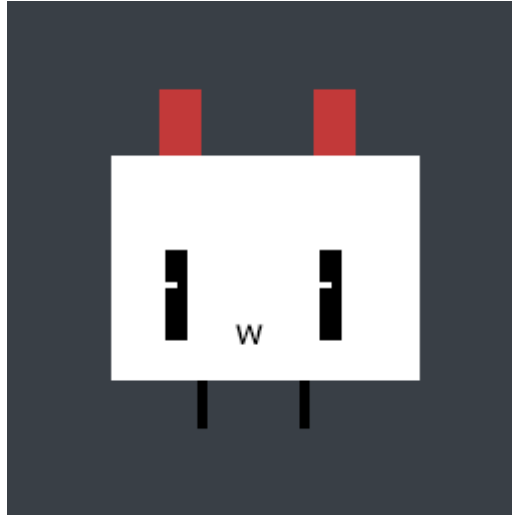


Mod Manager by AVL NAN V2.0

READ ME

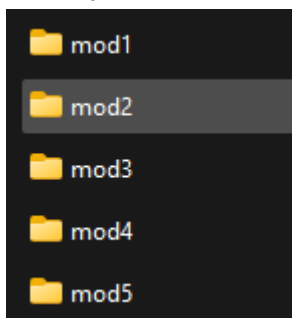


BEFORE STARTING

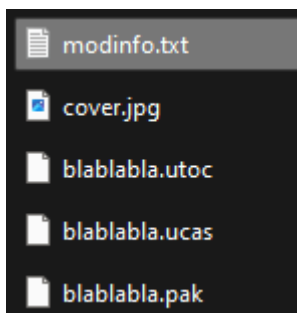
1º If you can't open it make sure you have microsoft .net 8.0 installed.and modbank folder is located in together with the exe (both in the same folder)

(<https://dotnet.microsoft.com/pt-br/download/dotnet>)

2º Put your **mod folder** inside modbank

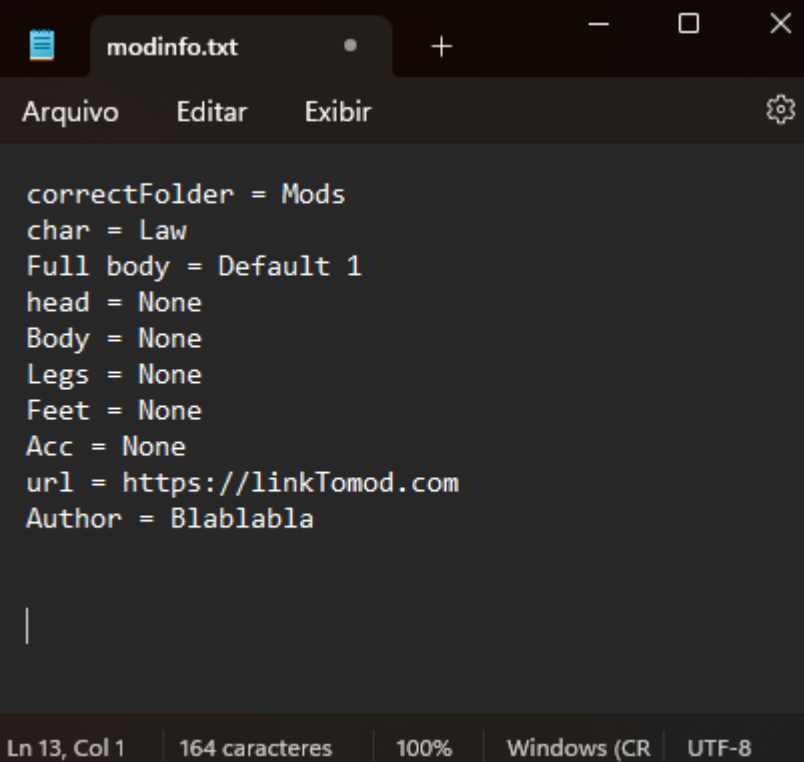


3º Your mod folder MUST HAVE modinfo.txt and cover image MUST BE JPG



p.s: cover.jpg isn't mandatory

3º modinfo.txt must contain the following structure and correctFolder must not be empty

A screenshot of a text editor window titled 'modinfo.txt'. The window has a dark theme and a menu bar with 'Arquivo', 'Editar', and 'Exibir'. The text inside the editor is as follows:

```
correctFolder = Mods
char = Law
Full body = Default 1
head = None
Body = None
Legs = None
Feet = None
Acc = None
url = https://linkTomod.com
Author = Blablabla
```

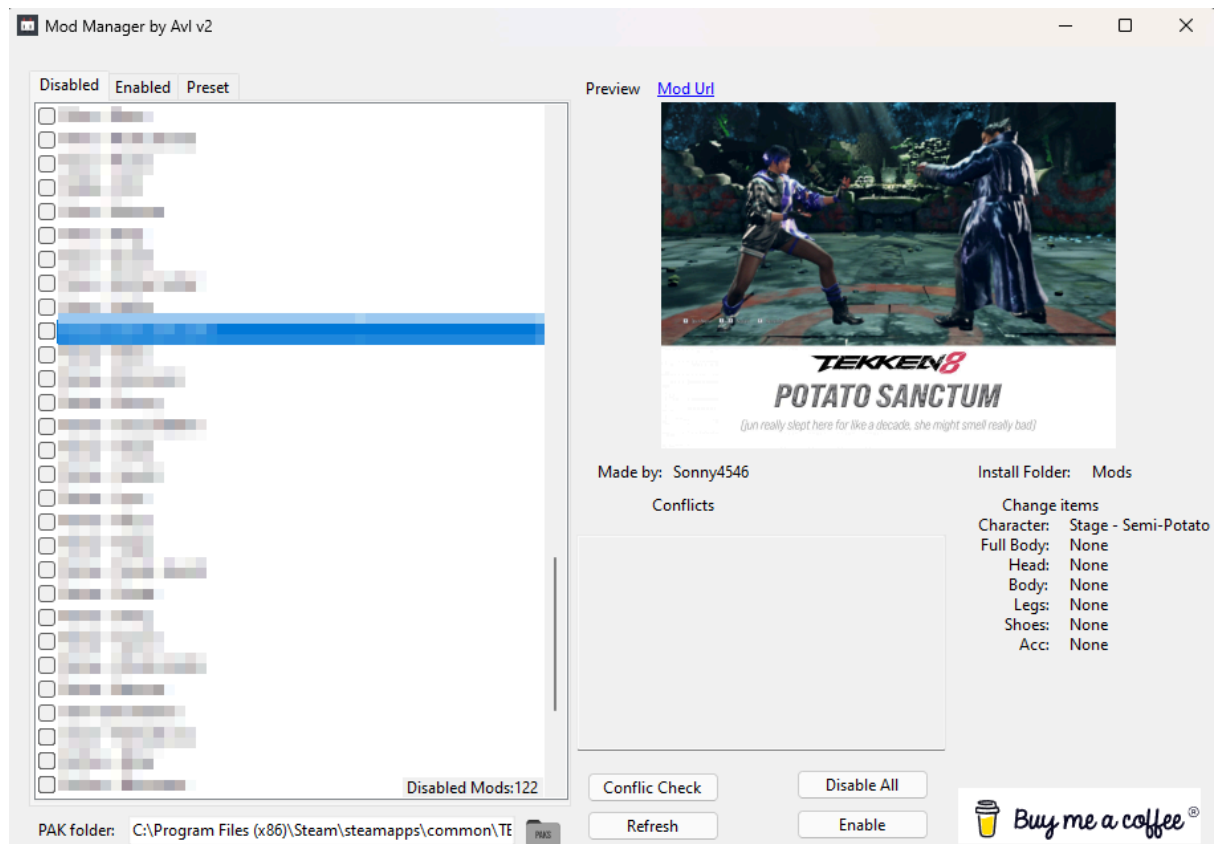
The status bar at the bottom shows 'Ln 13, Col 1', '164 caracteres', '100%', 'Windows (CR)', and 'UTF-8'.

- correctFolder -> Folder whose mod should be placed (mod, mods, logicmods)
- char -> Character being affected by mod
- Full body -> full body item affected by mod
- head -> head item affected by mod
- Body -> Body item affected by mod
- Legs -> Leg item affected by mod
- Feet -> Feet item affected by mod
- Acc -> Accessory item affected by mod
- url -> link to page where you downloaded the mod
- Author -> Person/Group that made the mod

IMPORTANT

- Use "None" for parts that ARE NOT affected by the mod
- If mod applies for more than one character use: char = All ... (e.g: char= All Girls)
- Don't use "".
- For better results use the item names as it is written in game.

Hands on
(set pak folder path before anything else 😊)



PAK folder text box: Path to the game PAK folder (click on folder icon and choose the correct folder, usually C:\Program Files (x86)\Steam\steamapps\common\TEKKEN 8\Polaris\Content\Paks).

Disabled Tab: Here you find all mods that ARE NOT active.

Enabled Tab: Here you find all mods that ARE active.

Preset Tab: See next session.

Preview: Shows mod image (cover.jpg)

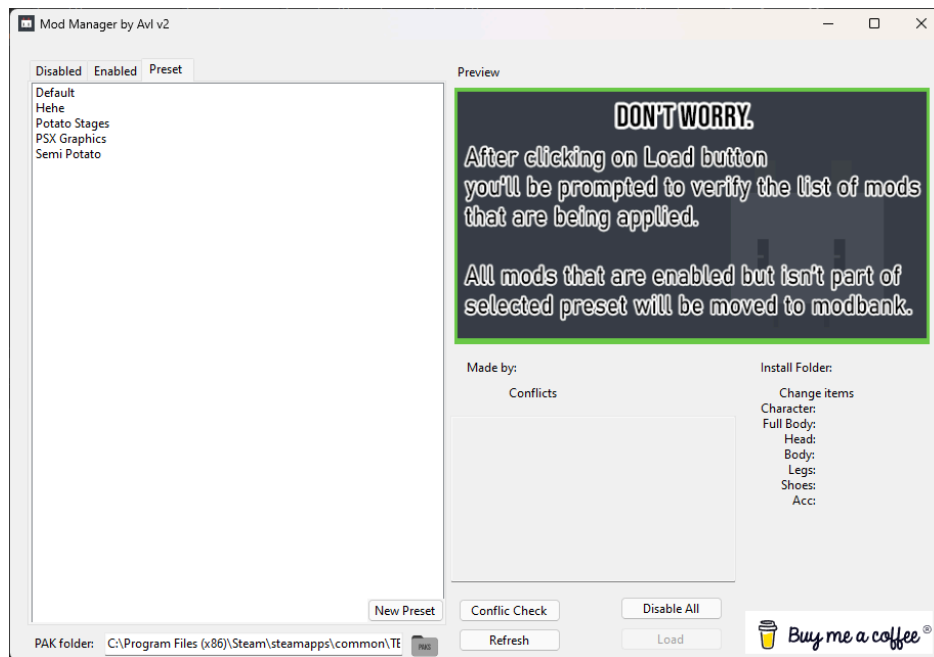
Conflict Check: If something is amiss, a warning will be shown

Refresh: Update tabs.

Enable/Disable: Activate or deactivate MARKED mods.

Buy me a Coffee: If you are enjoying, please consider donating :3

PRESETS



New Preset: Create a list of mod that are being used

Load: it will be enabled after selecting a preset in the list, and on click it will open a window with the list of mods that the preset will apply.

Proceed: It verifies if all necessary mods are available, if everything is good it applies the preset. You will receive a confirmation if it is applied with success

If you want to delete a preset, just go to the presets folder and delete the TXT file.