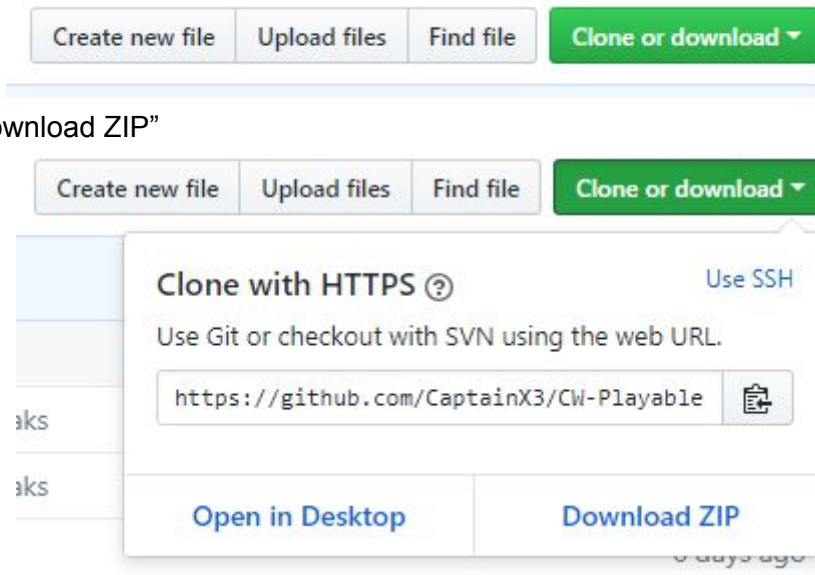


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1. DOWNLOADING THE PBS MOD.

- 1.1 Download the mod files from the GitHub page.
<https://github.com/CaptainX3/CW-Playable-Subs>
Click on the “Clone or download icon”



Save the file to your computer in your preferred location.

2. INSTALLING THE PBS MOD.

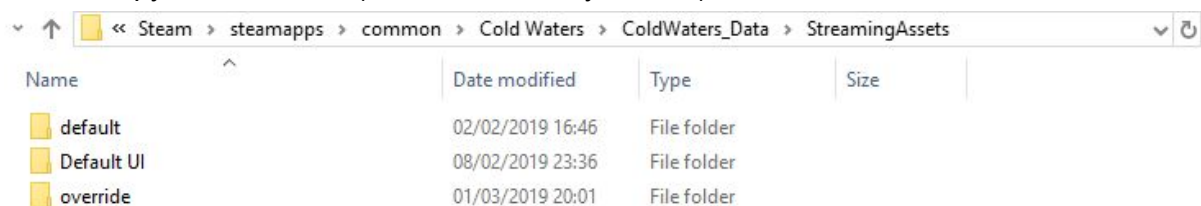
- 2.1 Once downloaded, EXTRACT the Zip file to its own folder and then open the same folder.

The contents should be as below:

(There will also be a folder called “World Map Install”)

Name	Date modified	Type	Size
Default UI	28/02/2019 23:05	File folder	
override	28/02/2019 23:05	File folder	
PBS Mod World Map	28/02/2019 23:05	Application	4,962 KB
Readme.md	28/02/2019 23:05	MD File	21 KB

- 2.2 Copy the “override” (and Default UI if you wish) folder into :



3. DOWNLOADING UABE TOOL.

3.1 If you wish to install the PBS World Map Addon then you will need to download an additional tool called UABE.

This can be obtained from <https://github.com/DerPopo/UABE/releases>

At time of writing the latest version is 2.2 Stable B (Dec 29, 2018)

This guide has been written using the 32-bit version, but should work exactly the same with the 64-bit version.

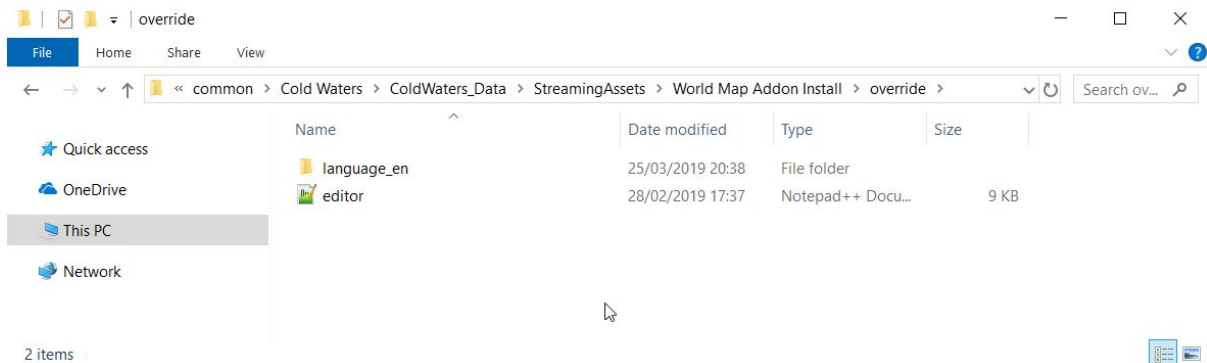
3.2 Extract the UABE zip file into its own folder and leave the folder open.

Downloads > AssetsBundleExtractor_2.2stableb_32bit > 32bit

Name	Date modified	Type	Size
Plugins	13/02/2019 18:10	File folder	
Tools	13/02/2019 18:10	File folder	
AssetBundleExtractor	29/12/2018 13:52	Application	399 KB
AssetsTools.dll	29/12/2018 13:52	Application extens...	794 KB
assimp_license	23/06/2018 16:46	Notepad++ Docu...	4 KB
astcenc	18/02/2016 17:07	Application	641 KB
astcenc_license	23/08/2016 19:05	Notepad++ Docu...	7 KB
cecil_license	10/12/2017 13:43	Notepad++ Docu...	2 KB
classdata.tpk	14/12/2018 17:44	TPK File	64 KB
crunch_license	18/10/2015 20:32	Notepad++ Docu...	1 KB
fmod.dll	06/05/2015 19:40	Application extens...	1,670 KB
half_license	04/01/2017 16:24	Notepad++ Docu...	2 KB
ispc_texcomp.dll	04/01/2017 16:40	Application extens...	624 KB
ispc_texcomp_license	04/01/2017 16:27	Notepad++ Docu...	2 KB
jsmn_license	23/04/2017 17:39	Notepad++ Docu...	2 KB
libfgen_lgpl	02/01/2017 18:21	Notepad++ Docu...	8 KB
libfgen_license	02/01/2017 18:21	Notepad++ Docu...	1 KB
libsquish_license	28/06/2015 17:07	Notepad++ Docu...	2 KB
license	18/10/2015 20:31	Notepad++ Docu...	23 KB
LodePNG_license	28/06/2015 17:01	Notepad++ Docu...	1 KB
lz4_license	23/01/2016 17:44	Notepad++ Docu...	2 KB
ModInstaller.dll	29/12/2018 13:52	Application extens...	72 KB
pthread_lgpl	02/01/2017 18:27	Notepad++ Docu...	27 KB
pthread_license	02/01/2017 18:25	Notepad++ Docu...	2 KB
PVRTexLib.dll	25/04/2015 15:08	Application extens...	2,665 KB
README	10/07/2018 19:18	Notepad++ Docu...	3 KB
texgenpack.dll	02/01/2017 22:38	Application extens...	140 KB

4. INSTALLING THE PBS WORLD MAP ADDON.

4.1 If you wish to install the PBS World Map addon, then you will need to copy only the folders within the “World Map Addon Install/override” directory into the “override” folder. This will copy the required files into the correct folders. If asked to then overwrite the existing files.

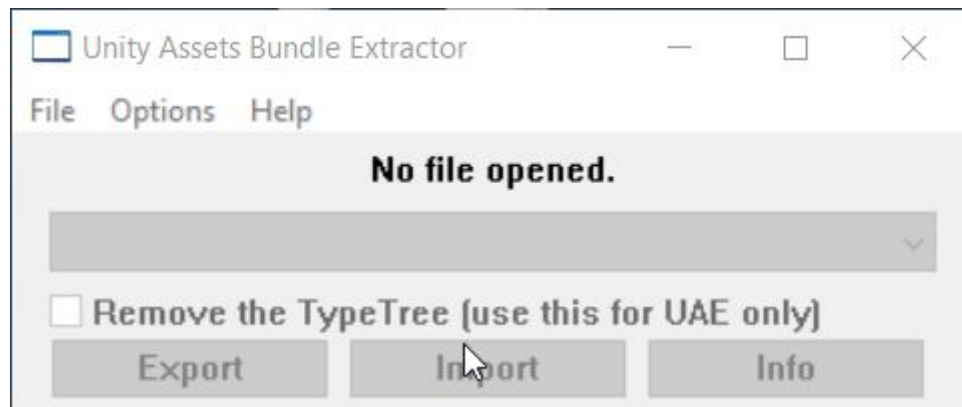


4.2 Open the UABE application downloaded in Step 3 by running AssetsBundleExtractor.exe

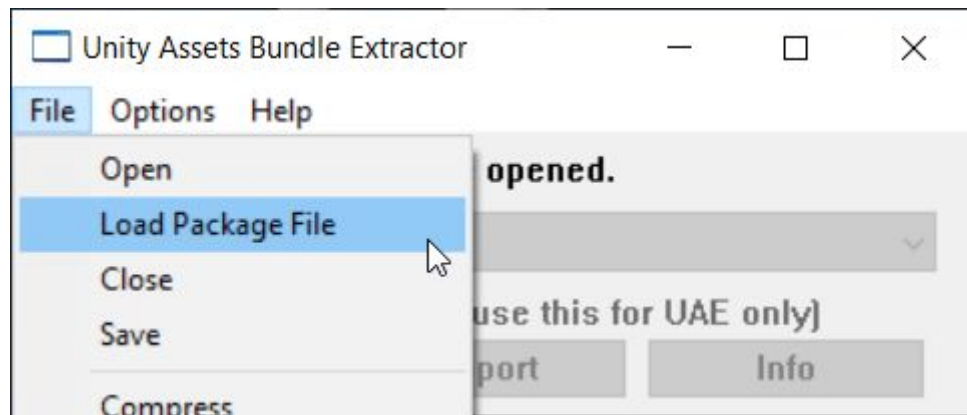
Downloads > AssetsBundleExtractor_2.2stableb_32bit > 32bit

Name	Date modified	Type	Size
Plugins	13/02/2019 18:10	File folder	
Tools	13/02/2019 18:10	File folder	
AssetBundleExtractor	29/12/2018 13:52	Application	399 KB
AssetsTools.dll	29/12/2018 13:52	Application extens...	794 KB
assimp_license	23/06/2018 16:46	Notepad++ Docu...	4 KB
astcenc	18/02/2016 17:07	Application	641 KB
astcenc_license	23/08/2016 19:05	Notepad++ Docu...	7 KB

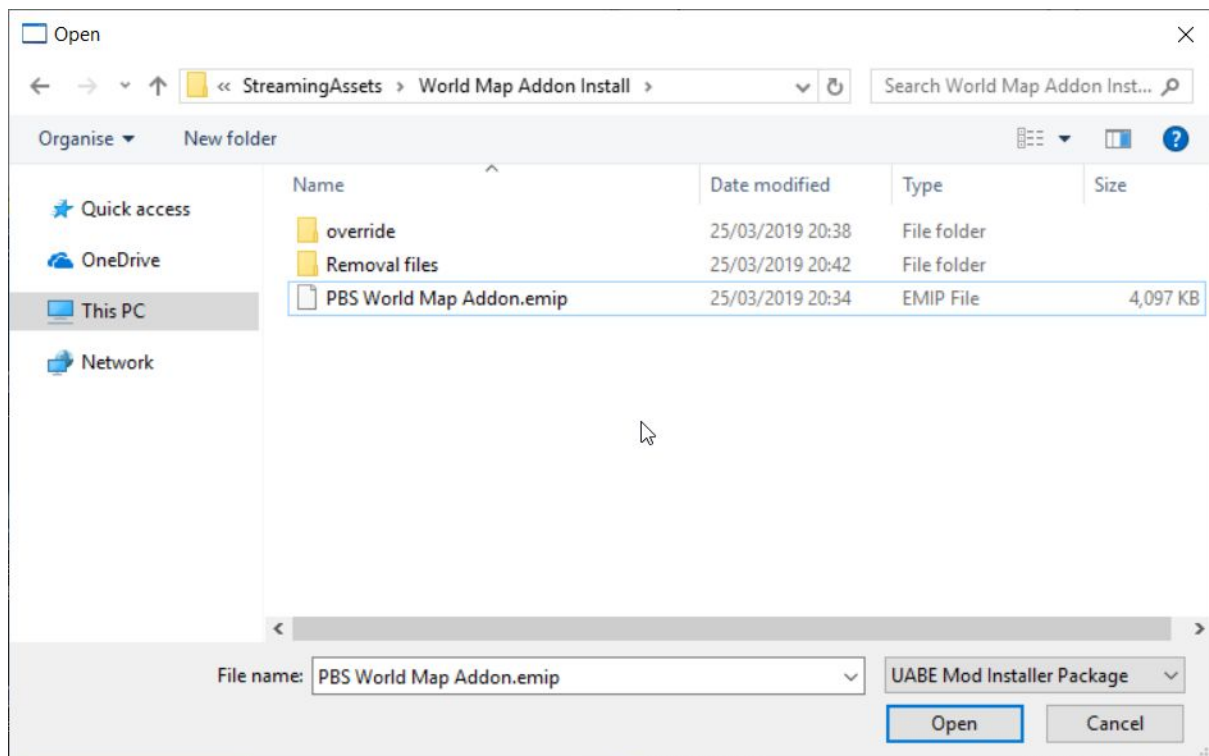
4.3 The main UABE window will open;



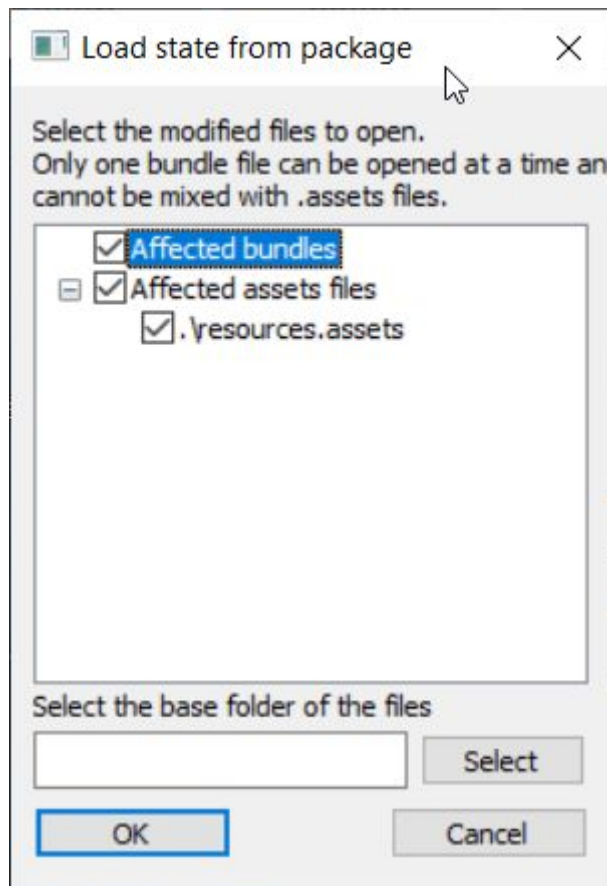
4.4 Next, select File>Load Package File;



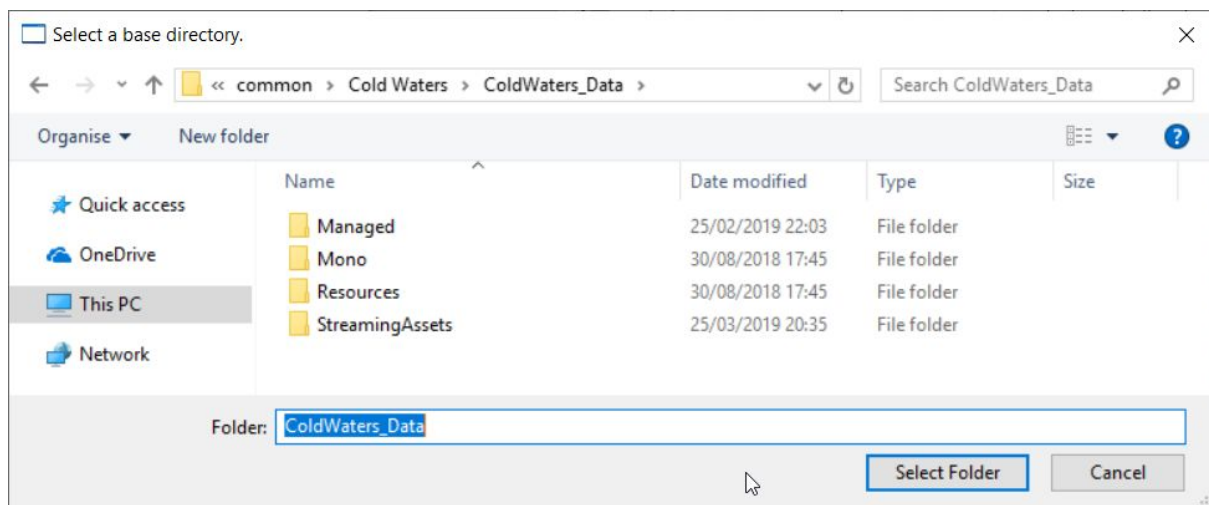
4.5 Browse to the folder that contains the PBS files downloaded from GitHub and select the PBS World Map Addon.emip file.



4.6 After clicking on the Open button the following window will appear; Ensure all boxes are selected as shown in the image below.

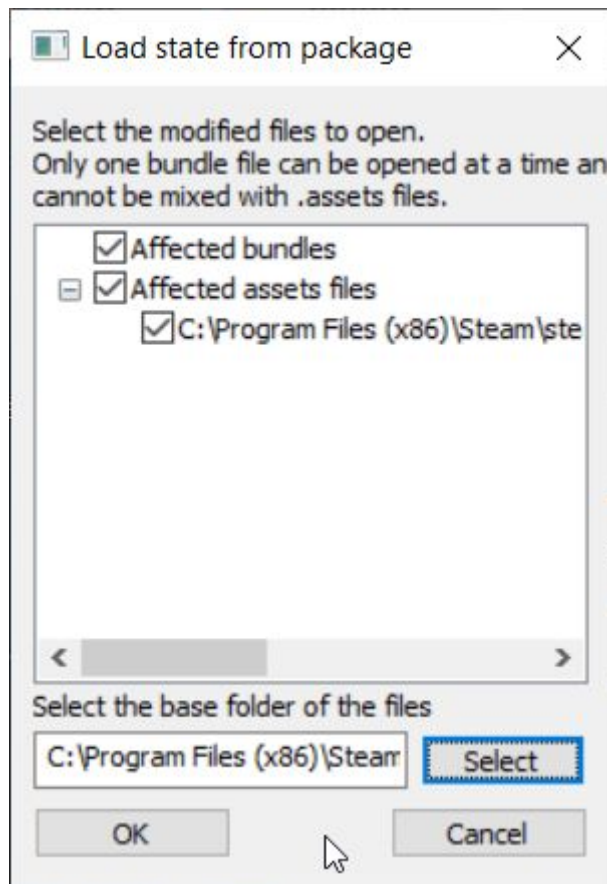


4.7 In the "Select the base folder of the files" section click the Select button and another window will open;



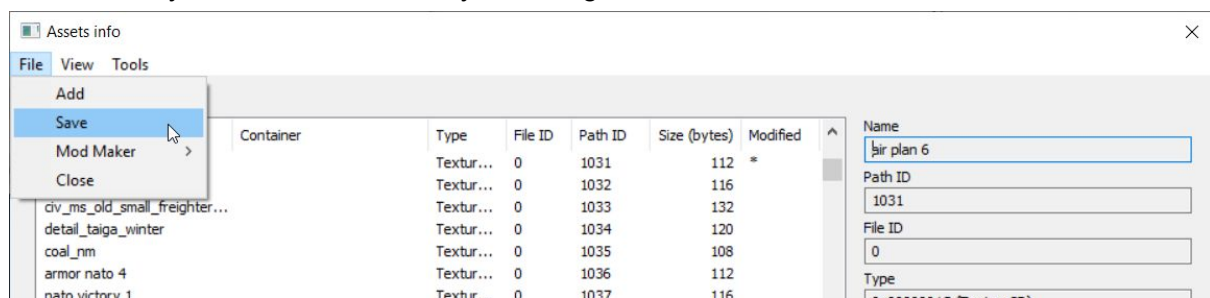
The location needs to be your "ColdWaters_Data" directory. This is one folder up from where the override folder is.

4.8 The Load state from package window should now be as follows;



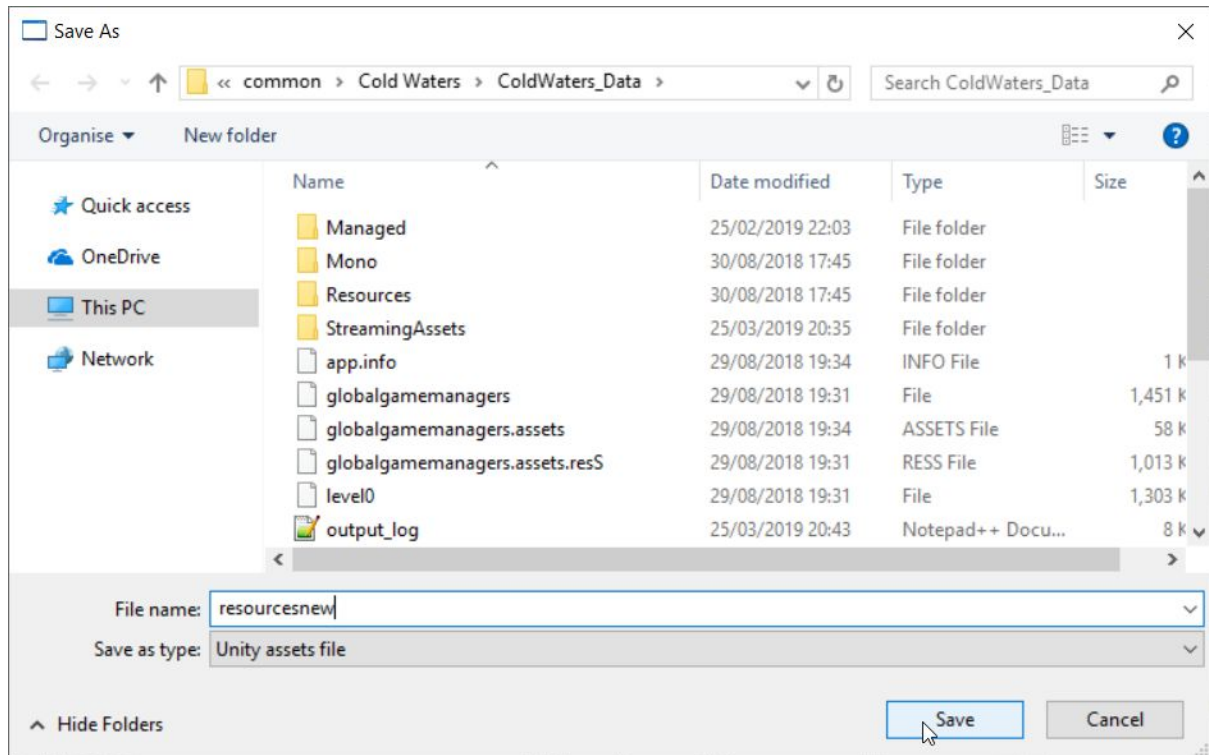
After clicking OK, a process window will appear and then close automatically.

4.9 Now you can save the file by selecting File>Save;

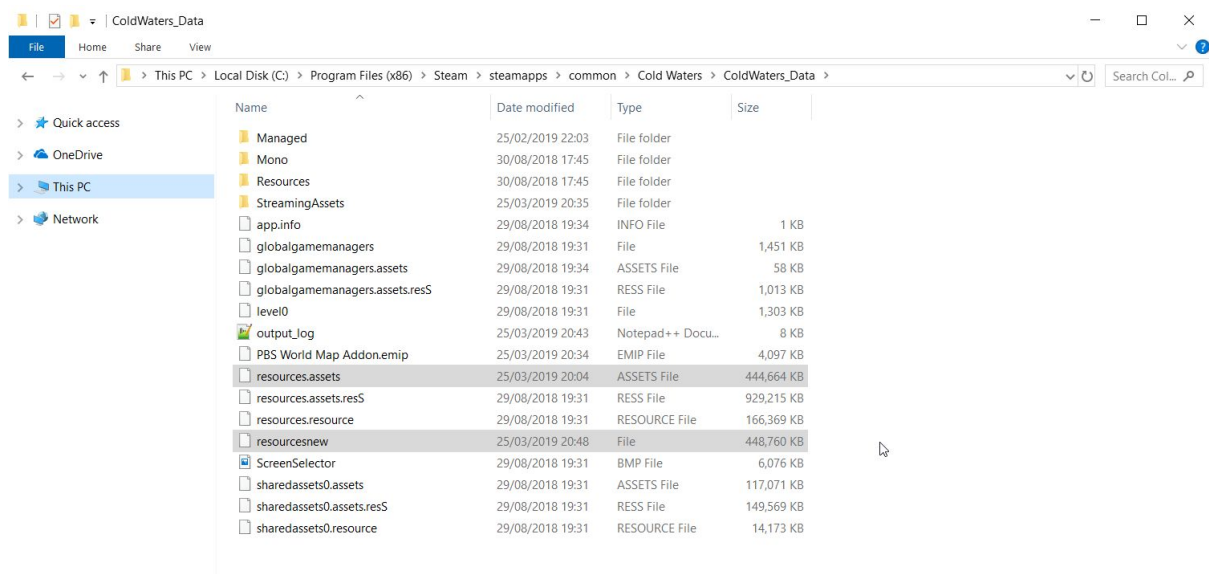


4.10 Save the file with a new name. In the example below I have just added “new” to the end of the default name.

If you try to overwrite it will fail due to the file being open.



4.11 You will now have two resource file within the ColdWaters_Data folder; resource.assets and resourcenew



4.12 Rename resource.assets to resource-orig.assets (This is your original untouched game file).

4.13 Rename resourcenew to resource.assets

5. TESTING CORRECT INSTALL OF MOD

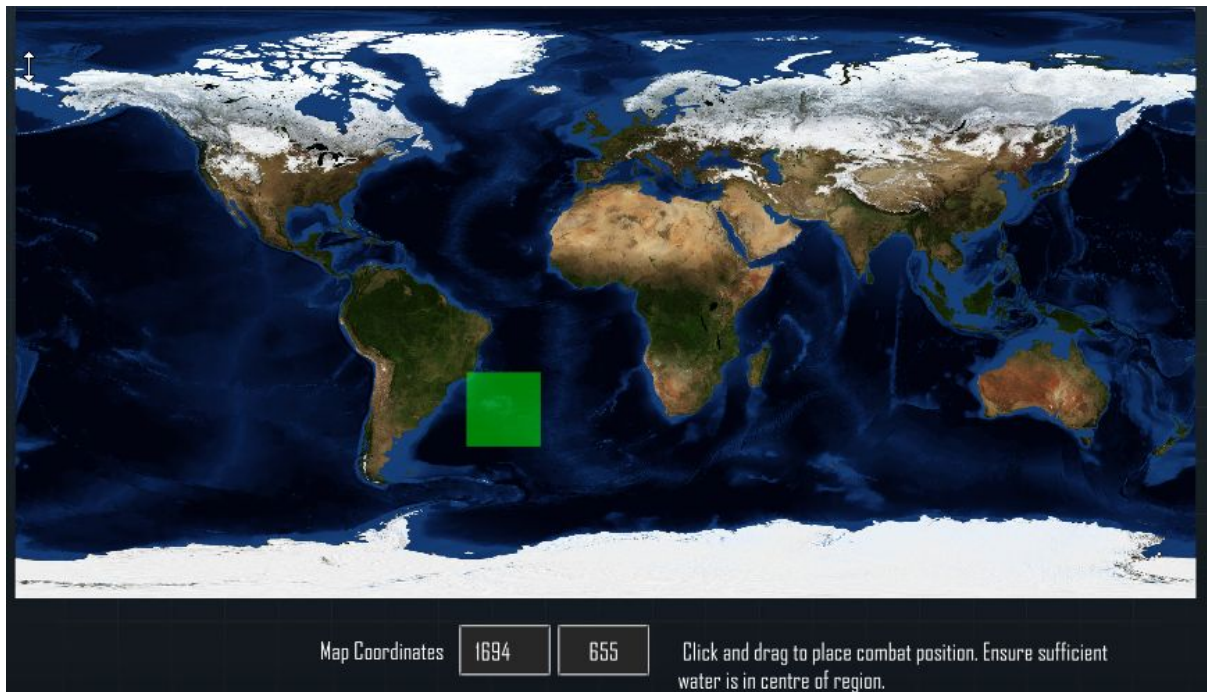
5.1 To test both are installed, once the game is running, goto the Single Mission option:



5.2 The list of new coloured missions shows the main Mod is installed. Select the "Quick Mission" option, Map = World Map:



5.3 The map screen on the right will change to:



5.4 Continue to make a Quick Mission as normal and then start the mission.

6. **KNOWN BUGS**

- A. Max depth of water seems to be just over 1900 feet, even where it should be deeper. This is probably down to the resolution of the bathy file I am using. 1900 or whole world map I know what I choose :)
- B. I have seen some units spawn on land, if so just move your green mission area box slightly away from the land mass and they should be ok.
- C. I haven't got around to making the ice work yet, so don't expect any !
- D. Whilst I was able to make an .exe to install the World Map Addon, we received too many complaints regarding AV detection and decided that this was the best way - it isn't going to change back anytime soon.

Anything else please let us know via GitHub or Discord ([pbs mod channel](#))