primeva2082

BepInEx Installation

Most mods for Nuclear Option (and all P2082 mods) require BepInEx, a mod loader, to function.
To install BepInEx, follow the instructions below.

If you have any questions or need assistance, please ask in the Nuclear Option or Primeva 2082 Discords.

1. Download BepInEx from its releases here. Any 5.4+ installation should work. Clicking on a file name downloads it. For Windows, Linux (Proton or Wine), and MacOS (Crossover), select `BepInEx_win_x64....zip`. Make sure not to use the `linux` or `macos` releases.
2. Once you have downloaded the file, extract it by going into File Explorer, right-clicking, and selecting Extract All. Select a convenient output folder.
3. Locate your `Nuclear Option` folder in Steam by right-clicking Nuclear Option in the Library, then selecting Manage > Browse Local Files. Or, you can go to `C:\Program Files (x86)\Steam\steamapps\common\Nuclear Option` in File Explorer, which should also bring you to the correct folder.
4. Open the newly extracted `BepInEx...` folder and drag all of its contents (`BepInEx` folder, `.doorstop_version`, `doorstop_config.ini`, and `winhttp.dll`) to the `Nuclear Option` folder. These files will be different if you are on Linux or macOS, but the same move applies.
5. ONLY if you are using Linux OS, add the following to the game's Steam launch options: `WINEDLLOVERRIDES="winhttp=n,b" %command%`
6. Run *Nuclear Option* once. BepInEx should automatically activate and generate more files within its folder.
7. Now, open the `\BepInEx\config` folder. Inside, locate `BepInEx.cfg` and open the file with any text editor (e.g., Notepad).
8. Use Ctrl + F or scroll to find the line,

   `[Chainloader] -> HideManagerGameObject = false`

   Change `false` to `true`.

   Use Ctrl + S or the save button to save the file. You can also edit

   `[Logging.Console] -> Enabled = false`

   to `true` as well, if you want loading information, debug information, and errors to be logged.

9. BepInEx is now ready to load mods. To install a mod, move the `.dll` file to `\BepInEx\plugins`. You can configure some mods by opening their respective `.cfg` file in `\BepInEx\config\`. Uninstalling is as simple as removing the .`dll` file. file out of `\BepInEx\plugins` again. The game must be closed or restarted for the mod list changes to take effect.