

Open Mod Manager

Quick Start Handbook

Briefing

Why switch from OVGME? Well, the developer abandoned it in 2019, and it hasn't been updated since. It still works at a basic level, but it's missing a lot of quality of life features.

Fast forward to today. The same developer, Sedenion, created Open Mod Manager, and it's a lot more flexible than its predecessor. Even better, he's still working on it.

So strap in, we're doin' this.

Before Start Checklist

Please uninstall your OVGME mods. You shouldn't need them after this, and we want a fresh start.

Now, answer this question:

*Do you want to know how the software works,
or do you just want to install the thing and go back to flying?*

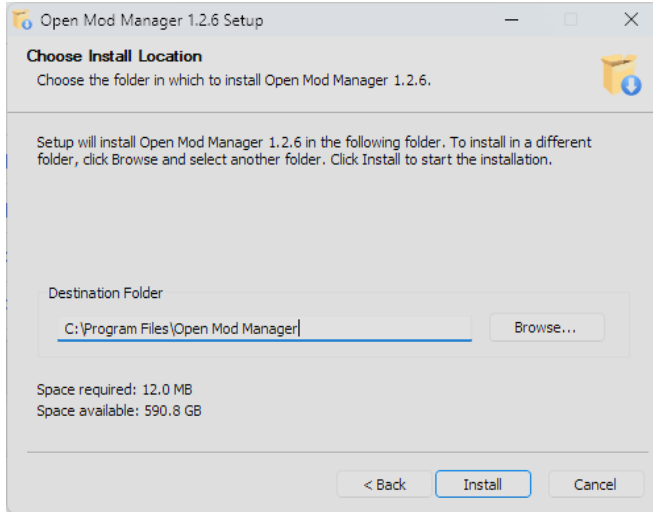
How's it work?: Go through the checklists in order.

Can I fly now?: Do the **Engine Start Checklist**. Follow the screenshots after that.
Do **Step 5** in the **After Takeoff Checklist**.

Engine Start Checklist

Download the latest version of the software: <https://github.com/sedenion/OpenModMan/releases/latest>

Install it.



Before Taxi Checklist

Open Mod Manager (OMM) uses some odd terminology because English is the developer's second language. Still, it's fairly straightforward once you understand a few basics.

Hub

A hub is a repository for a single game. OMM is a generic mod manager, so you can have multiple hubs for different games, like DCS World and MSFS 2020. You can also have multiple hubs for the same game but for different purposes.

Example: I have a hub named **Mod Builder** that I use to create squadron mods, plus a **DCS World** hub that handles the actual installation. Each hub points to a different source directory, which makes my life a lot easier.

Channel

A channel is a library of mod packages. You can have multiple channels in a single hub, and each channel can have a different **target directory**.

Example: I use a channel called **Stingrays Mods** that installs to the **DCS Saved Games** folder, plus a second channel called **ION's F-14 Mixtapes**, which installs packages in the main DCS folder.

Example 2: You can also have multiple channels if you need to use mods from different groups, like the Stingrays and a training group. In that case, you'll need to query each repository separately.

Local Library

OMM downloads the mod packages and stores them here, on your local machine.

Network Library

This is the network repository on the squadron server.

You can have multiple network repositories for a single channel. OMM will combine the mods into a single list and install them in the same **target directory**.

Example: You have access to the core squadron mods plus mods in an additional repository. (Hint: a half-decent writer might call that “foreshadowing.” I’m just sayin’.)

Dependencies

Some mod packages require others to work.

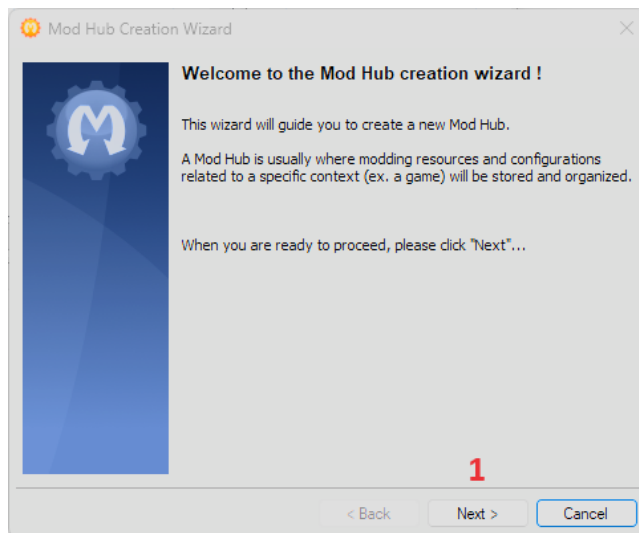
In the Stingrays’ case, the **Quick Install** package has dependencies for all the required mods. You only need to double-click one package, and OMM will take care of the rest.

Takeoff Checklist

When you run Open Mod Manager for the first time, it should run the **Mod Hub Creation Wizard**. If not, you can use the **File | New** menu to create a Mod Hub.

Step 1

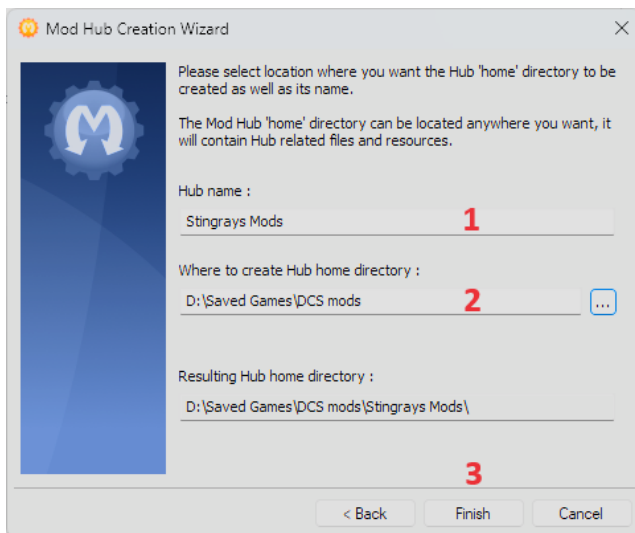
Welcome to the Mod Hub creation wizard.



1. Not much to do here. Click **Next**.

Step 2

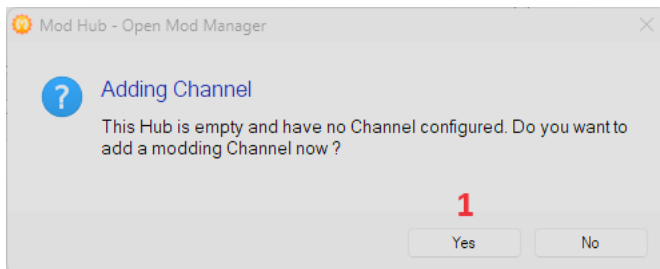
Give your hub a **name** and a **home directory**. These are both personal preference.



1. Hub name: **Stingrays Mods**
2. Where to create Hub home directory: Click the ... button on the right. Select the folder where you want to *download* your mods.
3. Click **Finish**.

Step 3

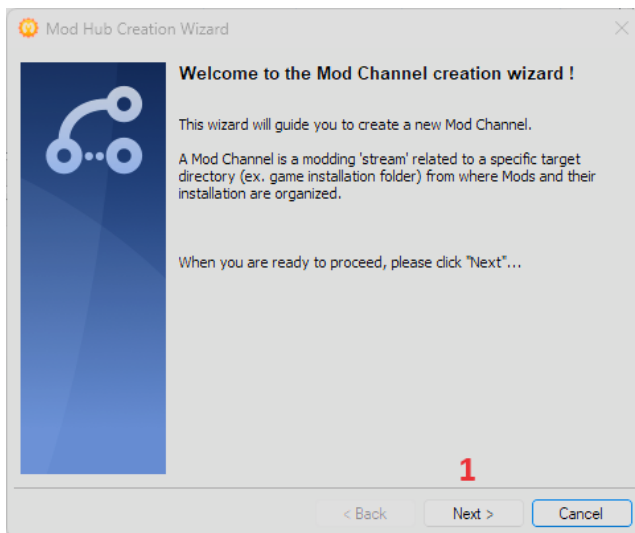
Once you have a hub, OMM will ask you to create a channel.



1. You want to do this. Click **Yes**.

Step 4

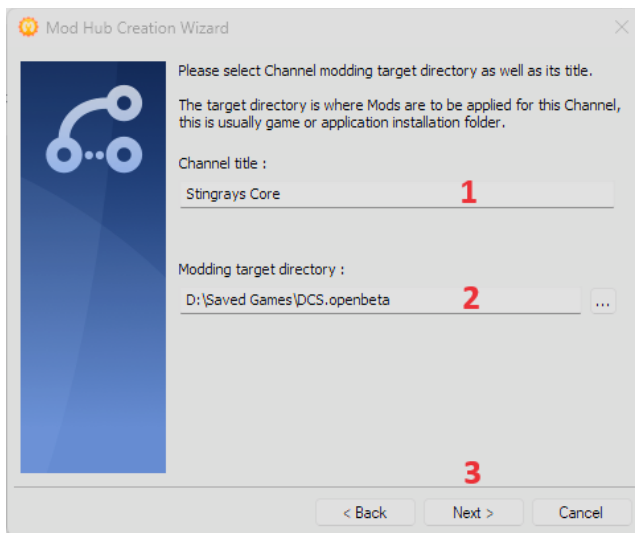
Welcome to the Mod Channel creation wizard.



1. You guessed it, click **Next**.

Step 5

Give your channel a **title** and a **target directory**. The title is personal preference, but the target directory should be your **DCS Saved Games** folder.



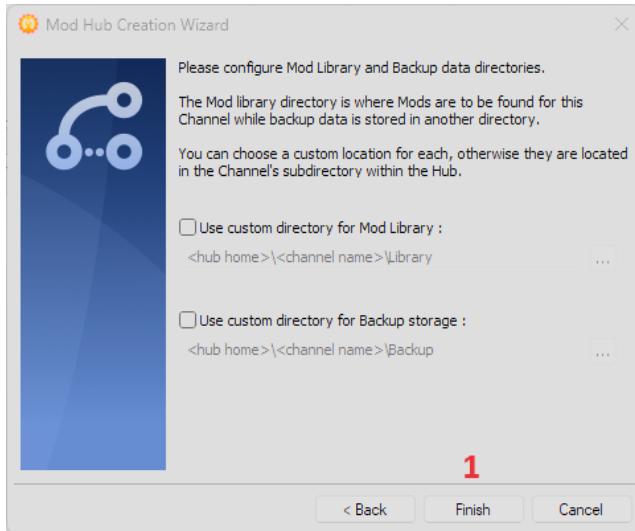
1. Channel title: **Stingrays Core**
2. Modding target directory: Click the ... button on the right. Select your **DCS Saved Games** folder.
3. Click **Next**.

Step 6

OMM is generic module manager, so it's fairly flexible. These settings are personal preference.

Mod Library is where OMM will look for your hub and channel config files (.omx).

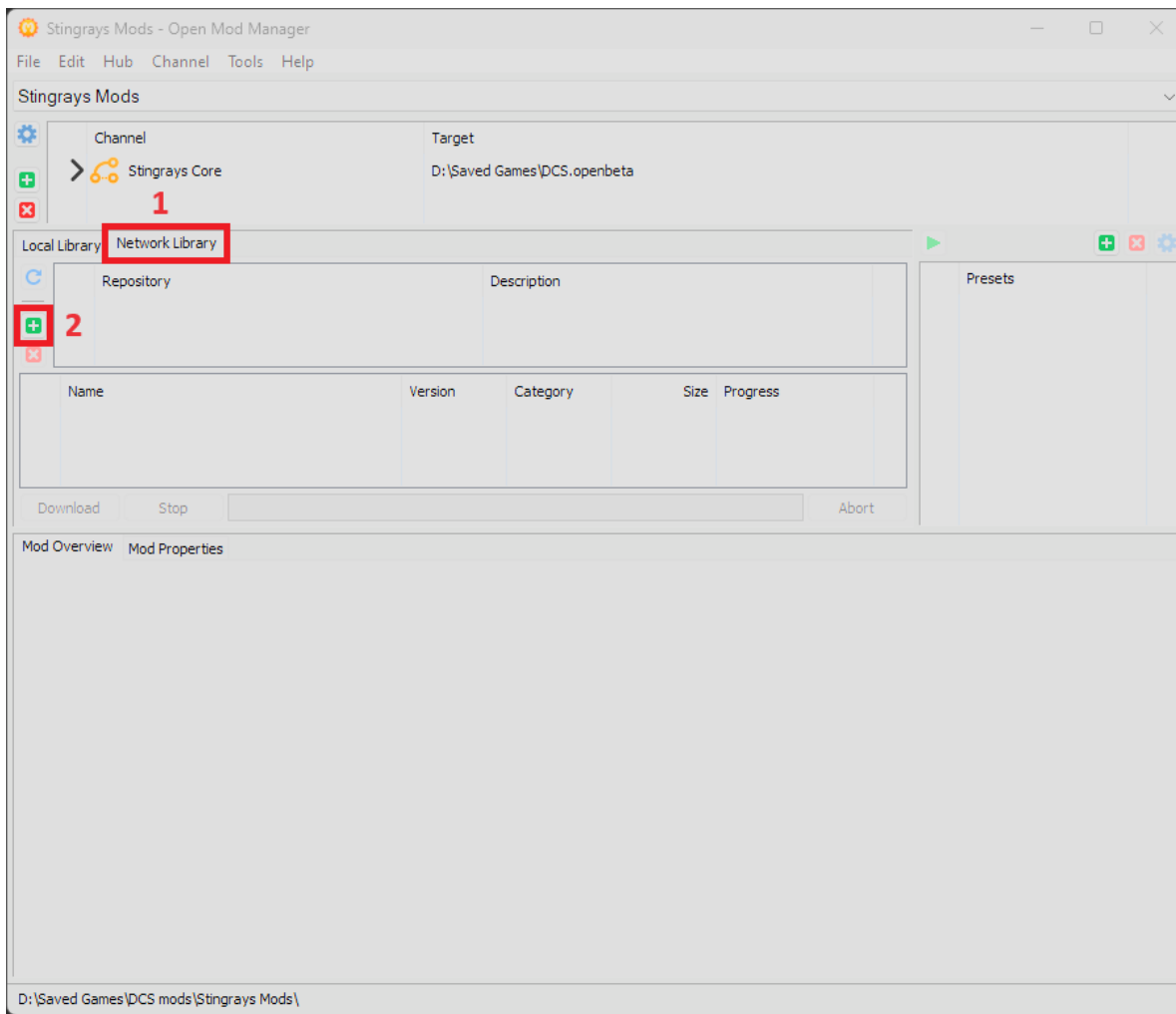
Backup storage is pretty much what it sounds like. OMM will back up anything in your target directory that might be overwritten. It will restore that backup when you uninstall a mod. So it's a polite mod manager too.



1. Click **Finish**.

Step 7

Once you create a channel, you'll need to add a **Network Library** to query the Stingrays server.

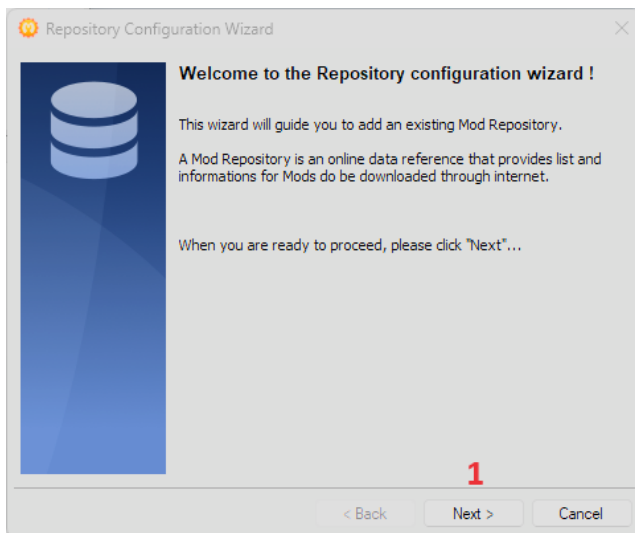


1. Select the **Network Library** tab.
2. Click the **+** button to add a new repository.

Tip: You can also use the **Channel | Add Repository** menu option.

Step 8

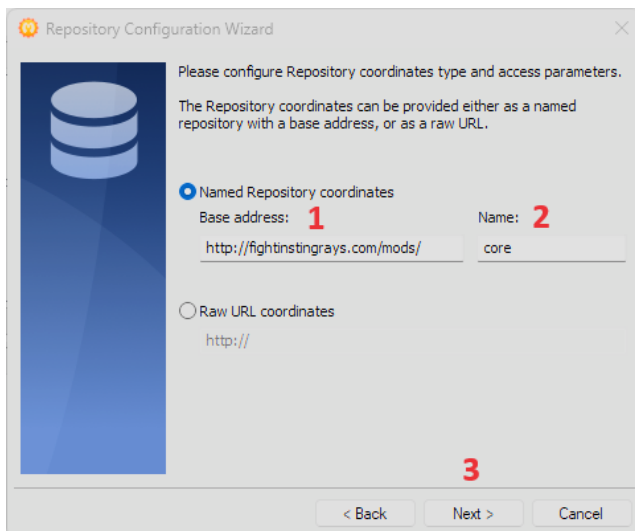
Welcome to the Repository configuration wizard.



1. Again, not much to do here. Click **Next**.

Step 9

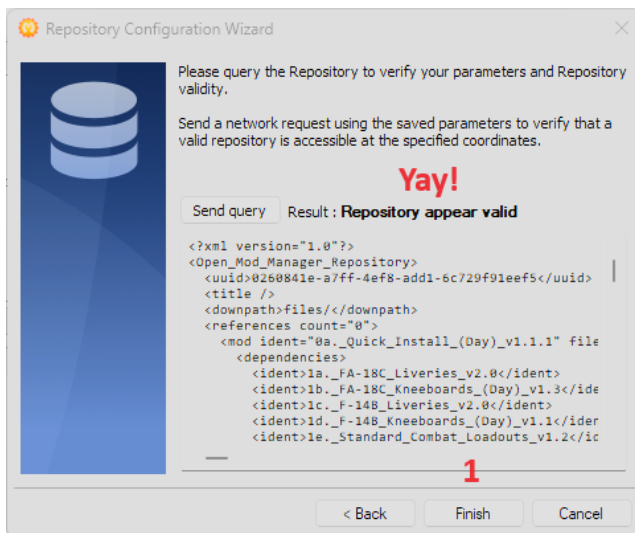
Here's where you tell your channel about the repository.



1. Base address: **http://fightinstingrays.com/mods/**
2. Name: **core**
3. Click **Next**.

Step 10

If everything works...



1. Click **Finish**.

Tip: If the query doesn't succeed, click **Back** and return to **Step 9**. Check your spelling. Better yet, copy-paste the **Base address** and **Name**. If that still doesn't work, contact the network admin and make sure the repository address is valid.

After Takeoff Checklist

Once you have the software set up, you'll need to query the repository, download the mod packages, and install them for DCS.

How's it work?: Thanks for sticking with me. I'll fly your wing any day.

Can I fly now?: Glance at the next section. Remember to do **Step 5**. You should probably read the **Cruise Checklist** as well, but it's your call.

Step 1

Download the required mod packages.

The screenshot shows the Open Mod Manager interface for 'Stingrays Mods'. The 'Channel' is set to 'Stingrays Core' and the 'Target' is 'D:\Saved Games\DCS.openbeta'. The 'Local Library' tab is selected, and the 'Network Library' is being queried. The repository URL is 'http://fightinstingrays.com/mods/ -- core'. A table of mod packages is displayed, with the 'Quick Install (Day)' and 'Quick Install (Night)' packages highlighted. The 'Mod Overview' section for 'vVF-161 Fightin' Stingrays' is also visible, showing a 'Quick Install' button and a description of the mod.

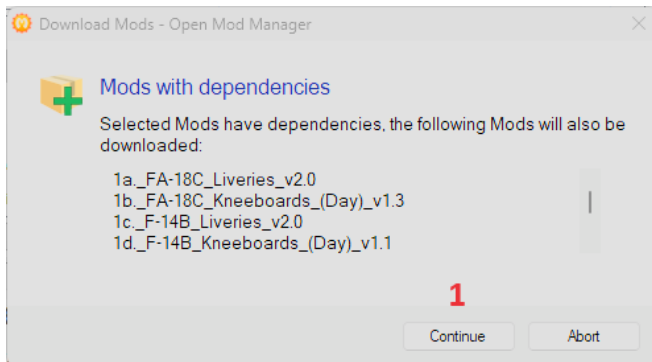
Name	Version	Category	Size	Progress
0a. Quick Install (Day)	1.1.1	Quick Install	26 KB	
0a. Quick Install (Night)	1.1.1	Quick Install	26 KB	
1a. FA-18C Liveries	2.0	Skin	63,824 KB	
1b. FA-18C Kneeboards (Day)	1.3	Kneeboards	5,955 KB	
1b. FA-18C Kneeboards (Night)	1.3	Kneeboards	5,709 KB	

1. Select the **Network Library** tab.
2. Click the **↻** button to query the repository.
3. Double-click *either* **Quick Install (Day)** or **Quick Install (Night)**.

Tip: The Night package might be better for VR users. Read the description for details.

Step 2

The **Quick Install** package has multiple dependencies, i.e., all the mods required to fly with the squadron.



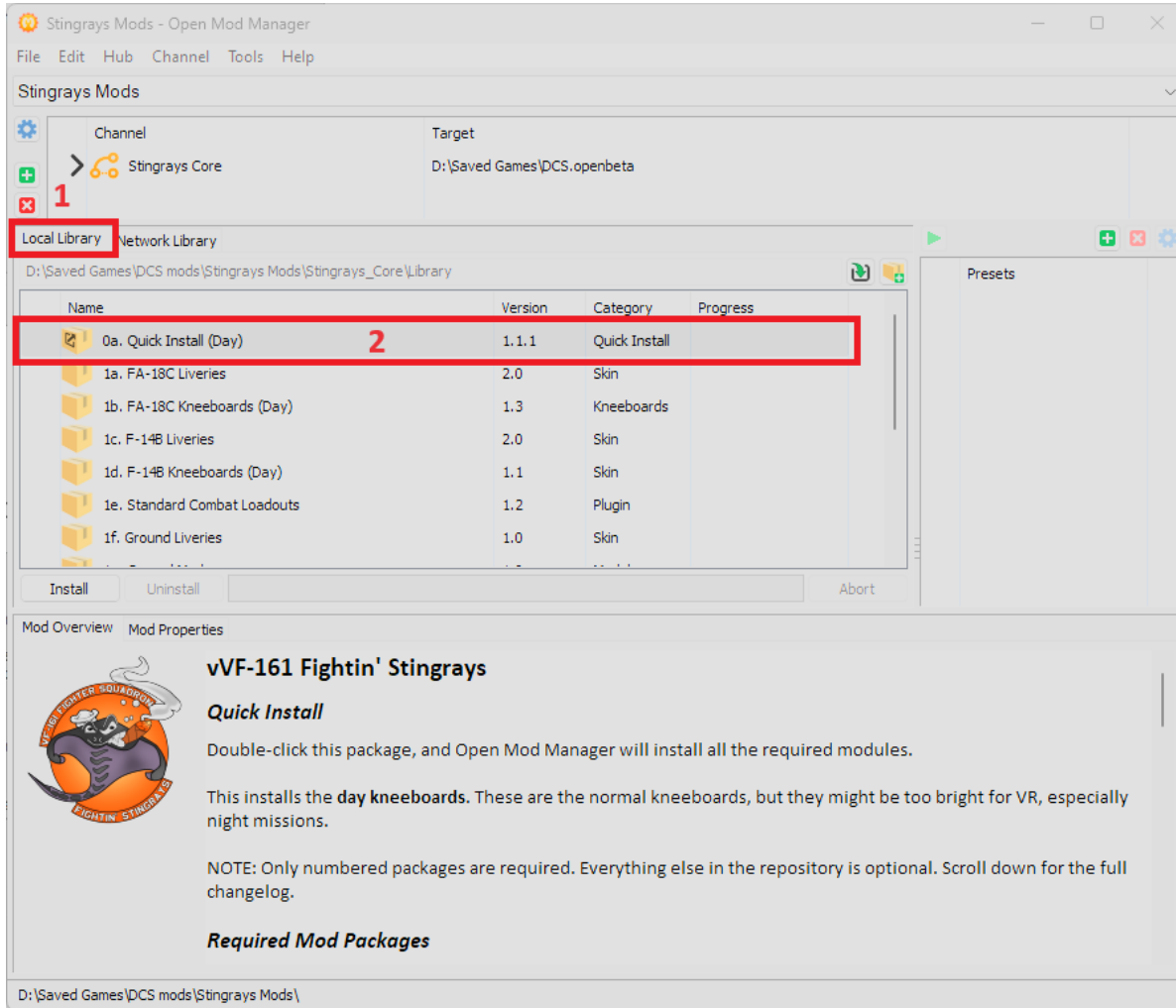
1. You don't really have a choice. Click **Continue**.
2. Cue the **Jeopardy!** song.
3. Wait for the downloads to finish. It might take a while, so now's a good time to take a break. Come back in 10-15 minutes.

Step 3

Okay, we're back! Now that the downloads have finished, let's install the mods.

Stop! Did you uninstall your OVGME mods? You did? Awesome!

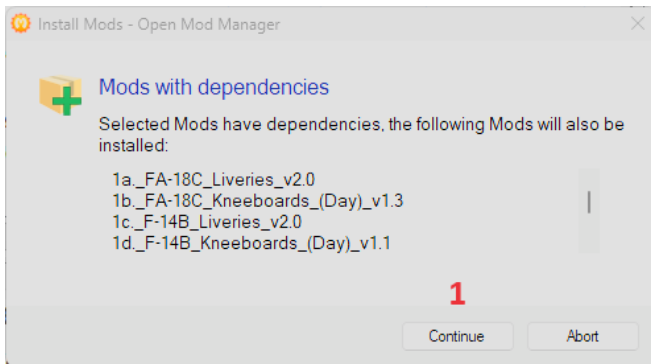
Back to OMM.



1. Select the **Local Library** tab.
2. Double-click the **Quick Install** package that we downloaded earlier.
3. Bask in the glory of mod dependencies.

Step 4

More confirmation dialogs, this time that you want to *install* the mods with dependencies.



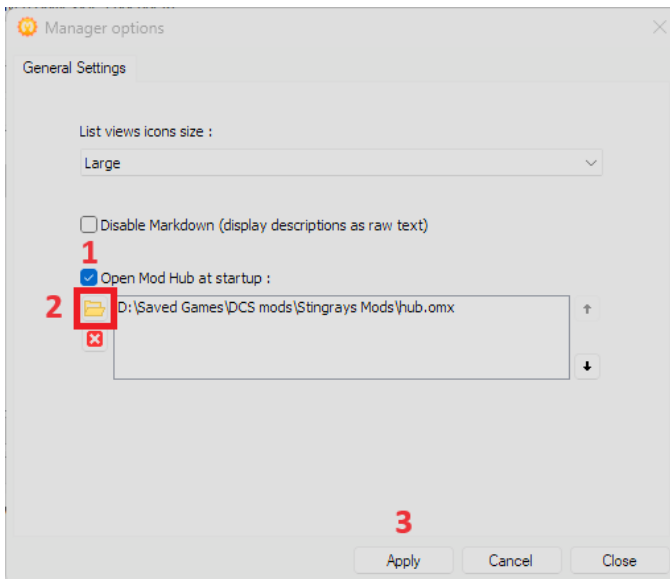
1. Surprise! Oh, wait... no. Just click **Continue**.
2. Wait while the mods install. Don't go anywhere, it's quicker than the download.

Step 5

And finally, here's the big quality of life setting I mentioned earlier.

OMM doesn't open a hub on startup, even the one you just created. That's annoying AF. Fortunately, there's an option to fix it.

Use the **Edit | Manager options** menu.



1. Enable **Open Mod Hub at startup**.
2. Click the 📁 icon to add the Stingrays Mods hub.
3. Click **Apply**.

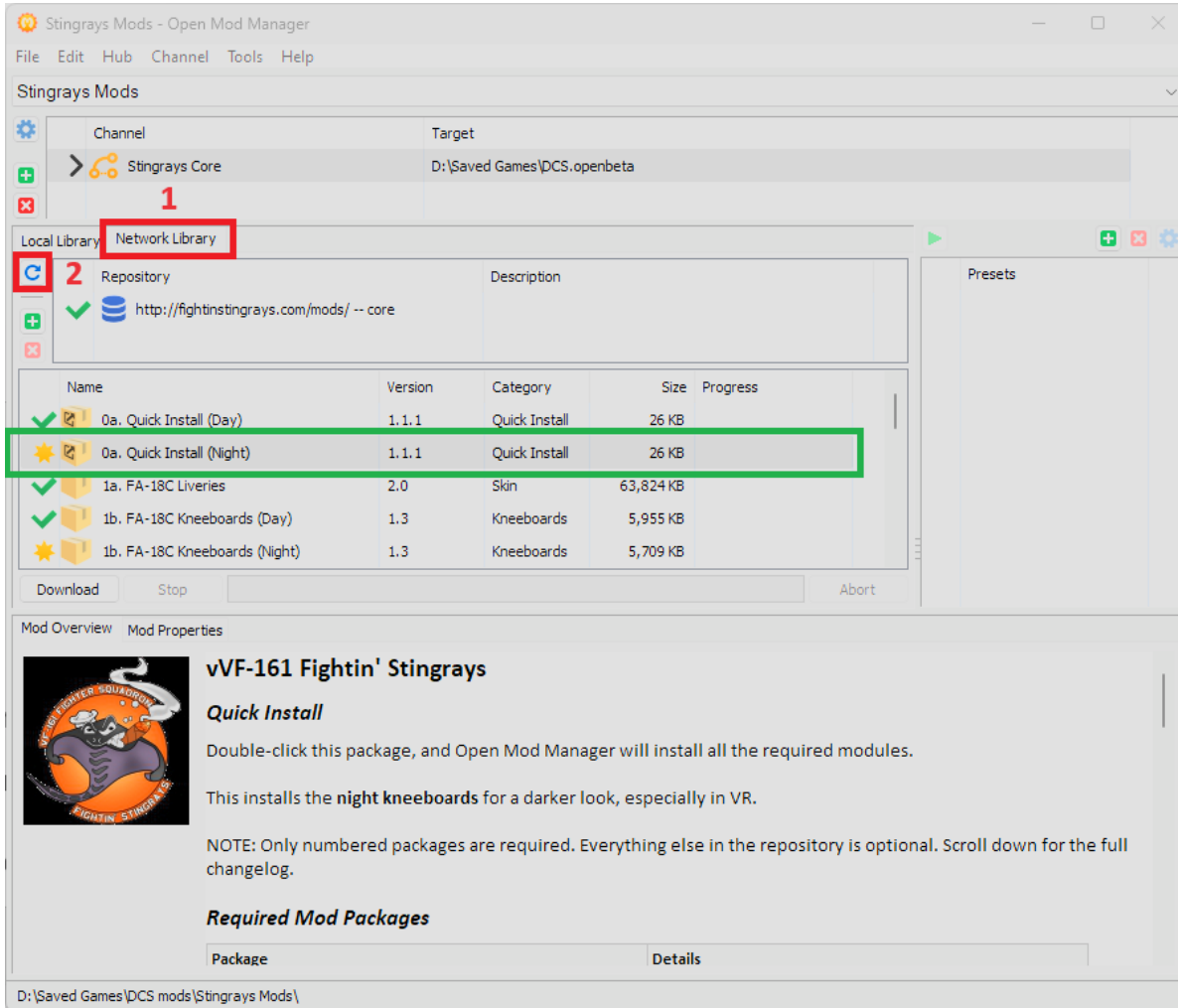
Tip: If you add another hub later, the last hub on the list is the default.

Cruise Checklist

Now let's talk about everyday use.

Updates

You need to periodically query the network repository for updates.



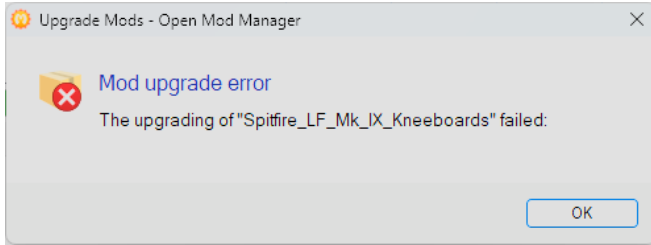
1. Select the **Network Library** tab.
2. Click the **U** button to query the repository.
3. Download any new or updated mods.

Tip: Remember to switch to the **Local Library** tab to install the mods you just downloaded.

Bugs

OMM is still under development, so it has a few bugs. Most of them are annoying rather than showstoppers, but one will come up regularly.

Mod upgrades are semi-broken. OMM downloads the new file just fine, but it throws an error when it tries to upgrade to the new package.



Workaround: Click **OK**. Navigate to the **Local Library** tab. Double-click the updated package to install it.

Landing Checklist

I hope this guide has been helpful. I tried to cover everything without getting into the weeds. Still, I might've missed something. Ping me on the squadron Discord if you need help.

I offer no apologies for the cheeky checklist headings. Or the informal tone. Or the missile I shot at Weld. It wasn't my fault he flew into it! Okay, I'm actually sorry about that one. Won't happen again. Honest.

ION

Admin Officer, XO of vVF-45, frequent meme target

P.S. – Thanks for reading this far! Your reward is a treasure trove of extra mods.

Use the **Channel | Add Repository** menu or the **Network Library** tab and the **+** button on the left. The app will run the Repository configuration wizard again.

Network Repository:

Base address: <http://fightinstingrays.com/mods/>

Name: **extras**

That's it. Install and enjoy!

If you want to change the name of your Channel, use the **Channel | Properties** menu or right-click the channel itself (Stingrays Core) and select **Properties**.

Remember to query the new repository. Double-click it or click the **U** button on the left. Scroll past the numbered mods and you'll find the new ones.

I've included missions like **Bankler's Case I Recovery Trainer** and **d0ppler's Formation Trainer**, along with free campaigns, kneeboard suites, livery collections, and more. You'll even find mods like the **FA-18EFG Super Hornet**, **OV-10A Bronco**, and **T-45C Goshawk**, all in one convenient location.

Okay, that about wraps it up. Thanks for watching! Don't forget to smash that Like button, hit Subscribe, and ring the— Hold on! Sorry about that. I've just been told that I'm not actually a YouTuber. Ah well.