

The order of precedence is: all mods have precedence over retail Kohan and mods have precedence over each other in alphabetical order.

For example, if you have 3 mods named test1.tgx, test2.tgx, and test3.tgx, with test1 changing the footman's movement rate to 22, test2 changing the footman's movement rate to 30, and test3 changing the footman's movement rate to 40, and you load all 3 of these mods at once, the only change that will be seen in the game is test1's change of the footman's movement rate to 22.

Note that the "granularity" of modifications is on a per-file basis, and there is one unit, building, or hero per file, so if a mod that has precedence changes any field in a file, all of its changes will take precedence over any changes to that file made by any other mod.

For example, if test1.tgx changes the footman's movement rate to 22, and test2.tgx changes the footman's movement rate to 24 and changes the footman's defense to 16, and both mods are loaded, only the change of the footman's movement rate to 22 will be seen ingame, the change of the footman's defense in test2 will be lost, since the entire footman is being loaded from test1. If test2 also changed the zombie in some way but test1 did not, then test2's change of the zombie would show up ingame.

I see a list of mods in the Launcher but they are greyed out and I can't select them. Why?

If you have both KIS and KAG installed, you must select one of these first using the large bitmap buttons, then select your mods.

DISTRIBUTING MODS

When should I make my mod publicly available?

Generally you should test your mod thoroughly before making it available. If you are constantly creating new versions of your mod, it will annoy other players who have to constantly download your changes. Avoid "version spamming" by making many rapid changes to your mod once it has become available.

How do I make my mod publicly available?

Currently Kohan has no way to automatically download needed mods. You must post your mod on a public web site and direct players to download it into their Kohan folders. Email your mods to Chimaeros

How do I let people know what changes are in my mod?

From the K-Mod menu, select "Save Global History", a text file will be written out containing all the changes in your mod. Distribute this file with your mod.

What is the difference between "Version History" and "Global History"?

Version History contains every change you've ever saved in your mod, including changes that override earlier changes, like if you change the Footman's defense to 20, then in the next version change it to 22, then in the next version change it to 24, all those changes will be in the Version History. Global History contains only the end results of the changes you have made from retail Kohan, so in the previous example only the change in Defense to 24 would be noted.

Will my mod's text be displayed in English in English-speaking countries and in local languages in some other countries like KIS and KAG do?

No. Any text you create will appear just as you type it. Mods are not localizable.

Approximately how large are mod files?
Mods that only modify and add units should be fairly small, around 8K for one unit, 50K for ten units. Adding new audio will make your mod much larger.

TROUBLESHOOTING

I made a mod and it crashes the game. Will TimeGate Support debug it for me?
Generally no. K-Mod is provided as an added value unsupported extra and it will not receive the same level of support as the games themselves. Reading the "error.txt" file (if the game doesn't exit properly), or the "crash??.txt" files in the Kohan Logs folder may provide useful information about why your mod crashes.

Why does Kohan crash when I change a unit's type from "Support" to "Front"?
If a unit is a Frontline-type unit, it MUST have a Captain set. If it is not a Frontline unit, it CANNOT have a Captain set.

Why does Kohan crash when I change a lot of Personal and Company modifiers?
Not all of the modifiers apply to all units or even units in general. Use care in adding modifiers, use existing units as ideas for what modifiers are appropriate.

> 🌀Updated 6-17-02 by Chimaeros: *trying to make a dragon-type unit into a frontline or support unit will crash Kohan with a "unit too big" message. This includes drakes and Simurgh.*

Why doesn't Kohan see my mod when people download it?
Kohan only checks for mods on startup. Be sure to exit Kohan if it is running and re-start to check for new mods. Mods must have a .tgx extension and they must be in the same folder as your Kohan executable, which is Kohan.exe for KIS or Kohan_AG.exe for KAG.

Why does K-Mod shut down as soon as it opens?
Check the file "Kmod_log.txt" in the folder you run K-Mod from. There may be an error message in that file that is explanatory. Be sure you have the latest drivers for your video card installed, since some older drivers are extremely buggy and can't draw the blue background graphic used by K-Mod.

Why does the K-Mod window not fit on my screen?
K-Mod uses a window that is almost 1024x768 pixels. Run in this resolution or higher to see the entire window on the screen.

Do I need to have Administrator access to run K-Mod on Windows 2000/XP?
Yes.

Does K-Mod modify my Windows Registry?
No. It will search for Kohan installations that are listed in the Registry, but it will not make any changes to the Registry.