FAQ of Conquest Frontier Wars Modding

Q: What do I need for modding cfw?
A: You need the game Cfw, official Moddingtools, a few time and a lot of creativity and patience.

Q: I have downloaded the moddingtools but I cannot install them?
A: You must have installed cfw per setup.exe. Cfw will work even if you reinstall windows completely and the moddingtools need some registryentries.

Q: Which files are modified?
A: Mainly you have to modify gametypes.db, gendata.db and strinpack.db.

Q: Where I find these files?
A: All three files are in the cfw-directory.

!!Before editing the db-files create a backup-folder and copy the original files in the folder. Select all three and goto preferences and make them read-only!!

Q: How I can modify these files?
A: After installation of the moddingtools you will find in the cfw-directory the program adb.exe. The db-files are kind of database-files but a little bit different from normal. The adb.exe is a database-editor for cfw-db-files. Start the program and select "file" → open, go into your cfw-directory and select (mark and press "open"-button) on of the three db-files.

Q: I get a message after starting adb.exe. What is wrong?
A: Don't worry about the first popup-message. Select preferences and enable external header, so the popup won't bee shown next time.

Q: Is there a undo-function?
A: Now, there isn't. All changes you made are taken over in the db-file. The only way to undo your changes before saving is to reload the file or restore the file with your last copy or the original files from the backup-folder.

Q: What is possible until now?

A: You can edit:

Gametypes.db

- all stats of the units (buildings and ships)
- many stats of the weapons
- swapping weapons (from one to another)
- mining-rate of refineries
- supply range and supply amount and supply cost
- stats of the special weapons
- colour of engine trails
- boni of the admirals
- add a few stuff like the special ships from campaign, new turret and heavy refinery
- the number of fighters of a carrier
- the sensor range
- special abilities like "can jump through a worm whole"
- add new ships (with the models of the old)
- add new weapons (combinations of old)
- change the mini-pictures with exists in the menus
- changing the research-times (amount)

Gendata.db

- requirements of research and building units
- build places of ships
- build-queue
- coordinates of mini-pictures in the menus
- swapping the units through the races

Stringpacks.db

- changing the sounds of the units

Q: Could I use more than one mod at the same time?
A: No, because every mod is made of these three files (sometimes only 2 or 1). But there is a way: If you found someone or you insert the changes of the first mod into the 2nd than both mods are in one and you can use them together.

Q: Could I play mods with friends which haven't the mods installed?
A: No the game detects the differences of the files and will warn you: "the other player uses different files as you". To prevent crashes everyone which plays with you must have the same mod and the same version.

Q: Could I load save games with mods?

A: It is not recommended to load save games from original game or mods in a different mod, because the game saves some information in the savegame and if there to many changes than it causes a crash or units change into others.

Q: Could I play the single player campaign with mods?
A: It depends how many and which changes are made. But generally you could try it. You will see if the mod is balanced enough for the campaign or not.

Q: I have edit the files but I cannot see the effect in the game.
A: There are two possibilities:

1. you have edited the original-files because you have take a look for original values and adb.exe loads at startup these file. That's why you should make the original files read-only. Or
2. You have forgotten something to edit. Example: you have created a new weapon-projectile but you see only the original. So that could be that you have forgotten to link the new projectile to the weapon or the weapon to the turret or the turret to the hardpoint. That is in every case different from other.

Q: I have edit a file and the game crashes at loading screen or in the game after a command.
A: Two possibilities again.

1. You have edit the files and load a savegame. Don't use savegames (reason see above).
2. You have edit the files and start a new game. Than you have some uncompleted changes, bad values or so on. In every case different from other.

Q: Must I update my mod after a new version of the game?
A: Yes, because the new patch/ version of the game will replace your edited files and maybe the new files have some changes so that the old files are not compatible to the new version.

Q: Can I play an old mod with a newer version of the game?
A: I cannot answer this but you can try it. But generally you should wait for an update of this mod for the new version… or create a new version by yourself.

Questions and remarks please in the forum or mail masakari@online.de