



GMC COMMUNITY

Mod Manager Tool Suite

User guide / Version 2.1

Mod Manager

Game Version Switcher

Profile Cloner

For Euro Truck Simulator 2
and American Truck Simulator

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[START HERE](#)

Find what you need

Start here	3
Your first mod change	6
Find, add and remove mods	10
Save, use GUIDE and play	14
Refresh and compatibility	17
Mod Override Checker	19
Copy and compare load orders	22
Backups and shared orders	25
Workshop, cleanup and profile tools	29
Display settings and linked folders	34
Game Version Switcher	36
Profile Cloner	43
Shortcuts and common problems	46
Downloads and support	48

Read the opening pages first. Then go straight to the tool you need. Each topic also has a PDF bookmark.

[START HERE](#)

Three tools in one app

Mod Manager Tool Suite works with Euro Truck Simulator 2 (ETS2) and American Truck Simulator (ATS). Choose the tool that matches what you want to do.

Mod Manager Choose a profile's mods, put them in order and save the changes.

Game Version Switcher Keep a separate copy of a working game version, its selected profile and active mods. Play that copy later.

Profile Cloner Make a new local profile from an existing one, with a different name.

Where to begin

For ordinary mod changes, start with Mod Manager. You do not need to set up the Switcher or Cloner first.

The tools copy different things

A load-order backup keeps an order. A profile clone copies a profile. A Last Best configuration keeps a separate game setup. They are not interchangeable.

Use the contents page or PDF bookmarks to go straight to the tool you need.

Download and open the suite

1. Get the app through the current release post in **GMC Community Discord**. Follow the link and instructions in that post.
2. Close any older copy of the suite. Extract the app ZIP into a new folder.
3. Open **GMC_SCS_Mod_Manager_v2.1.exe** from the extracted folder. Mod Manager opens first.
4. Keep the folder somewhere you can find again. To make a shortcut, use **Create / Update Desktop Shortcut** on Mod Manager's game-selection screen.

Check which build you have

This guide covers the V2.1 C3 tester dated 11 September 2026. Its file version is 2.1.0.3. Use a tester only when GMC has supplied it to you for testing; the Discord release post confirms public availability.

The top bar says V2.1. Smaller labels such as “based on 0.22.3” or “based on 1.0.1” describe the original companion tools. They do not mean you opened an older suite.

If Windows blocks the download or app, check the exact message with GMC support. Do not turn off your security protection just to get past a warning.

[START HERE](#)

Move between the tools

Home The top-level Home tab opens the suite directory.

Mod Manager Open this tab to choose a game and manage profiles. Older in-app help calls its game-selection screen Home.

Game Version Switcher / Profile Cloner Open the matching tab. Each tool keeps its place when you move away and return.

Suite guide A short overview of the three tools. Each tool also has its own help.

Before changing tools

Apply or undo unfinished load-order edits before opening Switcher or Cloner. You can still view the suite Home page while those edits are waiting.

Wait for loading, copying, verification or cloning to finish. You also need to finish a game session that the suite is following before changing tools.

A tab will not open?

Read the message first. Finish the current operation or save your edits. Do not force-close the suite to get around the lock.

The selected tool is highlighted in gold. Mod Manager shortcuts only work while its own tab is active.

Each tool has its own selections. Check the game, profile and folder when you open it. Existing Mod Manager and Switcher settings stay where they are.

[START HERE](#)

Your first change

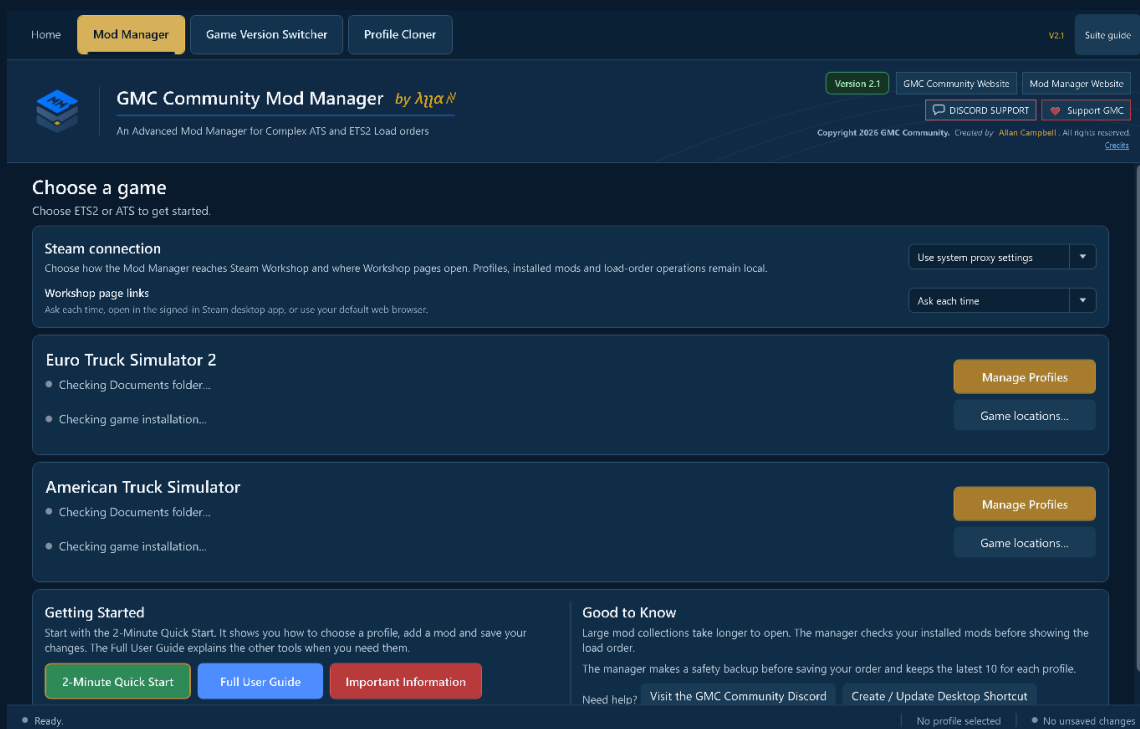
Close ETS2 or ATS before you begin.

- 1. Choose the game and profile.** On the Mod Manager game-selection screen, click Manage Profiles under ETS2 or ATS. Open the profile menu at the top and choose your profile.
- 2. Add a mod.** Find it in Available Mods. Select it and click Make active. It appears in the green Active Load Order panel.
- 3. Put it in position.** Drag it up or down. Follow the mod author's instructions or the current GMC map-combo order.
- 4. Save.** Check the profile name, click Apply Load Order and read the confirmation. Wait until the manager shows Saved.
- 5. Play.** Start the game and load the same profile.

Changed your mind?

Use Undo before saving. Adding or moving a row does not save it to the game profile. Apply Load Order saves your changes.

Choose a game in Mod Manager



V2.1 Mod Manager screen. This example shows the game checks in progress.

Manage Profiles Open the mod workspace for ETS2 or ATS.

Game locations... Help the manager find the game or its Documents folder.

2-Minute Quick Start Read the steps for your first change.

DISCORD SUPPORT Open GMC Community Discord for help.

Find your game and profile

Mod Manager checks for the game installation and its Documents folder. If both are found, choose Manage Profiles.

If the game is not found

1. Click **Game locations...** for the game you want.
2. Choose the folder requested by the window. For Documents, choose the main **Euro Truck Simulator 2** or **American Truck Simulator** data folder.
3. Do not choose the mod or profiles subfolder. If you select one, the manager may offer the correct parent folder.

Choose the right profile

Use the profile menu at the top of the workspace. It shows the profile name, mod count and whether the profile is Local or Steam Cloud. Both types can be used.

No profile listed?

Create a fresh profile inside ETS2 or ATS, or use Profile Cloner to copy an existing local one. Close the game, then use Refresh in the profile menu.

Know the mod workspace

A profile is your driver profile in the game. Each profile can use a different set of mods and a different load order.

Left: Mod Details Select a mod to read its description, version, author and other information.

Middle: Available Mods Find installed mods here. Search and filters narrow the list.

Right: Active Load Order Arrange the chosen profile's mods here. This panel stays green. The top has the highest priority.

Above the lists Undo, Redo, Reload, Export, Import Shared and Apply Load Order.

Check the profile name

Before saving, make sure you are changing the profile you intend to use in the game.

Mod Manager does not supply mods. Install them using the mod author's instructions, or through Steam Workshop.

Find a mod

Type part of the mod name into the search box in Available Mods. Active Load Order has a separate search box.

Category Show one type of mod, such as maps or sounds.

Status Show a group such as compatible or incompatible mods.

Source Choose local mods or Steam Workshop items.

All authors Tick the authors you want, then choose Apply filter.

Hide Active Hide mods already used by the open profile. Show Active brings them back.

Sort Sort Available Mods by name, filename or modified date. This does not reorder your active mods.

A mod seems to have disappeared

Clear the search and check your filters. A hidden row is still installed; filters only change what you see.

Read the mod details

Click a mod in either list. Mod Details shows the information available from that mod, including artwork and a description.

MOD DETAILS Show or hide the left panel. The manager remembers your choice.

MOD ICONS Choose Off, Small, Large or Extra Large. This changes thumbnail size in both lists.

Filenames Show the local filename under each mod. Useful when several files have the same display name.

FILE Show that local mod in Windows File Explorer.

STEAM Open that item's Steam Workshop page.

Profile Usage See which readable profiles use this mod.

Similar names can be normal

A map may have separate base, definition and language files. Use Filenames to tell them apart. Do not remove one just because the displayed names match.

Add and move mods

Add a mod

Select it in Available Mods and click **Make active**. You can also double-click it, press Enter, or drag it into Active Load Order.

ADD: TOP puts quick additions at the top. Click it to switch to **ADD: BOTTOM**. It returns to TOP when the app next starts. Dragging uses the position where you drop the mod.

Move a group

1. Hold **Ctrl** and click separate rows, or use **Shift** to select a range.
2. Drag the group to its new position. The selected mods stay in the same order within the group.
3. For a long list, use **DRAG** to choose Slow, Normal or Fast scrolling while dragging.

Clear Active search before adding

If Active search hides part of the order, clear it first. You need the full list visible to place a new mod correctly.

Remove or switch off a mod

Remove it from this order

Select the active row. Open **Make inactive** and choose **Make selected inactive**, or press Delete. The installed mod file stays on your computer.

To empty the order, choose **Clear entire load order...** and confirm. You can use Undo before applying the change.

Switch it off but keep its place

1. Right-click the selected active rows.
2. Choose **Temporarily disable - preserve position(s)**. The rows turn red and show TEMPORARILY DISABLED.
3. Click **Apply Load Order** to save an order that leaves those mods out of the game.
4. To use them again, select the disabled rows, choose **Re-enable**, then apply the change.

Need to find a removed mod?

After removing one row, use SHOW MOD in the Available Mods notice. The manager tells you if your current filters hide it.

Save your changes

Amber marks show changes you have not saved. A right arrow means an addition; a left arrow means a removal. The unsaved count tells you that the order still needs applying.

1. Close the game and check the selected profile name.
2. Review the full Active Load Order.
3. Click **Apply Load Order** and read the confirmation.
4. Wait for **Saved**. The manager makes a backup, writes the order and checks the saved result.

Before saving

Use **Undo** or **Redo** to adjust your edits. Use **Reload** if you want to abandon them and return to the order saved in the profile. Read the discard warning first.

Let the save finish

Do not close the app or disconnect the drive during a save. If saving fails, read the message before trying again. Ask GMC support if you are unsure.

Use the Load Order Guide

Click **GUIDE** beside Active Load Order. Its general order for extra mods is shown below.

TOP - HIGHEST PRIORITY

- World Map Customization
- Background Map
- Loading Screen
- Graphics / Weather
- Sound
- Physics
- UI / Other
- Tuning / Interiors
- AI Traffic
- Cargo
- Paint Jobs
- Trailers
- Trucks
- Maps

BOTTOM - LOWEST PRIORITY

Follow the mod author's instructions and the current GMC map-combo order first. This list is general guidance.

Close or Escape returns to your work. **Open Manual Page** opens the matching in-app help.

Play, then return to the app

Once your order shows Saved, use **Launch ETS2** or **Launch ATS** to ask Steam to start the game. Load the same profile in the game.

While the game is open

You can leave Mod Manager open to look at your mods. Editing is locked for the running game. Search, filters and Mod Details are still available.

If you launch with unsaved changes, the game uses the last saved order. The manager warns you so you can return and save first.

After you close the game

If the manager saw the game running, it briefly waits for the profile to finish saving. With no unsaved edits, it then refreshes the mod list and reloads the saved profile.

Your unfinished edits are kept

If you had unsaved changes in Mod Manager, the saved game profile is not loaded over them. Use Reload only when you want to discard those edits.

Refresh or Reload?

These controls do different jobs. Choose the one that matches what changed.

Refresh in Available Mods Check installed mods again and check Workshop availability. Use this after adding or replacing mod files. It does not reload the saved profile.

Refresh in the profile menu Look for Local and Steam Cloud profiles again, then reload the selected saved profile. Unsaved edits need your confirmation before they are discarded.

Reload above the lists Return to the order saved in the current profile. Use it when you want to abandon your unsaved edits.

Many changes appear automatically

The manager normally notices when local or installed Workshop content changes. It updates the mod list while keeping your place and your unfinished edits.

Close the game first

Profile refresh and reload are blocked while the selected game is running.

Compatibility and missing mods

Compatible The mod declares support for the detected game version. This does not guarantee that it works with every other mod.

Unknown The manager cannot confirm compatibility from the available information. Check the author's release notes.

Incompatible The mod declares game versions that exclude yours. Check for the right release before using it.

MISSING FILE The saved order refers to a mod that the manager cannot find. Restore the file, or deliberately remove the row and apply the change.

MULTIPLE FILES The manager cannot choose one local file safely. Check the actual filenames and versions.

SHOW MISSING shows missing local files and unavailable Workshop items in Active Load Order. Click it again to show the full list.

Unknown does not mean broken

Some mods do not declare a game-version rule. A missing picture or description also does not mean the mod is faulty.

Check which mods override others

Two mods can contain a file with the same name and location inside them. The file from the mod nearer the top of the order takes priority. The Override Checker helps you see where this happens.

1. Open your profile and click **OVERRIDES** beside GUIDE.
2. The first scan starts automatically. Use **Scan Local Mods** to run it again.
3. Select a shared **def** path. You will see the mods that contain it, their positions and the current winner.
4. Choose **Show These Mods in Load Order** to select those rows in your order. It does not move them.

An override can be intentional

A patch often needs to replace a file from another mod. A result in this checker is a reason to look more closely, not proof of a problem.

The checker looks at enabled local mods. Steam Workshop mods and temporarily disabled rows are left out.

Understand the checker results

CURRENT WINNER The enabled mod nearest the top for this shared file.

OVERRIDDEN A lower mod contains the same path, so its copy has lower priority.

DIFFERENT CONTENT The copies were read and their contents differ.

IDENTICAL CONTENT The copies were read and contain exactly the same bytes.

CONTENT NOT VERIFIED At least one copy could not be compared. The result is incomplete.

Identical copies are hidden at first. Tick **Show identical copies** if you want to see them.

Example

A map patch at position 5 and a map at position 20 share a definition file. The patch at position 5 wins. That may be exactly what the author intended.

Change the order only when the author's instructions or your GMC map-combo guide call for it.

Checker limits and reports

What gets checked

The checker reads shared files under **def**, the folder used for many game definitions. It supports local ZIP and SCS archives, native SCS HashFS v1/v2 packages, and supported unpacked folders.

It does not check every kind of conflict. A scan with no results is not a promise that the whole mod collection will work together.

Read the package notes

A package may be unreadable, unsupported or too large for the scan limits. Notes explain what was skipped. If some HashFS names could not be resolved, the readable parts may still have been checked.

Send a report to support

Copy Report copies a text report. **Save Report** writes it to a file you choose. Reports include the profile name, shared paths, mod positions, winners and scan notes. Your local folder paths are left out.

Useful alongside a game log

Send the report with the game log and load order requested by GMC support. The checker only reads files; it does not extract or change them.

Copy a complete order

Use this to give another profile the same active mods in the same order. Both profiles must belong to the same game.

1. Close the game. Save or discard any unfinished edits.
2. Open **Copy Load Order** and choose **Copy Complete Load Order**.
3. Choose the source profile, then a different destination profile.
4. Check both names carefully. The destination's current order will be replaced.
5. Read any compatibility warning, then confirm the copy. The manager backs up the destination, saves the order and checks it.

Copy Without Incompatible Leave out mods that explicitly exclude your game version. Unknown compatibility remains included.

Copy All Mods Include them deliberately, for example during a version-migration test.

Cancel Stop the copy.

Missing required mods stop a complete copy. This tool copies the order, not the installed mod files.

Compare and transfer mods

Open **Copy Load Order**, then **Compare & Transfer Mods**. Your open profile is on the green right side. Choose another profile on the left.

1. Use **Show** to view all mods or just differences. Each side has its own search box.
2. Use Ctrl or Shift to select rows. Drag within one side to reorder; drag across to copy. The source rows stay in place.
3. If warned about compatibility, choose **Copy Without Incompatible**, **Copy All Selected**, or Cancel.
4. Check the unsaved marks. Use **Apply Other Profile**, **Apply Current Profile**, or **Apply All Changes** to save.

Mods already present are skipped. Missing installed mods cannot be copied. **Remove selected** is available on the left and removes rows from that profile's order.

You can undo before saving

Ctrl+Z and Ctrl+Y work on the side you are using. Transfer edits stay unsaved until you apply them.

Read a profile comparison

IN BOTH The mod is active in both profiles.

OTHER ONLY The mod is active only in the left profile.

CURRENT ONLY The mod is active only in your open profile on the right.

ORDER DIFFERS The mod's position relative to other shared mods differs between the two orders.

INCOMPATIBLE The installed mod declares game versions that exclude the detected version.

Differences are not instructions

The profiles may have been built for different purposes. Compare the results with the mod author's instructions before moving anything.

Missing files, unavailable Workshop items and ambiguous local matches need separate attention. A matching display name alone does not prove two files are the same.

Saving both sides

Apply All Changes backs up and checks both changed profiles. If a later save fails, the manager attempts to restore earlier writes in that batch.

Keep a backup of an order

Automatic safety backups

The manager creates a safety copy before it saves a profile. It keeps the latest **10** for each profile in its own local backup library. These copies are not uploaded to Steam Cloud.

Named load-order backups

1. Close the game and open a saved profile.
2. Choose **Backup & Restore**. On first use, choose where to keep the backups. Use a folder outside game, mod and profile folders.
3. Enter a useful name, such as **Before the map update**, and choose **Create Backup**.
4. To bring one back, select it and choose **Restore Selected**.
5. Review the restored rows and any missing-file warnings. Click **Apply Load Order** when ready.

A named backup stores the order

It keeps the mod list and disabled positions. It does not restore game progress, install mods or roll back their versions. Named backups are not removed automatically.

Export a list or shared order

Finish and save your order before exporting. Export uses the order saved in the profile.

Export as TXT A numbered list for reading or sending to support.

Export as CSV A table for a spreadsheet, with positions, names, filenames, authors and versions.

Export Shared Load Order A .gmcorder file another person can import and check against their installed mods.

1. Check that the profile shows **Saved**.
2. Open **Export** and choose the format.
3. Choose a filename and save location.

A shared order contains no mods

The recipient must obtain and install the mods separately. A .gmcorder file does not download files or subscribe to Workshop items.

Shared export supports local .scs and .zip archives. An unpacked folder mod cannot be included in this shared-file format.

Import a shared load order

Use a profile you are happy to change. A named backup is useful before trying a new order.

1. Close the game. Select the correct game and target profile.
2. Save or discard unfinished edits, then click **Import Shared...**
3. Read the notice and choose the **.gmcorder** file.
4. Wait for **Review and Resolve**. The manager compares the shared order with the mods installed on your computer.
5. Resolve any missing or uncertain items. See the next page for common choices.
6. When every row is ready, choose **Load Into Workspace**. Review the order, then click **Apply Load Order** to save.

Loading is not saving

Load Into Workspace gives you an editable order. The game profile changes only when you confirm Apply Load Order.

Resolve a shared-order problem

A mod is missing Install the requested mod, then recheck. Open Workshop Page can take you to a missing Workshop item.

Use Installed Version You have a different release of the same mod. Read both version names and the compatibility warning before accepting it.

Several files could match Choose the intended file. Do not guess from a similar name; check its version and the author's instructions.

Recheck Now Installed files changed after you approved an alternative. Recheck clears those approvals and checks again.

An exact local copy can match even if its filename differs. Workshop matching uses the item's ID. A different local release always needs your approval; an explicitly incompatible alternative stays unresolved.

If you edit after loading

Changing the order or disabled rows cancels the pending shared-order verification. Apply may stop and ask you to review the edits. Changed mod files require a fresh review.

Use Steam Workshop features

Open an item's page

Click **STEAM** beside the mod. Choose the Steam app or your browser. On the Mod Manager game-selection screen, **Workshop page links** lets you change that preference.

Fill in a missing display name

Some Workshop items do not provide a readable name locally. If offered, **Search Online & Cache Names** asks Steam for those names after you agree. You can retry from **Source > Resolve Workshop Names Online....**

Review unavailable items

Use **Source > Review unavailable Workshop items....** You can choose **Ignore future notifications for this mod** and then **Save and close**.

To turn notices back on, uncheck the item or use **Notify for all again**, then save.

Ignoring a notice does not fix the item

Missing warnings remain in the active order. Opening a Workshop page does not subscribe, unsubscribe or change the profile.

Find duplicates and recycle files

Check possible duplicates

1. Click **Find Duplicates** in Available Mods.
2. Review the grouped files. Check filenames, versions and whether they are separate parts of one mod.
3. Choose **Show All Mods** to return to the normal list.

The finder does not remove anything. Different releases and separate base, definition or language files are kept apart. Workshop and linked packages are excluded.

Move selected local files to the Recycle Bin

1. Select the files in Available Mods and choose **Recycle...**
2. Read the list of included and excluded items. Check whether any profile uses them.
3. Confirm only if you intend to remove those installed files.

This removes installed content

Recycling is different from Make inactive. Profiles that used a recycled file can show MISSING FILE. Restore it from the Windows Recycle Bin if needed.

Clean up incompatible files

Use this only when you want to remove installed local mods that declare they do not support the current game version.

1. Close the game. Save or discard any unfinished load-order edits.
2. Set the Available Mods **Status** filter to **Incompatible**.
3. Click **Recycle incompatible...** and read the scan results.
4. Choose a scope, then review the exact filenames in the second confirmation.

Recycle unused only Include incompatible local mods unused by every readable profile.

Include other profiles Also include incompatible local mods used by other profiles. Those profiles may then have missing files.

Mods active in the current profile are excluded. Workshop items, linked files, compatible mods and unknown-compatibility mods are also excluded.

Check the full list

This tool checks the whole installed collection for that game, even if your other filters hide some rows. Cancel if you are unsure.

Rename a Local profile

1. Close the game. Finish any unsaved edits and resolve temporarily disabled rows.
2. Open the profile menu. Right-click a **Local** profile and choose **Rename Profile...**
3. Enter the new name and review the old and new names.
4. Confirm. The manager makes a safety backup and checks the rename before reopening the profile.

If it is a Steam Cloud profile

Open ETS2 or ATS and edit that profile. Turn off **Use Steam Cloud**. Close the game normally and allow Steam to finish syncing. Refresh profiles in Mod Manager. Rename only when it is shown as Local.

Do not rename the folder yourself

Let the game handle the Cloud change and let Mod Manager handle the Local rename.

Existing named backups stay under the former profile identity. They are not automatically reassigned to the new name.

A temporary-disable warning

You may see **Temporary Disable State Not Restored** if the game or another program changed the profile after you saved disabled positions in Mod Manager.

The manager has loaded the current game profile. It cannot safely put the old disabled rows back into their previous places.

Accept Current Profile & Stop Warning Keep using the current profile and discard the old record of disabled positions for this profile.

Keep Saved State Keep that old record for later review. The same warning can appear again.

Neither choice edits your mods

These choices only decide what happens to the manager's saved record. The game profile and installed mod files are not changed.

After a successful discard, that old warning stops. If the discard fails, the current profile stays loaded and the record is kept.

Display, loading and settings

Make the app easier to see

Use **MOD ICONS** for larger pictures, or **MOD DETAILS** to hide the detail panel and give the lists more room. The app fits the available monitor area and may start maximised when space is limited.

The moving GMC logo follows Windows motion and high-contrast preferences. Its animation also stops when the window is hidden or minimised.

Allow the first scan to finish

Large mod collections take longer to open the first time. Unchanged mod information is normally reused on later launches. New or changed files need to be read again. Pictures may appear after the list is ready.

Steam connection settings

The Mod Manager game-selection screen contains the Steam connection options. Leave them at your working settings unless your connection needs a proxy. These settings affect Steam access, not where your profiles or local mods are stored.

Only one manager window

One copy runs in each Windows sign-in session. If the app is already open, use that window.

Linked mod folders

Most users can skip this page. It is for people who already use Windows links to share a mod library or keep it on another drive.

What the manager can use

The game's mod folder can be a supported direct directory link or junction to a local folder. Certain direct links to individual files and folders are also supported.

Cross-game links have extra rules. The name must match and the link must lead directly into the detected counterpart ETS2 or ATS mod folder. Arbitrary look-alike folders are not accepted.

If a linked mod is missing

Check that the target exists and that the link is still correct. Broken links, link chains and links inside linked content may be rejected. Close the game, then use Refresh after changing a link.

Linked packages are read-only

Recycle refuses linked packages so it cannot remove the original file used elsewhere. Ask GMC support if you need help checking a link.

Keep a working game setup

A **Last Best configuration** is a separate copy of a setup that works for you. It lets you keep playing that setup after your normal Steam installation changes.

What it keeps

The Switcher copies the installed game, the selected profile and saves, supported settings, and the mods active in that profile. Captured Workshop mods become local copies in the separate setup.

It does not copy every unused mod in your library. It does not download an older game version for you. The version you want to keep must be installed before you create the copy.

The copy has its own saves

Use Play isolated configuration in the Switcher to start it. This guide calls that button Play. Progress made there stays with that separate configuration; it is not merged into your normal profile.

Creating a configuration reads the original files without changing them. You will need enough space for the copied game and active content. Review shows the size before you begin.

Before making a Last Best copy

1. Keep the game version you want to preserve installed in Steam.
2. Run that version normally. Load the intended profile, check its mods, save and quit.
3. Turn **Steam Cloud off for that game**. Steam Online/Offline Mode is a separate setting.
4. Close **both ETS2 and ATS**. Make sure Steam is not downloading or validating the game.
5. If the game's Documents folder is in OneDrive, let it finish syncing and make sure the needed files are on the computer.
6. Open **Game Version Switcher** and choose **Add Last Best configuration**.

Do not update the original game yet

Wait until the new configuration has been created, verified and launched successfully.

The suite cannot reliably check Steam Cloud, Steam download activity or OneDrive sync completion for you. Confirm those yourself. OneDrive is not required if you do not use it.

Choose the folders to copy

Game and Configuration name Choose ETS2 or ATS. Give the copy a useful name, such as "ETS2 working map setup".

Steam game folder Choose the installed game you want to preserve. Use Find, then check the result. Use Browse if it chose the wrong installation.

Game user-data folder (Documents) Choose that game's data folder, containing its profiles and mod folder.

Profile to preserve Click Find profiles and choose the profile you tested.

Steam Workshop content folder Choose the matching game's Workshop content folder when the profile uses Workshop mods.

Destination drive or folder Choose where to keep the separate configuration. It must be separate from the folders being copied.

Review the names and paths

Click Review selected folders. Check the game version, profile, active mod count, size and new destination. Review does not copy anything.

A linked mod folder or linked package can stop the Switcher even when Mod Manager can read it. Read the warning and ask support if unsure. Do not dismantle your working library to get past a failed check.

Create the Last Best copy

1. Finish **Review selected folders**. If it stops, read the reason and correct the selected folders or files.
2. Click **Create Last Best**. Check the version, profile and destination again.
3. Confirm that both games are closed, Steam is not updating or validating the game, Steam Cloud is off, and any OneDrive sync has finished.
4. Let copying and verification finish. The destination is read back for a separate check, so the progress includes both copying and checking.
5. Wait for **Last Best ready**. Select the configuration in the Switcher and test it with Play.

Need to stop?

Choose Stop safely and wait for it to finish. Do not rename an incomplete folder into a finished configuration.

If you see **Copy complete - import required**, the copy passed but could not be added to the list. Use Import existing configuration and choose the completed folder named in the message.

Play the separate setup

1. Close both truck games. **Open Steam first**; it may be in Online or Offline Mode.
2. Select your Last Best configuration. Read its status and any warnings.
3. Click **Play isolated configuration**. Confirm Steam Cloud is off for that game and any needed OneDrive sync is complete.
4. Load the expected profile. Check the map, mods and save before continuing.
5. Play and save normally. Quit the game normally, then wait for the suite to report that it closed.

A warning on the first launch

The game may report changed content and reset the navigation route because captured Workshop mods now load as local copies. Check that the expected content is present. Report missing content or a warning that repeats on every launch.

Keep the suite open while you play so it can follow the game session. Use the Switcher's Play button whenever you want this separate setup.

Read the Switcher checks

CHECKING Wait while the selected configuration is inspected.

READY The normal readiness check allows Play. This is not a full file-content check.

READY - REVIEW Play is available, but there are warnings to read.

UNAVAILABLE Play is blocked. Read the reason before changing anything.

Full verification

This reads the recorded game and mod files and compares their contents with the original copy. It does not repair or change files. Profile progress and saves are expected to change as you play; this check is for the preserved game and mod files.

If changes are found, Play may still be available because you may have changed files deliberately. An available Play button does not mean the check passed.

Keep the result

Use Export diagnostic report if you need help. Review the report before sharing: it can include configuration names and folder information. Cancel verification stops the read-only check.

Manage your saved configurations

Import existing configuration Choose a completed Last Best folder containing GMC_LAST_BEST.json. This adds it to the list without copying or changing its files.

Open preserved folder Open the selected configuration in File Explorer.

Remove from this app Remove the list entry only. The preserved files stay on the drive.

If a copy was interrupted

Open Add Last Best configuration and choose the destination used for that copy.

Clean incomplete copies looks for incomplete folders created by the Switcher.

Read the listed folders and confirm only if you want those incomplete copies removed. Completed configurations and source folders are not part of that cleanup.

Keep completed copies intact

Do not delete GMC_LAST_BEST.json or move individual files out of the configuration. If a drive is missing or a folder was moved, check its location before trying to import it again.

Make another local profile

Profile Cloner makes a new local ETS2 or ATS profile from one you already have. Give the copy a different name, then use it separately from the original.

What it copies

It copies the selected profile folder, including its saves, and changes the profile name in the new copy. It does not make a separate game installation or copy the installed mod library.

1. Close the selected game. Finish any unsaved Mod Manager edits, then open **Profile Cloner**.
2. Choose ETS2 or ATS. Use the detected game-data folder, or choose **Custom folder...** for a different location.
3. Select one readable local profile.
4. Enter the exact new in-game profile name. Check the **Source** and **Destination** paths.
5. Click **Create verified clone**. Wait for **Verified clone complete** before closing the suite.

The original stays unchanged

The destination must not already exist. The cloner will not overwrite an existing profile.

Find and use the cloned profile

Choose the right data folder

Use the main game-data folder that contains **profiles**, not the profiles subfolder itself. **Use standard** returns to the detected Documents location.

OneDrive Documents can be used when the required files are available locally. Steam Cloud profiles, steam_profiles and Steam userdata are not supported by the Cloner.

After cloning

1. Open the same game and look for the new profile name.
2. Check its saves and required mods before playing. Both profiles still rely on the installed mod files.
3. To edit its load order, return to Mod Manager, choose that game and use **Refresh** in the profile menu. Select the new profile.

No local profile listed?

Check the data folder and read any profile warning. To turn a Cloud profile into a local one, use the game's profile settings, close the game normally, allow Steam to finish syncing, then refresh. Do not move Cloud folders by hand.

If cloning is stopped

The new name is rejected Read the name warning. Use a valid, different name and check the destination again.

The destination exists Choose another name. Do not delete a working profile just to make the clone fit.

A file is locked or changed Close the game and any program using that profile. Let syncing finish, refresh and try again.

The profile format is unsupported Readable SiiN and encrypted ScsC are supported. Binary BSII is not. Send the exact warning to GMC support.

An encrypted source becomes readable SiiN in the new copy. The original is not converted or changed.

Do not turn a partial copy into a profile

A new profile appears only after the checks pass. There is no continue-anyway option. If cleanup fails, keep the remaining folder and report the warning; do not rename it into the profiles list.

Useful shortcuts

Ctrl + Click Select several separate mods.

Shift + Click Select a continuous range.

Ctrl + A Select every row in the focused list.

Ctrl + F Go to the search box.

Enter Activate the selected Available Mods.

Delete Remove selected rows from Active Load Order.

Ctrl + Z / Ctrl + Y Undo / Redo an unsaved change.

Alt + Click Locate the matching row in the other panel.

Escape Clear the selection first, then the focused search. In the GUIDE viewer, close the viewer.

The **Shortcuts** button above the lists opens the in-app reference.

Common problems

I cannot make changes

Close the selected game and wait for the short refresh to finish. Check that a profile is loaded. A loading or scanning operation may need to finish first.

My new order is not in the game

Make sure you clicked Apply Load Order and saw Saved. Check that you opened the same profile in the game.

Export is greyed out

Save or undo unfinished edits. If mod names and versions are still loading, allow that work to finish.

A mod has no picture or a strange name

Some packages do not provide usable display information. Try Filenames for local mods, or the Workshop name lookup. Missing display data alone does not mean the mod is broken.

The Override Checker found nothing

Check that you have enabled local mods. Workshop and disabled rows are excluded. Read the package notes: skipped content was not fully checked.

Downloads and support

Get the current version

Use the current release post in the official GMC Community Discord. Follow its download link. The websites provide project information, not the app download itself.

Open GMC Community Discord

discord.gg/gmc-community

Ask for help

Say which tool you were using, which game, and which suite build. Explain what you clicked and what happened. Include the exact warning or a clear screenshot.

Mod Manager Have the game log and exported load order ready. Include an Override Checker report if relevant.

Game Version Switcher Use Export diagnostic report. Say whether the problem happened during Review, Create, verification or Play.

Profile Cloner Include the clone warning and whether the source is local. Do not send a whole profile unless support asks for it.

Check files before sharing

Reports and screenshots can contain names or folder details. Send only what is needed, through the support channel GMC directs you to.

Prepared 11 September 2026 from the V2.1 C3 tester source and matching handoff. This user guide does not change that build's release status.