



## Mod Content Creation Guide



This guide will walk you through the steps to create a mod for Farthest Frontier.

# 1. Introduction

Farthest Frontier ships with two versions of the game. The main version is fully optimized and is not easily moddable. The other version is shipped in a subdirectory named “Farthest Frontier (Mono)”. You can choose which version to run when launching the game from your Steam Client.



The Mono version of the game is the one you will be using to install/run mods or create a mod yourself. The Mono version of the game ships with an installed version of Melon Loader. Melon Loader is a free and open-source universal mod loader for games. Creating Melon Loader mods is outside the scope of this document but you can find out more at the following websites.

- <https://melonloader.co/>
- <https://melonwiki.xyz>

When you launch the Mono version of the game, you will see Melon Loader start as well.

```
[13:33:09.476] -----
[13:33:09.497] MelonLoader v0.7.0 Open-Beta
[13:33:09.500] OS: Windows 11
[13:33:09.500] Hash Code: F2DCA88FB1569FD6750096CED35BBB808C50BA273E0D295347A24385B0B764CA
[13:33:09.501] -----
[13:33:09.502] Game Type: MonoBleedingEdge
[13:33:09.502] Game Arch: x64
[13:33:09.502] -----
[13:33:09.502] Command-Line:
[13:33:09.502] -----
[13:33:09.503] Core::BasePath = C:\Program Files (x86)\Steam\steamapps\common\Farthest Frontier\
[13:33:09.503] Game::BasePath = C:\Program Files (x86)\Steam\steamapps\common\Farthest Frontier\
[13:33:09.504] Game::DataPath = C:\Program Files (x86)\Steam\steamapps\common\Farthest Frontier\
\Farthest Frontier_Data
[13:33:09.504] Game::ApplicationPath = C:\Program Files (x86)\Steam\steamapps\common\Farthest Fr
(Mono)\Farthest Frontier.exe
[13:33:09.504] Runtime Type: net35
[13:33:09.635] -----
[13:33:09.635] Game Name: Farthest Frontier
[13:33:09.635] Game Developer: Crate Entertainment
[13:33:09.637] Unity Version: 2022.3.7f1
[13:33:09.637] Game Version: v0.9.7p7 (Mono)
[13:33:09.638] -----

[13:33:09.944] Preferences Loaded!

[13:33:10.014] Loading UserLibs...
[13:33:10.020] 0 UserLibs loaded.
```

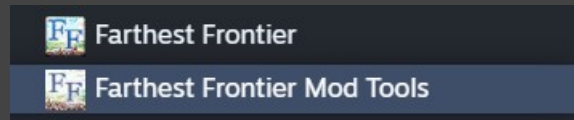
If you have any Melon Loader mods installed, you will see them called out in the same window.

```
[13:35:46.416] Loading Mods...
[13:35:46.464] -----
[13:35:46.466] Melon Assembly loaded: '.\Mods\Sensible Storage_FF.dll'
[13:35:46.466] SHA256 Hash: '8AE9A03102C6D1D9648A4976CCF65596FA0B52AE27E67C8F2E507335ECBB911B'
[13:35:46.468] Melon Assembly loaded: '.\Mods\Top Bar Tooltips_FF.dll'
[13:35:46.468] SHA256 Hash: '3728F61212AAB787A184F2B321F307207B32FB9051798118808A1BB8B94BD4A0'

[13:35:46.483] -----
[13:35:46.484] Sensible Storage v0.1.0
[13:35:46.484] by Olleus
[13:35:46.484] Assembly: Sensible Storage_FF.dll
[13:35:46.484] -----
[13:35:46.484] Top Bar Tooltips v0.2.0
[13:35:46.484] by Olleus
[13:35:46.485] Assembly: Top Bar Tooltips_FF.dll
[13:35:46.485] -----
[13:35:46.485] -----
[13:35:46.485] 2 Mods loaded.
```

## 2. Mod Tools

After purchasing Farthest Frontier, you can find an additional app in your Steam library called "Farthest Frontier Mod Tools." If not, you can also search for and install that app specifically on Steam.




Included in this app is the Farthest Frontier Mod Content Creation Guide (this document) and the Farthest Frontier Mod Uploader. When you launch Farthest Frontier Mod Tools from your Steam client, the Mod Uploader App will launch. The Uploader App is used to upload your Melon Loader mod to Steam Workshop. Once your mod is in Steam Workshop you can make it available for others to download and use.


In addition to uploading Melon Loader mods, you can also upload Farthest Frontier saved games. This gives you a way to share any interesting towns you've created.

## Uploading to Steam Workshop

When you first launch the Uploader App, everything will be blank. Click the "New" button and the app will create a placeholder asset in the Steam workshop.



# FARTHEST FRONTIER



**Mod Browser**

- My New Mod

Delete
New

**Mod Details**

A Melon Loader Mod is a single .dll file created with Melon Loader. These mods are typically located in '[STEAM INSTALL FOLDER]\steamapps\common\Farthest Frontier\Farthest Frontier (Mono)\Mods'.

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**Mod Type**

Melon Loader Mod ▼

**Steam Workshop ID**

**Local Name**

**Mod File Path**

Browse ...

**Mod Preview Image Path**

Browse ...

**Mod Info**

**Title**

**Description**

**Visibility**

Hidden ▼

Upload

You can see this placeholder workshop asset in your Steam client - in your user profile, under the Workshop Items tab, will be a new Farthest Frontier workshop asset:

View Friends Games Help

STORE LIBRARY COMMUNITY 1


<https://steamcommunity.com/profiles/76561198128760655/screenshots/>

### Screenshots

Filter by game: Select a game Show: By 's Favorites

Screenshots Artwork Videos Workshop items Merchandise Collections Guides 2

Steam has made it easier to take and share screenshots of your favorite games.




Press your hotkey (F12 by default) while in any game that runs the Steam Overlay to take screenshots. Then publish them to your Steam Community profile as well as Facebook, Twitter, or Reddit to share them with your friends.

With 1GB of personal Steam Cloud storage, you can upload thousands of screenshots to show off your best moments to all your friends. [View screenshots](#) to see what others have taken.

Screenshots Artwork Videos Workshop Items Merchandise

Showing 1-1 of 1 entries



★★★★★

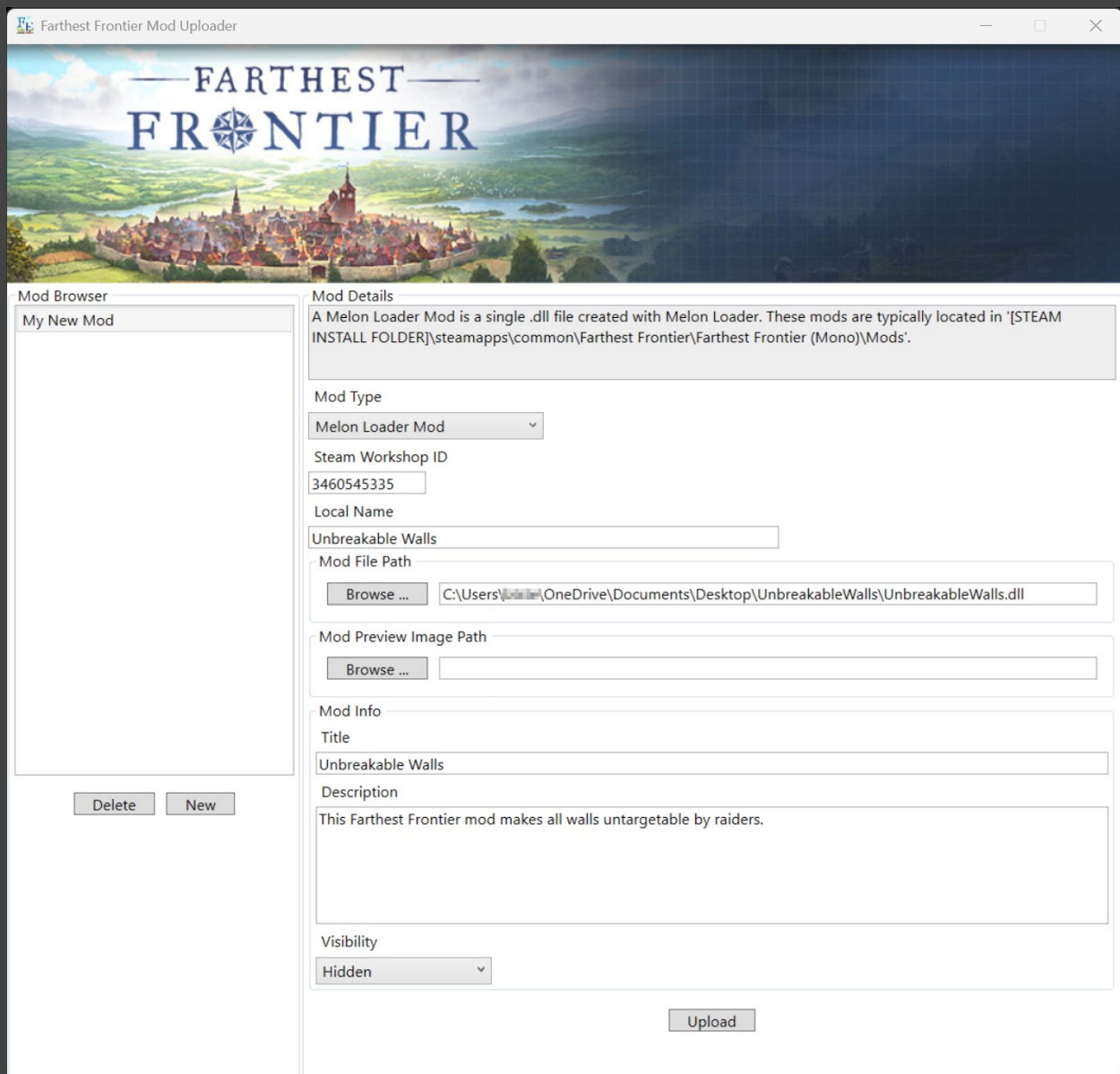
Farthest Frontier

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Within the Steam client, you can change the title and description of your mod, but that's all. You'll need to use the Mod Uploader app to do the rest, such as specifying which assets to upload.

Back in the Uploader App, you can choose what type of mod you're uploading (Melon Loader Mod, or Saved Game). You can also change the title and description here and it will update in Steam. Most importantly, you can point Mod File Path to the location of your Melon Loader .dll file on your local hard drive. You can point Mod Preview Image Path to a .png image that you'd like to use as a preview image for your mod. Lastly, you can toggle whether you want your mod to be visible to only you, or to the public, with the Visibility drop-down menu.



The screenshot shows the 'Farthest Frontier Mod Uploader' application window. At the top is a banner image for 'FARTEST FRONTIER' featuring a medieval-style town. The interface is divided into two main sections: 'Mod Browser' on the left and 'Mod Details' on the right.

**Mod Browser:** Contains a list with one item, 'My New Mod'. Below the list are 'Delete' and 'New' buttons.

**Mod Details:** Contains the following fields and controls:

- Mod Details:** A text box explaining that a Melon Loader Mod is a single .dll file created with Melon Loader, typically located in '[STEAM INSTALL FOLDER]\steamapps\common\Farthest Frontier\Farthest Frontier (Mono)\Mods'.
- Mod Type:** A dropdown menu currently set to 'Melon Loader Mod'.
- Steam Workshop ID:** A text box containing '3460545335'.
- Local Name:** A text box containing 'Unbreakable Walls'.
- Mod File Path:** A text box containing 'C:\Users\jordan\OneDrive\Documents\Desktop\UnbreakableWalls\UnbreakableWalls.dll', preceded by a 'Browse ...' button.
- Mod Preview Image Path:** A text box, preceded by a 'Browse ...' button.
- Mod Info:**
  - Title:** A text box containing 'Unbreakable Walls'.
  - Description:** A text box containing 'This Farthest Frontier mod makes all walls untargetable by raiders.'
- Visibility:** A dropdown menu currently set to 'Hidden'.
- Upload:** A button at the bottom right of the 'Mod Details' section.

When you have everything plugged in correctly, you can Upload to Steam. Uploading your mod will update your Steam Workshop asset with all the information that you just plugged in. From there, you can subscribe to your Workshop asset through Steam like you would a mod for any game, and Steam will automatically download and install it.

Once everything looks good both on Steam and in game, set the visibility of your mod to public, and now your mod is ready to share with the world!

We hope this content creation guide was helpful, and we look forward to seeing your creations in Farthest Frontier!