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Quick Start

Translation notice: This English document was generated with AI assistance from the Chinese source doc. Some descriptions may be inaccurate or not fully aligned with the current UI. Corrections and improvement suggestions are welcome.

This guide is for first-time RimCrow users. The goal is simple: let RimCrow find your game and mods, arrange the load order, save it, then start RimWorld.

If you only want to get through the basic flow, follow this:

```
Scan -> Auto Sort -> Save -> Launch Game
```

What To Do First

1. Check The Game Path

Select the RimWorld installation folder, not the `.exe` file, `Data`, or `RimWorldWin64_Data`.

For the Steam version, it is usually under:

```
SteamLibrary/steamapps/common/RimWorld
```

The user data folder should be the RimWorld user data root. It usually contains:

```
Config/  
Saves/
```

For paths, profiles, Steam launch, and Workshop links, see [Profiles and Paths](#).

2. Scan Mods

After confirming paths, click **Scan**. RimCrow reads local mods, Workshop mods, manager-library mods, and related metadata visible in the current profile.

A normal scan is enough for daily use. Use a deeper scan when the list looks wrong, files were changed manually, or cache data seems stale.

3. Arrange The Active List

The main screen usually has two main lists:

- Inactive list: mods you have but do not load in the current profile.
- Active list: the actual order RimWorld reads.

Common actions:

- Double-click a mod to move it between the Active list and Inactive list.
- Drag a mod to adjust order or move it to another list.
- Select multiple mods with `Ctrl+Click`, `Shift+Click`, `Ctrl+A`, or drag selection from the index column.
- Use the right-click menu for actions such as opening folders, editing info, or handling sources.

Red and yellow hints usually mean dependency, order, compatibility, or missing-file issues. Handle red errors before launching the game.

For list details, see [Mod List and Load Order](#).

4. Auto Sort

Click **Auto Sort** to let RimCrow reorder the active list using native mod dependencies, community rules, user rules, dynamic rules, and other known information.

Auto sort is not a magic "perfect order" button. It gives you a reasonable base order. After sorting, still check issue hints and order differences before deciding whether to adjust by hand.

For auto sorting and rules, see [Auto Sort and Rules](#).

5. Save The Load Order

Changes made by dragging, enabling, moving to Inactive, or auto sorting only affect RimCrow until you save.

Before saving:

- Check for red errors.
- Confirm you are editing the right profile.
- Keep a backup for important lists.

6. Launch The Game

Launch the game after saving. RimCrow starts RimWorld with the current profile settings and syncs required manager links first when needed.

If link sync fails before launch, RimCrow will not continue. Check paths, permissions, and `_Link_...` link status first.

Recommended Daily Flows

After Installing New Mods

1. Scan.
2. Move the mods you want to the active list.
3. Auto sort.
4. Handle missing dependencies, order errors, and compatibility hints.
5. Save.
6. Launch the game and test.

After Updating Or Removing Mods

1. Scan.
2. Check missing, removed, duplicate, or coexisting-mod hints.
3. Auto sort again if needed.
4. Save.

5. Launch the game.

After Importing Someone Else's List

1. Import the file or share code from the backup page.
2. Check differences and missing items first.
3. Subscribe, download, or manually handle missing items.
4. Load it into the current profile only after the list looks reasonable.
5. Save and launch.

For backups and import/export, see [Backup, Import, and Export](#).

FAQ

Workshop Mods Do Not Appear After Scanning

Check whether the Workshop folder is correct. It is usually:

```
steamapps/workshop/content/294100
```

If you use Steam launch, Steam mainly handles Workshop content. If you do not launch through Steam but still want to read an existing Workshop folder, enable **Use Workshop mods**.

Warnings Remain After Sorting

This is common. Auto sort can only use known rules and recognizable mod metadata. Red errors should be handled first. Yellow warnings can be checked against mod descriptions, rule sources, and your actual setup.

Nothing Changes In Game After Saving

Check that:

- You saved the current profile.
- The game is not still running an old instance.

- RimWorld is reading the same user data folder as the current profile.
- You did not manually add a wrong `-savedatafolder` launch argument.

Not Sure What To Click Next

Follow the main flow: scan, auto sort, save, launch. When problems appear, start from the issue summary, then inspect the specific mod hints.

Notes

- Do not try too many advanced features at once when organizing a large list for the first time.
- Keep a backup before saving important changes.
- Do not delete the database or user data folder to "fix" problems.
- Logs, paths, and exported packages may contain local paths and mod lists. Check them before sharing.

Profiles And Paths

Translation notice: This English document was generated with AI assistance from the Chinese source doc. Some descriptions may be inaccurate or not fully aligned with the current UI. Corrections and improvement suggestions are welcome.

This guide explains RimCrow profiles, common paths, Workshop mod access, manager-library mod access, launch methods, and profile shortcuts. You do not need to understand the internal implementation. Focus on what each path should point to and when each switch should be enabled.

Choose By How You Play

Normal Steam Use

Use this if you want Steam to handle Workshop subscription, updates, and loading.

- Game folder: select the Steam-installed RimWorld folder.
- Steam path: keep auto detection unless it fails.
- Prefer Steam launch: on.
- Use Workshop mods: off.
- Use manager mods: enable only when you need mods from RimCrow's manager library.

This is closest to normal RimWorld and Steam behavior.

Multiple Saves Or Separate Setups

Use profiles when testing different mod lists, game versions, or mod packs.

- Multiple profiles can share the same game folder.
- Each profile should use its own user data folder.

- If you want to inherit the current setup, copy `Config` and `Saves` when creating the new profile.
- Do not manually add `-savedatafolder`. RimCrow handles it.

Profile isolation mainly separates saves, settings, load order, and logs. It does not copy the game installation automatically.

Not Launching Through Steam, But Using Existing Workshop Files

Use this when you already have a Steam Workshop folder on this machine, but do not want this profile launched by Steam.

- Workshop folder: set it to `steamapps/workshop/content/294100`.
- Prefer Steam launch: off.
- Use Workshop mods: on.
- Launch through RimCrow so it can sync links before starting the game.

This only reads existing local Workshop files. It does not connect a non-Steam game to Steam Workshop services.

SteamCMD Downloads Into The Manager Library

Use this when you want RimCrow to download Workshop mods into its manager mod folder without relying on the Steam client subscription list.

- SteamCMD folder: use a path without Chinese characters, such as `D:/Tools/steamcmd`.
- Manager download mod path: use an NTFS disk when possible.
- Do not set the manager download path to the official Steam Workshop folder.
- After download, enable **Use manager mods**, then scan and launch.

SteamCMD downloads and Steam client subscriptions are different sources. Updates and removal are also handled differently.

Path Relationship

RimWorld mainly reads two places:

```
Game folder/  
  RimWorldWin64.exe  
  Mods/  
  
User data folder/  
  Config/  
    ModsConfig.xml  
  Saves/
```

RimCrow mainly does this:

- Select which game folder the current profile uses.
- Select which user data folder the current profile uses.
- Before launch, link manager mods or Workshop mods into `Mods` when needed.
- Start the game with the current profile's launch arguments.

When troubleshooting path problems, first decide whether the path is for the game program, user data, or mod file source.

What A Profile Saves

A profile is a RimWorld runtime setup. It mainly contains:

- Game folder: where the RimWorld program is.
- User data folder: saves, settings, load order, logs, and related files.
- Launch arguments: extra arguments passed to RimWorld.
- Runtime switches: Prefer Steam launch, Use Workshop mods, and Use manager mods.

The default profile usually points to the system's normal RimWorld user data folder. If a new profile has no custom user data path, RimCrow places it under:

```
data/profiles/<profile-id>
```

`Config` and `Saves` are created when saving or activating the profile.

Global Paths And Profile Paths

Some settings belong to the current profile. Others are shared by all profiles.

Current Profile

- Game folder
- User data folder
- Local mods folder
- Launch arguments
- Prefer Steam launch
- Use Workshop mods
- Use manager mods

Shared By All Profiles

- Steam path
- SteamCMD folder
- Workshop folder
- Manager download mod path
- Tool mod folder

Switching profiles changes the game folder, user data folder, and runtime switches. It does not create separate SteamCMD or Workshop folders for every profile.

Key Paths

Game Folder

Select the RimWorld installation root. Do not select the executable itself, `Data`, or `RimWorldWin64_Data`.

Common executables:

- Windows: `RimWorldWin64.exe` or `RimWorldWin.exe`

- Linux: `RimWorldLinux` or `RimWorldLinux.x86_64`
- macOS: `RimWorldMac.app`

Steam RimWorld is usually under:

```
SteamLibrary/steamapps/common/RimWorld
```

Steam, copied old Steam versions, GOG, Epic, and official-site versions can all be used as game folders. The main difference is launch method and Workshop access.

User Data Folder

Select the RimWorld user data root. Do not select `Config`, `Saves`, or `Config/ModsConfig.xml`.

Correct structure:

```
User data folder/  
  Config/  
    ModsConfig.xml  
  Saves/
```

Common default locations:

- Windows: `%USERPROFILE%/AppData/LocalLow/Ludeon Studios/RimWorld by Ludeon Studios`
- macOS: `~/Library/Application Support/RimWorld`
- Linux: `~/.config/unity3d/Ludeon Studios/RimWorld by Ludeon Studios`

If the folder does not exist yet, RimCrow can create it when saving or activating the profile, as long as the parent folder exists and is writable.

Local Mods Folder

The local mods folder is determined by the game folder:

```
RimWorld/Mods
```

You do not need to fill it separately. Profiles sharing the same game folder also share the same local `Mods` folder.

Workshop Folder

Set this to the Steam folder where RimWorld Workshop mods are downloaded.
RimWorld's Steam AppID is `294100` :

```
SteamLibrary/steamapps/workshop/content/294100
```

This folder is managed by Steam. Subscription, updates, and removal are still Steam's job. RimCrow does not automatically update or edit files inside it. Do not use it as the manager download library.

If `294100` does not exist, subscribe to or download a RimWorld Workshop item in Steam first.

Manager Download Mod Path

This folder stores mods downloaded and managed by RimCrow through SteamCMD, Git, or direct links. By default it is under RimCrow's `mods` folder, but you can move it elsewhere.

Do not set it to the official Steam Workshop folder. If Steam and RimCrow both think they manage the same files, troubleshooting becomes harder.

If you set it to the game's `Mods` folder, disable **Use manager mods** to avoid duplicate links.

Steam Path

The Steam path is used for Steam launch, subscriptions, and Workshop status. RimCrow can usually detect it automatically. If detection fails, select the Steam installation folder.

If this path is invalid, Steam launch and Steam Workshop features may be unavailable. Direct game launch can still work.

SteamCMD Folder

Select the folder containing `steamcmd.exe` or `steamcmd.sh`.

Notes:

- Avoid Chinese characters in the path.
- On Windows, prefer an NTFS disk.
- SteamCMD downloads into its own standard structure:

```
SteamCMD folder/steamapps/workshop/content/294100
```

RimCrow tries to connect this download structure with the manager download mod path, so SteamCMD can keep its official layout while the manager can see downloaded mods.

Tool Mod Folder

The tool mod folder stores RimCrow-provided or helper mods. Normal users usually do not need to change it. They are scanned and linked only when the related tool mod switch is enabled.

Auto Detection

RimCrow does not blindly scan the whole disk. It first checks stable locations:

- Steam install information.
- Steam `libraryfolders.vdf`.
- RimWorld `appmanifest_294100.acf`.
- Common platform install paths.
- Common platform user data paths.

This is faster and avoids unrelated folders. If you moved Steam libraries, copied the game manually, or deleted Steam configuration files, auto detection may be incomplete. Select paths manually when needed.

After a manually selected path passes validation, RimCrow uses that path for later actions.

How Mods Enter The Game

RimWorld naturally reads `Mods` under the game folder, and Steam Workshop content when launched through Steam. RimCrow decides whether to deploy links before launch based on your switches.

Local Mods

Mods under `RimWorld/Mods` are read directly by the game. RimCrow does not need extra links for them.

Steam Workshop Mods

There are two ways:

Method	Best For	Main Switch
Steam launch	Steam users who want Steam to handle Workshop mods	Prefer Steam launch on
Link mounting	Not launching through Steam, but reading existing Workshop files	Prefer Steam launch off, Use Workshop mods on

Do not use both at the same time. When Steam launch is enabled, RimCrow disables Workshop link mounting to avoid duplicate handling.

Manager Mods

Mods in the manager download path are not read by RimWorld automatically. When **Use manager mods** is enabled, RimCrow links needed manager mods into the current game folder's `Mods` directory before launch.

The game then sees:

- Real local mods inside `Mods` .
- `_Link_...` links created by RimCrow.

Duplicate Mods

If multiple sources contain the same PackageId, RimCrow chooses the higher-priority copy to avoid loading the same mod from several places.

Approximate priority:

```
DLC / official content > local Mods > manager mods > Steam Workshop mods > tool mods
```

Link Deployment Mode

Link deployment only manages links with the `_Link_` prefix. It does not delete normal local mod folders.

Incremental Deployment

Recommended default. RimCrow keeps correct existing links, removes invalid or unneeded links, then creates missing ones.

Full Rebuild

RimCrow deletes all old `_Link_` links first, then recreates links for the current profile.

Most users should keep incremental deployment. Use full rebuild only when `_Link_` folders were manually changed, profile switching left suspicious links, or link status is clearly wrong.

Launch Methods

Direct Game Launch

RimCrow runs the RimWorld executable and passes the current profile's launch arguments.

Common arguments:

- `-popupwindow` : borderless window mode
- `-quicktest` : quick test

Best for:

- Non-Steam versions.
- Users who do not want Steam launch.
- Profiles using links for manager mods or existing Workshop files.
- Testing different user data profiles.

If links need syncing, RimCrow does it before launch. If sync fails, launch stops to avoid entering the game with the wrong mod state.

Steam Client Launch

RimCrow starts RimWorld through Steam, usually like:

```
steam.exe -applaunch 294100 ...arguments
```

This can carry profile launch arguments, so it works for profiles that need `-savedatafolder`.

Steam URL Launch

Steam URL looks like:

```
steam://run/294100
```

It is simple and can work even without setting the Steam path, but it cannot carry extra launch arguments. Use it only when the current profile has no launch arguments.

Launch Choice For Different Game Sources

For RimWorld in the current main Steam install folder, Steam launch is usually best. Steam handles official Workshop content, while RimCrow handles profile paths and launch arguments.

Some profiles use a game folder that is not the current main Steam install, such as a copied old Steam version, backup version, or mod-pack folder. If your Steam account owns RimWorld and Steam can take over that executable, you can try launching it through Steam. This may let that profile run through Steam and use official Workshop content. Stability depends on the game files, Steam client, and account state.

GOG, Epic, and official-site versions can be launched directly as separate profiles. They normally cannot use the official Steam Workshop service directly. If you already have a local Steam Workshop folder, you can turn off Steam launch and enable **Use Workshop mods** so RimCrow links existing Workshop files into local `Mods` .

Profile Shortcuts

Profile shortcuts reuse the current profile's launch method and launch arguments. You do not need to write commands by hand.

Direct Game Shortcut

This shortcut points to the RimWorld executable and includes current profile arguments.

Best for:

- Non-Steam profiles or profiles not launched through Steam.
- Profiles using links for manager mods or existing Workshop files.
- Test profiles that must start a specific game folder.

It does not let Steam take over launch or automatically handle official Workshop subscriptions.

Steam Official AppID Shortcut

This shortcut points to Steam and uses `-applaunch 294100`.

Best for profiles based on the current main Steam RimWorld install. It can carry current profile arguments and let Steam handle Workshop content officially.

If the Steam path is invalid, RimCrow falls back to a direct game shortcut and shows a hint.

Steam Local Library Shortcut

This is for Steam game folders outside the current main Steam install, such as copied old versions, backups, or mod-pack game folders.

On Windows, RimCrow can add that executable as a non-Steam game in Steam's local library, then create a desktop shortcut. The flow is roughly:

1. Fully exit Steam first, so its config is not overwritten.
2. RimCrow writes or updates Steam's `shortcuts.vdf`.
3. Steam restarts.
4. Steam generates a stable `steam://rungameid/...`.
5. RimCrow creates a desktop URL shortcut.

Difference from the official AppID shortcut: the official AppID launches the RimWorld managed by Steam. The local library shortcut launches the exact RimWorld executable you selected.

Possible shortcut types:

- Windows normal launch: `.lnk`
- Windows Steam URL: `.url`
- Linux: `.desktop`
- macOS: `.command`

Depending on the profile, the shortcut may point to:

- The game executable.
- Steam with `-applaunch 294100`.

- A Steam URL such as `steam://rungameid/...`.

If multiple profiles share the same game folder, shortcuts can only guarantee the launch target and arguments. Links inside `Mods` still depend on the most recent RimCrow launch or sync for that game folder.

FAQ

Auto Detection Cannot Find The Game

Make sure Steam or the system can actually find RimWorld. If detection still fails, manually select the RimWorld installation root. Do not select the executable, `Data`, or `RimWorldWin64_Data`.

Workshop Path Validation Fails

Check that the path is `steamapps/workshop/content/294100`. If `294100` does not exist, subscribe to or download one RimWorld Workshop item in Steam first.

SteamCMD Path Cannot Contain Chinese Characters

Move SteamCMD to an English-only path, such as `D:/Tools/steamcmd`. Chinese paths can cause SteamCMD download or update failures.

`_Link_...` Appeared In Local Mods

These are runtime links created by RimCrow so the game can read manager mods, tool mods, or linked Workshop mods. They are not full copied mods. Normally do not rename or move them manually.

Link Sync Fails Before Launch

Check:

- The game folder's `Mods` directory exists and is writable.
- The manager mod folder or Workshop folder still exists.

- The current disk supports directory links.
- Antivirus or file managers are not locking `_Link_` folders.
- RimCrow-created links were not manually deleted or renamed.

If needed, switch link deployment to full rebuild, then scan and launch again.

Steam Launch Or Workshop Link Mounting?

If Steam can launch the game and load subscribed Workshop mods normally, prefer Steam launch. Enable Workshop link mounting only when you are not launching through Steam but need to read files from a local Workshop folder.

Important Notes

- Profile isolation mainly separates user data. It does not copy the game installation.
- Profiles sharing one game folder also share the same local `Mods` folder.
- Do not manually add `-savedatafolder`. Multi-profile handling does this for you.
- Link deployment only manages `_Link_` links. It does not delete normal local mod folders.
- The official Steam Workshop folder is managed by Steam. Do not use it as the manager download library.
- SteamCMD download folders and manager mod paths may be connected through junctions or links. Seeing a junction is normal.
- Paths closer to standard Steam and RimWorld layouts are easier to detect. Moved Steam libraries, portable Steam, and compatibility-layer paths may need manual setup.

Workshop And Download Sources

Translation notice: This English document was generated with AI assistance from the Chinese source doc. Some descriptions may be inaccurate or not fully aligned with the current UI. Corrections and improvement suggestions are welcome.

This guide explains common ways to get mods in RimCrow: Steam subscriptions, SteamCMD downloads, collection import, Git repository subscriptions, and zip direct links.

First remember the difference:

- Steam subscription: managed by the Steam client, for Steam Workshop mods.
- SteamCMD download: downloads Workshop mods into RimCrow's manager mod library, without relying on the Steam client subscription list.
- Git / direct link: for mods published outside the Workshop, usually from repositories or packaged downloads.

Choose By Scenario

You Want Steam To Manage Updates

Use Steam subscriptions.

Best for:

- Steam owners of RimWorld.
- Users who want Steam to update Workshop mods automatically.
- Users who do not want to manage download folders manually.

Suggested settings:

- Prefer Steam launch: on.
- Use Workshop mods: off.

- Let Steam handle Workshop subscription, update, and removal.

This is closest to normal RimWorld and Steam behavior.

You Want Manual Control Over Updates

Use SteamCMD to download mods into the RimCrow manager mod folder.

Best for:

- Users who want to control when Workshop mod files change.
- Users who do not want to depend on the current Steam subscription list.
- Users who want Workshop, Git, and direct-link mods managed together.

After download, enable **Use manager mods** so the game can read these mods through links.

Workshop Collections

Import a collection URL or Workshop ID from the collection subscription page.

Best for:

- Someone gives you a Steam collection link or ID.
- You want to see what a collection contains.
- You want to check whether collection contents changed.
- You want to fill missing items before applying an order.

Mods Published Only In Git Repositories

Use Git repository subscriptions.

Best for:

- Mods not uploaded to the Workshop.
- Authors publishing on GitHub, GitLab, or GitGud.
- Authors publishing packaged versions through Releases.

Inventory Hub

Click **Inventory Hub** to enter the workspace. Main pages include:

- Full Library Data: view Workshop, local, and manager-library inventory.
- Workshop Search: search Workshop items and view details, dependencies, screenshots, and author info.
- Collection Subscription: import Steam collections and check item status.
- Git Repository Subscription: add Git or direct-link sources and view deployment records.

Steam Subscriptions

Steam subscription adds Workshop items to your Steam subscription list. Download, update, and removal are mainly handled by the Steam client.

Best for:

- Normal Steam RimWorld users.
- Users who want automatic Workshop updates.
- Users who want official behavior.

Notes:

- Steam must be logged in and able to access the Workshop.
- After subscription, Steam may not download the item immediately.
- Unsubscribing does not always remove local files immediately. It depends on Steam cleanup.

SteamCMD Downloads

SteamCMD is a standalone download tool. RimCrow can use it to download Workshop items into the manager mod library.

Best for:

- Keeping independent mod files.
- Letting the manager library store downloaded content.
- Downloading without using the Steam client subscription list.

Notes:

- Do not put SteamCMD under a path containing Chinese characters.
- On Windows, use an NTFS disk when possible.
- SteamCMD download is usually not the same as Steam client subscription.
- Scan after downloading so the list updates.
- Enable **Use manager mods** before using these mods in the game.

For SteamCMD paths and manager mod paths, see [Profiles and Paths](#).

Workshop Search

Workshop search can use mod names, package IDs, or Workshop IDs.

Results usually show:

- Mod name and Workshop ID.
- Package ID, author, and version info.
- Subscription status.
- Description, dependencies, screenshots, and related items.

Common actions:

- Subscribe through Steam.
- Unsubscribe.
- Download to the manager library.
- Open the Workshop web page.
- View dependencies, same-author items, or related items.

Enhanced mode can fetch more complete Workshop information. When it is off, RimCrow relies more on local cache and public interfaces, so results may be incomplete.

Collection Subscription

The collection page is for Steam Workshop collections shared by others.

Recommended flow:

1. Paste a collection URL or enter a collection ID.
2. Select the imported collection record.
3. Check which mods it contains.
4. Check subscribed, installed, and missing states.
5. Subscribe or download missing items in bulk.
6. Apply the collection order only after checking differences and missing items.

Do not overwrite the current active list immediately after import.

Git Repository Subscriptions

Git repository subscriptions are for mods not uploaded to the Workshop, or mods mainly published on code hosting platforms.

Common public hosts:

- GitHub
- GitLab
- GitGud

Some zip direct links are also supported.

Source Mode

Source mode fetches branch contents.

Best for:

- Repositories without Releases.
- Users following test builds or latest commits.
- Repositories whose structure is already a usable mod.

Risks:

- Source branches may be unstable.
- Some repositories require a build step before they become usable mods.

Release Mode

Release mode fetches packaged versions published by the author.

Best for:

- Repositories with formal Releases.
- Users who want a more stable version.
- Users who do not want to handle source folder structure.

If the repository has no Release, this mode is not available.

Zip Direct Links

Zip direct links are useful for packaged files in recommendation lists or third-party sources.

Notes:

- Zip sources depend on link stability.
- If the link expires, you need another source.
- After download, scan and confirm the mod structure is correct.

Update Checks

RimCrow can display state changes for Workshop, SteamCMD, and Git sources, but different sources use different update signals.

Common states:

- Installed: local files were found.
- Subscribed: the item exists in the Steam subscription list.
- Changed: obvious local file changes were detected.

- Update available: remote data or records suggest a newer version may exist.
- Removed: files may be missing or removed by the game or another tool.
- Missing: the record exists, but no valid local mod file was found.

When states look inconsistent, scan again first. Then check whether the source is still reachable and handle it with resubscribe, redownload, or another action.

Recommended Usage

Normal Steam Players

- Use Steam subscriptions for Workshop mods.
- Launch the game through Steam.
- Do not use the Steam Workshop folder as the manager library.

Mod Pack Users

- Import shared collections from the collection page.
- Use backups and import/export for load orders.
- Use SteamCMD or Git subscriptions for non-Steam sources.
- Keep backups before large changes.

Testing New Mods

- Download into the manager library or a separate profile.
- Scan, then enable only a small related set.
- Auto sort and save.
- Test in game before merging into your normal profile.

FAQ

I Subscribed But The Mod Is Not In The List

Steam may not have finished downloading. Wait until Steam downloads it, then scan again.

SteamCMD Downloaded The Mod But The Game Does Not Load It

Check whether the current profile has **Use manager mods** enabled, and whether link sync succeeded before launch.

A Git Subscription Does Not Work

First check whether files were downloaded successfully. Network failures may leave incomplete files. The repository may also contain source code that is not directly usable, or it may require the Release package. Check the repository README and file structure.

A Workshop Item Looks Invalid

The item may be removed, hidden, region-blocked, or stale in local cache. Refresh, scan again, then try opening the Workshop page.

Notes

- Do not mix the official Steam Workshop folder with the manager download folder.
- Subscription, download, and deployment are different actions.
- Scan after updates so the list does not use stale state.
- Before deleting or unsubscribing, check the source to avoid removing the wrong copy.

Mod List And Load Order

Translation notice: This English document was generated with AI assistance from the Chinese source doc. Some descriptions may be inaccurate or not fully aligned with the current UI. Corrections and improvement suggestions are welcome.

This guide explains how to use RimCrow's main mod lists, and which actions affect the load order that RimWorld actually reads.

Simple view:

- Inactive list: mods you own but do not load right now.
- Active list: the real order loaded by the game.
- Temp list: a manager-only staging area, not used by the game.
- Disabled list: mods explicitly blocked from entering the game.
- Save: writes the current Active list order to the current profile's game config.

Where Mods Come From

After scanning, RimCrow shows mods from several sources in one management view:

- Local mods: mods under the game folder's `Mods` directory.
- Steam Workshop mods: mods under the Steam Workshop folder.
- Manager mods: mods downloaded by RimCrow through SteamCMD, Git, or direct links.
- Official content: the base game and DLC.

Source affects deployment, updates, and deletion. When duplicates or coexisting versions appear, check the source instead of judging by mod name only.

The Four Lists

Inactive List

This contains mods that are not enabled in the current profile. They still exist on disk, in the Workshop library, or in the manager library.

Good for:

- Mods you do not use right now.
- Mods waiting for testing.
- Mods with conflicts that you do not want to delete.

Notes:

- Inactive does not mean deleted.
- Inactive mods can still be searched, grouped, tagged, or enabled again.
- If you only do not need a mod today, inactive is usually better than disabled.

Active List

This is the current profile's real load order. Higher mods load earlier. Lower mods load later.

Common pattern:

- Frameworks, libraries, and official content are usually early.
- Normal content mods are usually in the middle.
- Patches, language packs, performance mods, and final fixes are usually later.

Still follow mod descriptions, rule hints, and actual testing.

Temp List

The temporary list is in the right-side helper panel. It works like a staging area for mods you are organizing, testing, or preparing to move in bulk.

Good for:

- Picking candidates from the Inactive list.
- Inspecting an imported list without enabling it.
- Keeping test candidates aside before a test run.

- Temporarily gathering one type of mod while organizing a large list.

Notes:

- Mods in the temporary list do not enter the game load order.
- The temporary list is only an organizing state in RimCrow. Do not treat it as a backup.
- The **Save temporary list** setting controls whether it is restored per profile. If the setting is off, mods in the temporary list return to the top of the Inactive list when saving.
- For long-term mod sets, use groups or backups instead.

Disabled List

The Disabled list is in the right-side helper panel. It contains mods you clearly do not want the game to see.

Good for:

- Mods confirmed to cause conflicts.
- One copy among several duplicates that should not participate in the current profile.
- Mods disabled from conflict handling or inventory management.
- Strict mod-pack setups where the visible mod range must be controlled.

Notes:

- Disabled is stronger than inactive. Inactive means "not loaded". Disabled means "try to keep the game from seeing it".
- Disabled mods can be filtered, sorted, and re-enabled from the Disabled list.
- Delete and unsubscribe actions affect real sources. Check path and source first.
- With strict disabled mode enabled, scans keep disabled records. If something outside RimCrow restores the mod, RimCrow tries to disable it again.
- For temporary testing, use inactive or temporary first. Disable only when you clearly do not want it in the profile.

Common Actions

Enable And Move To Inactive

- Double-click a mod to enable it or move it to Inactive.
- Drag it to another list.
- Select multiple mods for batch enable or batch move to Inactive.

Enabling adds a mod to the current profile's load order. It does not copy files. Moving a mod to Inactive does not delete files.

Do not confuse this with **Disable**. Disable is a stronger action that makes the whole mod temporarily invisible to the game.

Double-Click

Double-click is the fastest enable/disable action:

- In the Inactive list: move to the Active list.
- In the Active list: move back to the Inactive list.

After double-clicking into the active list, RimCrow tries to insert the mod at a reasonable position allowed by current sorting rules. Save after changes, otherwise the game will not read the new order.

Drag Sorting

Dragging inside the active list changes load order. The change must be saved before it writes to the game config.

After manual dragging, check issue hints again. It is easy to drag a dependency into a wrong position.

When filtering or view sorting is active, the list is mainly for review. Dragging usually cannot change the real order, but you can still drag selected mods out to other lists. To edit the real order, move target mods to the temporary list, clear filters and view sorting, then move them back.

Multi-Select

Common selection methods:

- Click: select one mod.
- `Ctrl+Click` : add or remove one mod from selection.
- `Shift+Click` : select the continuous range from the last selected position to the clicked position.
- `Ctrl+Shift+Click` : add a continuous range while keeping previous selection.
- `Ctrl+A` : select all currently visible items or filter results.

Before batch actions, confirm the active filter. You may be operating only on filtered results.

Drag Range Selection

The index column or selection trigger area supports drag range selection. Hold the left mouse button and drag from one mod to another to select the visible range between them.

Good for:

- Selecting a continuous block for batch enable, disable, move, or tagging.
- Working faster than many `Ctrl` clicks in large lists.
- Narrowing the list with filters, then selecting a visible range.

Notes:

- Drag range selection follows the current visible order.
- Hold `Ctrl` while dragging to add the range to existing selection.
- If you start dragging from the mod card itself, it may start drag sorting. For range selection, start from the index column or selection trigger area.

Multi-Select Order

Some actions, such as creating interlocks or batch moving, use the order of selected items. Different selection methods produce that order differently.

Range selection and `Shift` selection are intuitive:

- Drag range selection follows the current list display order.
- `Shift+Click` also follows the current list display order.

So when you create an interlock with range selection or `Shift`, the interlock order is usually the same as the top-to-bottom order on screen. This also applies when filters or issue filters are active.

`Ctrl` multi-select is different. It depends on click order, because clicks can jump around. If you click item 20, then item 5, then item 12, the interlock may look "out of order". It is not random. It follows the order you clicked.

For interlocks:

- Continuous mods: prefer drag range selection or `Shift`.
- Scattered mods: `Ctrl` works, but check the selected order before creating the interlock.
- If the result is unexpected, remove the interlock, then select again in display order.

Right-Click Menu

The right-click menu handles common actions for one or more mods:

- Open mod folder.
- Open Workshop page.
- Edit alias, tags, notes.
- Enable, disable, delete, subscribe, or unsubscribe.
- Open rule editing or source handling.

For actions that delete or remove something, check the source first. Deleting local files, deleting Workshop files, and unsubscribing are different actions.

Interlock

Interlock keeps several mods as a group when they should stay next to each other. After creating an interlock, selecting one member also brings the other members. Dragging or moving the group tries to preserve its internal order.

Good for:

- A main mod and its dedicated patch.
- A framework, extension, and compatibility patch set that should move together.
- Mods you do not want to find and regroup manually every time.

Common actions:

- Select multiple mods, then create an interlock from the right-click menu.
- Select an existing interlock member, then remove the interlock from the right-click menu.
- When "missing interlocked mod" or "interlock order error" appears, follow the hint to add, download, subscribe, remove invalid members, or sort again.

Notes:

- Interlock is not a dependency rule. It means "these should stay grouped", not "these are required dependencies".
- Do not interlock too many unrelated mods. It makes later sorting and moving heavier.
- Auto sort still uses dependencies, rules, and weights. Interlock is only one constraint.

Search And Filter

The main list has two inputs with different purposes:

- Search locate: does not change list contents. It jumps to matching items. Left-click goes next, right-click goes previous.
- Filter: narrows the visible list to matching mods.

After filtering, check the item count. Many "missing mod" cases are just active filters.

Basic Syntax

Common syntax:

- Keyword: fuzzy search in default fields.
- `field:keyword` : search only in a specific field.
- `-field:keyword` : exclude matching mods.

- `field:+` / `field:-` / `field:_`: check whether a field has a value, has no value, or is unknown.
- Multiple conditions can use AND or OR logic.

Default keyword search matches name, alias, and author. Package ID, Workshop ID, tags, and source are more accurate with field search.

Use `Tab` to apply suggestions. With empty input, suggestions show available fields.

AND / OR Logic

Logic	Meaning	Example
AND	Show only mods matching every condition	<code>tags:performance</code> + <code>source:workshop</code>
OR	Show mods matching any condition	<code>tags:performance</code> + <code>tags:UI</code>

Use AND for troubleshooting. Use OR when finding similar mods.

Common Fields

Field	Meaning	Example
<code>name</code>	Mod name	<code>name:Harmony</code>
<code>alias_name</code>	Custom alias	<code>alias_name:core</code>
<code>author</code>	Author	<code>author:Oskar</code>
<code>package_id</code>	Package ID	<code>package_id:ludeon</code>
<code>workshop_id</code>	Workshop ID	<code>workshop_id:2009463077</code>
<code>tags</code>	Tags	<code>tags:performance</code>
<code>groups</code>	Groups	<code>groups:medieval</code>
<code>sign_color</code>	Color mark	<code>sign_color:red</code>
<code>mod_type</code>	Type	<code>mod_type:language</code>
<code>source</code>	Source	<code>source:workshop</code>
<code>store</code>	Storage location	<code>store:self</code>
<code>supported_versions</code>	Supported versions	<code>supported_versions:1.6</code>
<code>supported_languages</code>	Supported languages	<code>supported_languages:zh</code>
<code>multiplayer_compat</code>	Multiplayer compatibility	<code>multiplayer_compat:compatible</code>
<code>ignored_issues</code>	Ignored issues	<code>ignored_issues:missing</code>

Field suggestions in the input are the best reference. Some fields also have shorter aliases.

State Fields

State fields are useful for checking whether something exists:

Field	Meaning	Example
<code>last_active</code>	Was enabled recently	<code>last_active:+</code>
<code>coexist_variant</code>	Has coexisting versions	<code>coexist_variant:+</code>
<code>shadow_paths</code>	Has disabled copies	<code>shadow_paths:+</code>
<code>replacement</code>	Has replacement	<code>replacement:+</code>
<code>save_breaking</code>	Marked as save-breaking risk	<code>save_breaking:+</code>

Value meanings:

- `+` : has value / yes.
- `-` : no value / no.
- `_` : unknown / empty.

Examples:

- `replacement:+` : show mods with replacements.
- `save_breaking:+` : show mods with save-breaking risk.
- `coexist_variant:-` : show mods without coexisting versions.

Exclusion Search

Add `-` before a field to exclude matches.

Examples:

- `-tags:test` : hide mods tagged as test.
- `-source:workshop` : hide Workshop sources.
- `-author:unknown` : exclude items whose author contains unknown.

Exclusion can be combined with other conditions. For example, `tags:performance + -source:local` means mods tagged as performance but not from local source.

Search And Sorting Notes

- Filters and view sorting are mainly for review. They do not mean the real load order changed.

- When filtering or sorting is active, dragging usually cannot change the actual order.
- Clear filters and restore default sorting to see the real current list order.
- Search locate does not change visible content. Filter does.
- `Ctrl+A`, `Shift` selection, and drag range selection follow the current visible list.

Search In The Disabled List

The Disabled list uses a simpler search box. It can filter by name, package ID, Workshop ID, and path. It can also sort by source, time, size, and name.

Disabled-list sorting is only for viewing. It does not mean these mods enter the load order.

Groups, Tags, Colors, And Notes

These features help organization. They do not always affect game loading behavior.

Groups

Groups work like collections or themed sets, such as "medieval pack", "test pack", or "common UI".

Dragging a group to the Active list or Inactive list can batch enable mods or move them to Inactive. The group itself is not the game load order file.

Tags

Tags are long-term marks, such as "performance", "race", "building", or "to test". They can be used later for search, filters, and dynamic rules.

Colors

Colors help you quickly identify important mods, such as core frameworks, problem mods, or mods you often edit.

Notes

Notes are for your own decisions, such as "do not update this version", "must load after X", or "not for multiplayer".

Issue Hints

Issue hints come from dependency, order, compatibility, missing-file, language-pack, interlock, and multiplayer compatibility checks. They are not decoration. Before launch, at least check the issue count in the active list.

Simple severity guide:

- Red errors: handle first. They may affect game loading, cause launch failure, trigger save errors, or lead to more errors.
- Yellow warnings: check when relevant. They usually do not immediately break the game, but may affect order, language display, interlock integrity, or specific play styles.
- Blue info: usually explains the current state, such as a dependency being satisfied by a replacement.

If time is limited, handle red errors first. Decide on yellow warnings based on what you care about.

Where To See Issues

Common entry points:

- Issue count in the list header.
- Hint icons on mod rows. Hover to see details.
- Issue filter. Click the issue count to show only mods with issues.
- Right-click menu. Some issues support ignore, restore warning, subscribe, download, or interlock repair actions.

When there are many issues, do not read from the first row manually. Use the issue summary filter and handle red errors first.

Red Errors

Red errors usually mean the current list clearly violates game or rule requirements. Launching has a higher chance of failing.

Common causes:

- Local files are missing or the mod failed to parse.
- Required prerequisites are missing.
- Dependencies are not enabled.
- Dependency order is wrong.
- Explicit incompatibility exists.
- Multiplayer is explicitly incompatible.

Suggested order:

1. Fix missing files and required prerequisites.
2. Enable disabled dependencies.
3. Auto sort or manually adjust order.
4. Handle explicit incompatibilities by choosing one, adding a compatibility patch, or confirming alternatives.

Do not use ignore to hide red errors. Only consider ignoring after you are very sure the current profile is not affected.

Yellow Warnings

Yellow warnings usually mean "possibly not ideal" or "not enough information". They normally do not directly prevent game launch, but are still worth checking.

Common causes:

- Suggested prerequisites may be missing.
- Language pack target is unclear.
- Current language lacks a language pack, or the language pack's main mod is not enabled.
- Sorting advice is not fully satisfied.
- Mod supported version does not match the current game version.
- Interlock group has missing members or members are not adjacent.

- Multiplayer compatibility is poor or unknown.
- Source information is incomplete.

Suggested handling:

- Dependency or order: auto sort first, then check again.
- Language packs: if you do not need that language, you may skip it. If you need it, add or enable the language pack.
- Version: check the mod page, update state, and game version.
- Interlock: keep interlocked members adjacent, or remove invalid members.
- Multiplayer: important only if you play Multiplayer.

Warnings can be ignored, but only after you understand them. Ignoring stops the hint from bothering you. It does not fix the issue.

Blue Info

Blue info usually explains the current list state and may need no action.

Common cases:

- A dependency is satisfied by a replacement mod.
- Compatibility information is only a reminder.

If the game works, blue info can usually stay.

Recommended Issue Flow

1. Scan so list state is current.
2. Click the issue summary to show mods with issues.
3. Handle red errors first.
4. Auto sort, then check remaining issues.
5. Handle yellow warnings you care about.
6. Check issue count again before saving.
7. Launch and test.

Do not change too much at once. For large lists, handle one type of issue at a time.

When It Is Okay To Ignore

Good cases:

- You read the mod description and confirmed the warning does not affect your play.
- The rule library is conservative, but your actual test works.
- The hint is about language packs or multiplayer and does not matter for your setup.

Avoid ignoring:

- Missing required prerequisites.
- Dependencies not enabled.
- Explicit incompatibility.
- Missing files.
- Errors already appear during launch or in saves.

If unsure, do not ignore. Keeping the hint helps later troubleshooting.

Duplicate, Coexisting, And Missing Mods

Duplicate Package IDs

When the same PackageId appears from multiple sources, RimCrow detects duplicate or coexisting states. Do not judge by name only. Different folders may be copies of the same mod.

Coexisting Versions

Sometimes you have both local and Workshop versions. RimCrow tries to show source differences and choose a suitable copy at runtime.

If you keep multiple versions long term, write notes so you remember why.

Missing Items

Missing items usually come from imported lists, old backups, or someone else's load order. The list contains a package ID, but the current profile cannot find the mod file.

You can subscribe, download, or remove the missing item manually.

Save And Backup

List changes are not written to the game config automatically. Click save.

Before saving:

- Handle red errors.
- Confirm the current profile.
- Keep backups for important lists.
- If you imported an external list, check differences before loading.

For more, see [Backup, Import, and Export](#).

FAQ

Will Inactive Mods Be Deleted?

No. Moving a mod to inactive only removes it from the current profile's load order. It does not delete files or unsubscribe.

Why Does The Game Not Change After Dragging?

You need to save. Dragging and auto sort only change the manager state until saved.

Why Does One Mod Appear In Multiple Versions?

Usually there are copies in local, Workshop, or manager-library sources. Check the source, then decide whether to keep, disable, delete, or convert to local.

Why Are There Still Issues After Auto Sort?

Auto sort depends on known rules and recognizable mod information. Missing rules, rule conflicts, or incomplete metadata still need manual judgment.

Auto Sort And Rules

Translation notice: This English document was generated with AI assistance from the Chinese source doc. Some descriptions may be inaccurate or not fully aligned with the current UI. Corrections and improvement suggestions are welcome.

This guide explains RimCrow auto sort, rule sources, rule priority, follow behavior, and issue hints. It is for users who have scanned mods and are ready to organize the enabled load order.

Remember this first: auto sort can give you a better base order, but it cannot guarantee that every mod combination is correct.

What Auto Sort Does

Auto sort reads the current active list, mod dependency data, and available rules, then rearranges the enabled order.

It mainly handles:

- Required dependencies should load before the mods that need them.
- Explicit "load after" or "load before" rules.
- Top, bottom, and weight tendencies.
- Common order advice for language packs, compatibility patches, performance mods, and similar cases.

After sorting, still check red errors and yellow warnings.

The Simple Sorting Principle

You can understand auto sort in three steps:

1. Handle required relationships first, such as dependencies and before/after rules.

2. Then apply broad position tendencies, such as top, bottom, and weights.
3. Finally do local cleanup, such as keeping related mods closer when this is safe.

Auto sort is not just sorting by name or subscription time. It protects important relationships first, then tries to make the result easier to read.

Example:

```
A is a framework. B depends on A. C is B's language pack.
```

Sorting usually places A before B. If language-pack follow is enabled, C tries to stay near B instead of floating far away.

If rules conflict with each other, RimCrow tries to keep the more important and more trusted rules, then reports the rules that could not be satisfied.

What Auto Sort Cannot Guarantee

Auto sort cannot judge every real compatibility case for you.

You still need to confirm these cases manually:

- A mod author did not write complete dependency information.
- Community rules do not cover the mod yet.
- Compatibility is only mentioned on the mod description page.
- The same Packageld exists from multiple sources.
- You are using a mod pack, test build, or old mod version.

Rule Sources

RimCrow combines multiple rule sources. They can all affect sorting and issue detection.

Native Rules

Native rules come from the mod's own `About.xml`, dependency declarations, and basic metadata.

They are usually the most reliable because they come from the mod files. Some mods still have incomplete metadata, so other rule sources may be needed.

User Rules

User rules are rules you create for a mod. They are useful for long-term personal preferences.

Common uses:

- Require a mod to load before or after another mod.
- Set a weight.
- Ignore a hint you have confirmed is harmless.
- Fix a case not covered by community rules.

Community Rules

Community rules come from a community-maintained sorting rule library. They can supplement sorting advice for many common mods.

Notes:

- Community rules are suggestions, not guarantees for every setup.
- The rule library needs updates, so old cache data may miss new mods.
- If a rule conflicts with your actual test result, use a user rule to adjust or override it.

Workshop Rules

Workshop rules come from the offline Workshop database and related dependency information. They help identify relationships between Workshop items.

If **Use As Strong Dependency** is enabled, Workshop rules participate in dependency checks more strictly. If you are unsure, keep the default.

Dynamic Rules

Dynamic rules work like conditional automation:

```
If a mod matches some conditions -> apply a sorting action
```

They are useful for batch handling mods with shared traits, such as tag, type, author, or name.

Effective Priority

The rule center lets you adjust rule source priority. Priority affects which source is trusted more when rules conflict.

Simple rules:

- Higher entries have higher priority.
- User rules are usually best placed high because they represent your final decision.
- If unsure, do not change global priority frequently. Fix specific mod problems first.

Weights

Weights express sorting tendency. Lower numbers sort earlier. Higher numbers sort later.

Common meanings:

- Top: force near the start.
- Bottom: force near the end.
- Set weight: place the mod in a target weight range.
- Weight shift: move earlier or later from its base tendency.

Weights are good for saying "this type of mod should generally be earlier or later". They should not replace real dependency rules.

In short:

- Dependencies and before/after rules are more like requirements.
- Weights are preferences when no hard relationship blocks them.
- Top and bottom are stronger than normal weights. Use them only for mods that really need the ends.

Do not casually set too many mods to top or bottom. Too many end anchors can make the result harder to understand.

Follow Behavior

Follow behavior is a local cleanup step after auto sort. Its goal is not to change rules, but to keep related mods closer.

Related switches are in settings. When disabled, sorting still uses dependencies, rules, and weights, but without this extra cleanup.

Language Packs Follow Targets

When enabled, language packs try to stay after their main mod or last enabled prerequisite.

Effects:

- Language packs are easier to check together with their main mods.
- Language packs are less likely to pile up far away at the bottom.
- Large lists with many language packs are easier to read.

Notes:

- If no target is found, the language pack keeps its normal lower position.
- If moving it would break dependencies or sorting rules, RimCrow will not force it.
- If ownership detection is wrong, adjust by hand or write a user rule.

Regular Mods Follow Dependencies

When enabled, regular mods try to stay near their last enabled direct dependency.

Effects:

- Related mods or same-series mods stay closer.
- The list is less scattered by broad weight ranges alone.
- Dependency inspection becomes more intuitive.

Notes:

- This mainly moves mods within the same weight area. It does not jump across important sections freely.
- Top, bottom, and language-pack special positions are not forced apart by regular follow behavior.
- If before/after rules do not allow the move, RimCrow keeps the safer order.

Follow Does Not Mean Forced Adjacency

Follow means "try to stay close", not "must be directly next to each other".

If dependencies, patches, frameworks, or other rules must sit between two related mods, they may still be separated. This is usually not a sorting failure. It is protecting more important load relationships.

How Rule Conflicts Are Handled

Sometimes rules form a loop, making it impossible to satisfy every rule.

Example:

```
A must be before B
B must be before C
C must be before A
```

No order can satisfy all three.

RimCrow first produces the best current order it can, then shows **Sort Rule Conflict**. In the conflict view:

- Red rule lines are rules ignored in this sort result.
- Other rule lines are still kept.
- The right side shows rule sources so you can decide what to adjust.

Suggested handling:

- If a user rule is wrong, edit or delete it.

- If a dynamic rule is too broad, narrow its condition or disable it.
- If a community or Workshop rule does not fit your setup, disable that source for the affected mod.
- If it is a native rule, it comes from the mod files and cannot be individually disabled. Adjust other rules or handle it manually.

A conflict hint does not mean auto sort completely failed. It means RimCrow produced a usable current result, but at least one rule could not be satisfied at the same time.

Issue Hints

Missing Dependencies

The active list is missing a required or suggested prerequisite.

What to do:

- If you need this mod, add the dependency.
- If it is optional, confirm whether it matters.
- If it came from an imported list, subscribe or download the missing item.

Order Errors

The current order does not satisfy a dependency or sorting rule.

What to do:

- Try auto sort first.
- If it is still wrong, adjust by hand.
- If you need the same order long term, write a user rule.

Incompatibility

Rules say two mods should not be used together, or a compatibility patch may be needed.

What to do:

- Check the mod description or Workshop page.
- Keep only one of them.
- Install a compatibility patch.
- Ignore or write a rule only after you confirm it is harmless.

Language Pack Hints

Language packs usually need to follow their main mod. RimCrow tries to identify ownership, but some language packs have incomplete metadata.

What to do:

- Check whether the main mod is enabled.
- Place the language pack in a suitable position.
- If ownership is wrong, specify it with a rule.

Recommended Workflow

Normal Sorting

1. Scan.
2. Enable the mods you need.
3. Click auto sort.
4. Check red errors.
5. Handle problems that auto sort cannot solve.
6. Save.

Creating Your Own Rules

Use this when the same sorting problem appears repeatedly.

1. Find the related mod.
2. Open rule editing.
3. Add before/after, weight, or ignore rules.
4. Save the rule.
5. Run auto sort again and check the result.

Do not write many rules for one-time tests. Dragging by hand is simpler for temporary changes.

Using Dynamic Rules

Use dynamic rules when you already organize mods by tags, types, or groups and want a batch sorting effect.

Examples:

- Mods tagged "language pack" go later.
- A framework series by one author goes earlier.
- Visual replacements go later.

Dynamic rules can affect many mods. Before saving, make sure the condition is not too broad.

FAQ

Are More Rules Always Better?

No. Too many rules, conflicting sources, or broad dynamic conditions can make results harder to understand. Keep rules that are useful and explainable.

What If Community Rules Conflict With User Rules?

If you know your setup needs a specific order, express it with a user rule. User rules are best for your final decision.

Why Did Nothing Change After Editing Rules?

Usually you need to run auto sort again. Saving rules changes the basis for sorting, but it does not always rearrange the current list immediately.

Is It Safe To Ignore Warnings?

Only ignore a warning after you understand it and confirm it does not affect your current profile. Do not use ignore to hide red errors.

Notes

- Scan before auto sort so mod data is current.
- Save after sorting to write the load order.
- Use user rules for long-term decisions. Use manual drag for temporary tests.
- Keep dynamic rule conditions narrow to avoid affecting too many mods.

Backup, Import, And Export

Translation notice: This English document was generated with AI assistance from the Chinese source doc. Some descriptions may be inaccurate or not fully aligned with the current UI. Corrections and improvement suggestions are welcome.

This guide explains load order backups, external list import/export, share codes, RimCrow data packages, and mod file packages.

First separate two things:

- Load order: which mods are enabled in the current profile, and in what order.
- Data or files: RimCrow settings, rules, profile data, or real mod files.

Load Order Backups

A load order backup saves the active list and its order for the current profile. It is not a full backup of mod files.

Common uses:

- Keep a rollback point before large sorting changes.
- Compare before and after auto sort.
- Test different mod combinations.
- Restore an old order from another profile.

The backup page may show:

- Temporary imports: lists just imported from external files or share codes.
- Latest backups: recent related backups.
- Today's changes: backups created today.
- History: older backups.
- Manual backups: backups you saved or organized yourself.

Import Load Orders

Import reads an external list and opens it in the comparison view. Do not overwrite your current list immediately. Check differences and missing items first.

Common supported formats include:

- `ModsConfig.xml`
- `ModList.xml`
- `.rml`
- RimPy XML
- RimSort JSON
- Plain text lists
- Workshop ID lists
- RimWorld save files, `.rws`
- RimCrow share codes

After import, you may see:

- Mods already available in the current profile.
- Mods missing from the current profile.
- Items with only a package ID and no known source yet.
- Items with Workshop IDs that can be subscribed to or downloaded.

Export Load Orders

Export saves the current active list as an external file for sharing or migration.

Format	Best For
<code>ModsConfig.xml</code>	RimWorld or other tools, package order only
<code>ModList.xml</code>	Sharing lists with Workshop ID information
<code>RML</code>	RimWorld-like list format for some external workflows
Share code	Quick copy and import

If you want others to fill missing mods more easily, use a format that includes Workshop IDs or source information.

Before Loading A Backup

Loading a backup replaces the current active list with the backup state. Unsaved changes will be lost.

Check before loading:

- Which profile the backup came from.
- Whether there are missing items.
- Whether it matches the current game version.
- Whether it will overwrite manual changes you have not saved yet.

If you only want to inspect differences, select the backup and view it first. Do not load it immediately.

View Backups Across Profiles

The backup page can display backups from other profiles. This is useful when checking an old setup or test profile.

Notes:

- Viewing another profile's backup does not switch the current profile.
- Before loading it into the current profile, check missing items and path differences.
- Different profiles may use different game versions and user data folders.

Share Codes

Share codes are useful for quickly sending an enabled load order to someone else.

They are good for:

- Temporary list sharing.

- Letting someone import and check missing items.
- Avoiding file transfer.

Notes:

- Share codes do not contain real mod files.
- The other person still needs access to the corresponding mod sources.
- More complete source information makes missing items easier to fill.

Recommendation List Export

Recommendation list export creates readable material for sharing a mod pack.

Common formats:

- Text: simple copy and paste.
- Markdown: forums, repositories, and docs.
- DOCX / PDF: formal sharing.
- Image: social sharing.
- GIF: showing list or load order effects.

A recommendation list is for display and explanation. It is not a full data backup.

RimCrow Data Import And Export

RimCrow data packages are for moving RimCrow's own data.

Common contents:

- Settings.
- Rules.
- Prompts.
- Profile data.
- Other manager configuration.

Useful for:

- Moving to another computer.
- Reinstalling the app.
- Backing up your configuration.
- Syncing manager settings between machines.

Keep a current data backup before importing, so you can roll back if something is overwritten.

Mod File Packages

Mod file packages include real mod files, so they are heavier than load order exports.

Useful for:

- Moving local mods to another machine.
- Preserving mods without stable download sources.
- Saving the current file state of a mod pack.

Before exporting:

- File size may be large.
- Steam Workshop mods are managed by Steam, and copied files may not update the same way later.
- Check disk space.
- During import, handle paths, conflicts, and overwrite risks.

If you only want to share a list, do not use a mod file package. Use a recommendation list, share code, or load order export instead.

Recommended Flows

Before Large Sorting Changes

1. Save the current list.
2. Create a manual backup.
3. Auto sort or batch edit.

4. Compare differences.
5. Save after confirming the result.

Importing Someone Else's List

1. Import the file or share code.
2. View differences.
3. Check missing items.
4. Subscribe or download missing mods.
5. Decide whether to load it into the current profile.
6. Save.

Moving To Another Computer

1. Export a RimCrow data package.
2. Export a mod file package only if you need real mod files.
3. On the new computer, configure game and user data paths first.
4. Import data.
5. Scan.
6. Check missing items and path issues.

FAQ

Do Backups Save Mod Files?

Normal load order backups do not save real mod files. They mainly save the enabled order and related list information.

Why Are Items Missing After Import?

The imported file contains package IDs that the current profile cannot find. Subscribe, download, or remove those missing items manually.

What Is The Difference Between `ModsConfig.xml` And A Recommendation List?

`ModsConfig.xml` is mainly for the game or tools to read. A recommendation list is mainly for people to read and share.

Data Package Or Mod Pack?

Use a data package for RimCrow settings, rules, and profile data. Use a mod file package only when you need to include real mod files.

Notes

- Loading a backup overwrites the current active list.
- Check differences after importing external lists.
- Share codes and list files are not mod files.
- Check disk space and source permissions before exporting file packages.
- If data looks wrong, keep existing folders and backups. Do not delete the database first.

Texture Optimization

Translation notice: This English document was generated with AI assistance from the Chinese source doc. Some descriptions may be inaccurate or not fully aligned with the current UI. Corrections and improvement suggestions are welcome.

This guide explains RimCrow texture optimization options for normal players: what they do, when to use them, expected effects, and risks.

Quick Recommendation

If you want a safe way to reduce texture loading pressure in a large mod list, start with:

- Range: process new textures only, or process all textures when refreshing settings.
- Output format: DDS.
- Scale ratio: 50% or 60%.
- Minimum clarity: 128.
- Generate mipmaps: on.

If you care about image quality, start with DDS and no scaling. If VRAM is tight or the mod list is very large, lower the scale gradually to 75%, 60%, or 50%. Do not start with 20% or 25% unless you can accept visibly blurrier textures.

What Texture Optimization Does

RimWorld mods commonly use PNG textures. PNG is good for storage and usually small on disk, but the game must decode it before the GPU can use it. Texture optimization prepares DDS or DDS.ZSTD files in advance, and can resize textures first when needed.

Simple view:

- PNG is the original texture. It is often small on disk but needs runtime decoding.

- DDS is closer to a GPU-ready texture format and is easier for the game to read.
- DDS.ZSTD compresses DDS again to save disk space.
- Scaling lowers texture resolution, mainly to reduce VRAM usage.

RimCrow does not modify the original PNG. It generates output files beside the originals, so you can clean or regenerate them later.

Common Plans

Plan	What It Does	Main Benefit	Main Cost	Best For
Keep PNG	No processing	No extra files	Game still reads and decodes PNG	Small lists or no texture issue
Full-size DDS	PNG to DDS without scaling	Less runtime decoding pressure	DDS usually uses more disk space	Safe optimization without quality loss
Full-size ZSTD	DDS then <code>.dds.zstd</code>	Saves disk space compared with DDS	Needs Image Opt, still decompresses before use	Tight disk space with Image Opt
Scaled DDS	Resize then generate DDS	Lower VRAM use and texture size	Lower image quality	Large lists or VRAM pressure
Scaled ZSTD	Resize then DDS.ZSTD	Saves VRAM and disk	Needs Image Opt, slower generation	Many mods with tight VRAM and disk

Game Native Texture Compression

RimWorld has its own texture compression setting, named `textureCompression`. This is not the same as RimCrow generating DDS, ZSTD, or scaled textures.

Simple view:

- RimCrow optimization prepares files in advance.

- Game native texture compression tries to compress textures at runtime.

They are not mutually exclusive. Even after generating DDS, the game may still pack textures into atlases and compress them according to this setting. In large mod lists, native texture compression may still noticeably affect VRAM usage.

Suggested Choice

Most users should keep it enabled, especially when:

- You have many mods.
- VRAM is limited.
- In-game texture loading is slow or VRAM is near the limit.
- You use scaled DDS or scaled ZSTD to save VRAM.

You can try disabling it when:

- VRAM is enough.
- You care more about fine visual details.
- You want to compare load time.
- You suspect compression causes edge, gradient, or transparency problems.

Benefits

- Usually lowers runtime VRAM usage.
- Makes large mod setups less likely to run out of VRAM.
- Also affects texture atlases generated by the game.
- Can be used together with DDS, ZSTD, and scaling.

Costs

- Startup may do extra compression work, so load time may not always be shorter.
- Compression is lossy. Details, gradients, and transparent edges may look slightly worse.
- Restart the game after changing the setting.

If unsure, keep it enabled. Try disabling it only when VRAM is enough, image quality matters more, or you are testing.

Processing Range

Option	Meaning	Best For
Process all textures	Regenerate all outputs in the selected range	Refresh after changing format, scale, or mipmaps
Process new textures only	Keep existing outputs and fill missing ones	Daily use after adding a few mods
Process scalable images only	Mainly overwrite images that need scaling	Reducing repeated work during scaling

If you are unsure whether settings are consistent, process all textures. For daily small additions, incremental processing saves time.

DDS

DDS is the most common and stable output format. RimWorld 1.6 can read DDS natively. Older versions usually need a mod such as Graphics Settings+.

Benefits:

- Less PNG decoding during game loading.
- May reduce texture-related stutter and VRAM risk in large lists.
- Usually no quality loss when not scaling.

Risks:

- DDS files usually use more disk space than PNG.
- First generation takes time. More mods and more textures mean longer processing.
- Older game versions or missing DDS support may make the game keep using PNG.

ZSTD

ZSTD output is `.dds.zstd`. It is not a new direct replacement for DDS. It compresses DDS further to save disk space.

Benefits:

- Uses less disk space than normal DDS.
- With scaling, it can reduce both disk use and VRAM pressure.

Risks:

- Needs Image Opt to be read by the game.
- Without Image Opt installed and enabled, files may be generated but unused.
- Reading requires decompression, so actual load behavior depends on hardware, disk, and Image Opt.

Scale Ratio

Scale ratio decides how small the image becomes. Lower ratio saves more VRAM but lowers quality more.

Common choices:

- No scaling: safest, no clarity loss, mainly improves reading through DDS.
- 80% / 75%: light optimization with small quality impact.
- 60% / 50%: balanced choice for most large mod lists.
- 40%: more aggressive, for clear VRAM pressure.
- 25% / 20%: very aggressive, saves resources but can look blurry.

Start with 60% or 50%. If textures look too blurry in game, raise the ratio and regenerate.

Minimum Clarity

Minimum clarity prevents images from becoming too small.

For example, with 128, scaling tries not to make the shortest side smaller than 128. This protects small icons, decorations, and UI textures.

Simple view:

- Scale ratio says how much you want to shrink.

- Minimum clarity says where shrinking should stop.

If unsure, keep 128.

Auto Fallback

Some images should not use the selected scale, usually because they would fall below the minimum clarity. RimCrow can fall back to a safer scale, or keep original size when needed.

Fallback is not an error. It means forcing the selected ratio could make the image too small or unsuitable.

When results show "fallback 50%" or "fallback 75%", those images used a safer ratio instead of your lowest selected ratio.

No Scaling, Mask Textures, And Out Of Range

"No scaling" results usually include:

- No scaling: kept original size due to settings or image conditions.
- Mask texture no scaling: files such as `*_m.png` generate full-size DDS but are not scaled.
- Out of range no scaling: image is too small or too large for current scaling rules, so original size is kept.

Mask textures are more like data images for rendering. Scaling them may cause edge, channel, or display problems, so full-size DDS is safer.

Mipmaps

Mipmaps are smaller versions of a texture used when viewing from distance.

When enabled:

- Distant textures may look smoother.

- Flickering and aliasing may be reduced.
- File size and generation time increase a little.

When disabled:

- Output may be smaller and faster to generate.
- Distant textures may shimmer more.

Usually keep mipmaps enabled.

Clean Generated Textures

Cleanup deletes generated DDS or DDS.ZSTD files.

Common uses:

- Remove old format after changing output format.
- Delete old outputs after changing scaling strategy, then regenerate.
- Clean leftovers after uninstalling mods.
- Delete generated outputs whose source PNG no longer exists.

Before cleanup, confirm the target range and output format so you do not delete results you still want.

Why Load Time May Not Always Improve

Texture optimization can reduce texture reading, decoding, and GPU upload pressure, but game startup time depends on many things:

- System file cache.
- Disk speed and background processes.
- Mod XML, Defs, and PatchOperation parsing.
- C# mod initialization.
- Audio, preview images, shaders, and other resources.
- First launch and repeated launch states.

Use load time as a reference, not the only standard. Better signals:

- Less texture stutter after entering the game.
- Lower VRAM risk.
- Large mod lists feel more stable.
- Disk usage is still acceptable.

Why VRAM Estimate Differs From Real Usage

RimCrow's VRAM estimate helps compare plans. It is not the exact number you will see in the game process.

Reasons:

- The game and GPU driver manage resources and cache differently.
- Unity may keep, reuse, or delay releasing resources.
- Monitoring tools use different counting methods.
- Models, shaders, render textures, UI, and audio buffers also use memory.
- Mipmaps, compression format, alpha channels, and actual upload formats affect usage.

Use the estimate to compare trends, such as whether scaling should reduce VRAM. Do not expect it to match Task Manager exactly.

Recommended Setups

Safe Optimization

- Output: DDS.
- Scale: no scaling.
- Mipmaps: on.

Good when you do not want quality loss and only want textures to be easier for the game to read.

Large Mod List, Balanced Quality And Performance

- Output: DDS.
- Scale: 50% or 60%.
- Minimum clarity: 128.
- Mipmaps: on.

This fits most large mod setups better.

Very Tight VRAM

- Output: DDS.
- Scale: 40%, 25%, or 20%.
- Minimum clarity: 128 or higher.

This saves more resources but has obvious quality risk. Back up or test on a smaller range first.

Tight Disk Space

- Output: ZSTD.
- Confirm Image Opt is installed and enabled.
- Choose scale based on quality needs.

ZSTD mainly helps disk usage. Do not assume it is always faster.

FAQ

Can I Delete PNG After Generating DDS?

Not recommended. PNG is the original texture and is needed for regeneration, rollback, and troubleshooting. Optimized outputs are extra files, not replacements for source management.

Textures Became Blurry

Increase the scale ratio, such as from 50% to 75% or no scaling, then regenerate with overwrite. You can also increase minimum clarity to protect small images.

ZSTD Was Generated But The Game Does Not Use It

Check whether Image Opt is installed and enabled. Without Image Opt, DDS.ZSTD may just sit on disk unused.

Why Are Some Images Not Scaled?

They may be mask textures, outside the processing range, or would fall below minimum clarity after scaling. RimCrow avoids forcing these images.

When Should I Regenerate?

Use overwrite generation when:

- Output format changed.
- Scale ratio changed.
- Mipmap setting changed.
- Old output statistics clearly do not match the current strategy.

For daily small mod additions, use incremental generation.

Notes

- First generation may be slow. More textures take longer.
- Close the game before generating to avoid file locks or inconsistent results.
- Start with conservative settings for large mod lists, then lower scale gradually.
- ZSTD needs Image Opt. Older game versions may need Graphics Settings+ for DDS.
- Texture optimization mainly affects texture reading, disk usage, and VRAM. It does not solve every slow loading or stutter problem.

Logs And AI Diagnosis

Translation notice: This English document was generated with AI assistance from the Chinese source doc. Some descriptions may be inaccurate or not fully aligned with the current UI. Corrections and improvement suggestions are welcome.

This guide explains how RimCrow helps you read game logs, locate errors, and use AI for troubleshooting. It is useful when you see red errors, launch failures, broken saves, stuck loading, or you are not sure which mod caused a problem.

Remember: AI diagnosis is an assistant, not an automatic fix. Before changing your list, still check logs, mod sources, and load order.

When To Check Logs

Check game logs first when:

- The game fails to launch.
- Loading gets stuck.
- Many red errors appear after entering a save.
- A game UI or feature cannot open.
- Errors repeat during saving, map generation, combat, or events.
- Problems start after adding new mods.

If RimCrow itself reports an error, switch to system logs.

What The Log Center Shows

The log center mainly has two sources:

- Game logs: RimWorld runtime logs, useful for mod and game errors.

- System logs: RimCrow runtime logs, useful for app operations, paths, downloads, and API issues.

Most players should check game logs first.

Basic Troubleshooting Flow

1. Reproduce The Problem

Try to identify when the problem happens:

- During startup.
- When loading a save.
- After entering the map.
- After clicking a button.
- After a specific event.

Open logs after reproducing. Recent logs are easier to connect to the real problem.

2. Find Key Errors

Look for:

- Error
- Exception
- Could not load
- Failed
- PatchOperation
- The same repeated error block.

Do not only read the last line. The real cause may be near the first red block or the start of repeated errors.

3. Match Mod Names And Package IDs

Logs may mention:

- Mod names.
- Package IDs.
- DLL names.
- XML paths.
- Texture or Def paths.

Search these keywords in the main mod list to find suspicious mods.

4. Test After Changes

Possible fixes include:

- Add missing dependencies.
- Adjust load order.
- Disable suspicious mods.
- Update or roll back mods.
- Add compatibility patches.
- Clean leftover config.

Change only a few things at a time, so you can tell what worked.

One-Click Analysis

One-click analysis is useful when logs are long, errors are noisy, and you do not know where to start.

It first compresses and groups global errors, then sends them to AI for analysis.

Good for:

- Too many red errors.
- Repeated errors flooding the log.
- Unclear most important error.
- Needing a priority list.

Results usually include:

- Most suspicious error source.

- Possibly related mods.
- Suggested handling order.
- Information that still needs confirmation.

Manual Log Selection For AI

If you already know which log block matters, select those log lines manually and open the AI assistant.

Good for:

- Analyzing one specific error block.
- Asking follow-up questions around one mod.
- Reducing unrelated log noise.

After selecting logs, RimCrow estimates token usage. If it approaches the model limit, select a smaller range or use one-click analysis.

How To Ask AI More Effectively

Avoid asking only "how do I fix this". Better questions:

- "List the top 3 suspicious mods by priority."
- "Decide whether this looks like a missing dependency, order issue, or compatibility conflict."
- "Give me a minimal test plan."
- "Which errors can I ignore for now, and which must be handled first?"
- "If I use binary search, which mods should I disable in the first round?"

The more specific the question, the easier the answer is to apply.

Tool Permissions

The AI sidebar may allow access to log context, mod metadata, sorting rules, and other information.

For complex problems, keep the default permissions enabled. A single log block is often not enough. AI needs the current list, rules, and mod info to judge better.

If you only want AI to read selected log text, reduce tool permissions.

Helper Tool Mods

The log center has a **Use Helper Tool Mods** switch. When enabled, RimCrow can automatically enable helper tool mods during save or auto sort to provide more detailed game log information.

Most users can keep the default. Disable it only when you explicitly do not want any helper mod added.

File Content Search

File content search is useful for finding:

- Which mod defines a Def name.
- XML paths mentioned in logs.
- Keywords appearing in mod files.
- Patches or translation files that may cause a problem.

Search results help turn technical log terms into concrete mod files.

Common Scenarios

Startup Errors

Check first:

- Missing prerequisites.
- Wrong load order.
- DLL or version incompatibility.
- Game version and mod version mismatch.

Errors After Entering A Save

Check first:

- Whether items, factions, buildings, or creatures already in the save came from removed mods.
- Whether a large mod was recently removed.
- Whether a mod update changed save structure.

Many PatchOperation Errors

These usually relate to XML patches. Possible causes:

- The patch target no longer exists.
- A prerequisite mod is not enabled.
- A mod update changed the path.
- The patch mod is in the wrong order.

Texture Or Resource Load Failure

Check first:

- Whether the file is missing.
- Whether the mod downloaded completely.
- Path case or special characters.
- Whether texture optimization or cleanup was just performed.

For texture optimization, see [Texture Optimization](#).

Privacy And Safety

Logs and AI requests may contain:

- Local paths.
- Usernames.
- Mod lists.
- Save names.

- Some settings or error context.

Before sharing logs or sending them to AI, check whether they contain anything you do not want to disclose.

Save AI API keys, proxy usernames, and other sensitive fields through settings. Do not write them into logs or chat messages.

FAQ

Is AI Always Correct About Suspicious Mods?

No. AI infers from logs and context. Treat it as a troubleshooting priority suggestion, not a final verdict.

The Log Is Too Long To Send

Use one-click analysis, or select only the most relevant error blocks. Do not send the whole log blindly.

Should I Read System Logs Or Game Logs?

Use game logs for RimWorld red errors, broken saves, and mod errors. Use system logs for RimCrow operation failures, download failures, and path failures.

How Do I Confirm A Fix?

Scan again, save, launch the game, and reproduce the same action. Confirm that the original key error no longer appears before adding more mods back or making more changes.

Notes

- Change only a few things at a time.
- Do not delete many mods based on one log line.

- Combine AI diagnosis with mod descriptions and actual tests.
- Check local paths and personal information before sharing logs.
- Back up first when data looks abnormal. Do not delete the user data folder first.