# Project Infinity

## Overview

Project Infinity is a mod manager for games based on the Infinity engine. For many years the mod manager available for these games was Big World Setup (BWS). BWS had the disadvantage that it required constant maintenance and is no longer supported. Project Infinity aims to provide the same functionality BWS did, but without the need for constant maintenance.

Project Infinity offers a graphical interface that allows you to create and manage modded installations in a way that is much easier and more convenient than the command line programs used to install single mods. It allows you to select the mods and components you want to install and offers several ways to choose the installation order.

## Supported Games

* Every Infinity Engine game and version.

## Audience

Project Infinity is a tool for power gamers, players who have experience modding the Infinity Engine games. If you are just trying your first mods, it’s advised that you skip this tool for now.

## Project origin

The idea of Project Infinity comes from my 'mod template generator', but the project uses knowledge and experience from various other projects, like WeiDU, BWP and BWS.

## Acknowledgments

I want to thank the following people:

wisp for providing features and for his patience.

Argent77, AstroBryGuy, CamDawg, DavidW, GeN1e, GrimLefourbe, lynx, Sam, Subtledoctor, qwertyqwerty and others for their feedback.

Every modder who removed ACTION\_READLN or provided optional features for this tool.

The Gibberlings3 site and all the other modders for using Github.

W.K. for his code feedback.

## How to use

1. Download and extract all the mods you want to install into a folder of your choice, for example F:\Games\Baldur’s Gate\Mods.
   1. *Optional step. Ignore if you don’t know what BWFixpack is:  
      Extract BWFixpack into the same folder and install it only once.*
2. Run Project Infinity.
3. You’re presented with the Settings dialog box. Select the path to the IE games you have installed and press OK.
4. In the drop-down list at the top left corner of the screen select the game you want to mod.
5. In the main window locate the text box labeled “Extracted mods”. Use the browsing button to its right to select the folder where you extracted all your mods. After a few seconds the left panel displays a list with the mods in that folder.
6. In the mods panel select all the mods and components you want to install.  
   *Optional: If you have a previous installation with mods similar to the ones you want to install now, use the file WeiDU.log from that installation as a reference to select the mod components.*
7. Manually set the install order via copy & paste or use the ["Sorting Order"](https://github.com/ALIENQuake/ProjectInfinity/wiki/Defining-install-order-for-mods) feature.
8. Click "Set-InstallationSequence".
9. Click the "Install-Mods" button to start the installation.

## Features

### Features for players

* Mods installation, including private and unreleased mods.
* Quick uninstallation of all the currently installed mods.
* One-click Delta Updates for mods hosted in Github.
* Download mods from sites which provide support.
* [Create your own install order for mods](https://github.com/ALIENQuake/ProjectInfinity/wiki/Creating-you-own-install-order-for-mods).
* Ability to share and reuse defined mod list.
* Ability to share and reuse defined install order.
* Unlimited sub-folders in the folder with extracted mods.
* Convert a WeiDU log into an installation sequence with localized component names.

### Features for modders

* Support for [mods metadata](https://github.com/ALIENQuake/ProjectInfinity/wiki/Adding-metadata-for-mod).
* Support for [Delta Updates for mods hosted at Github](https://github.com/ALIENQuake/ProjectInfinity/wiki/Delta-Updates-for-mods-hosted-at-Github).
* Support for mods configuration. Documentation will be provided later.
* Support for Infinity Engine Mod Package, universal for all operating systems. Documentation will be provided later.

## Plans for the future

### Planned Features

* GUI redesign.
* Mod categories.
* Caching.
* EET full installation.
* Resolve conflicts and dependencies between the internal components of a single mod.
* Resolve conflicts and dependencies between multiple mods.

### Long-term goals

* Support for something like testing framework.
* Drag and drop support for all major features.
* Multi-threading.
* Cross-platform.

### Not planned features

* Custom backup system (nothing can beat the stability and reliability of the backups of Beamdog, Steam or GoG).
* Built-in, static mod link list (requires 24/7 maintenance).
* Built-in, static mod compilations, eg: Recommended, Tactics, etc. (requires 24/7 maintenance).
* Built-in, forced installation of the BWFixpack (requires 24/7 maintenance).
* Built-in, static conflict and dependencies list (requires 24/7 maintenance).

## System requirements

* Fully updated Windows 7/8.1/10 64-bit.
* For Windows 7/8.1, you need to install first  [.NET Framework 4.5.2](https://www.microsoft.com/net/download/dotnet-framework-runtime) or above and [Powershell 5.1](https://docs.microsoft.com/en-us/powershell/wmf/5.1/install-configure).
* Git installation is required for Downloading mods and Delta Updates: <https://git-scm.com/downloads>.

## Technical limitations

* Copying, downloading and updating mods hangs the GUI.

[**DOWNLOAD**](https://github.com/ALIENQuake/ProjectInfinity/raw/master/ProjectInfinity.exe)

[**CHANGELOG**](https://github.com/ALIENQuake/ProjectInfinity/blob/master/CHANGELOG.md)

[**ROADMAP**](https://app.zenhub.com/workspaces/projectinfinity-5c8e94d69dfa726d3bf77623)