

# Mods

Basics will cover just some basic aspects of mod structure to help as starting point for mod development. The specific mods will focus on some specific mods, part of them directly accessible with VoxeLibre, others only usable with some adaptations.

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# Basics

Mods have in Luaniti a multiple meaning. Luaniti itself is working with mods (modules) as functional entities written in Lua. A game running in Luaniti is a combination of several mods. And the functionality of a game can be extended with additional mods in the more common sense of the word (modification).

To be used, a Mod has to be activated in the world.mt of the game world used. Add simply a line with

```
load_mod_<name of the mod> = true
```

and start the game. The mod will now be loaded automatically.

Mods can be stored in several locations. Each mod has his own directory to store Lua code, textures, models and sounds. Luaniti checks three locations for mods while starting. <minetest> is the user-data directory.

## 1. Game mods

Mods that build the game running the world. They are placed in the folder of the game.

```
minetest/games/VoxelLibre/mods/
```

## 2. Global mods

Global mods are placed in the top level and are the place, where mods are placed to be used in several worlds

```
minetest/mods/
```

## 3. World mods

Mods located in a specific world, affecting and to be loaded only, if this world is used in a game.

```
minetest/worlds/world/worldmods/
```

Luanti checks each of those locations in order. If you place a mod with the same name in the worldmods folder, it will overwrite the mod previously loaded in the game mods folder.

## Basic structure of a mod

The basic structure of a mod is quite simple. It consists of an configuration file and the basic lua code of the mod.

```
mymod
├─ init.lua
└─ mod.conf
```

Textures, models and sound can be placed in the same folder, but is good practice to place them in subfolder of the mod.

```
mymod
├─ textures
│   └─ mymod_node.png files
├─ init.lua
└─ mod.conf
```

# Specific Mods