

Shadow Empire Tutorial - Modifying Existing Tables

by Akrakorn

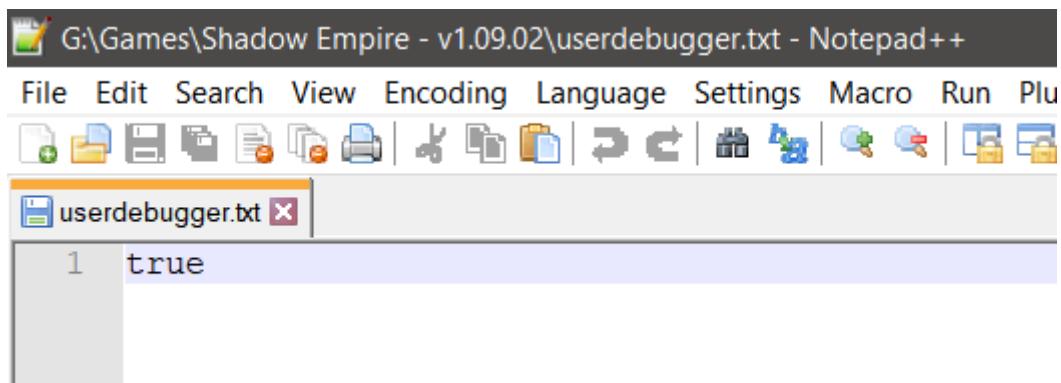


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2. Activating the Debugger

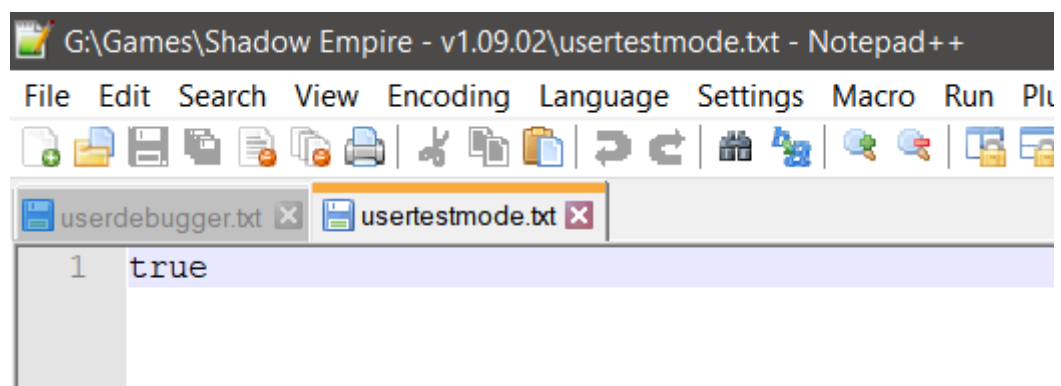
The first thing to do is to activate the Debugger. This will allow you to view the vanilla tables used and export them to a .csv file, which you will be able to modify and then import it back in as a mod.

The new patch (v1.09.02) includes a .txt file called “userdebugger.txt” in the root folder of the game, where the .exe resides. If no such file exists, create it. Inside, either change the text from “false” to “true” (if the .txt file existed) or simply type “true” (if the .txt file didn’t exist) and then save it.



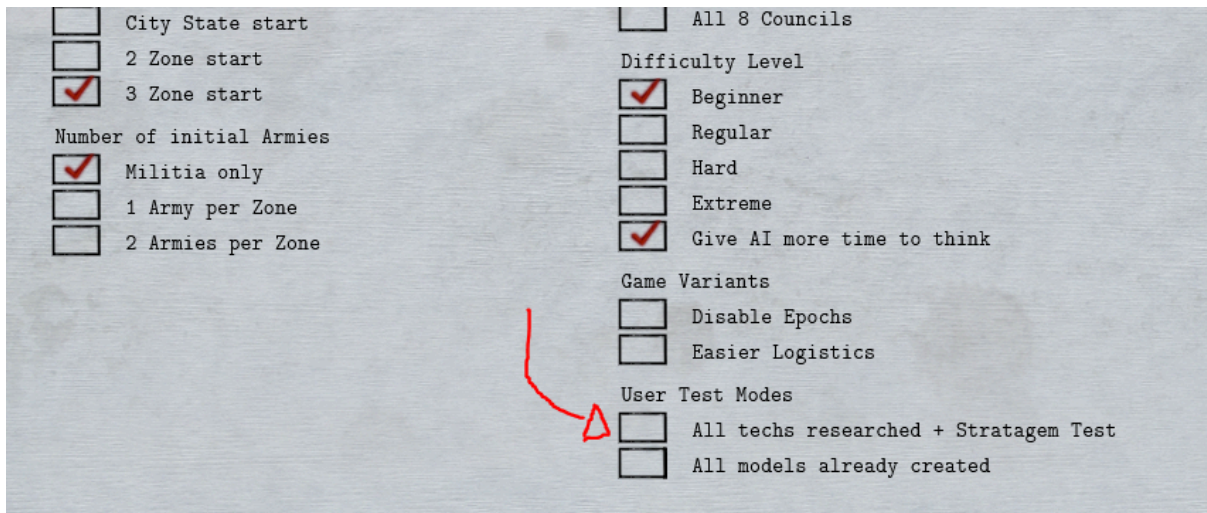
As Vic has noted in the official editor documentation, the debugger will only work in games with 1 human player unless the game was started with User Test Mode On. I highly recommend to start your debug games with User Test Mode On regardless of how many human players exist, as starting with all models, technologies, stratagems and other resources will allow you to test your mods more easily.

To see the option to enable User Test Mode On, follow the same process as detailed above but with the file “usertestmode.txt”.

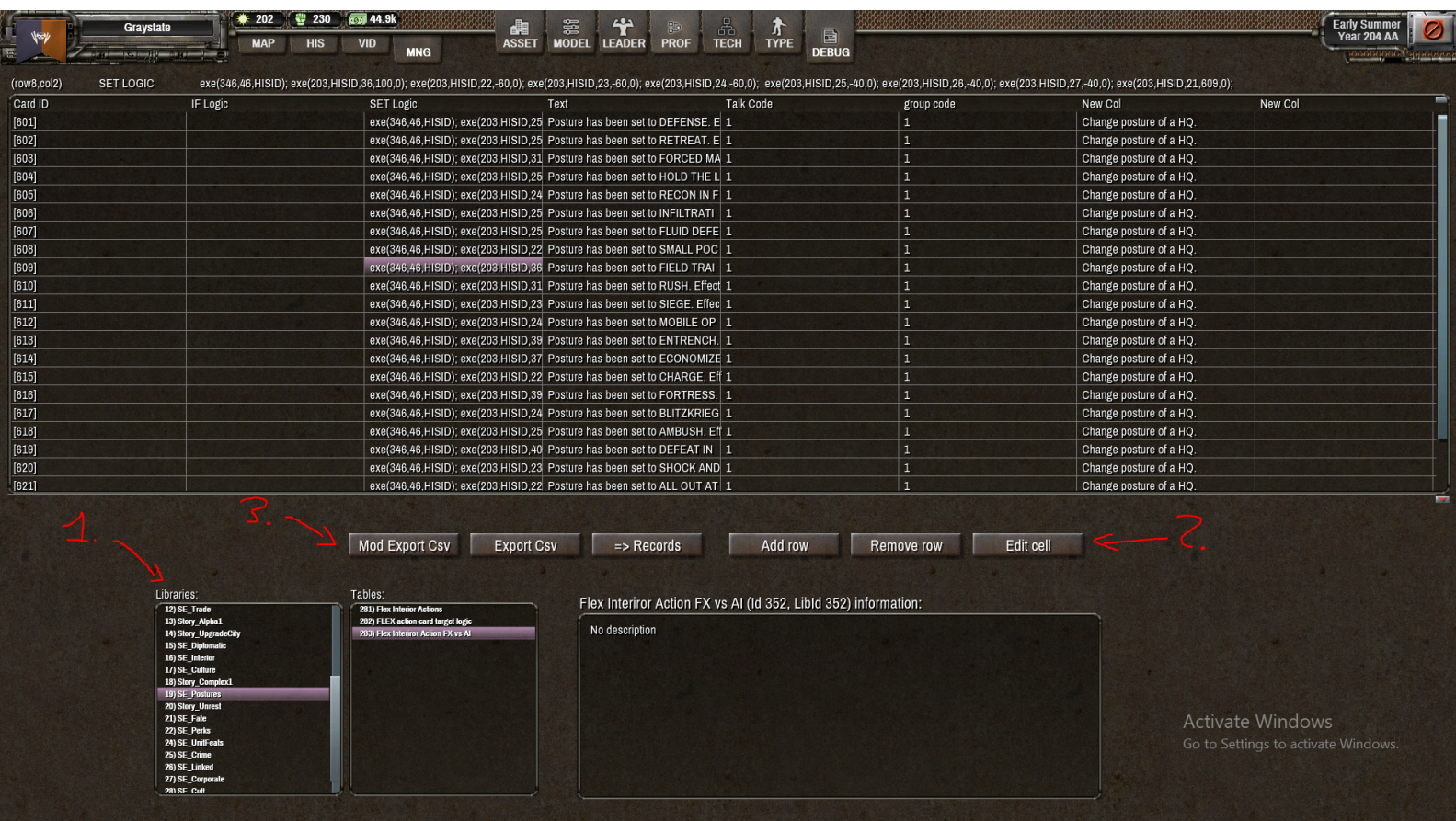


Once the .txt files have been prepared, start a new game. Activate any of the User Test options if you want to benefit from what they provide.

Tip: you can keep SPACE pressed to easily skip the vidscreen with the "new" stratagems.



Once in the game, go to the MNG tab and then DEBUG. Welcome to the debugger!



1. This allows you to browse through the various existing libraries. They all have tables with different values.
2. This button allows you to change table values during run-time. Be careful, as some (if not most) changes require a new game, and I am unsure if those changes persist (I've yet to test it). It's recommended to use Mod Export Csv instead.
3. This exports the table to a .csv file, which is already prepared for importing back into the S&S Editor.

3. Exporting Tables

Once you have found a table that you want to modify, you will need to export it. In this example we'll change the firepower for the Charged Gauss Rifle.



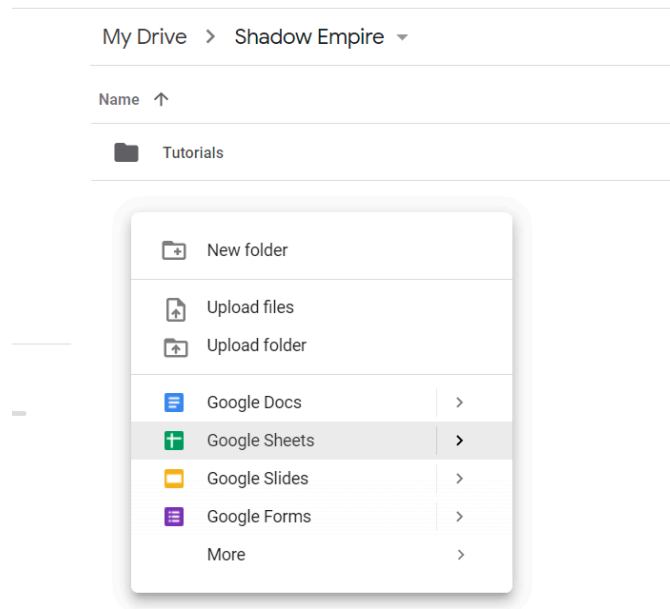
1. Find the right library. In this case, it's SE_Model.
2. Find the right table. In this case, it's Flex Model Type Stats.
3. Scroll down until you find the row for Charged Gauss Rifle (you cannot use the scroll wheel, unfortunately).
4. Click the Mod Export Csv button to export the table.

You will be prompted to save the .csv file. Name it however you like, but make sure you keep track that this is a vanilla table, and thus unmodified.

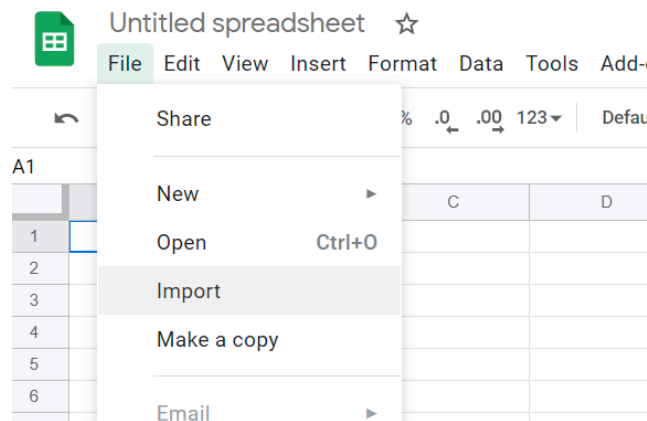
4. Modifying Table Values

Once you have the .csv file, you will need a way to modify it. Both Excel and Google Sheets work. In this example I will use Google Sheets.

To start off, create a new Google Sheets file:



Once created, go inside, select File and then Import:



Find the .csv file and import it. You will have the following result:

Untitled spreadsheet ☆ 📁 🌐

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100% £ % .0_ .00 123 Arial 10 B I U A

| Comment | Operation Type | Library Name | Library Id | Row# | Col# | Model Type ID | Stat ID | Formula | Fixed | IF Clause | n/a | Comments |
|---------|----------------|--------------|------------|------|------|---------------|---------|--------------|-------|-----------|-----|--------------|
| | 2 SE_Model | | 247 | 0 | | [all] | 4 | 30 | | 2 | | Armour Str |
| | 2 SE_Model | | 247 | 1 | | [all] | 7 | 70+dth(3,10) | | 0 | | Base Desig |
| | 2 SE_Model | | 247 | 2 | | [all] | 151 | 70+dth(3,20) | | 1 | | Structural C |
| | 2 SE_Model | | 247 | 3 | | [all] | 6 | | 1 | 2 | | Default Siz |
| | 2 SE_Model | | 247 | 4 | | [all] | 8 | STAT.7 | | 3 | | The Base C |
| | 2 SE_Model | | 247 | 5 | | [all] | 408 | | 1 | 2 | | Normally nc |
| | 2 SE_Model | | 247 | 6 | | [11] | 408 | | 4 | 2 | | Trucks nee |
| | 2 SE_Model | | 247 | 7 | | [12][41] | 408 | | 2 | 2 | | APCs and f |
| | 2 SE_Model | | 247 | 8 | | [12] | 6 | | 3 | 2 | | SIZE for AF |
| | 2 SE_Model | | 247 | 9 | | [11] | 6 | | 1 | 2 | | SIZE for Tr |
| | 2 SE_Model | | 247 | 10 | | [41] | 6 | | 3 | 2 | | SIZE for Bu |
| | 2 SE_Model | | 247 | 11 | | [31][81] | 6 | | 4 | 2 | | SIZE for Lk |
| | 2 SE_Model | | 247 | 12 | | [32][34][23] | 6 | | 6 | 2 | | SIZE for M |
| | 2 SE_Model | | 247 | 13 | | [33][35] | 6 | | 8 | 2 | | SIZE for He |
| | 2 SE_Model | | 247 | 14 | | [51] | 6 | | 6 | 2 | | SIZE for W |
| | 2 SE_Model | | 247 | 15 | | [52] | 6 | | 8 | 2 | | SIZE for He |
| | 2 SE_Model | | 247 | 16 | | [61] | 6 | | 6 | 2 | | SIZE for Rc |
| | 2 SE_Model | | 247 | 17 | | [62][63][131] | 6 | | 8 | 2 | | SIZE for Mi |
| | 2 SE_Model | | 247 | 18 | | [64][92] | 6 | | 10 | 2 | | SIZE for Im |

Let's find the row for the Charged Gauss Rifle. Once found, modify the FIREPOWER value to whatever you want, in this case 9999 (perfectly balanced):

| | | | | | | | | | | | |
|----|----------|-----|----|-------|---|------|---|--|--|---------------|----|
| 69 | SE_Model | 247 | 67 | [all] | 2 | 100 | 2 | | | FIREPOWER for | 41 |
| 70 | SE_Model | 247 | 68 | [all] | 2 | 9999 | 2 | | | FIREPOWER for | 41 |
| 70 | SE_Model | 247 | 68 | [all] | 2 | 300 | 2 | | | FIREPOWER for | 41 |

After all the modifications have been done, export the table to another .csv file. Name it whatever you want, but keep track that this is the .csv with the modified tables:

Untitled spreadsheet ☆ 📁 🌐

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100% £ % .0_ .00 123 Arial 10 B I U A

169

63 SE

64 SE

65 SE

66 SE

67 SE

68 SE

69 SE

70 SE

71 SE

72 SE

73 SE

74 SE

75 SE

76 SE

77 SE

78 SE

79 SE

Share

New

Open **Ctrl+O**

Import

Make a copy

Email

Download

Make available offline

Version history

Rename

Move

Add a shortcut to Drive

E F G H

61 [13] 7

62 [all]

63 [all]

64 [all]

65 [all]

66 [all]

67 [all]

Microsoft Excel (.xlsx)

OpenDocument format (.ods)

PDF document (.pdf)

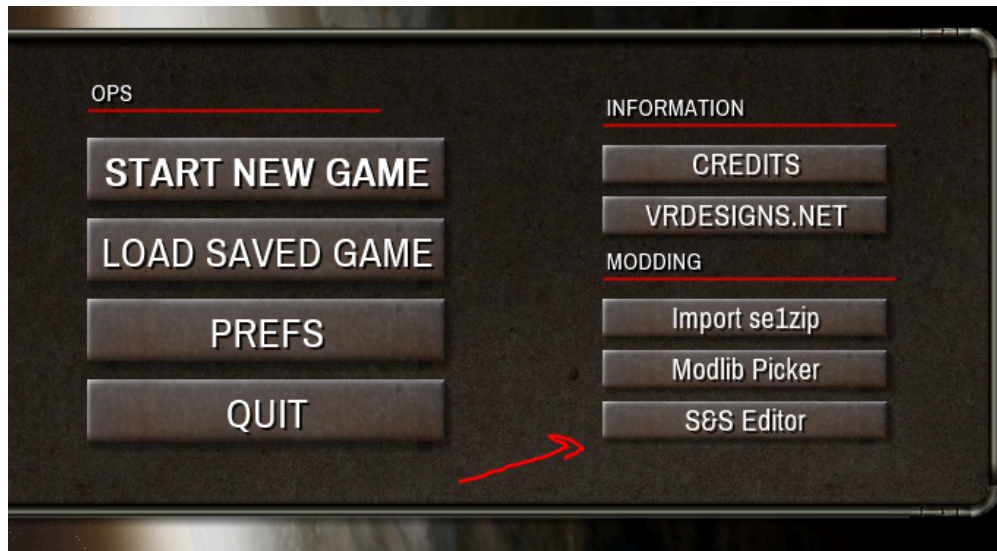
Web page (.html, zipped)

Comma-separated values (.csv, current sheet)

Tab-separated values (.tsv, current sheet)

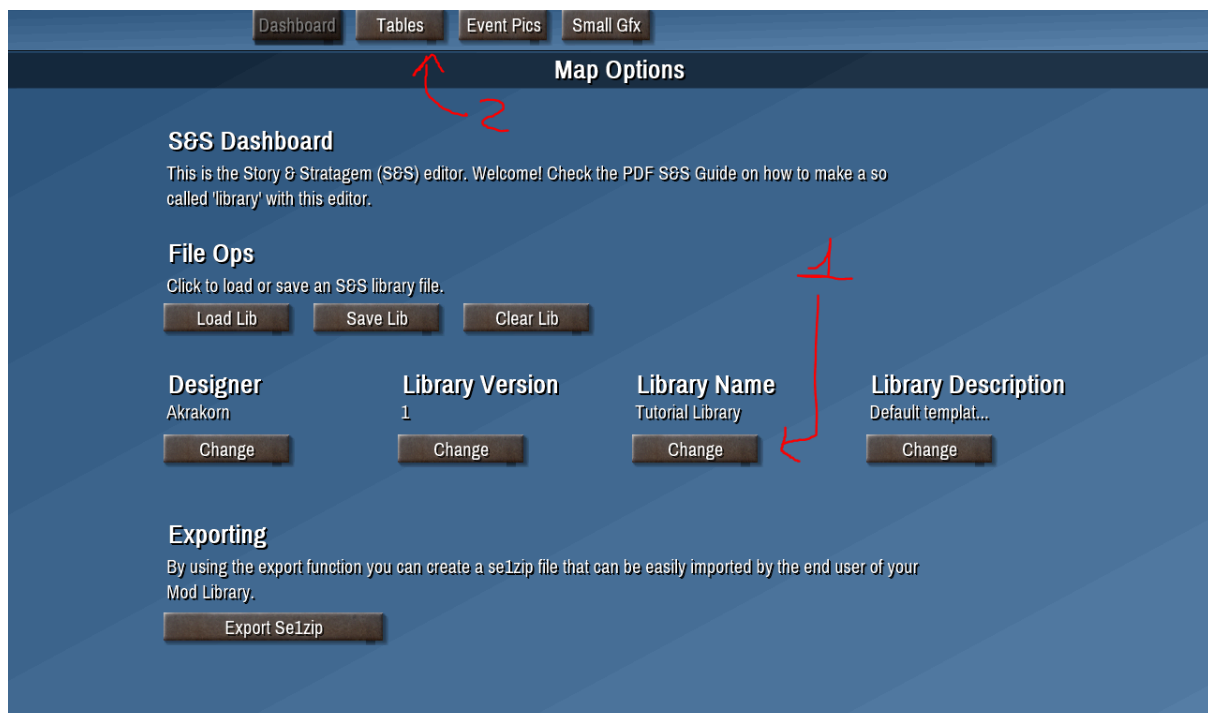
5. Importing Tables

We now have a .csv with a modified table. Let's load that into Shadow Empire. First, let's open the S&S Editor:



Once open, you will see the S&S menu. We will need to save the library later for loading it as a mod, so go ahead and change the Library Name now. You can also change the Designer Name, Library Version and Library Description, but it's only necessary to change the Library Name in order to save the library.

After that, go to the Tables tab:

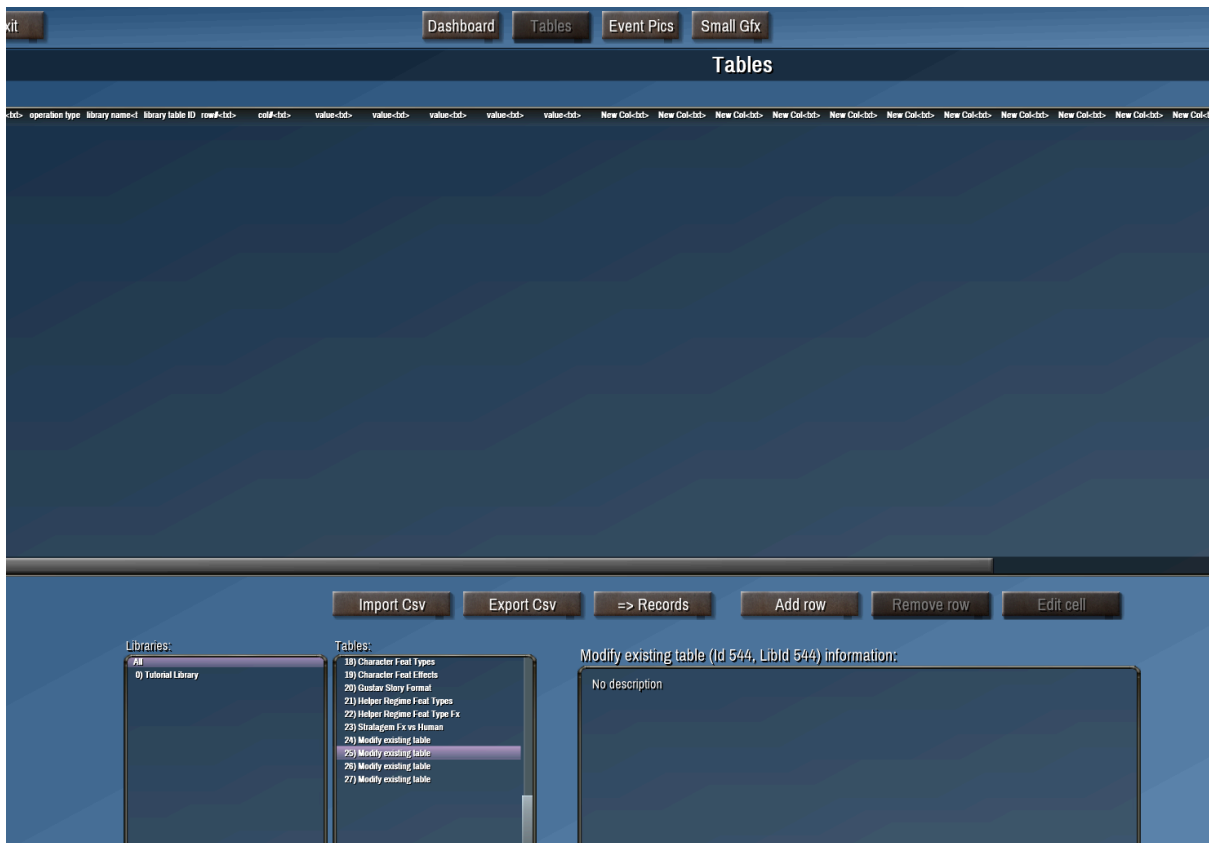


Now we need to find the right table. Our .csv file changes existing vanilla tables, so try to find one of the tables called “Modify existing table”. Each of these tables with the same name has a specific number of columns, in order:

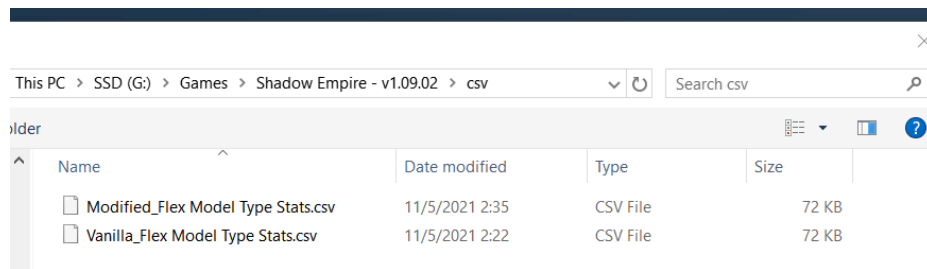
1. 10 columns
2. 40 columns
3. 120 columns
4. 260 columns

We need to choose the table with the lowest amount of columns that fits the table we’ve modified. In this case, Flex Model Type Stats has more than 10 columns but less than 40 columns, so we’ll choose the second table.

Keep in mind Vic warns about using these tables, and rightfully so; changing the wrong thing might break the game, and future versions will possibly change the tables we’ve used, rendering the mods outdated.



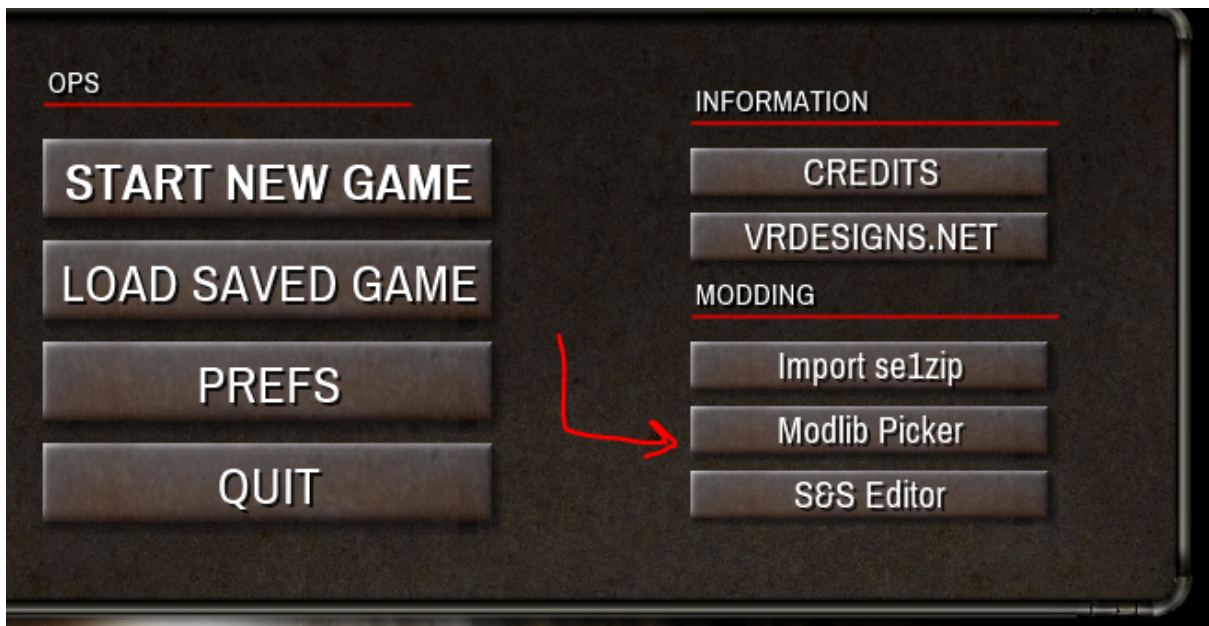
Once we have the right table, click on Import Csv and select the modified .csv file:



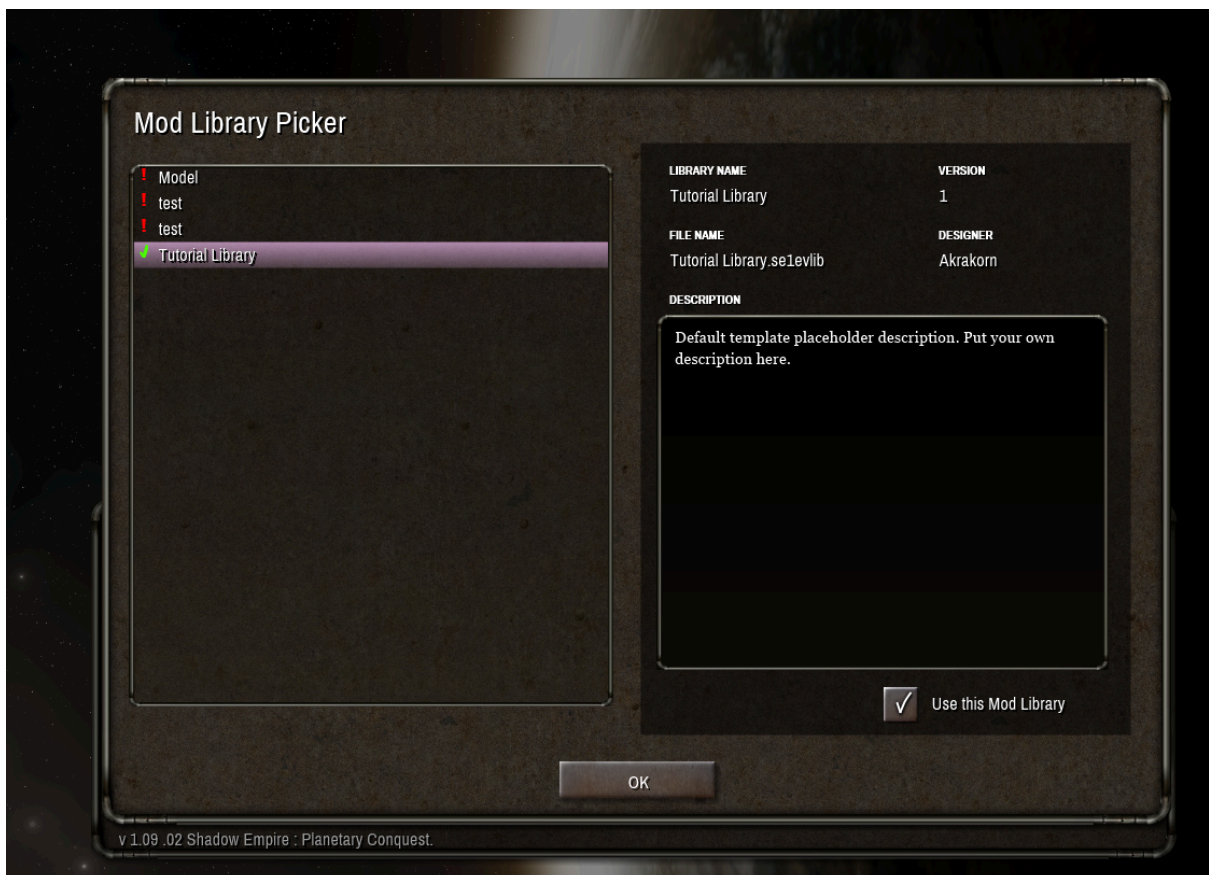
Select "no" when asked if you want to reverse import. After that, you should see the table with the modified values.

Now let's go back to the Dashboard tab and save the library in the shadowscenarios folder.

Once the library has been saved, restart the game. It's important to restart the game as otherwise the game will not detect new libraries. After restarting, click on "Modlib Picker".



Select and activate the library by ticking "Use this Mod Library".



That should be it! If you start a new game, you should see the changes you've made to the tables (if the game doesn't crash, that is).

