Steam Workshop Guide For

Boxing Club Manager

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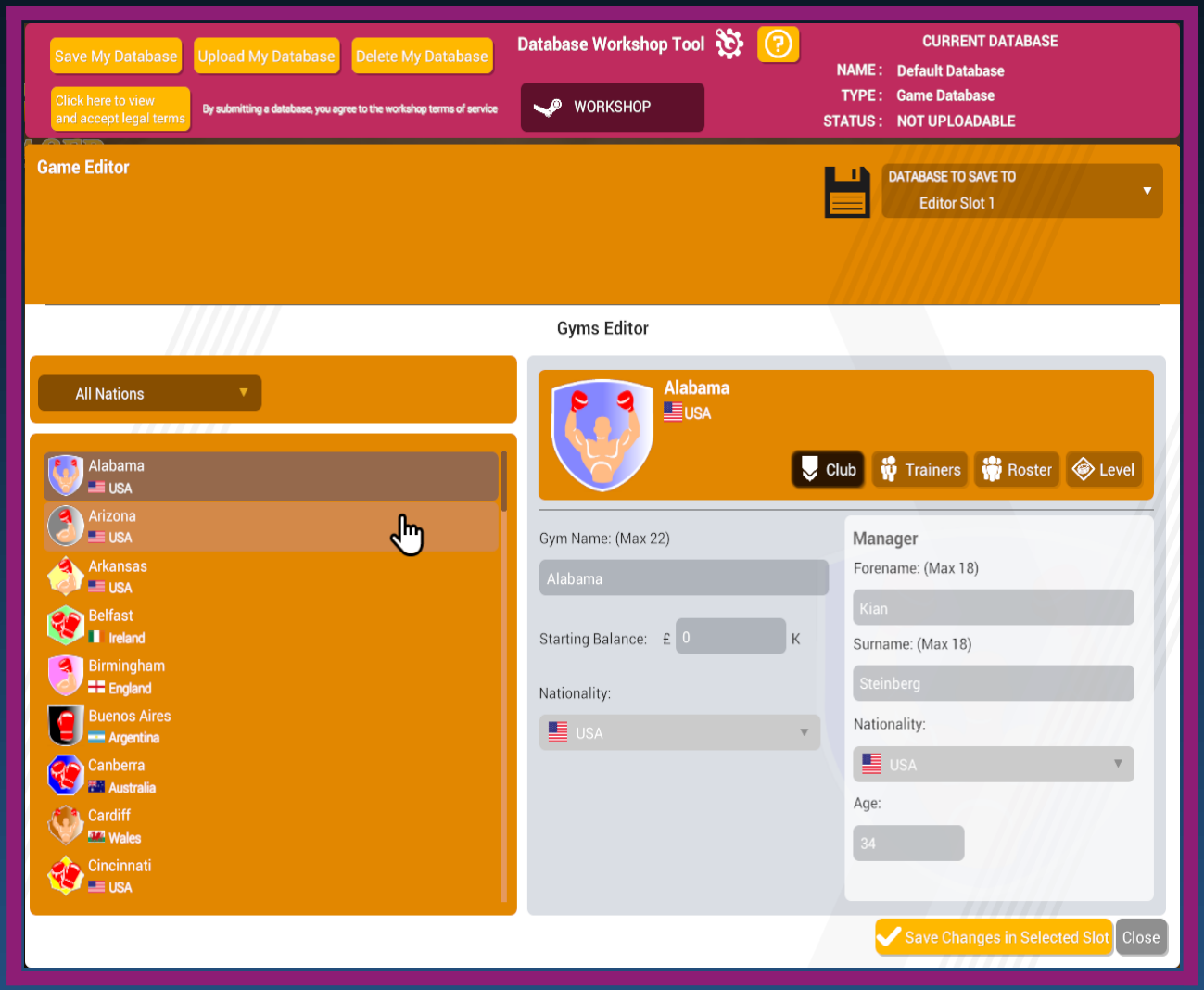
OVERVIEW

This is a guide for the Workshop section of Boxing Club Manager. Currently the workshop only supports in-game database files created using the editor. You can use it to share database files with the community.

The workshop tool can be found in the Editor section of the game and appears as a bar at the top. Click on the WORKSHOP button to display the workshop area underneath.



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DATABASE TYPES

THERE ARE 3 DATABASE TYPES.

1) GAME.
2) MY DATABASE.
3) SUBSCRIBED TO DATABASE.

Where you see this icon, this is a normal game database that exists in the **Documents\Alternative Software\BCM folder.**

Where you see this icon, this is your own workshop database that exists in the **Documents\Alternative Software\BCM\Workshop\My Databases folder.**

Where you see this icon, this is a workshop database you have subscribed to that exists in the Steam app folder

Databases will show up in dropdown lists with these icons.

If you see this icon something has changed with the item you have subscribed to on Steam. It may have been deleted by the author. Your local version can still be used however. See the section later titled **USING SUBSCRIBED ITEMS THAT HAVE BEEN DELETED BY THE AUTHOR.**

See the Steam documentation on how to subscribe to items in the Workshop using the Steam Client.

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DATABASE WORKSHOP TOOL

SAVE MY DATABASE

Saves a new workshop database locally. You must enter a filename, title and description. *Please note, this is what you use to save a workshop database.* It is not necessary to use the Save Changes in Selected Slot button. That button is for saving game databases to editor slots in the normal way.

UPLOAD MY DATABASE

Uploads a saved workshop database to Steam.

DELETE MY DATABASE

Deletes a workshop database that you have authored locally, and from Steam if it has been uploaded. *Please note, it's important that you delete your items from inside the game editor.* If you delete your item from the Steam client first, the game will still think the file you have locally has been uploaded. You won't be able to upload it again. Currently, if you do make a mistake, you can change this by editing the metadata file yourself. See, EDITING THE METADATA FILE later in the document.

ACCEPT LEGAL TERMS

You must agree to the Steam Workshop terms of service. You can access the link by pressing the Click here to view and accept legal terms button. You must be logged in to Steam on the browser for this to work.

The section in the top right under "**CURRENT DATABASE**" shows details about the current database, it's name, type and status.

If **NAME** shows "**Default Database**" then you have loaded a default database into the editor. It's status will be "**NOT UPLOADABLE**" as default databases can't be uploaded to Steam.

Only **TYPE** "**Workshop Database**" is uploadable to Steam.

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STATUS can be any one of the following :-

UPLOADED

The database has been uploaded to Steam

NOT UPLOADABLE

The database is not uploadable to Steam. This applies to game and default databases.

EDITED

The workshop database filename, title and/or description has been changed.

SAVED

The workshop database has been saved.

DELETED

The workshop database has been deleted.

TYPE can be either of these :-

Game Database

So that the game runs normally, the default databases and editor slot datbases have been retained. The type **Game Database** refers to these.

Workshop Database

This is the new type of database that is for uploading to the Steam workshop.

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HERE IS WHAT TO DO IF YOU WANT TO UPLOAD A DATABASE

1) Use the Editor as normal to create your database.

2) Click on the **WORKSHOP** button

3) Give it a Filename, A Title and a Description.

4) Select a preview image if there are any showing in the box on the left or use the default that it is set with.

Any images you put in the **Documents\Alternative Software\BCM\Workshop\PreviewImages** folder will show up here.

Preview images are 640x640 pixel .png files

5) Click on Save My Database button. This will create a folder with the name you entered in the filename box. Inside that folder will be the .dat database file with the same name. It will be stored here along with a .dmd file that holds authorship information about the file :- **Documents\Alternative Software\BCM\Workshop\My Databases**

Only the folder with the .dat file is uploaded to Steam.

If you want to update it, just click the **Save My Database** button again.

6) Click on **Upload My Database** to upload to Steam

7) If you want to delete the database locally and from Steam, click **Delete My Database** button

Please note, you must agree to the Steam Workshop terms of service. You can access the link by pressing the Click here to view and accept legal terms button. You must be logged in to Steam on the browser for this to work.

Your database will now show up in the Workshop section in the Steam Client and other players will be able to subscribe and install it for use in the game.

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If it doesn't show up immediately, you can wait as there is sometimes a delay. You can also try closing down and restarting the Steam client.

For some cases restarting the game and/or the Steam client will solve any issues of the database not showing up.

STEAM WORKSHOP TAGS

When a database is uploaded to Steam it is uploaded with custom steam tags to help with browsing in the Steam Client using "Browse By Tag".

The tags are :-

"Custom Database".	This is applied to every database.
"BCM".	This is applied to Boxing Club Manager

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HERE IS WHAT TO DO IF YOU WANT TO SUBSCRIBE TO A DATABASE

Use the Steam client to subscribe to databases. Go to the Community→Workshop area of the game to browse items and choose what to subscribe to.

When you subscribe to an item it downloads automatically. You will need to wait for Steam to download it and will also need to restart the game to start using it.

Items you subscribe to will be downloaded by Steam into your Steam/steamapps/workshop/content folder.

USING SUBSCRIBED ITEMS THAT HAVE BEEN DELETED BY THE AUTHOR

If the author of a workshop item that you have subscribed to, deletes it from Steam, it will still remain in your Steam content folder but will not be visible in the game. This is because people who had subscribed to it, may still want to use it.

If you still want to use it, you should copy it to your own workshop folder as the game will not include items deleted from steam in the game, here are the instructions on how to do that.

1) Find the .dat file in the Steam\steamapps\workshop\content\1652490 folder.

2) Create a folder in the Documents\Alternative Software\BCM\Workshop\My Databases that is exactly the same as the .dat filename but without the extension of .dat.

e.g. if the dat file is called BCMData.dat the folder should be BCMData

You'll now be able to use this in the game as it will show in the drop down boxes for selection.

If you try to load it in the editor it will say that it can't find the metadata .dmd file.

This file is only needed for authored workshop databases, so you can ignore it as you are not the author.

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EDITING THE METADATA FILE

Generally speaking you should NOT touch the metadata file. The information provided here is to assist you for two things.

1) Mistakenly deleting your database from the Steam client first, outside of the game.

2) As an advanced way to create a database from an existing game database, outside of the game.

The file is a text file, so If you need to edit it, do so using a text editor, e.g. Notepad or TextEdit. Do NOT use anything like Microsoft word or any other word processing software.

The metadata file contains information about the workshop database you have created. It is created along with the database when you press the Save My Database button.

Here is an example of how it would look in the My Databases folder for a database called "BCMDatabase" :-

The folder name is the name you give it in the Database Filename field.

THIS FOLDER AND IT'S CONTENTS IS WHAT GETS UPLOADED TO STEAM.

BCM\Workshop\MyDatabases\BCMDatabase

The database file name is the same as the folder name but with the extension of .dat and is inside the folder.

BCM\Workshop\MyDatabases\BCMDatabase\BCMDatabase.dat

The database metadata file name is the same as the folder name but with the extension .dmd and is in the root of the My Databases folder.

THIS DOES NOT GET UPLOADED TO STEAM.

BCM\Workshop\MyDatabases\BCMDatabase.dmd

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1) Mistakenly deleting your database from the Steam client first, outside of the game.

Open the .dmd file using a text editor. **Line 1** contains an ID, 1652490. **Line 4** contains the Steam ID of the uploaded item. Because the item has been removed from Steam, this ID will no longer work. It will look something like 2282824265.

If you change both these values to 0 the database will go back to being a database that hasn't been uploaded and you should be able to continue to use it in the game. You may need to change the filename as Steam may still have the file on it's server. You'll know this if you get an error saying "You already have a Steam Workshop item with that name." when you try to upload.

2) To create a database from an existing database, outside of the game. Advanced.

There may be circumstances where you need to turn a database file into something that you can load and use in the workshop.

Let's say you have downloaded a database that someone has sent you or put on Discord, called "mybcmsetup.dat"

Now you could copy that to the Documents\Alternative Software\BCM folder and rename it to BCM_Editor1.dat.

It will then show up in Editor Slot 1.

You can then load that in to the editor, and create a workshop database inside the editor the normal way.

Or, outside of the game….

You could create a folder in Documents\Alternative Software\BCM\Workshop\My Databases called "mybcmsetup" and copy the .dat file into that folder.

Then using a .dmd file that is of a **database that hasn't been uploaded to Steam**. Make a copy and rename it to mybcmsetup.dmd. Put the file in Documents\Alternative Software\BCM\Workshop\MyDatabases.

Now, edit mybcmsetup.dmd in a text editor and change Line 5 to the file name of this database without the extension, so in this case it would be "mybcmsetup"

If this is an older database, it still may not be recognised as a workshop database and won't show up in the database selection boxes.

This is for advanced users. You will need to edit the .dat file to tell the game that it is now going to be a workshop database.

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For this example, you would open the mybcmsetup.dmd with a hex editor like HxD (Freeware Hex Editor). Then you would need to enter the number for the game that matches the database into the 3rd byte. For an older data set it will show as 0, you will need to enter the correct number from the table below.

Game Version (Data set)	Number
BCM	05

We'll assume mybcmsetup.dat is an old database, so you would enter 05 into the 3rd byte, for BCM.

mybcmsetup should now show up as a database that you can load into the editor in BCM and you will be able to proceed the normal way.

TROUBLESHOOTING / THINGS TO REMEMBER

- Be patient, and wait after uploading the database. It won't appear immediately on Steam.
- Restart the game and/or restart the Steam Client if new uploads are still not showing after a while.
- Be patient, and wait after subscribing to an item. It may not have downloaded yet.
- Restart the game and/or restart the Steam Client if new subscriptions are still not showing after a while.
- Delete workshop databases using the Delete My Database button in the game.
- Don't mess with the .dmd file unless you know what you are doing. i.e. read the instructions
- Don't mess with the .dat file unless you know what you are doing. i.e read the instructions
- Don't perform operations outside of the game, while the game is running. Like putting custom preview • images in the preview images folder. They won't show in game, until you stop and restart the game.

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