

## Releasing a MOD Update

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### **Introduction**

You maybe know the problem when you download a huge mod and 2 days later there is a new version with some bugfixes and you have to download again such a huge file, even if there was just a small \*.txt file changed to fix a bug.

This tutorial shows you, **the modder**, how to release an update of your mod (mp2m file) just with the files you changed or added. The enduser will have to download it, extract it and execute a batch file which joins the existing mod version with the updated version. New files will be added to the mod file, changed files overwritten. The big advantage - You don't have to download the whole mod again.

### **How it works**

We have the *MODOLDVERSION.mp2m* in our Max Payne 2 folder. To the new \*.zip/\*.rar package we include the *MODUPDATE.mp2m*, the rasmaker files and a batch file. After the download everything will be extracted to the max payne 2 folder. The end user finally has to open the batch file which extracts the data from the *MODOLDVERSION.mp2m*, after this it extracts the content of *MODUPDATE.mp2m* (existing files of modoldversion will be overwritten and new added) and finally it puts everything together as a new mp2m-file and deletes the old ones.

### **Setting everything up**

Create a folder and put the following files inside it:

- rasmaker2.exe
- rl.dll
- MODUPDATE.mp2m

The *MODUPDATE.mp2m* contains just the changed or added files from the old modversion to the new modversion.

### **Creating the batch file**

Now we create the batch file using a normal text editor. Write the following text:

```
@echo off
echo updating your version of MODOLDVERSION

rasmaker2 -x MODOLDVERSION.mp2m
rasmaker2 -x MODUPDATE.mp2m

rasmaker2 -a data MODNEWVERSION.mp2m
```

```
del MODUPDATE.mp2m
del MODOLDVERSION.mp2m
del rasmaker2.exe
del rl.dll
rmdir /s /q data
del setup.bat
```

- echo, outputs text
- rasmaker extracts MODOLDVERSION.mp2m and MODUPDATE.mp2m to data-folder
- rasmaker adds and compresses files from data-folder to newly generated MODNEWVERSION.mp2m
- batch-file then deletes every old \*.mp2m-file, the rasmaker2.exe, the rl.dll, the whole data folder and at least itself

Finally save the written text as a \*.bat-file (e.g. setup.bat) into your created folder. Now you can zip all the files together and publish your update.

### ***A final word***

**Important:** Despite the separated Developer Folders, some people still have a data folder in their main Max Payne 2 directory (to test their mods without compiling for example). When running the \*.bat file on such a system, the complete data folder will be deleted without further warnings and all files will be lost. So **always** add a readme file to your releases that explains how to update the mod, to clear this up. The part with the deletion should be placed before the howto ;)

#### Readme:

Extract all files to your main Max Payne 2 folder and execute the setup.bat to update the old modversion \*blabla\* write what you want ...

Keep in mind that there should be released a full version everytime you make bigger additions or changes. Nobody wants to download a full version and 10 updates until he has the newest version.

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