

The mods gui will have 3 tabs: **Manage**, **Install** and **Update**

All of the 3 tabs will be split in 2: a table on the left side, and a details panel on the right side.

Because everything that happens in the GUI is immediate and permanent, the window will only have a “**Confirm**” button. While this is not ideal, this is required due to technical reasons and to avoid an overly complicated design.

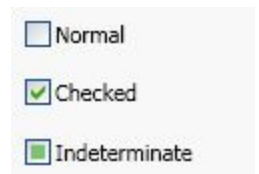
Once any change which requires restart is made(e.g. Enabling a mod), the “**Confirm**” button will have a warning icon appear next to it. Hovering this icon will inform the player that pressing confirm will restart the game.

Manage Tab:

Allows you to manage your installed mods. You can enable, disable or delete them.

Left side contains a table with 3 columns:

- **Enabled/Disabled checkbox.** Determines if the mod is enabled or not.
The table header will contain a 3-state-checkbox that will allow you to quickly enable or disable all of the mods(except for base mod).
 - If all mods are enabled, the checkbox is checked
 - If all mods are disabled (except base mod), the checkbox is unchecked
 - If there is a combination of enabled and disabled mods, the checkbox will be in the “indeterminate state”
- **Name:** mod name
- **Version:** mod version



Right side will contain a panel with all the mod information contained inside the file (this information might differ from the information on the mod portal). An optional image will be shown if one is included in the mod package.

Right side will also contain 2 buttons:

- **Delete:** shows a confirmation then deletes the mod from disk.
- **Changelog:** opens the factorio changelog window containing the mod’s changelog.

Install Tab

Gives you a list of mods available on the mod portal for you to download and install quickly.

Left side contains a table with the following tabs: Name, Version, Downloads, Downloads last month, Last Updated
If the table is empty, an indicator will show the reason:

- **Downloading list of mods**
- **Unable to download mods list**
- **No mods compatible with your game version found**

The list will be downloaded from the mod portal only when this tab is first selected.

The list will only show mods compatible with your game version.

Tools on top of the list will allow you to:

- **Filter by category:** a dropdown will to select the category of mods you want to see, including “all”
- **Search:** shrink the visible list to only contain mods whose name include your search term.
- **Refresh:** redownload the mods list from the mod portal

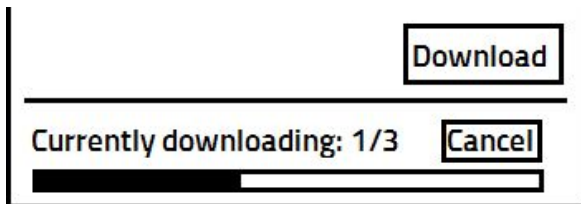
Right side will contain a panel with a summary of the mod information downloaded from the mod portal (this information might differ from the information in the mod package). An optional image will be shown if one exists on the mod portal.

Right side will also contain 1 tool button:

- **Changelog:** it will download the changelog from the mod portal and open the factorio changelog window containing the mods’s changelog for the latest version.

Upon selecting the mod, the image and information for that mod will have to be downloaded from the mod portal. An indicator will show this.

At the bottom of the right panel a “**Download**” button will download and install the selected mod.



This will start downloading the mod. As the mod is being downloaded, the user can continue to browse the list and add more mods to be downloaded.

A small section of the GUI will show the number of queued downloads and the progress for the current download. A cancel button will cancel the active download and any items queued after it.

While a mod is being downloaded, the “Confirm” button will be disabled. In order to exit this GUI, cancel will have to be pressed first.

A developer-only “**Install mods list**” button should be present somewhere in this tab. It’s location is irrelevant since it will be visible only in internal versions only.

Update Tab

The update tab is very similar to the Install tab. It allows you to automatically update your mods.

As soon as the mods gui is opened, it will automatically check if any of the mods you have installed have newer versions. If they do, a number will be display next to the “Update” text in the tab header. (E.g: **Update ③**)

Left side contains a table with the following tabs:

- **Selected/unselected checkbox:** selects this mod to be updated. The table header will contain a 3-state-checkbox that will allow you to quickly select or deselect all the mods. By default all checkboxes will be checked.
- **Local version:** the version you have installed.
- **New version:** the version that will be downloaded.

In case a mod is not found on the mod portal(possibly because it’s a custom mod), the table will show the mod without a checkbox and with the label “**Not found on the mod portal**” next to it(spanning both the **Local version** and **New version** columns).

If the table is empty, an indicator will show the reason:

- **All your mods are up to date**
- **Checking for updates**
- **Unable to check for updates**

Tools on top of the list will allow you to:

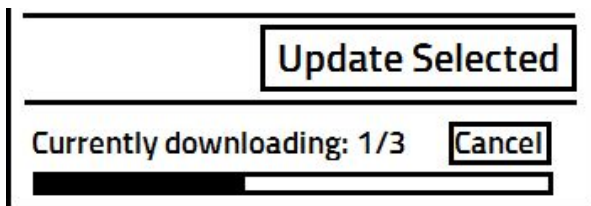
- **Refresh:** check for updates again(in case the first check failed due to bad internet)

Right side will contain a panel with a summary of the mod information, identical to the information in the install tab.

Right side will also contain 1 button:

- **Changelog:** it will download the changelog from the mod portal and open the factorio changelog window containing the mods’s changelog for the new version.

A button called “**Update Selected**” will start the download of the selected mods.



This will add all the selected mods to the queue and start downloading.

Like in the previous tab, a small section of the GUI will show the number of queued downloads and the progress for the current download. A cancel button will cancel the active download and any items queued after it.

Like in the previous tab, while a mod is being downloaded, the “Confirm” button will be disabled. In order to exit this GUI, cancel will have to be pressed first.