

Jones Soft Generic Mod Enabler is a great solution to keeping track of your Mods, and making sure that when the next DCS update appears, it will be simple to uninstall, and re-install the mods you want to retain.

Before setting up JSGME, make sure you have removed all the mods from DCS World, so you start with a clean install. Once JSGME is used to manage your mods, you'll find the whole process is much less difficult. It also saves you from having to keep back-ups of key files because JSGME does that for you.

The process for installing JSGME and running your mods through it is as follows:

1. Uninstall all the mods you have running at present (ideally the time to set up JSGME is immediately after the next DCS update is installed).

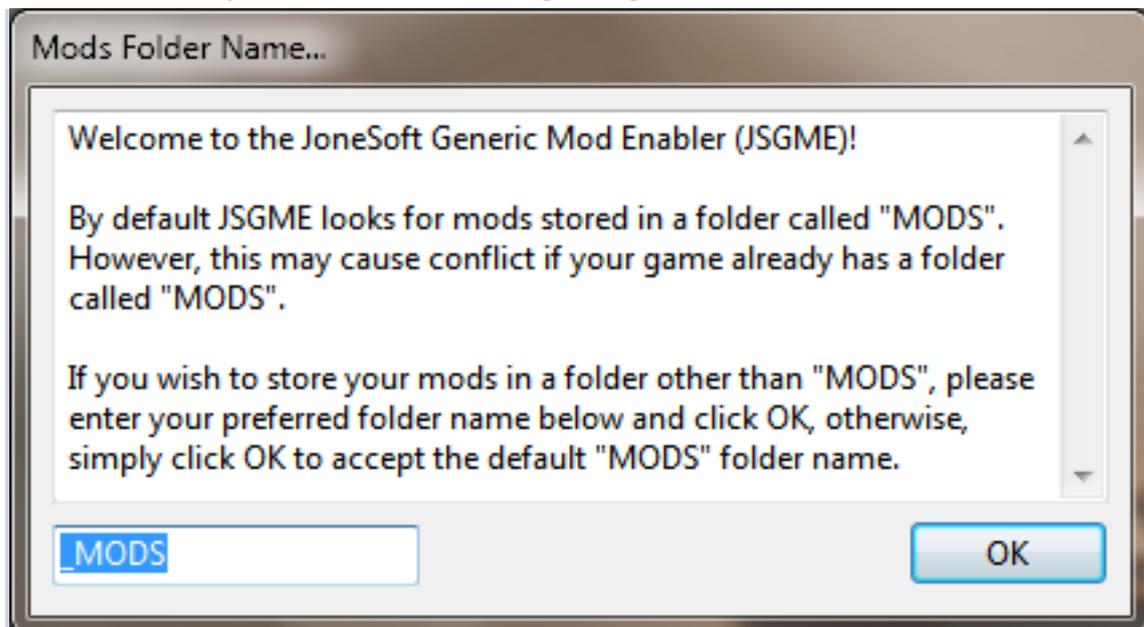
2. Download JSGME from here:

<http://www.gamefront.com/files/21681483>

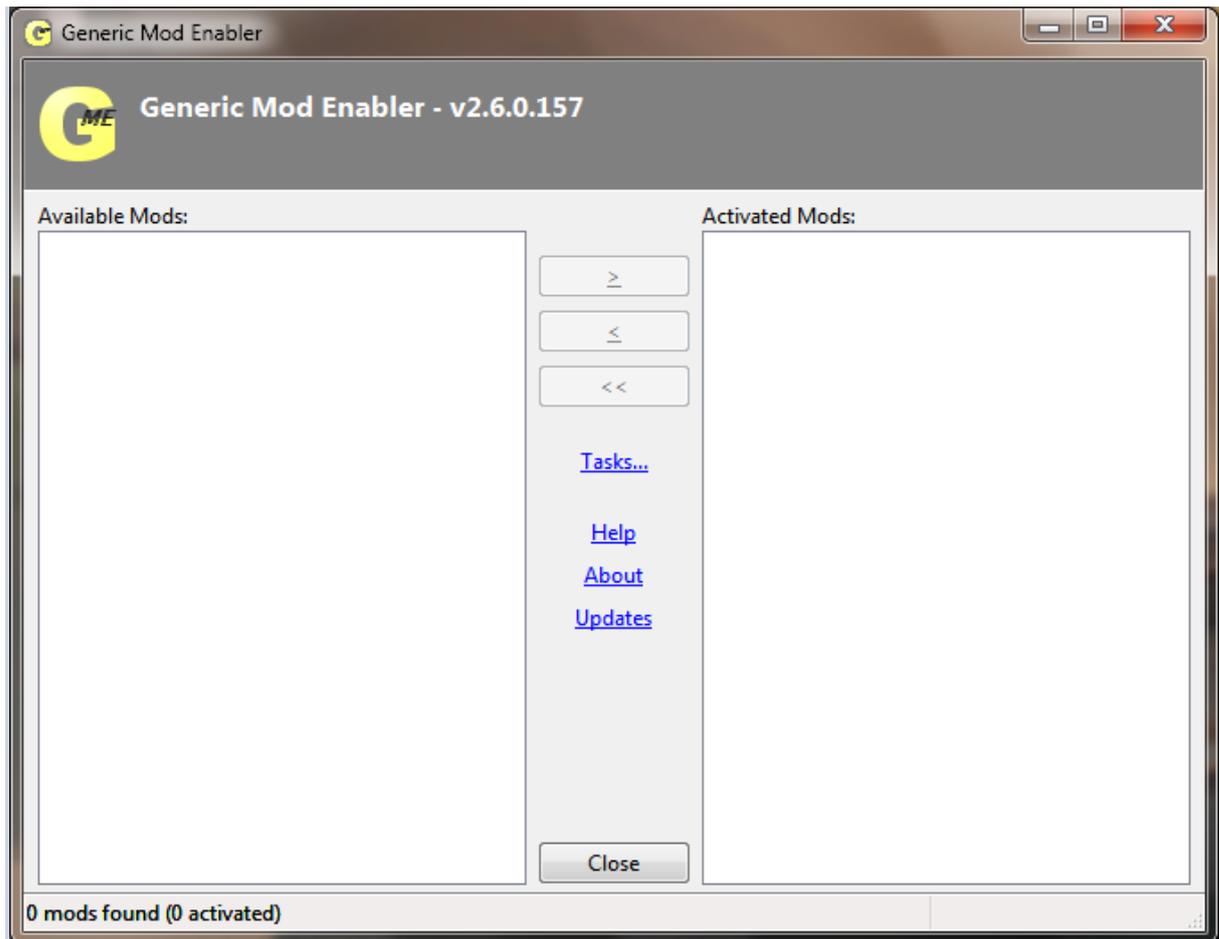
or here:

<http://www41.zippyshare.com/view.jsp...hu&key=2423962>

3. Unzip the JSGME download into the root directory of DCS World.
4. Create a folder in which JSGME will access all the mods you want to add. It is best to call it “_Mods”, because there is already a folder in DCS World called “Mods”. This will be the only change made to DCS World, and that folder will not be altered by any subsequent updates to DCS World.
5. Run JSGME, and you will see the following dialogue box:



6. Enter the name you gave to the new folder in the box shown above, and then click on OK.
7. JSGME will load, and you will see the empty interface:



8. JSGME now needs to be configured by selecting [Tasks...](#) in the centre of the dialogue box. Then click on “Generate snapshot of Game Files”. This will give JSGME the original DCS World configuration.

That completes the installation of JSGME, and you are now ready to place your chosen mods into the new “_Mods” folder, where JSGME can see them.

All the mods you place in that folder must have a precise folder structure to ensure they are placed in the right location. A lot of mods are already structured that way, so just create a folder and give it a suitable name then copy the mod into it.

For example, the mod we use for the worn cockpit has a file structure as follows:

Ricardo's Worn Cockpit/Mods/aircrafts/A-10C/Cockpit/Resources/Model/Textures/A_10_C_EDM_TEX.zip

Just place this entire nest of folders into the “_Mods” folder.

To activate the mod, just run JSGME, select the mod you want to install, and then click on the arrow button to move it across into the right hand box, and the mod will be ready to use.

The big advantage of the JSGME facility is that when it comes to updating DCS, all you have to do is move all the mods back to the left hand box by running JSGME before updating, then move back the mods one at a time to test they work properly in the updated DCS World.