

What is the Developer Page (Mod Manager)?

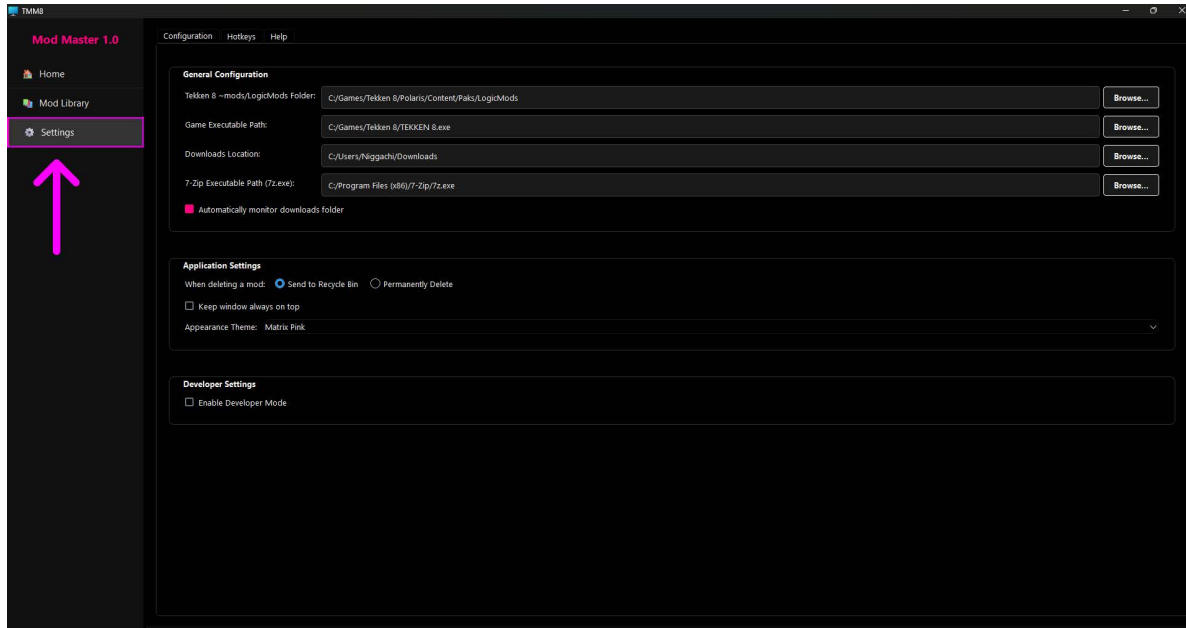
In simple terms, the Developer Page (labeled **Mod Manager** in the UI) is a specialized workspace designed to drastically speed up the workflow for people who create mods.

Imagine the normal process for a mod author:

1. You "cook" your mod files from Unreal Engine.
2. You open File Explorer and find those new files in your project directory.
3. You open a second File Explorer window and find your game's ~mods/LogicMods folder.
4. You manually delete the old version of your mod from the game folder.
5. You manually add _P
6. You manually copy the new version from your project folder to the game Mods folder.
7. You launch the game to see if your changes worked.
8. If they didn't, you repeat all those steps over and over.

How to Use The Modmanger Page (dev Mode).

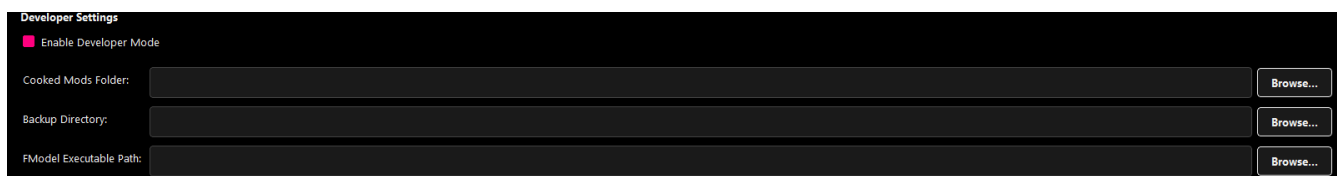
1. Go to the settings page



2. Enable the checkbox

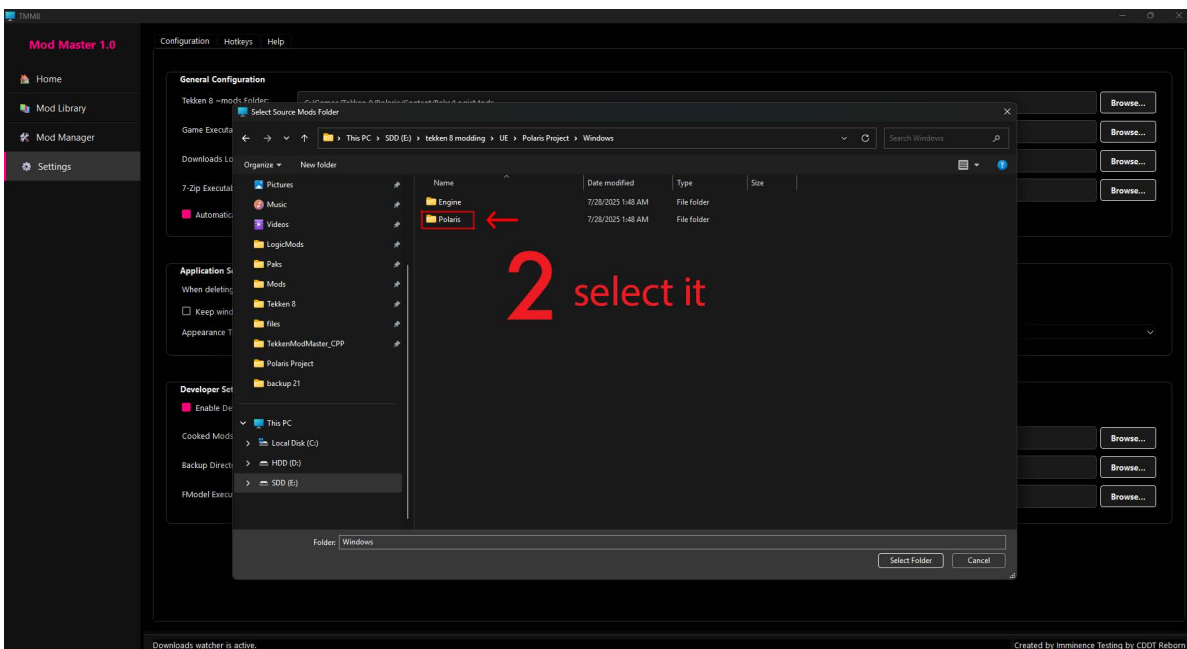
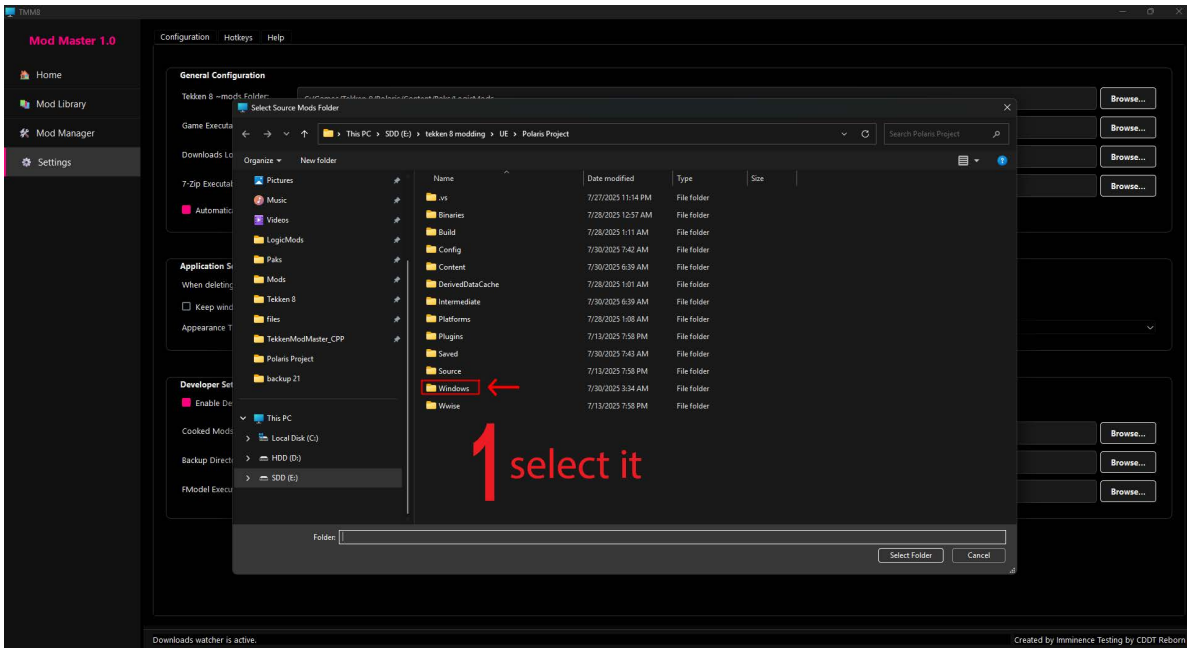


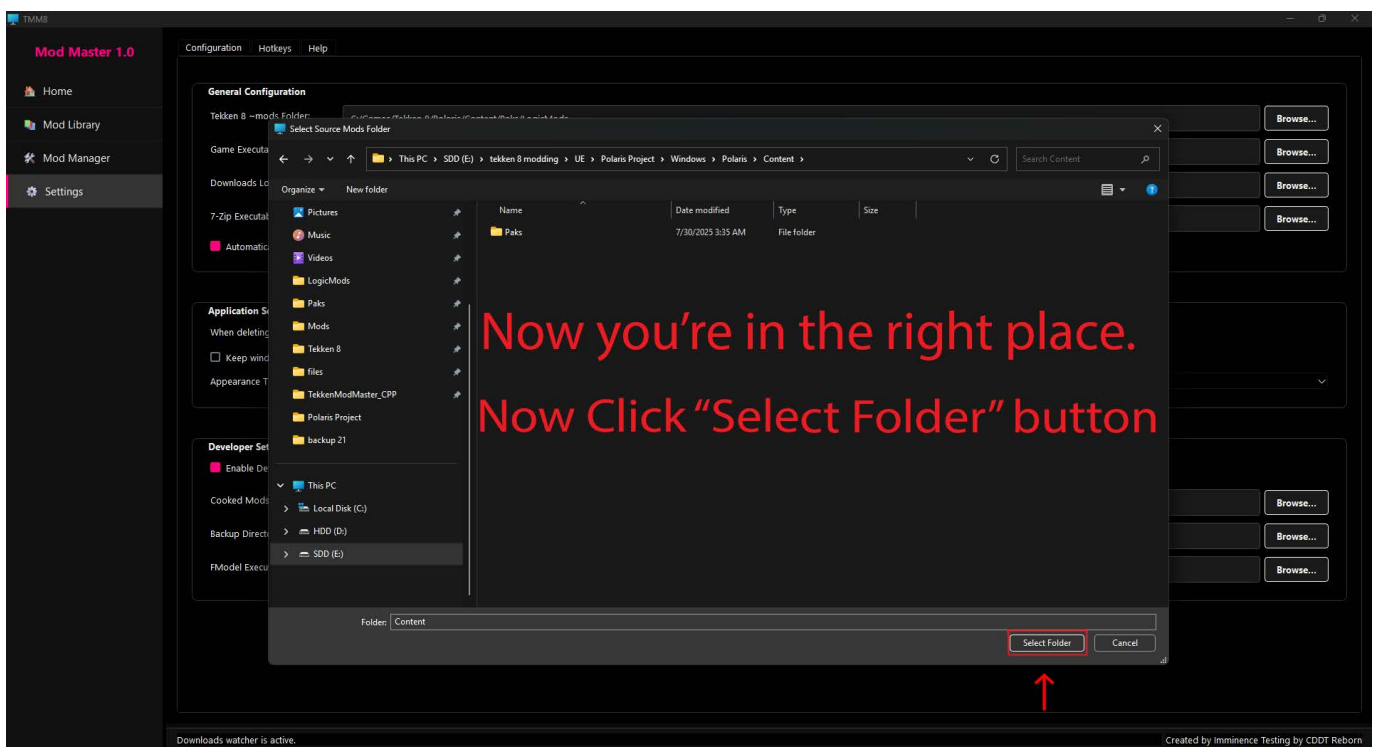
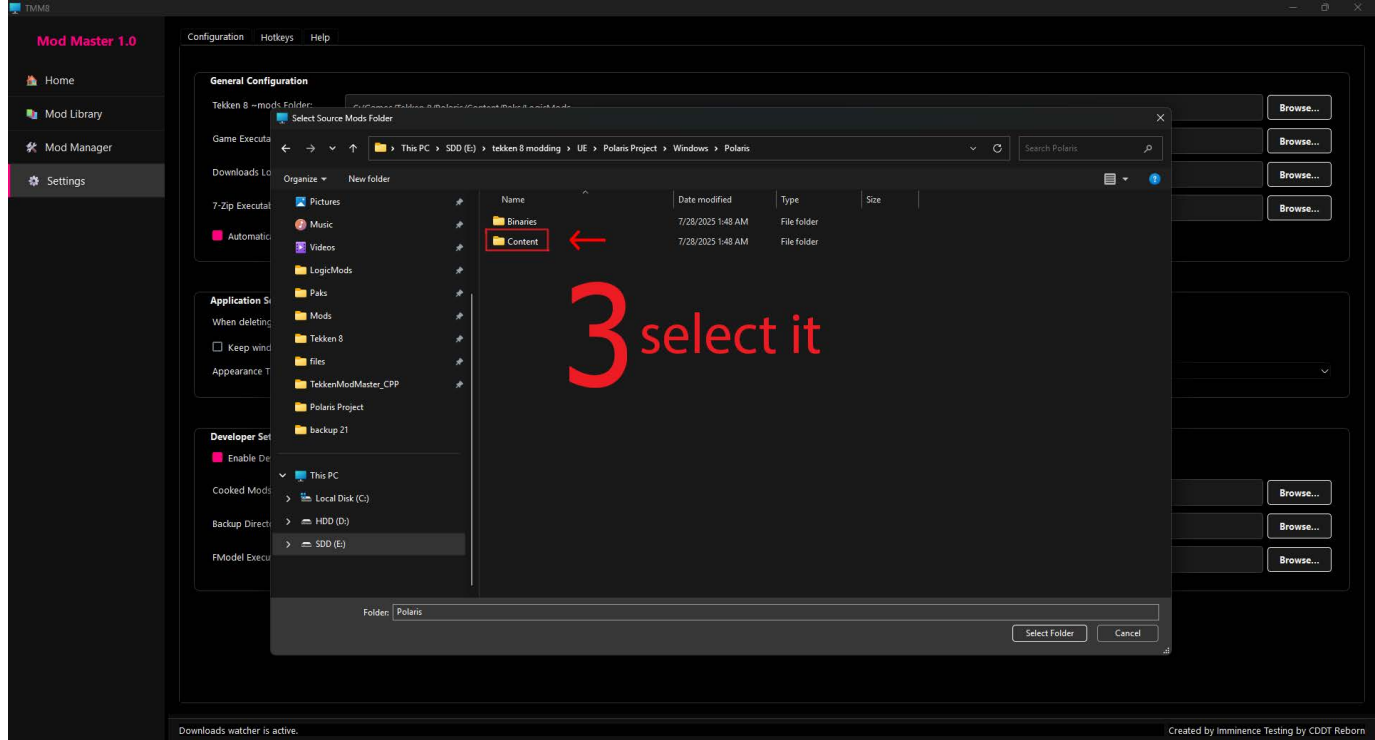
Once The checkbox is enabled you'll see 3 different sections.



- **Cooked Mods Folder:** This where your cooked Mods are stored.
- **Backup Directory:** In Short, This will create a backup Folder that Containing your cooked Mods. We'll see how it works in detail.
- **FModel Executable Path:** This should be set to FModel's exe, For example : E:\tekken 8 modding\Fmodel.

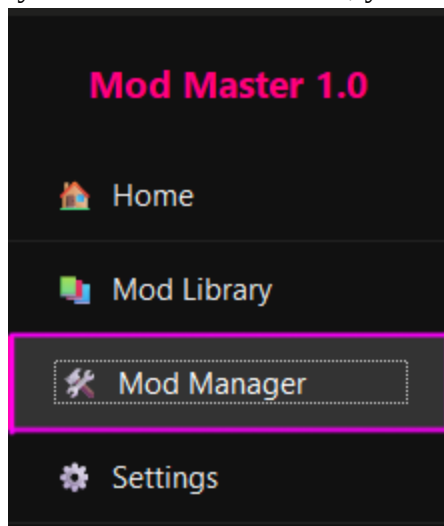
3. Setting the Cooked Mods Folder Path





Once you've set the correct path to your Cooked Mods folder, you're done with this step.

Now go to the Mod Manager tab



Breaking Down the Interface

The page is built around its three main sections:

1. The Left Panel: "Cooked Mods Available"

- **What it is:** This is a live file explorer pointed directly at the "Cooked Mods Folder" you set in the Settings.
- **Purpose:** This is your source. It shows you the raw output from Unreal Engine—the files you are actively working on and changing. You can browse your project's Paks folder here without ever needing to open Windows File Explorer.

2. The Right Panel: "Installed Mods"

- **What it is:** This is a list of all the mods currently inside your game's ~mods/LogicMods folder.
- **Purpose:** This is your destination. It represents what the game will actually try to load when you launch it.

3. The Center Panel & Bottom Buttons: The "Actions"

These buttons are the bridge between your source files and the game. They automate the tedious tasks

- **Install >>:** This is for the first time you test a new mod. It takes your selected cooked file(s) from the left, asks you to name the mod, creates a proper subfolder for it in ~mods/LogicMods, and copies the files into it.
- **Update >>:** This is the most powerful button for developers. When you have a new version of a mod you've already installed, you simply:

1. Select the new .pak on the left.
2. Select the old version on the right.
3. Click Update <<Button >>.

The tool automatically deletes the old files and copies in the new ones in a single click, saving you immense time during iterative testing.

4. Backup buttons.

5. **Backup:** A safety net. You can select either an installed mod (right panel) or a cooked mod (left panel) and click its corresponding Backup button (). The tool will create a time-stamped copy of those files in the "Backup Directory" you set, allowing you to save versions of your work.

5. Publish button.

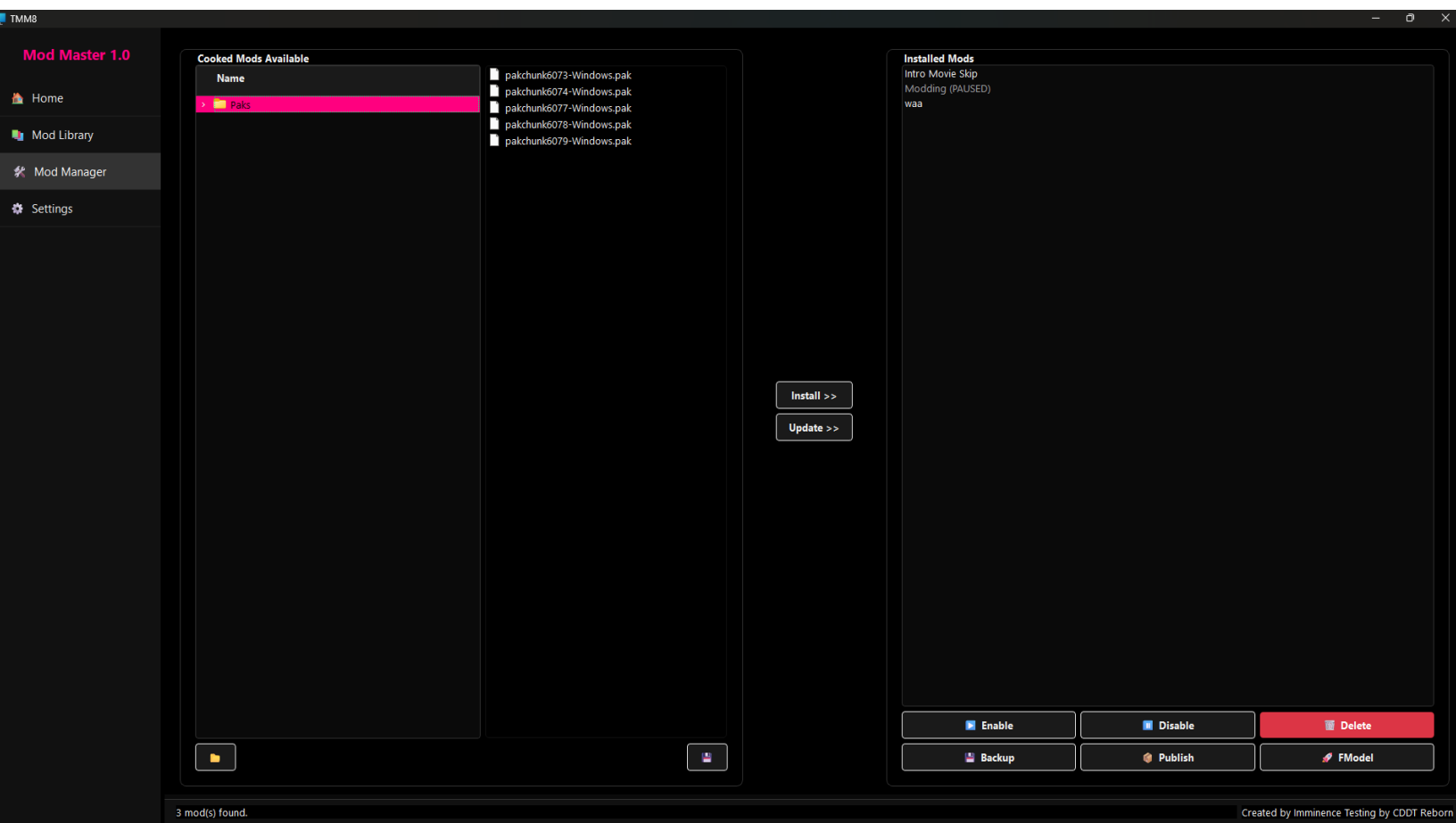
- **Publish:** This is for when your mod is finished and ready to be shared. Select a final, installed mod from the right panel and click Publish. The tool will bundle all of its files into a clean .zip archive, ready for you to upload.

Guide with Pictures



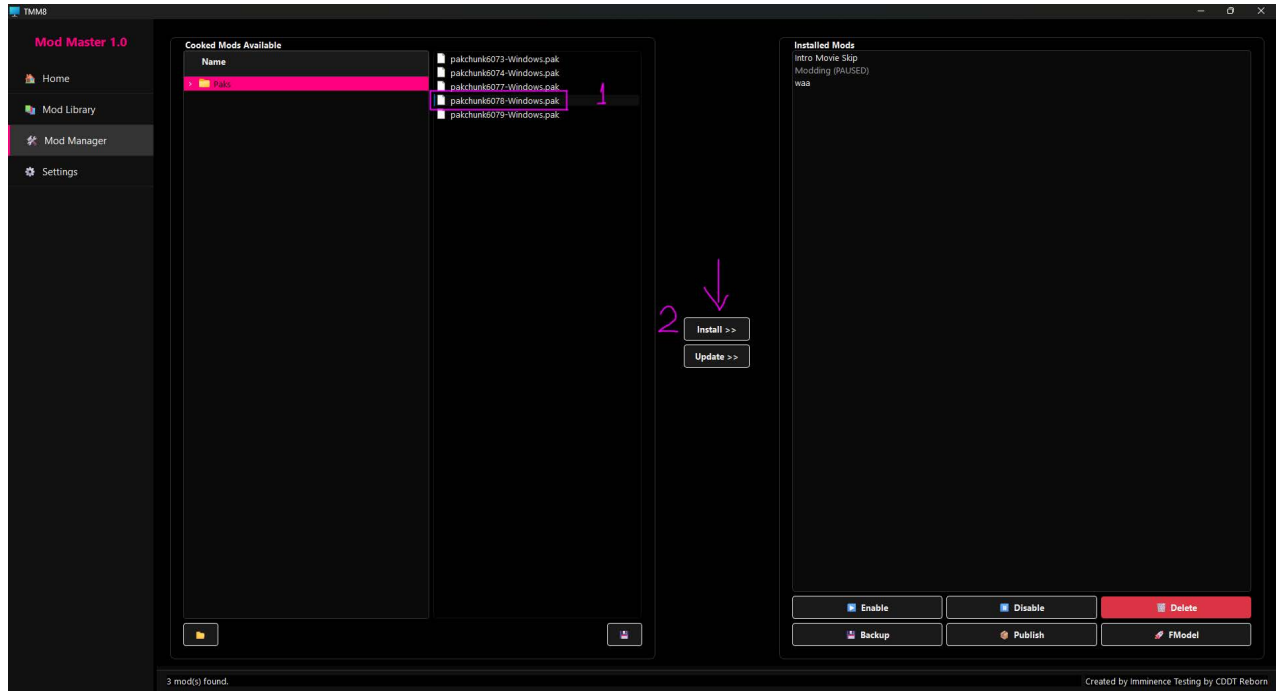
How to install Cooked Mods using the tool?

1- In the Cooked Mods Available (tap) Select the Pak folder

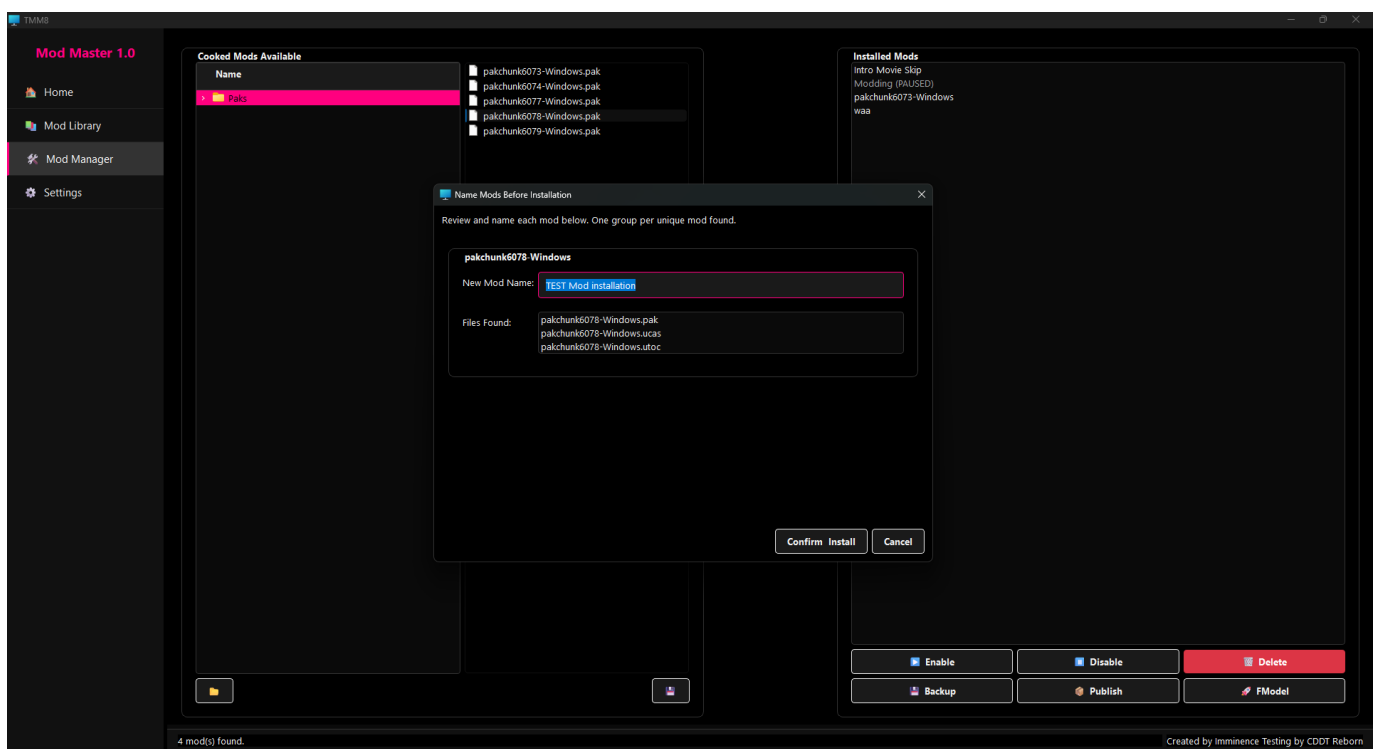


2 - Now select one of your Cooked Mods and Then Click Install Button

For example I selected "pakchunk6078-Windows"

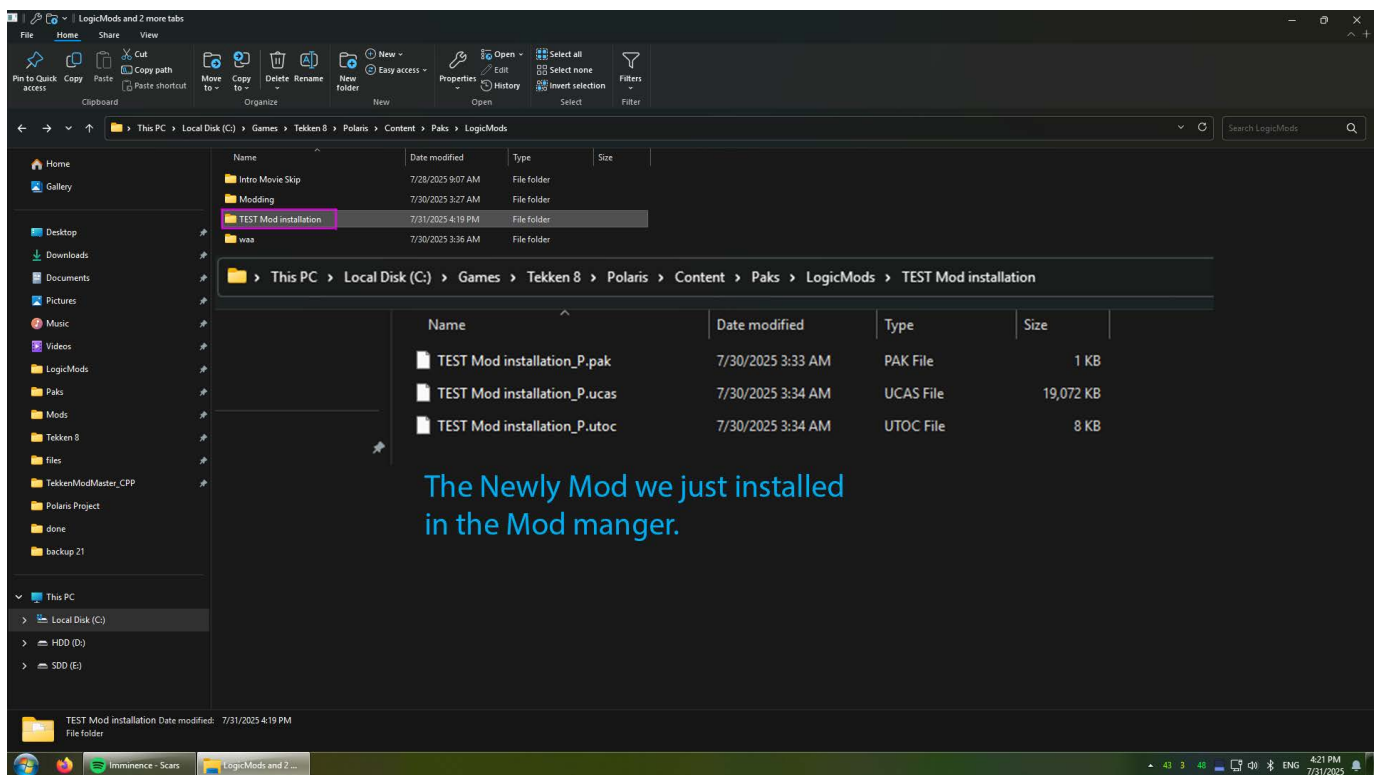


3- After clicking The Install button , a new window will appear. You can Name your Mod before Installing it



4- Name it whatever you want, For example I named It "TEST Mod installation"

The Newly Installed Mod Will be located at \Tekken 8\Polaris\Content\Paks\ ~mods/LogicMods



You're done

Summary: Player vs. Developer Pages

Feature	Mod Library (For Players)	Mod Manager (For Developers)
Source of Mods	Any downloaded file (.zip, .rar).	A specific "Cooked Mods" project folder.
Primary Goal	Easily install and manage finished mods.	Rapidly test, update, and package mods.
Key Action	"Install Mod(s)..." from a file dialog.	One-click "Update >>" from source to game.
Extra Tools	Metadata editing (images, tags, etc.).	Backup, Publish, FModel integration