



Tennis Manager 2024 - Mods Guide

Version française [disponible ici](#).

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```
{  
  "Name": "SampleMod",  
  "Description": "This mod is only to showcase how to create a mod that changes the  
database and add photos",  
  "ModVersion": "1",  
  "GameVersion": "1.3",  
  "Tags": [  
    "Database",  
    "Photos"  
  ]  
}
```

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```
{
  "Name": "SampleMod",
  "Description": "This mod is only to showcase how to create a mod that changes the
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  "ModVersion": "1",
  "GameVersion": "1.3",
  "Tags": [
    "Database",
    "Photos"
  ]
}
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{
  "Name": "SampleMod",
  "Description": "This mod is only to showcase how to create a mod that changes the
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  "ModVersion": "1",
  "GameVersion": "1.3",
  "Tags": [
    "Database",
    "Photos"
  ]
}
```

Preface

This document is designed to help modders create mods for the game. This is not a complete guide on how to change the game.

Creating a Mod

Example

In the link below you can find a Sample Mod made by Rebound:

https://drive.google.com/file/d/1CL_30rnCtQCpuK-tP40lohZAnxb4YqNc/view?usp=drive_link

Extract the zip file into the Mods folder in the installation directory of your game (usually C:\Program Files (x86)\Steam\steamapps\common\Tennis Manager 2024).

This mod changes the name of the Player with Id 0 (Alexander Zverov) to "Sample Mod" and update the picture for that player.

Structure

To create a mod, simply create a folder inside "Mods". A mod then requires two files inside that folder:

- info.json (a text file)
- preview.png (image for the mod. Recommended format 256x256 pixels)

info.json

```
{
  "Name": "SampleMod",
  "Description": "This mod is only to showcase how to create a mod that changes the database and add photos",
  "ModVersion": "1",
  "GameVersion": "1.3",
  "Tags": [
    "Database",
    "Photos"
  ]
}
```

This file uses JSON formatting. You can find multiple tools online that check if your file is correctly formatted.

This file must contain the following:

Name: Name of your mod

Description: A description of what your mod is doing

ModVersion: A version number for your mod. This is for your personal use and can be in any format ("v1" , "1.1.0" etc.). It may later be used for advanced update of your mods.

GameVersion: Version on which the game was tested. Not used right now but may be displayed later to warn users for compatibility.

Tags: List of tags for your mod. They are used for the Steam Workshop. The following tag are available:

Database

Gameplay

Players

Texts

Tournaments

Utility

Other

```
{
  "Name": "SampleMod",
  "Description": "This mod is only to showcase how to create a mod that changes the
database and add photos",
  "ModVersion": "1",
  "GameVersion": "1.3",
  "Tags": [
    "Database",
    "Photos"
  ]
}
```

Content that can be modded

Photos and Logos

Create a "Content" folder in your mod directory just like in the Sample Mod. Then inside the content folder create any folder for which you like to change the images.

Original images of the game are stocked in a non-editable "package" file (Content.pkg) inside the game directory. The images in your mod folder are chosen in priority by the game.

To help you understand the structure and the names of the images used by the game, here is a light version of the Content directory:

https://drive.google.com/file/d/1W6_7hjPgxtxYn9-kmSEyCYZS2ZYS6va/view?usp=drive_link

Note: If you need transparent background in your images, they must be saved with premultiplied alpha. Look online on how to do it with your image tool, ask other modders on discord or use our tool "ConvertPNG" in the Mods directory in the game directory. [This tool is also available here](#) . To use ConvertPNG.exe, you just have to unzip it and then drag & drop your image or your directory on the .exe file.

Acacrea

In this folder, you can find all the logos proposed when creating a new academy.

The number of images is fixed, and it is not possible to add more right now.

```
{
  "Name": "SampleMod",
  "Description": "This mod is only to showcase how to create a mod that changes the database and add photos",
  "ModVersion": "1",
  "GameVersion": "1.3",
  "Tags": [
    "Database",
    "Photos"
  ]
}
```

Since TM24, you can load your own logo from the game, without using a mod.

Acafed

Here are all the logos for academies and federations that are in the database.

The number corresponds to the Id in the Affiliation table in the Database. If you add new ones, you can add images here with the correct Id.

Billboards

This contains all the billboards that appear during a match.

Logos are only displayed in the Grand Slam tournaments. For the other tournaments, only the color will be displayed behind the dynamic ads.

If you wish to add more billboards, you must also modify the tournament table in the database.

Equipment

Here are all the photos for all equipments.

Equipment Brands

Here are all the logos for the Equipment Brands.

FC

Contains all the graphic assets used in the Fantasy Court mode.

```
{
  "Name": "SampleMod",
  "Description": "This mod is only to showcase how to create a mod that changes the
database and add photos",
  "ModVersion": "1",
  "GameVersion": "1.3",
  "Tags": [
    "Database",
    "Photos"
  ]
}
```

Note: Fantasy Court is customizable from the game. You don't need to create a mod to make your custom tournament in Fantasy Court.

Infras

You can find here the photos of each Infrastructure of the academie.

Journalists

You can find here all the photos for journalists.

Manager

This contains photos when creating your manager at the start of the game.

Since TM24, you can load your own photo from the game, without using a mod.

Medias

Here are all the Media logos.

NewCareer

Contains the fullscreen picture used when launching a new career.

Players

Here are all the photos for the players.

The number for the players can be found in the TennisPlayer table in the Database. See [Database \(Player Names, Tournament etc.\)](#) for more info.

```
{
  "Name": "SampleMod",
  "Description": "This mod is only to showcase how to create a mod that changes the
database and add photos",
  "ModVersion": "1",
  "GameVersion": "1.3",
  "Tags": [
    "Database",
    "Photos"
  ]
}
```

If you want to put your own photo for a player in the game, it's in this folder. If you have created your player its ID (and so the name of the picture) is 230248.

Since TM24, when creating your player, you can load your own photo from the game, without using a mod.

PopupMedia

Contains the backgrounds used in the twitter-like publication when starting a new career.

Staffs

Here are all the photos for the staff.

The number for the staffs can be found in the Staff table in the Database. See [Database \(Player Names, Tournament etc.\)](#) for more info.

Note: When a player retires, he can become a staff. The image used will be taken from the Players folder instead.

TnmtCategories

Here are all for the tournament categories logos.

Tournaments

```
{
  "Name": "SampleMod",
  "Description": "This mod is only to showcase how to create a mod that changes the
database and add photos",
  "ModVersion": "1",
  "GameVersion": "1.3",
  "Tags": [
    "Database",
    "Photos"
  ]
}
```

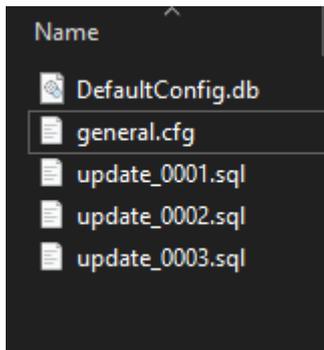
Here are all the Tournament logos. Not all tournaments have their own icon, you can add them. The name of the file must be the id of the tournament found in the Tournament table in the database (1.png, 2.png etc.). See [Database \(Player Names, Tournament etc.\)](#) for more info.

Trainings

Contains the picture of each training session.

Database (Player Names, Tournament etc.)

The database is in the Configs folder



DefaultConfig.db: This is an SQLite file which is the main database for the game. It can be opened with any SQLite reader tool. You can use [DB Browser for SQLite](#) which is open source.

general.cfg: This is a config file. This cannot be modded.

```
{
  "Name": "SampleMod",
  "Description": "This mod is only to showcase how to create a mod that changes the
database and add photos",
  "ModVersion": "1",
  "GameVersion": "1.3",
  "Tags": [
    "Database",
    "Photos"
  ]
}
```

update_XXXX.sql: Those are SQL files to keep save games compatible with every update. They cannot be modded. They usually only change the structure of the database without changing the data.

Modding the database

There is two ways to mod the database:

Method 1

- Copy the "DefaultConfig.db" into the Configs folder of your mod.
- Then use DB Browser to modify your database file.

Method 2

- Create a SQL file in the Configs folder of your mod named "mod_update_0001.sql"
- Edit the file in a text editor and write SQL query to make changes to the database. Check the SampleMod on how to do it.

Method 2 may require knowledge on SQL and is more difficult than Method 1. However, Method 1 is not the recommended way. With Method 1, there is a high risk that your mod may become incompatible with new version of the game. This will not affect player who already started a career with your mod.

Also be aware that right now that mod with database modification will only work if you start a new career. It is possible that later we will allow Mod with Method 2 to be enabled on an existing save game.

Note: making changes to the database other than names may cause bug within the game. We strongly advise to test your modification for one or two seasons.

```
{
  "Name": "SampleMod",
  "Description": "This mod is only to showcase how to create a mod that changes the
database and add photos",
  "ModVersion": "1",
  "GameVersion": "1.3",
  "Tags": [
    "Database",
    "Photos"
  ]
}
```

Texts

To modify texts, you need to create a csv file (with ',' as a delimiter – international format) and put it a folder named "Localization" in your mod. The name of the file has no importance, so feel free to use a meaningful name.

The CSV must have first column with a header named "Key" and then a column with the header with the language name in English and the first letter in capital. i.e.:

English

Russian

German

Etc.

If you need the exact name for a specific language, please ask on discord. The game is capable to handle almost every language.

Then you just need to fill it with the key and their translation. You can find the English version of all the texts in the Mods folder.

Unless you are making a new language, we highly recommend to only put modified text in your file instead of copying all the texts from the English language file.

Adding a new language

When creating a new language, you may want it to be available straight up when the game loads and not only during a career.

```
{
  "Name": "SampleMod",
  "Description": "This mod is only to showcase how to create a mod that changes the
database and add photos",
  "ModVersion": "1",
  "GameVersion": "1.3",
  "Tags": [
    "Database",
    "Photos"
  ]
}
```

To do so, modify the info.json and add the line below after the GameVersion line:

```
"GlobalLanguage": true,
```

If done correctly, when you go in settings, you will see the language appear in the drop down.

Other

If you wish to mod other part of the game, make sure to let us know on Discord.

Updating your mod

If your mod only contains Photos and Logos, you can update it at any time, and everyone will be able to enjoy your updated mod.

Database

Right now, any update made to your database, or the SQL file will require other users to start a new career if they want to get your latest version of the mod. We will be looking in the future to improve this system so you can provide update for player who already started a career with a previous version of your mod.

Sharing your mod

Steam Workshop

To upload to Steam Workshop, you need to own a Steam version of the game.

```
{  
  "Name": "SampleMod",  
  "Description": "This mod is only to showcase how to create a mod that changes the  
database and add photos",  
  "ModVersion": "1",  
  "GameVersion": "1.3",  
  "Tags": [  
    "Database",  
    "Photos"  
  ]  
}
```

You also need to enable the in-game console. To do this, you must edit the `general.cfg` with a text editor. Change `console = 0` to `console = 1`

After this change, start the game and load a saved game. To bring up the console press the tilde key ². Note: the console does not appear on the main menu.

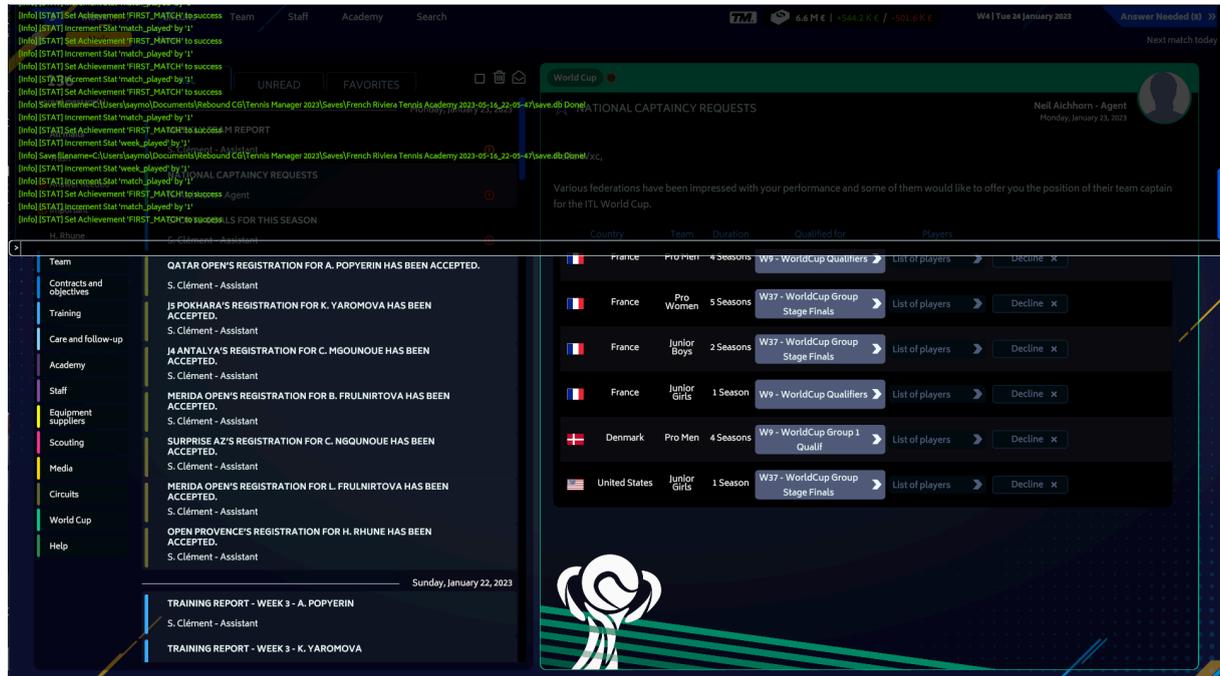


Figure 1 The Console

In the console type the following command (replace "SampleMod" by the name of the folder of your mod) and press enter:

```
steam mod upload SampleMod
```

```
{
  "Name": "SampleMod",
  "Description": "This mod is only to showcase how to create a mod that changes the database and add photos",
  "ModVersion": "1",
  "GameVersion": "1.3",
  "Tags": [
    "Database",
    "Photos"
  ]
}
```

This will upload the mod to the Steam Workshop. If it is your first mod, you will need to accept Steam Workshop terms. The overlay should appear automatically on the page to sign the terms.

The console command also has other options, type `help steam mod upload` to get more info.

Once your mod is uploaded in the Steam Workshop, you need to edit the visibility and change it to public.

The info.json file will also be modified with SteamWorkshopId – which will be needed to update the mod.

Discord

Mods do not need to be shared via a store. You can always zip the content of our mod and put a link to your mod in the modding channel in Discord.

Players just need to extract your zip inside the Mods folder. This works for any version of the game.

Links

Discord: <https://discord.gg/fvtm5GmDgR>

DB Browser for SQLite: <https://sqlitebrowser.org>

```
{
  "Name": "SampleMod",
  "Description": "This mod is only to showcase how to create a mod that changes the database and add photos",
  "ModVersion": "1",
  "GameVersion": "1.3",
  "Tags": [
    "Database",
    "Photos"
  ]
}
```

[Sample Mod](#)

[Sample Content Structure](#)

[ConvertPNG](#)

```
{  
  "Name": "SampleMod",  
  "Description": "This mod is only to showcase how to create a mod that changes the  
database and add photos",  
  "ModVersion": "1",  
  "GameVersion": "1.3",  
  "Tags": [  
    "Database",  
    "Photos"  
  ]  
}
```

FAQ

Q: My mod is not updating on Steam

A: Either you are trying to upload a mod that belongs to someone else, or steam is not detecting any file change.

Q: No one can see my mod on Steam

A: Go to the Steam Workshop and edit your item to change the visibility to Public.

Q: Users downloaded my mod, but they cannot see my images

A: As of right now, mods can only be enabled at the start of a new career. We will be looking into adding Mods in the settings at a later date.

Q: How to add new players ?

A: This is currently not possible because of its complexity.

```
{
  "Name": "SampleMod",
  "Description": "This mod is only to showcase how to create a mod that changes the database and add photos",
  "ModVersion": "1",
  "GameVersion": "1.3",
  "Tags": [
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    "Photos"
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```