MudRunner:
Mods on the EGS platform and the EGS-Steam crossplay

Version 0.7 of Mar 26, 2021

Contents

1. Introduction

This guide provides instructions on installing mods in the version of **MudRunner** available via the Epic Game Store (EGS) platform.

Additionally, it contains some guidance on the correct setup of mods in the case of the cross-platform play between EGS and Steam.

2. Installation of Mods in EGS Version

2.1. Step #1: Downloading .zip archive with a mod

First of all, you need to download a .zip archive with a necessary mod.

> **NOTE**: We recommend you download mods from reliable resources to avoid catching a Trojan or other malware. Checking the downloaded mod archive with antivirus is also a good idea.

The downloaded zip archive should contain the XML file with the same name as the archive itself.
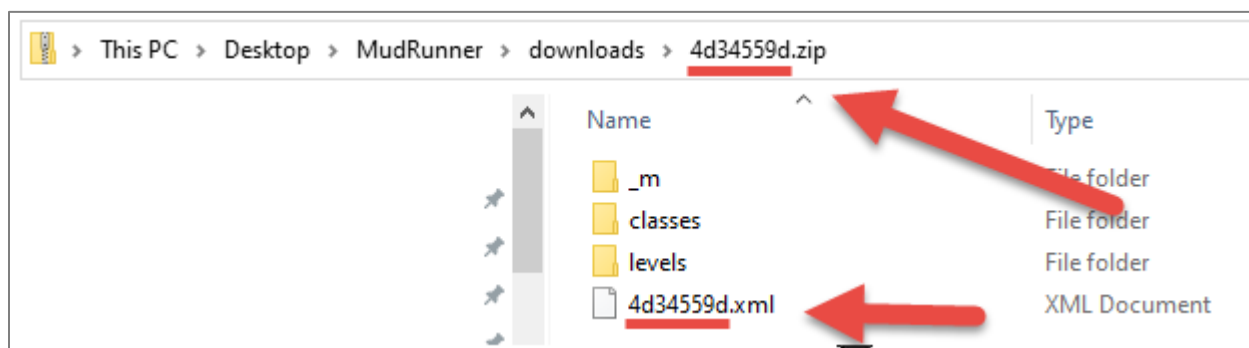

However, if there is no such XML file, you can create it manually and add it to the archive.

> **WARNING**: Adding this file to the .zip archive (and any other modifications of it) must be done with the **WinRAR** archive manager. Do **not** use 7zip or Windows built-in zip manager for that, they will **not** allow you to do it correctly.
> You can download and install WinRAR at https://www.rarlab.com.

The structure of this XML file is simple: it contains the identifier of the mod and its name that will appear in the UI.
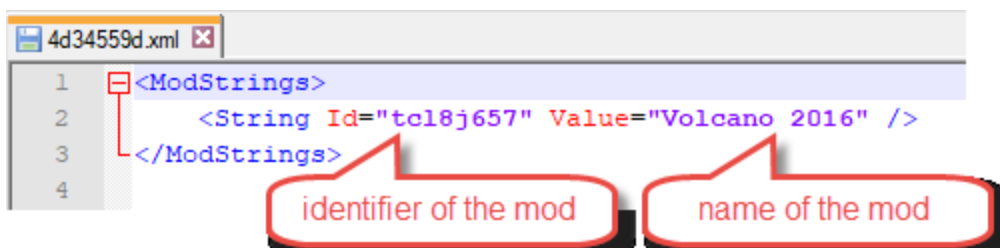
Generally speaking, the identifier of the mod can have any value and you can specify it as you like. The same is true for the name of the .zip archive and the name of the XML file (but they need to be exactly the same).

However, this is *not* true for the EGS-Steam crossplay scenario and mods downloaded from Steam Workshop. In this case, you need to use the original name of the archive generated by Steam and the identifier of the mod used by Steam, so do *not* change them. Moreover, for the mod to work correctly, the .zip archives of all players on all platforms need to be identical (see below).

> **TIP #1**: The **mods** subfolder in the installation folder of your game contains the sample mod archive that you can use for testing.
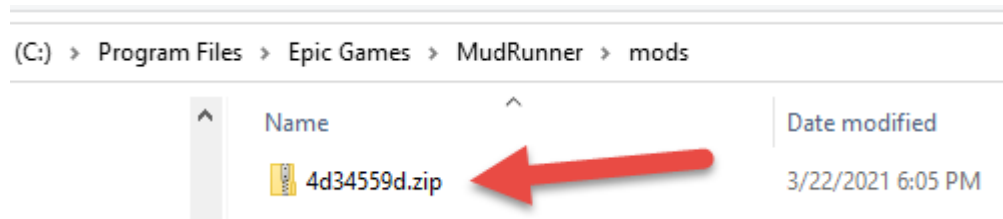

> **TIP #2**: You can download mods for MudRunner from Steam Workshop, see 3. Using Mods in EGS-Steam Crossplay below for more details.

2.2. Step #2: Copying the archive to "Mudrunner Mods"

After downloading the mod archive, you need to copy it to the **Mudrunner Mods** folder, where the game looks for mods.

This folder is created by the game within the **Documents** folder of your PC. By default, it is empty.

To install a mod, you need to place its .zip archive there.
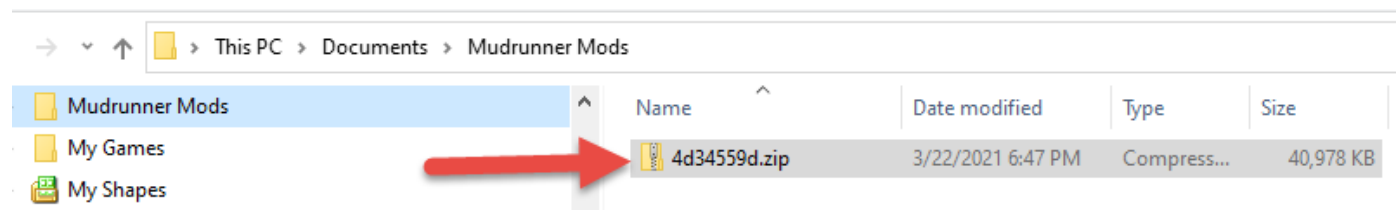
2.3. Step #3: Selection of the installed mod in the UI

After putting the mod archive to the **Mudrunner Mods**, you can launch the game and start using your mod.

Particularly, if you have installed a map mod, you will be able to select it in the **Choose map** section of the **SINGLE PLAYER** screen (click this area and select your custom map in the appearing dialog). If you have installed a truck mod, you will be able to select

it in one of the **Choose trucks** slots of the same screen (click the necessary slot and select your custom truck in the appearing dialog).
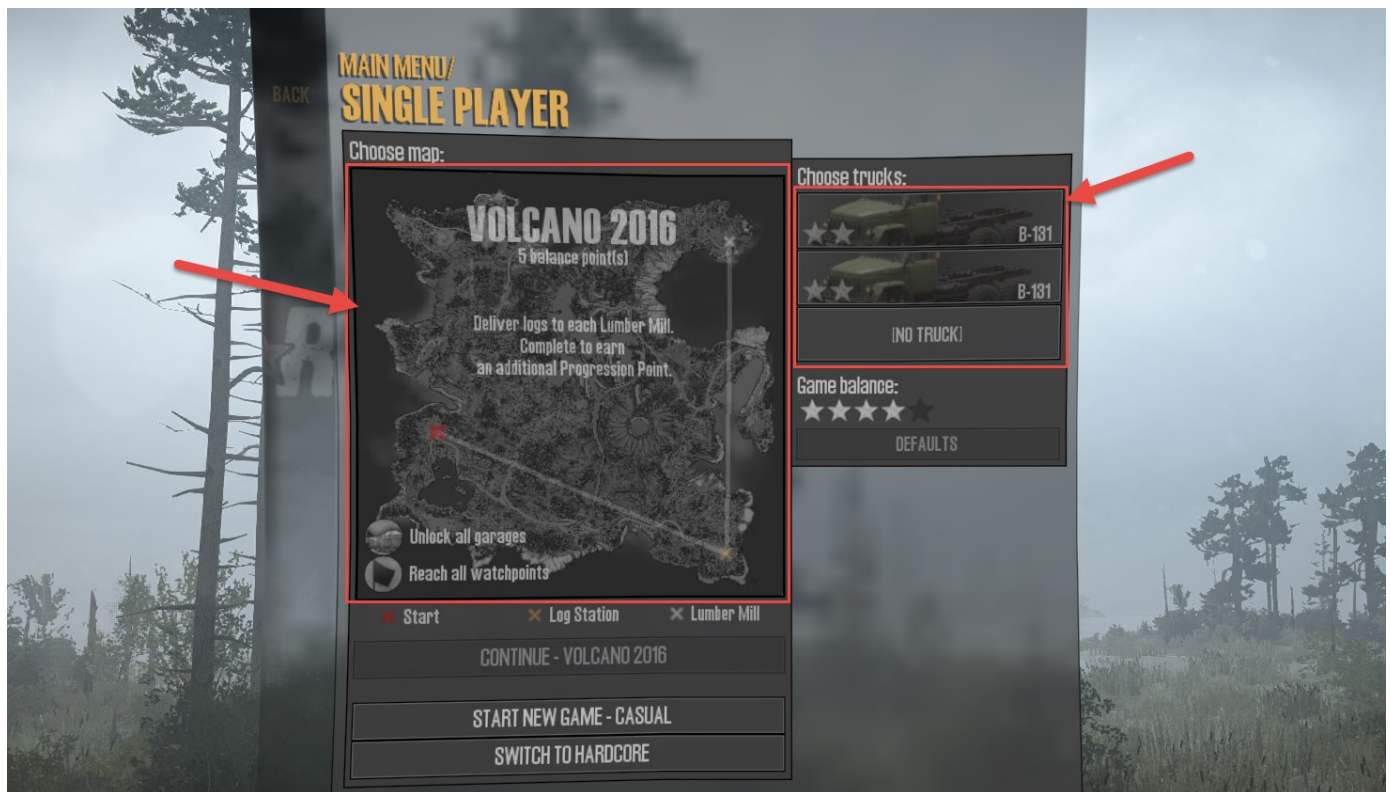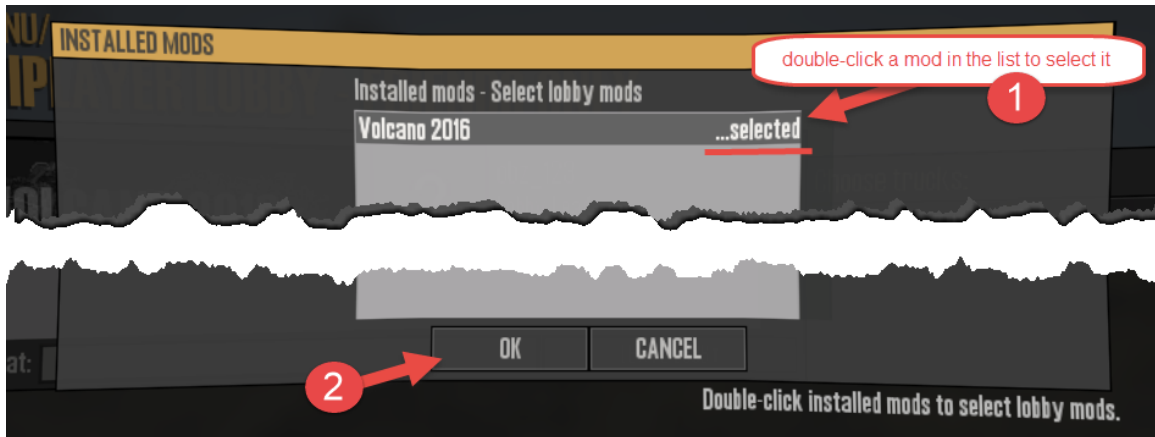

In the multiplayer game, the selection of the mod is performed similarly:

1. In the **MULTIPLAYER LOBBY** screen, click **MANAGE MODS** (see below).
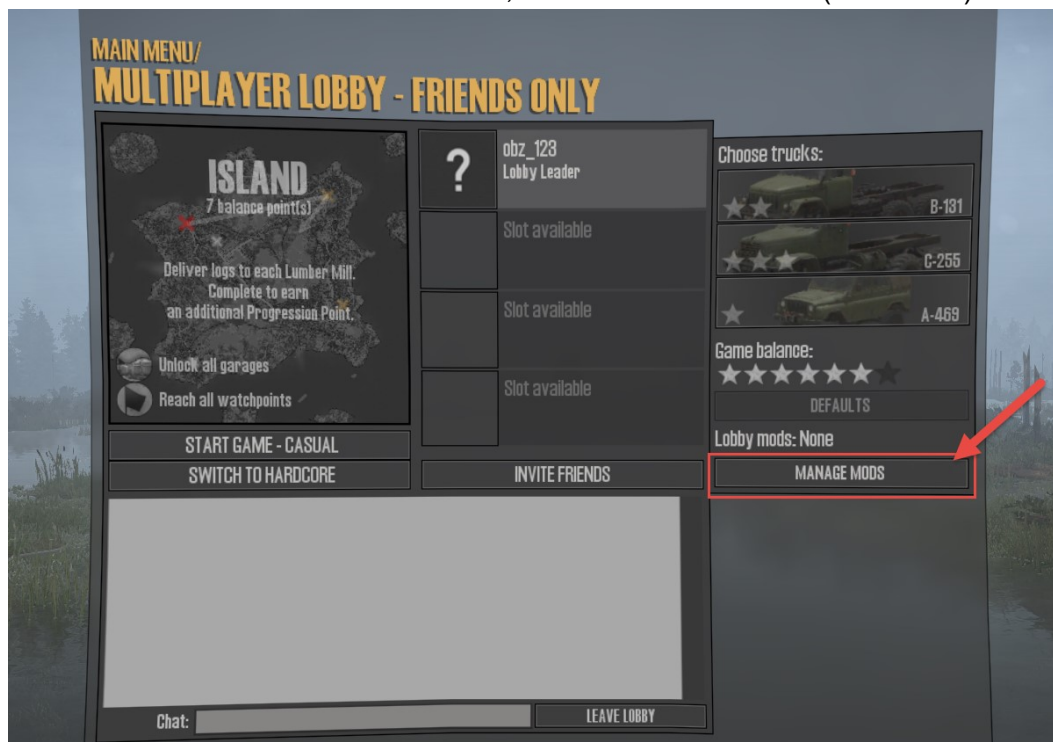
2. The appearing dialog will display all mods you have installed. Double-click them in this list to add to the list of mods selected for the current multiplayer lobby (it will be marked as **…selected** after that). Click **OK** after that.


3. After doing this, these mods will appear in the **Lobby mods** list. And, you will be able to select them in the "choose map" and "choose trucks" areas, just as you did in the case of the single-player mode.
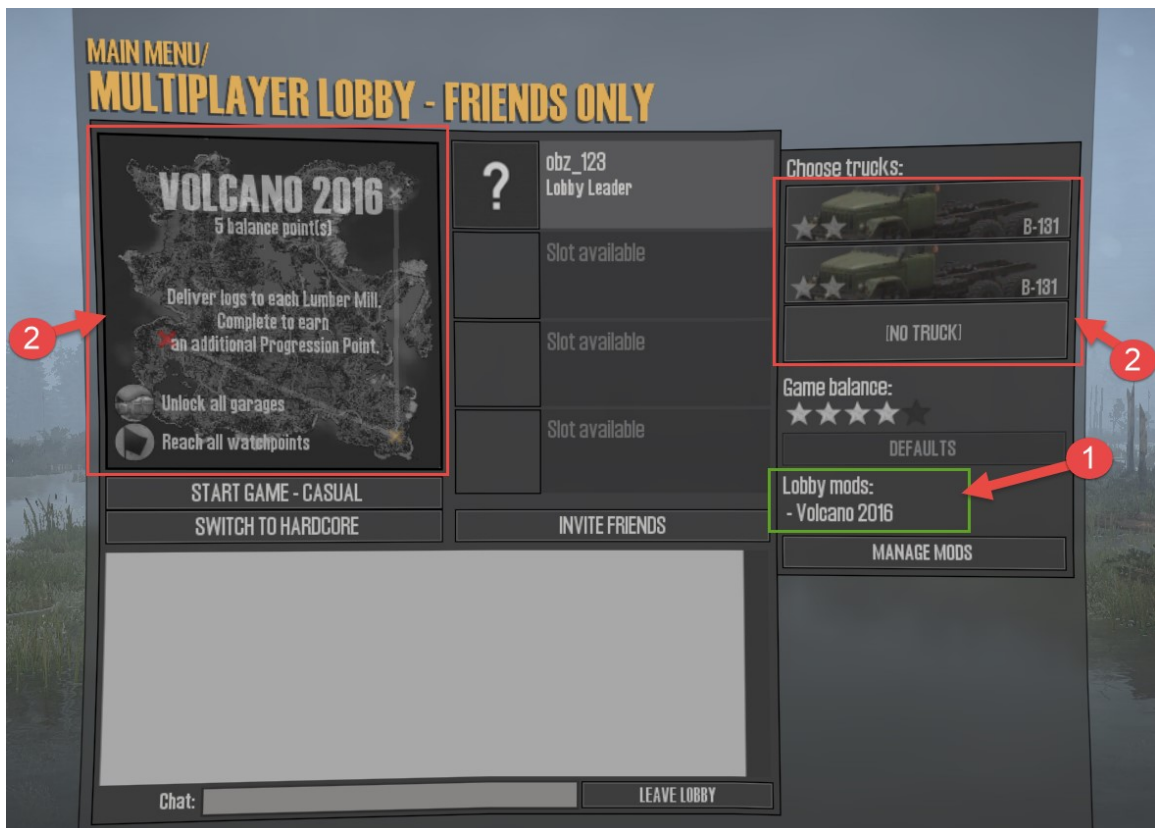
4. Once you have selected all necessary mods for your multiplayer session, you can invite friends, start the session, etc.

Please note that to be able to play with mods, all members of the session should have them installed. Moreover, for mods to work correctly, their .zip archives (see above) must be identical on machines of all players.

If necessary mods are missing, the player will see that in the **Lobby mods** list along with the corresponding warning.
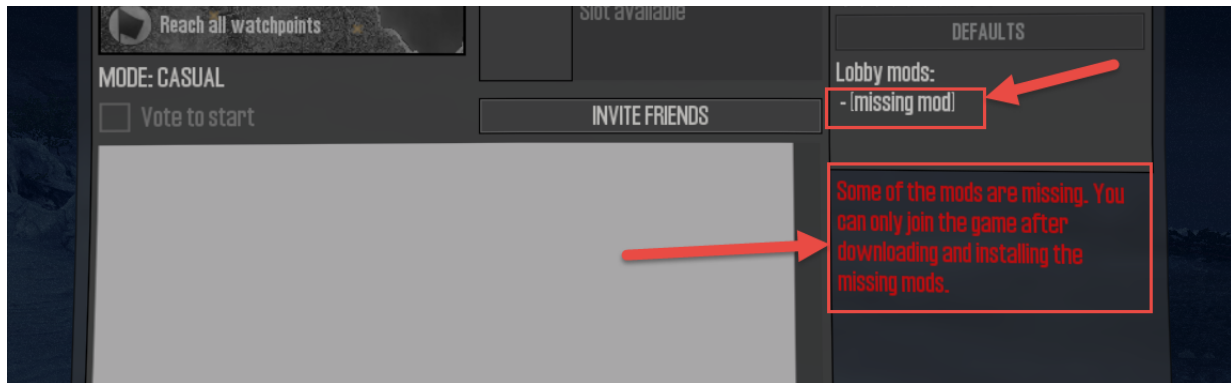
In the EGS version of the game, you need to manually download and install the missing mods, as described above.

The Steam version will allow you to try to download and install missing mods (the additional **Download missing mods** button displayed there). However, this button will work only if these mods are available in the Steam Workshop. In the case of problems during the download and installation from there, the game will display the "***Failed to subscribe to one of the missing modifications.***" warning.

> **NOTE**: For the EGS-Steam crossplay scenario and mods downloaded from Steam Workshop, the zip archives of mods must have the original names generated by Steam and contain the original identifiers of the mod used by Steam.

3. Using Mods in EGS-Steam Crossplay

The main rule of the correct setup of mods for the multiplayer game is the following:

- For installed mods to work correctly in multiplayer, all players must have the same versions of these mods. Moreover, the .zip archives of these mods (see above) must be identical on machines of all players.

If you want to participate in the EGS-Steam crossplay scenario (i.e. you have the EGS version of the game and your friend has the Steam version) and you want to play with a mod downloaded from Steam Workshop, you need to use the original content of this mod available in Steam Workshop and this mod must have the identifier used by Steam.

The easiest way to do it is to download this mod directly from Steam Workshop.

There are two ways for that, see below.

3.1. Downloading from Steam Workshop: External Tools

To download a necessary mod from Steam Workshop, you can use external tools. For example, you can use https://steamworkshopdownloader.io.

1. To obtain a link to the files of the mod, do one of the following:
   - Locate the necessary mod in Steam Workshop manually:
     1. Open the web browser and go to the page of MudRunner in Steam Workshop:
        https://steamcommunity.com/app/675010/workshop
     2. Locate to the mod you need and open its page.
     3. Copy the URL of the page from the address bar. The **steamworkshopdownloader.io** tool will process this URL even if it looks not pretty. However, you can shorten it, leaving only the part with the id parameter.
        It will look similar to the following:
        https://steamcommunity.com/sharedfiles/filedetails/?id=1367664020
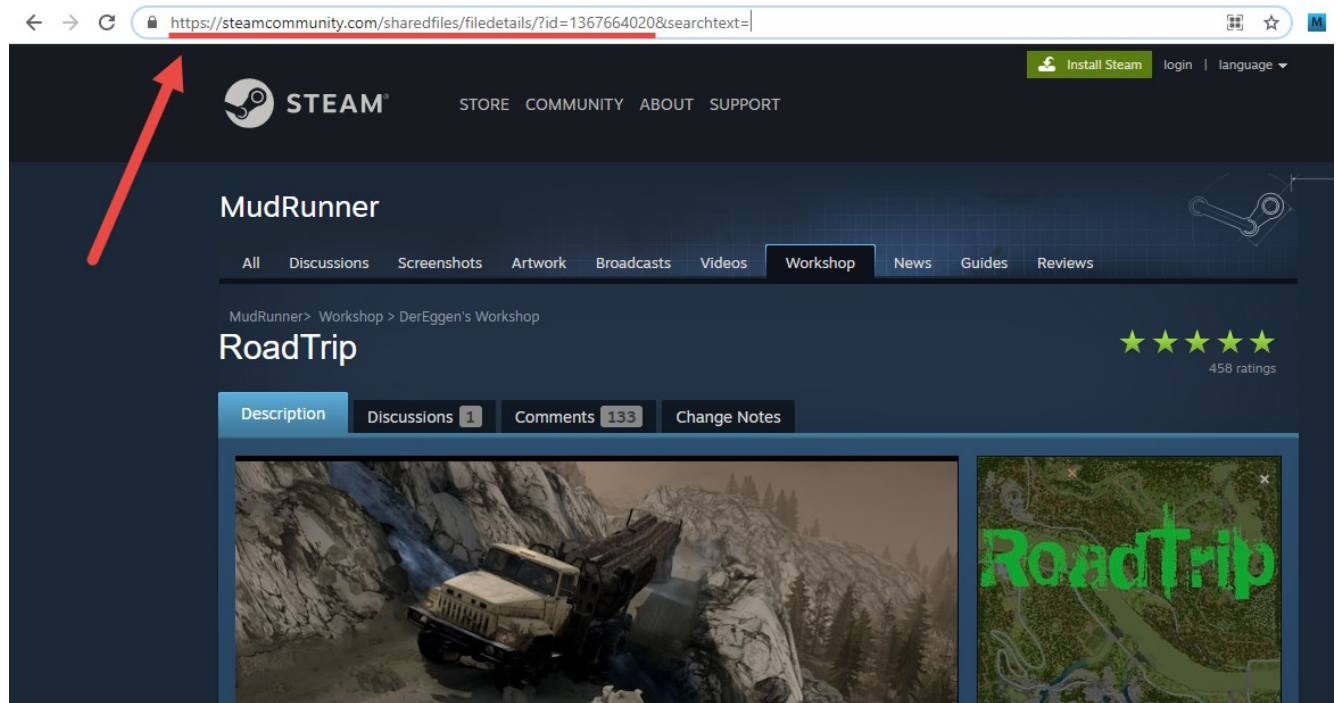

   - Ask your friend on Steam to give you the link to the necessary mod:
     1. Your friend needs to open the page of this mod in the Steam app.
     2. On this page, your friend needs to click **Share**.
     3. The appearing dialog will display the necessary link.
        It will look similar to the following:
        https://steamcommunity.com/sharedfiles/filedetails/?id=1367664020
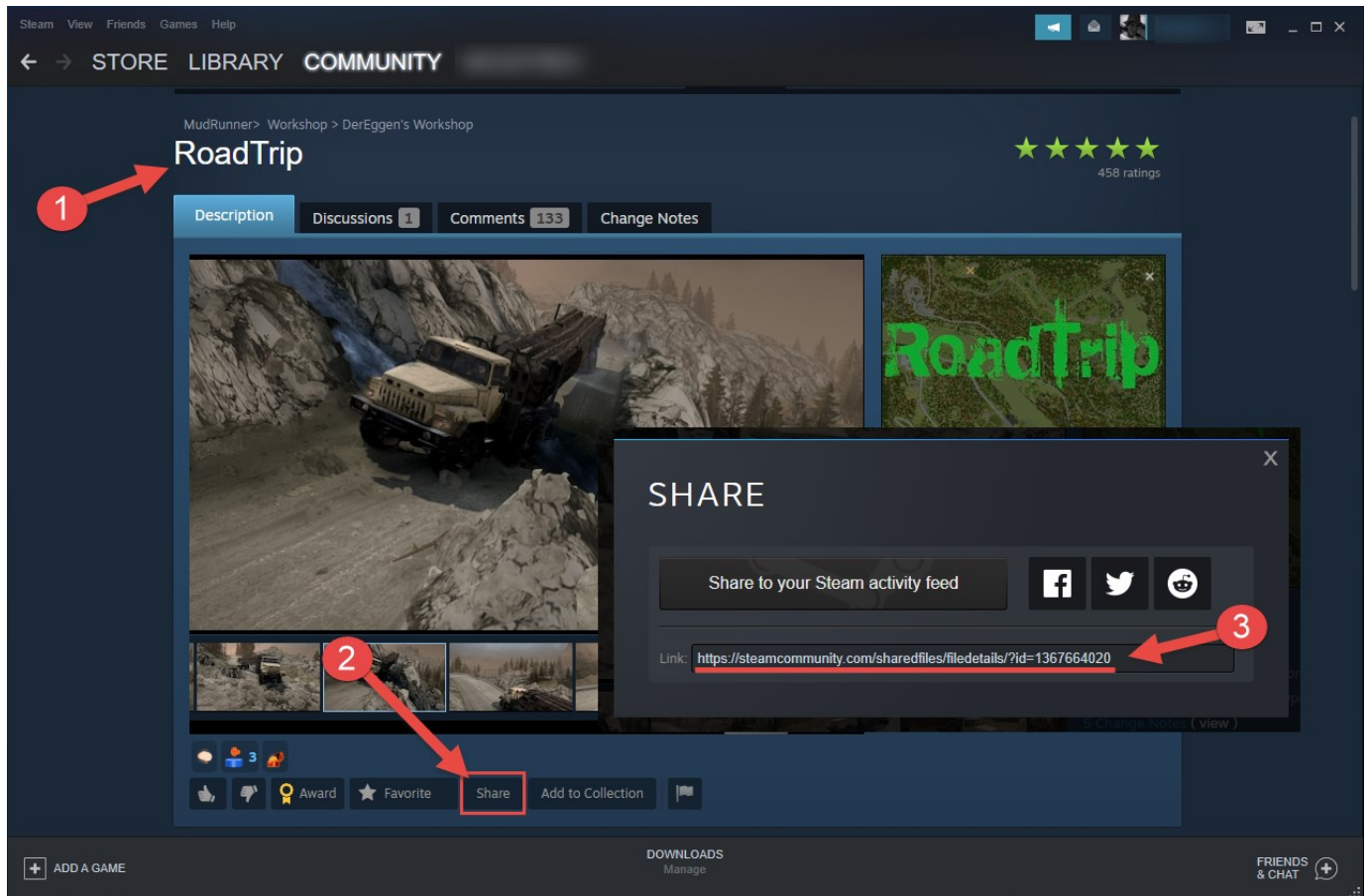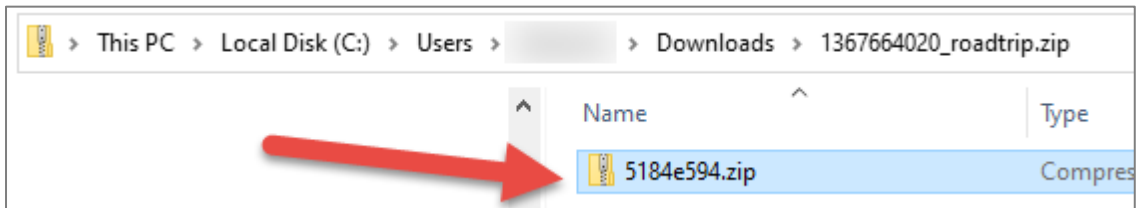
2. Open https://steamworkshopdownloader.io in another tab of your browser.
3. On the opened page, do the following:
   1. Paste the obtained URL to the field at the top of the page.
   2. Enable the **No extraction** option.
   3. Click **Download**.
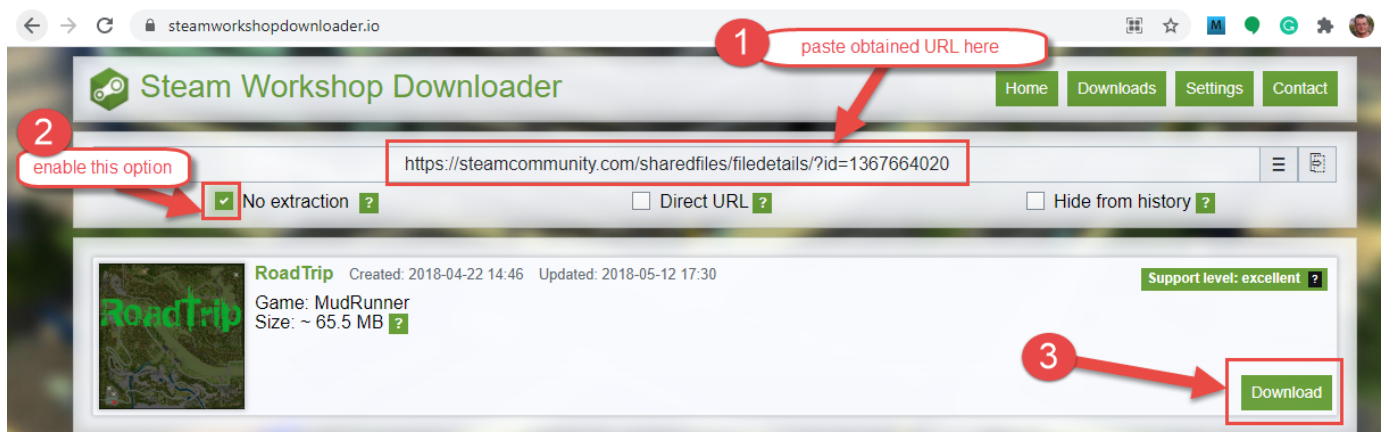
4. Locate the downloaded archive (e.g. **1367664020_roadtrip.zip**).
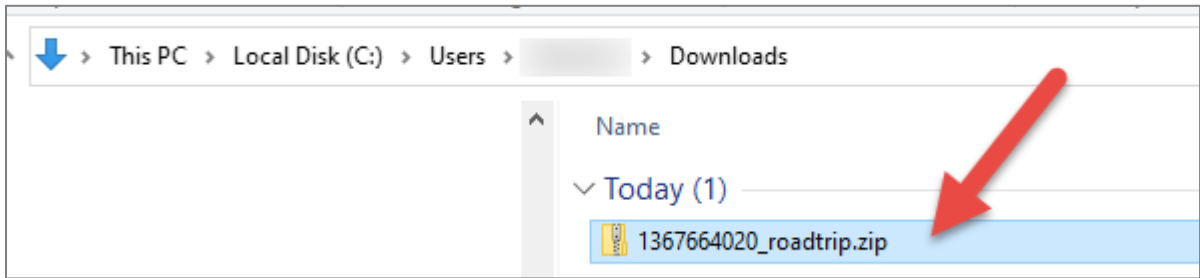
5. Open this archive. It will contain another archive inside (e.g. **5184e594.zip**).

6. Extract the second archive (e.g. **5184e594.zip**) from the first one. The extracted archive is a target .zip archive of the mod that you need to install, as described above (see 2.2 for details).
7. Do **not** change the name of the archive or its contents. Otherwise, the corresponding mod will not work in the EGS-Steam crossplay.

3.2. Downloading from Steam Workshop: Manual Way

After your friend who uses Steam has subscribed to the mod and has downloaded it, he/she can manually locate the downloaded archive and pass it to you.

The downloaded archive is located in the folder of the Steam Workshop on his/her machine. The path to it from the Steam installation folder is the following:

…\Steam\steamapps\workshop\content\675010\\<submission_id>\<mod_id>.zip

By default, Steam is installed to **Program Files (x86)** folder, so the full path is typically similar to:

C:\Program Files (x86)\Steam\steamapps\workshop\content\\<submission_id>\<mod_id>.zip

The name of the mod .zip archive here (**<mod_id>.zip**) is the same as the name of the target archive when downloading via the **steamworkshopdownloader.io** tool. E.g. **5184e594.zip**.

3.3. Installation of Mods

The installation of mods downloaded from Steam Workshop is performed exactly the same as the installation of any other mods. I.e., to install a mod, you need to copy its .zip archive (e.g. **5184e594.zip**) to the **Mudrunner Mods** folder within the **Documents** folder of your PC and then launch the game. See 2.2 and 2.3 above for details.

IMPORTANT: Do not change the name of the .zip archive or its contents. Otherwise, the corresponding mod will not work in the EGS-Steam crossplay.