



Simple mod dependency system

If you have a mod that depends on the content of another mod, you can configure their dependencies to let the mod cooker from the packaging system know this.

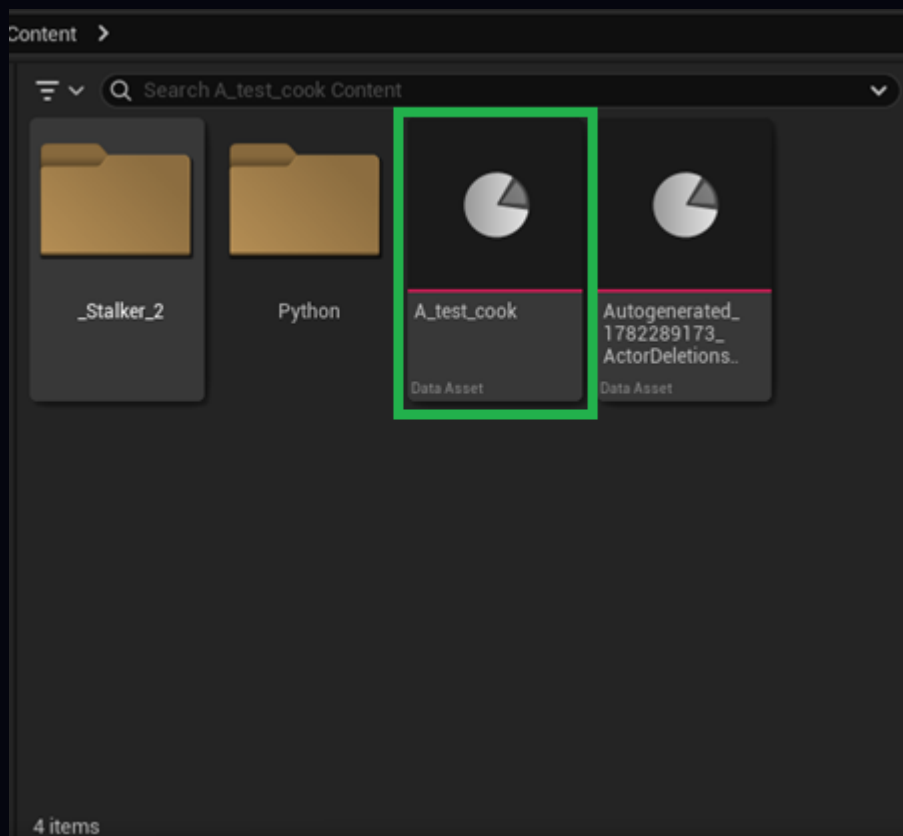
NOTE

- This system is only intended for Zone Kit. The user is responsible for downloading mods with all their dependencies and having them installed in the game.
- Keep in mind that while the system works well with dependencies in Unreal Engine assets, having dependencies in GameData configs might not be that straightforward.

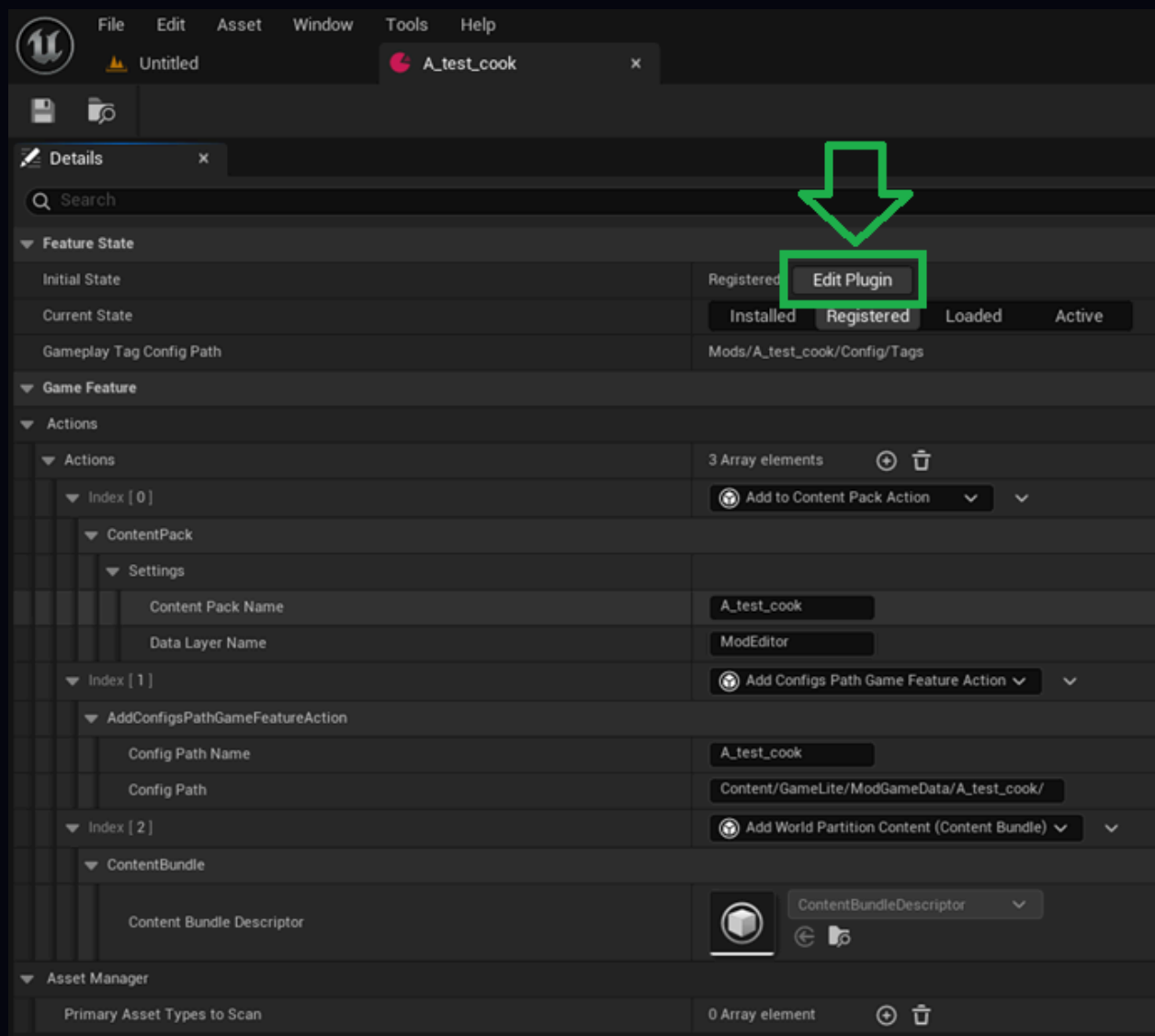
Setting up dependencies

In order to configure dependencies in your mod,

1. Go to its root directory in **Content Drawer** and locate the `GameFeatureData` asset named the same as the mod.



2. Open it and select **Edit Plugin**. A dialog window will appear.



3. Locate the **Dependencies** section at the bottom of the window.
4. In the **Plugin** property, add your mod (or mods) that the current mod depends on.

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Plugin Properties

X

A_test_cook

▼ Icon

Icon



...

▼ Details

Version	1	↶
Version Name	1.0	↶
Friendly Name	A_test_cook	↶
Description		
Category	Game Features	↶
Created By		
Created by URL		
Docs URL		
Marketplace URL		
Support URL		
Editor Custom Virtual Path		
Can Contain Content	☒	↶
Is Beta Version	☐	
Is Enabled by Default	☒	↶
Explicitly Loaded	☒	↶
Is Sealed	☐	
No Code	☐	

▼ Dependencies

Plugins	0 Array element	<input type="button" value="+"/> <input type="button" value="🗑"/>
Disallowed	0 Array element	<input type="button" value="+"/> <input type="button" value="🗑"/>

Ok

Now, when you package the mod, the cooker will see the dependency and will not include those listed in **Plugins** in the .pak files of the current mod, allowing you to package them separately.