BepInEx Installation

Many mods require BepInEx, a modloader, to function.

To install BepInEx, follow the instructions below. This guide only covers Windows OS.

- 1. Download BepInEx from its releases here. Any 5.4+ installation should work. Clicking on a file name will download it for most computers, select BepInEx_win_x64...zip.
- 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, which can be done in Steam by right-clicking on Nuclear Option in the Library, and then selecting Manage > Browse Local Files.
- 4. Open the newly extracted BepInEx_win_x64...zip folder and drag the BepInEx folder and other files to /Nuclear Option/.
- 5. Run Nuclear Option once. BeplnEx should automatically activate and generate more files within its folder.
- 6. Navigate inside the BepInEx folder. There should be a folder named config. Inside of that, locate BepInEx.cfg and open the file with any text editor (e.g. Notepad).
- 7. Use Ctrl + F or simply scroll to find the line,

[Chainloader] -> HideManagerGameObject = false

Change false to true. Save the file. You can also edit

[Logging.Console] -> Enabled = false

to true as well, if you want debugging and loading information. QoL provides detailed information on actions and possible issues encountered.

8. BepInEx is now ready to load mods.