

Preparing for creating mods

First you'll need to prepare for creating mods.

You should know how Godot Mod Loader works. Read it's documentation [here](#) or ask for help on their [Discord Server](#). Skip the first 3 steps (Decompiling, GodotSteam, and Project Setup).

You should also know how to use GitHub to clone Evie's source code.

Now you're ready to develop mods for Evie! Go to the next page to learn how to do that.

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