Manually installing Classic mod

This tutorial covers how to manually install a mod for Kane's Wrath without using the Mod Launcher.

Basics

When starting up the game, the config file **CNC3EP1_english_1.2.SkuDef** will determine which files are loaded. This SkuDef file is a textfile and can be edited with a usual text editor (like Notepad or Editor).

By default, your SkuDef file will look like this:

```
set-exe RetailExe\1.2\cnc3ep1.dat
add-config Lang-english\1.2\config.txt
add-config EnglishAudio\1.2\config.txt
add-config Core\1.2\config.txt
add-config Meta\1.2\config.txt
add-config RetailExe\1.2\config.txt
add-config Movies\1.0\config.txt
add-search-path big:
```
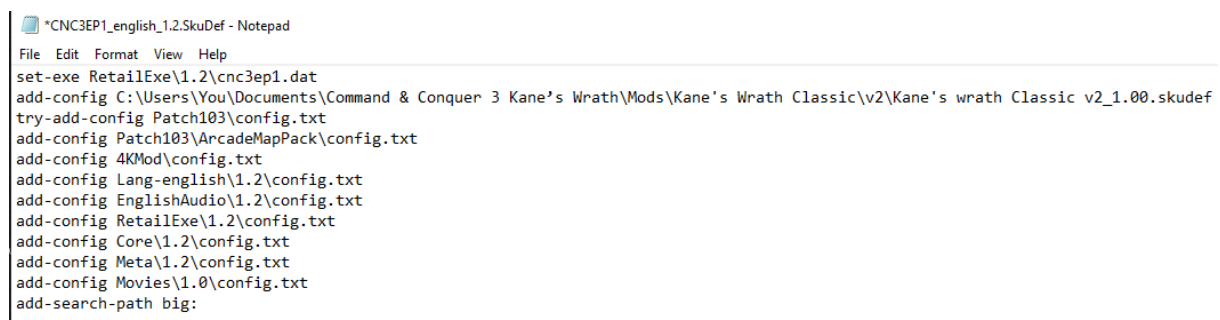
Manually launching a mod

The Mod Launcher will start a mod by adding the mod files to the SkuDef file, so when the game starts, the additional files from the mod will also start. To start a mod, all you need to do is add another line which adds the contents of the mod to the game:

add-config C:\Users\You\Documents\Command & Conquer 3 Kane's Wrath\Mods\ Kane's Wrath Classic\v2\Kane's wrath Classic v2_1.00.skudef

Note that you **must not add the big files**, but instead you must add the SkuDef file of the mod. The result should look something like this:

```
*CNC3EP1_english_1.2.SkuDef - Notepad
File  Edit  Format  View  Help
set-exe RetailExe\1.2\cnc3ep1.dat
add-config C:\Users\You\Documents\Command & Conquer 3 Kane's Wrath\Mods\Kane's Wrath Classic\v2\Kane's wrath Classic v2_1.00.skudef
try-add-config Patch103\config.txt
add-config Patch103\ArcadeMapPack\config.txt
add-config 4KMod\config.txt
add-config Lang-english\1.2\config.txt
add-config EnglishAudio\1.2\config.txt
add-config RetailExe\1.2\config.txt
add-config Core\1.2\config.txt
add-config Meta\1.2\config.txt
add-config Movies\1.0\config.txt
add-search-path big:
```

Finally, start up the game like you would normally do. Now, the mod should start. Note that **you should make a backup of your unmodified SkuDef file**. This backup is necessary to remove the mod and revert to the vanilla game if you want.

Troubleshooting

For several reasons, the specified mod might not run when you did the steps mentioned above. If you saved your SkuDef file and launched the game, but the mod did not start try the following steps below.

Use another directory

Some users could solve their problems by choosing a different path to store their mod. The most promising solution usually is to make a mod folder within your game's main directory and save the mod files in there.

In other words, make a directory named "Kane's Wrath Classic" in your game's main directory and put the mod files in there. Then, edit your SkuDef file and add the following line:

add-config Kane's Wrath Classic\Kane's wrath Classic v2_1.00.skudef

```
*CNC3EP1_english_1.2.SkuDef - Notepad

File  Edit  Format  View  Help
set-exe RetailExe\1.2\cnc3ep1.dat
add-config Kane's Wrath Classic\Kane's wrath Classic v2_1.00.skudef
try-add-config Patch103\config.txt
add-config Patch103\ArcadeMapPack\config.txt
add-config 4KMod\config.txt
add-config Lang-english\1.2\config.txt
add-config EnglishAudio\1.2\config.txt
add-config RetailExe\1.2\config.txt
add-config Core\1.2\config.txt
add-config Meta\1.2\config.txt
add-config Movies\1.0\config.txt
add-search-path big:
```

Now, your game should start Kanes wrath Classic when you start the game normally.

Alternatively, use a different path that is not on the C drive (since that drive may cause problems with accessing rights). A suggestion would be to make a mod folder in your D drive (if available).

add-config D:\mods\ Kane's Wrath Classic\v2\Kane's wrath Classic v2_1.00.skudef

Alternative languages

Note that if you don't use the English version of the game, you should not change the "CNC3EP1_english_1.2.SkuDef" file. Instead, use the other "…1.2.SkuDef" file that is placed in your game's main directory.