



User Guide

A manual for new utopians



written with ❤️ by MyGodness | 03 January 2022

Welcome to Grand Utopia!



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[1] Introduction

Grand Utopia is a fictional French island. It was created to give you a change of scenery. Discover a world with varied landscapes, straight out of my imagination! On the menu, large natural spaces dotted with small villages but also large modern cities.

This mod, which I am developing on my own, is constantly evolving since 2018. I wrote this guide so that you can start your utopian adventure in the best conditions.

Good road to you!



[2] Prerequisites / Advice before use

The first thing to know before using Grand Utopia is that it is mandatory to have the following DLC. Without them, the mod will simply not work!



⚠ Please also keep in mind that the Grand Utopia Map, due to its quality, will require a suitable PC configuration to run the game in certain areas of the map (e.g. in large cities).

And even if you have a high performance configuration, I strongly recommend that you allocate more RAM to your game to avoid crashes. There is a procedure in this guide for you to do this.

Finally, I remind you that you are not allowed to modify my mods (except for personal or private group use). And, in any case, you are **strictly forbidden**, out of respect for my work, to re-upload my mods or modified versions of my mods.



[3] Installing Grand Utopia

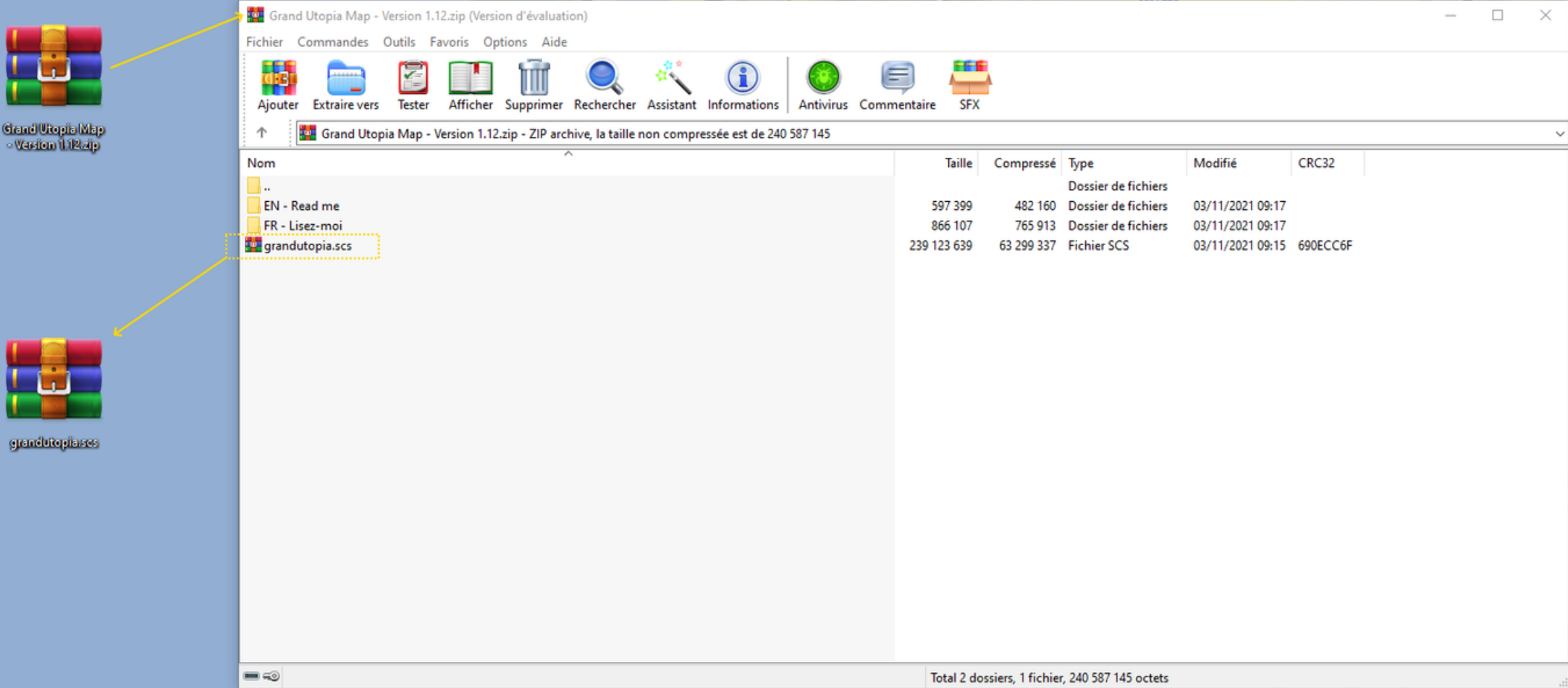
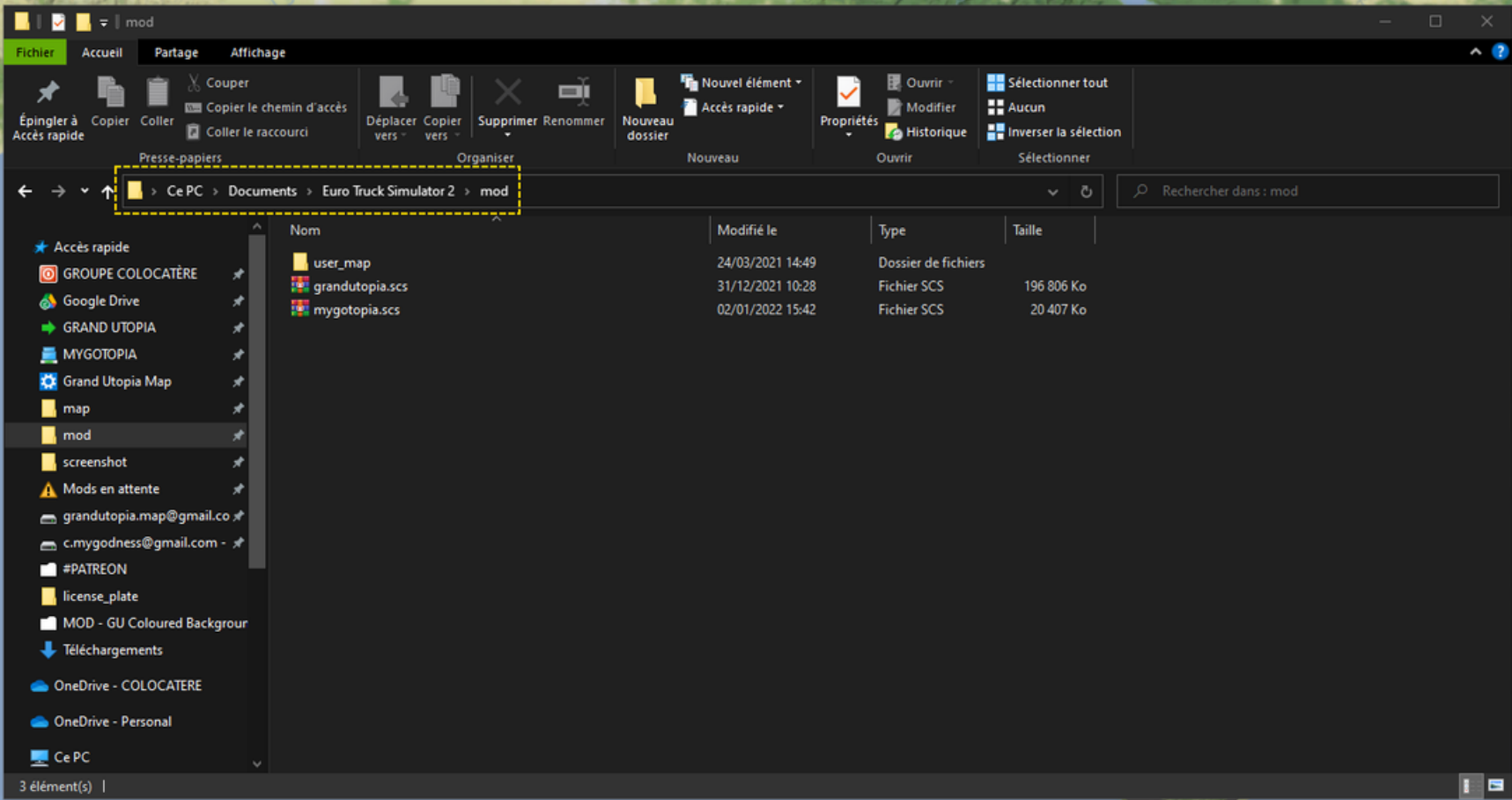
This 4-step section will guide you through the process of installing the mod for the first time.

| Step 1 | Find and open your mod folder

Your mod folder can be found here:
My Documents/Euro Truck Simulator 2/mod

| Step 2 | Extract the grandutopia.scs file

Drop the "Grand Utopia Map - Version 1.xx.zip" archive on your desktop. Double-click to open the archive (use a compression software such as 7-zip if you do not have one). Finally, drag and drop the file "grandutopia.scs" on your desktop or directly into your "mod" folder.





| Step 3 | Launch ETS 2 and create a new profile

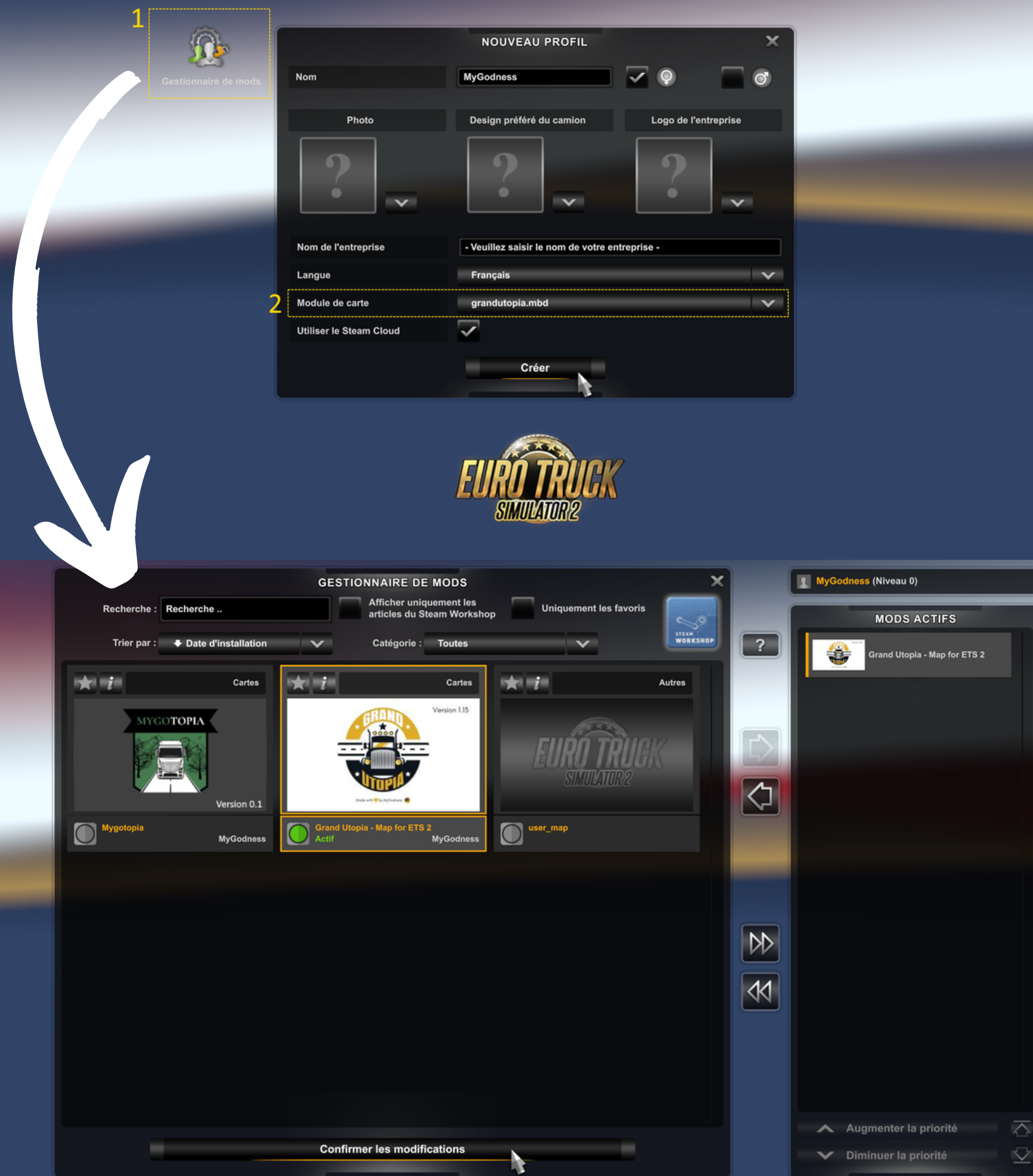
Once the file "grandutopia.scs" is in your "mod" folder, start your game and launch the creation of a new game. Be careful, the map is not compatible with other maps, the creation of a new profile is mandatory.

| Step 4 | Activate the mod and choose the right map module

In the creation menu, click on "Mod Manager" at the top left (rectangle n°1 on my picture) and activate the mod. Close this window by clicking on "Confirm changes".

Then select the map module "grandutopia.mbd" (rectangle n°2 on my picture).

Finally, you can click on "Create" to launch your new game on Grand Utopia!





[4] Updating Grand Utopia

To update Grand Utopia, nothing could be easier. Simply replace the old "grandutopia.scs" file in your "mod" folder by the new file of the latest version!

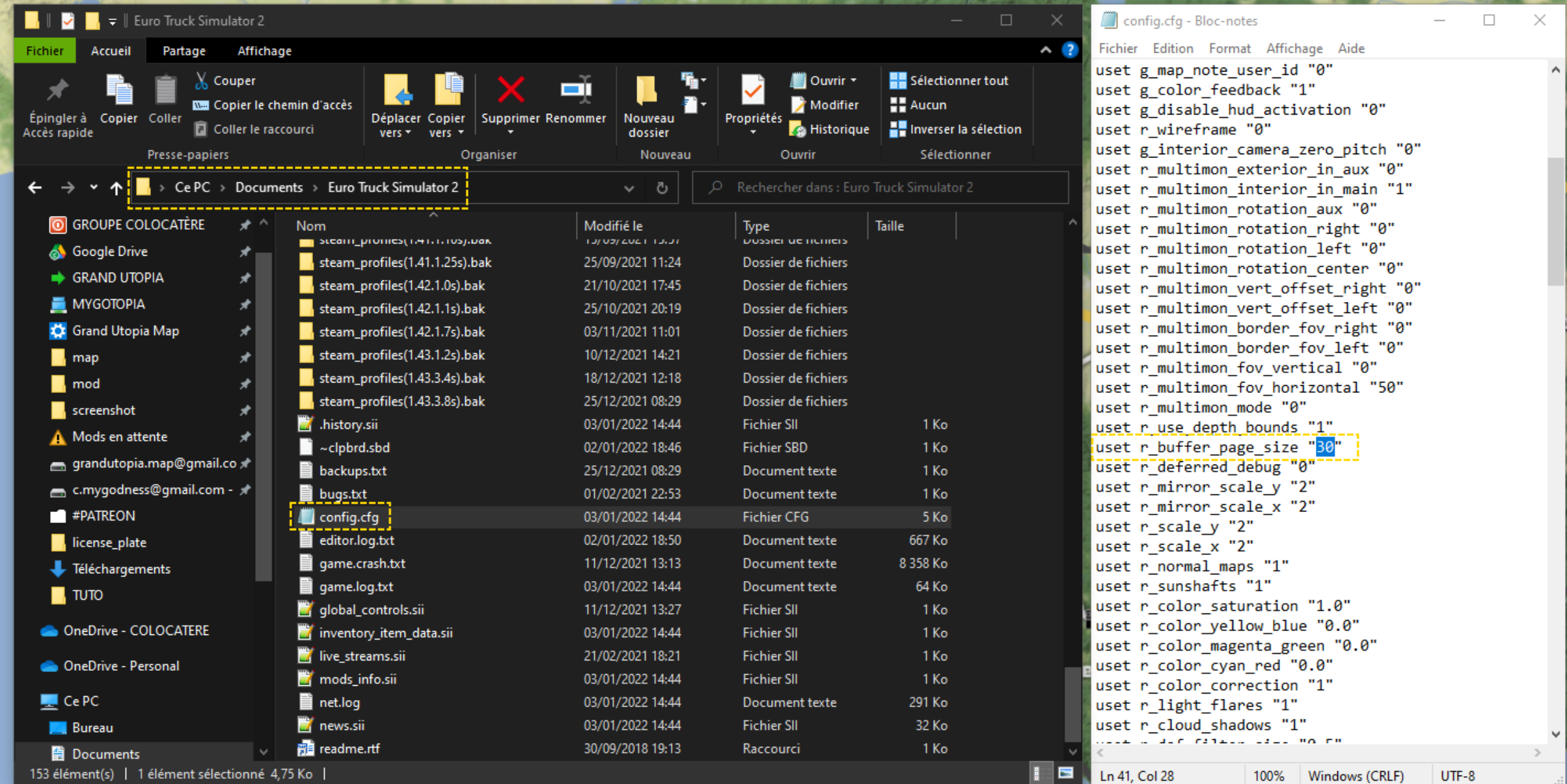
As a reminder, to get the "grandutopia.scs" file, you have to open the downloaded archive (Grand Utopia Map - Version 1.xx.zip) and drag and drop the "grandutopia.scs" file in your mod folder.

GOOD TO KNOW

When updating, it is not necessary to recreate a new profile. You can resume your current game on Grand Utopia.

[5] Allocating more RAM to ETS 2

Grand Utopia is a resource-intensive mod, and so to avoid crashes, I advise you to allocate more RAM to your game. Here is the procedure to follow.



In your "My Documents/ETS 2" folder, open the "config.cfg" file with your notepad. On the line "uset r_buffer_page_size", replace the value "10" by "30". Save and close the file.



[6] Reporting a bug

In spite of the great attention given to the mapping, it is possible that you encounter bugs on the mod. You can report them to me via the "Contact" tab of the website (www.grandutopia.fr) or directly by e-mail at the following address: grandutopia.map@gmail.com

Finally, it is also possible to report a bug on the Discord, in the "#bug-report" section.



[7] Useful links

You want to go further? Here is a small list of useful links concerning the Grand Utopia Map and my other map mods projects.



Facebook : <https://www.facebook.com/groups/grandutopia>



Instagram : <https://www.instagram.com/mygodnessfr/>



Youtube : <https://www.youtube.com/c/OhMyGodnessMinecraft>



Flickr : <https://www.flickr.com/photos/mygodness/albums>



Discord : <https://discord.com/invite/AEYbUbJqfT>



PayPal : <https://www.paypal.com/paypalme/mygodness>



Patreon : <https://www.patreon.com/MyGodness>

[8] Join our family!



PATREON



Patreon is a platform for content creators to create and manage a community of fans, called Patrons. In exchange for a financial contribution, Patrons receive exclusive benefits and are directly involved in the development of projects proposed by the creator.

My Patreon : <https://www.patreon.com/MyGodness>

WHY DO A PATREON?



I've been creating mods for the Euro Truck Simulator 2 community for over 4 years now and if there's one thing I've learned, it's that when you want to make a quality mod, you can't count the hours! And as time went by, the desire to offer a privileged relationship to my most fervent followers pushed me to create this Patreon. And as we are a small group of enthusiasts, I feel like I am with them in a real family and I love this feeling.

Obviously, the income I get from this give-and-take system allows me to be more independent, to take more time to create quality mods for the whole Grand Utopia community, Patrons or not.

HOW TO JOIN US?



Our family is open to everyone. To join this closed circle, all you have to do is go to my Patreon page and choose the level of involvement you wish to have. And as I know that life is made of ups and downs, you can leave the family whenever you want, there is no obligation of duration and our door will always remain open if you wish to come back again!

Conclusion

« Utopia does not mean the unrealizable, but the unrealized. »

THÉODORE MONOD

