**Project Infinity FAQ**

**What’s Project Infinity?**

Project infinity is a mod manager for Infinity Engine games: namely, Baldur’s Gate 1+2, Planescape: Torment, Icewind Dale 1+2 and the Enhanced Edition versions of the games mentioned. You’ll likely be primarily using it for Baldur’s Gate games, because that’s where you have a huge number of mods that are hard to keep track of without a manager.

**Why do I need Project Infinity?**

There are hundreds of mods made for Baldur’s Gate 1 and 2. Some of them change some tiny aspects of the game, like adding a new NPC or a bunch of new kits, some add huge storylines with dozens of new areas to explore and some reshape the game beyond recognition.

Project Infinity helps you to install several mods at once. This is faster than running dozens of mod install files manually, especially as you can just tick the boxes of the components you want to install instead of answering command prompts for every single mod. PI also prominently links the mod’s readme file and the link to its forum thread for most mods.

As mods for these games often need to be installed in a specific order to be compatible with each other, Project Infinity offers support for install order files and for mods’ own metadata-based build order rules.

And, finally, it keeps track of all your attempts of installing mods and gives you detailed logs, allowing you to find out if anything went wrong and where it did.

**What happened to the old install tool, the BiG World Setup?**

It was discontinued because it required too much maintenance in order to stay up-to-date.

**How do I install Project Infinity?**

1. You put project-infinity.exe into a new folder of your choice.
2. Then, you need to press the “Settings” button and fill in the folders of the games you want to mod. If you are using steam version of the games, you should copy your game folders out of the steam\steamapps\commons\ folder somewhere else first, so that steam update function doesn’t mess up your build when you are in the middle of a campaign.
3. Finally you need to put the mods you want to install into a “Mods” folder inside your Project Infinity folder. You need to extract every downloaded mod archive (including the self-extracting .exe archives) into an own folder inside the “Mods” folder.

**Where do I find the mods?**

On the internet! Project Infinity is equipped with an own mod downloader (the “Mods” button with the green icon), which includes a few mods available on certain GitHub pages, but many popular mods won’t be found there. www.gibberlings3.net, www.pocketplane.net, www.shsforums.net and forums.beamdog.com are some of the most popular forums with the modding community, but there are also a few other sites as well. Look around!

**Why are all the mods I download in the “Default/Unassigned” group?**

You drag&drop them into the relevant groups yourself. These groups offer a rough idea of how an install order is supposed to look, usually, but that’s by no means definite in any way or form. To find out in which order you need to install the mods, you have to read the mods’ readme files and look around the forums. Some users have uploaded sorting orders that worked for them, so you may want to copy them at first. Leonardo Watson wrote a 400-pages manual on the order in which to install many mods for classic, non-EE Baldur’s Gate 1&2. It’s called the “BiG World project” and you can download it from the Spellhold Studios. It may be somewhat useful to you, even though as of now, it hasn’t been updated for over a year.

**What’s BGT/EET?**

Baldur’s Gate Trilogy and Enhanced Edition Trilogy, respectively. BGT is a mod that combines the classic BG1 and BG2 into one game. EET does the same thing for the enhanced edition. Don’t be fooled by the option to install BGT/EET straight from Project Infinity. You need to download these mods like every other normal mod and you additionally need the “DLC merger” mod for EET.