



GMC COMMUNITY

SCS MOD MANAGER

Complete User Guide

VERSION 1.1.17

Euro Truck Simulator 2 | American Truck Simulator

[Quick Start](#) | [Full User Guide](#) | [Important Safety Information](#)

A replacement mod manager for complex ATS and ETS2 load orders.

Designed for anything from a handful of mods to collections containing hundreds or thousands of installed packages.

Public edition | Product version 1.1.17 | File/assembly version 1.1.17.0
Released 23 August 2026 | Created by Allan Campbell for GMC Community

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ABOUT THIS PDF

This public guide combines the in-app 2-Minute Quick Start, Full User Guide and Important Information for Version 1.1.17. The application remains the authoritative source for the exact controls shown by the installed build. The Performance section includes the corrected Version 1.1.17 persistent-cache behaviour.

Official links: [Mod Manager website](#) | [GMC Community Discord](#) | [Official TruckyMods listing](#)

1 Welcome and feature overview

GMC Community SCS Mod Manager is a replacement mod manager for complex Euro Truck Simulator 2 and American Truck Simulator load orders. It combines drag-and-drop editing, clear mod identity information, large-collection tools and conservative profile safety in one Windows application.

Normal browsing, filtering, metadata reading, exporting and load-order editing do not modify installed mod packages. Linked packages remain read-only. The separately labelled Recycle action is the only installed-content operation and always shows a detailed warning before asking Windows to move eligible direct local content to the Recycle Bin.

Version 1.1.17 at a glance

• ETS2 and ATS support	• Local and Steam Cloud profiles
• Local archives, folders and Workshop mods	• Drag-and-drop load-order management
• Search, filters and six reliable sort choices	• Multi-select and bulk movement
• Compatibility information and artwork	• Workshop and exact local FILE links
• Managed automatic profile backups	• Named Backup & Restore snapshots
• Undo, Redo and temporary disable	• Copy and transfer between profiles
• TXT and CSV applied-order export	• Shared Load Order export/import review
• Duplicate finder and warned Recycle action	• SHOW MISSING and conservative resolution
• Verified absolute symbolic-link support	• Same-volume protected profile transactions

VERSION 1.1.17 RELEASE FOCUS

Version 1.1.17 adds carefully bounded support for absolute Windows symbolic links used as a selected game's mod directory, a top-level .scs package or an unpacked mod folder. It also strengthens uncommon Steam Cloud saves by staging transaction material in Mod Manager's private managed location on the same Windows volume. Unsupported links and unsafe transaction locations stop safely.

Workspace at a glance

The screenshot displays the GMC Community SCS Mod Manager interface. At the top, the title bar reads "GMC Community SCS Mod Manager". The main header area includes the "SCS MOD MANAGER By Allan" logo, version "1.1.17", and links to the "GMC Community Website", "Mod Manager Website", "Discord", and "Support GMC". A copyright notice for 2026 GMC Community is also present.

The workspace is divided into three main sections:

- Left Panel (MOD DETAILS):** Displays "Selected mod information" for the chosen mod.
- Center Panel (Available Mods):** Shows a list of 1034 available mods. The list includes search filters (All categories, All status, All sources, Filenames), sorting options (All authors, Sort: Name A-Z, Find Duplicates, Recycle), and a table of mods with columns for mod name, version, compatibility, and source. The table lists mods like .AfroTest_F1, .AfroTest_F2, .AfroTest_F3, .AfroTest_F4, .EuraDay 24h, and .Eurafrica_Maghreb_1.60_F1/F2.
- Right Panel (Active Load Order):** Displays the "Active Load Order" with 379 active mods. It includes a search bar for active mods and a table with columns for mod number, active mod name, version, compatibility, and source. The table lists mods like High_Detail_Vegetation, 2x Fuel for all SCS Trucks for ETS2, Fast Money & XP [1.60/1.50+], Extreme Grass Draw Distance, PNG: Real Generic Logos[ETS], and PNG: Real Air Traffic[ETS].

At the bottom, a status bar indicates: "Loaded GMC 159 BETA EXTRA. Found 1034 available mods, with active mods clearly marked. Highest priority is at the top." and "GMC 159 BETA EXTRA - Local profile" with a "Saved state" indicator.

Version 1.1.17 workspace after the corrected persistent cache loaded a 379-active-mod profile against 1,034 available mods. The example collection is illustrative; your own profiles will differ.

THREE WORKING AREAS

The left panel shows selected Mod Details, the centre panel shows Available Mods, and the green right panel is the working Active Load Order. The header identifies the selected game and profile; the footer reports current status and whether the workspace is saved or has staged changes.

2 2-Minute Quick Start

1. Start Mod Manager and select Euro Truck Simulator 2 or American Truck Simulator. The initial Workshop check validates locally discovered numeric Workshop IDs and displays progress.
2. Open the profile selector and choose the profile you want to inspect. The loading panel remains visible while the saved order and installed catalogue are prepared.
3. Use search and filters to locate a mod. Double-click it, press Enter or choose Make active to place it at the current ADD: TOP or ADD: BOTTOM destination.
4. Drag active rows to the required position. Use Ctrl+Click for separate selections and Shift+Click for a continuous range. Undo and Redo remain available before saving.
5. Choose Apply Load Order. Review the confirmation. Mod Manager creates and verifies a managed safety backup, writes the profile and reads it back before reporting success.

NOTHING IS SAVED WHILE YOU EXPERIMENT

Searches, filters, sorting, drag-and-drop changes, temporary disable, Undo and Redo affect only the current in-memory workspace until Apply Load Order is confirmed.

CLOSE THE GAME BEFORE EDITING

If the selected game is running, the workspace becomes view-only. Close ETS2 or ATS and allow the short post-game synchronisation to complete before applying, copying, transferring or recycling.

3 Important safety information

Profile writes are transactional

Apply begins from a freshly verified profile and trusted profile path. The exact original bytes remain available throughout the transaction. A managed automatic backup is created and verified before replacement; the new profile is read back and checked before the operation is accepted. If any required identity, backup, file or verification evidence changes, the transaction stops safely rather than claiming success.

Installed packages are read-only during normal use

Mod Manager reads manifests, descriptions, compatibility declarations and artwork without extracting or rewriting the package. Normal editing never modifies subscriptions or installed mod contents. The separately confirmed Recycle action is the only exception and applies only to an explicitly selected eligible local file or folder.

Profiles and installed mods are different things

A profile stores references and order. Removing an active row does not delete the mod file. Recycling a local file does not silently remove its profile reference. Shared Load Order files contain the organiser's sequence and verification evidence, not the mods themselves.

NEVER INTERRUPT AN APPLY OPERATION

Do not close the app, restart the computer or disconnect the storage device while Apply is writing. If the game is open, close it before continuing. Administrator mode is not a correction for a missing or changing backup file.

What the application never guesses

- + It does not guess between genuinely ambiguous local archives.
- + It does not silently substitute a different local release during Shared Load Order import.
- + It does not borrow another Workshop item's name or identity.
- + It does not treat compatibility text or display names as cryptographic proof.

4 Games and profiles

Select a game

The start screen detects the ETS2 and ATS Documents locations and known Steam installations. Choose Manage Profiles for the game you want. The two games remain isolated: running-game locks, installed catalogues, profiles, Workshop IDs and load orders are not mixed.

Supported profile locations

- + Local Documents profiles and steam_profiles folders.
- + Steam Cloud profiles discovered beneath the matching game's Steam userdata location.
- + Readable SiIN and supported SCSC profile formats.

Profile discovery follows trusted roots and rejects unsafe linked redirection. Ordinary OneDrive/cloud-provider paths remain supported when they are not name-surrogate links. The profile selector shows storage type, format and active-mod count so similarly named profiles can be distinguished.

Reload versus Refresh

Control / term	What it does
Reload	Discard the current clean/staged workspace as allowed and read the selected saved profile again.
Profile selector Refresh	Rescan profile locations and update the profile list.
Available Mods Refresh	Rebuild installed content and validate Workshop availability. It deliberately does not reload profile.sii.
Automatic content update	Reconcile observed installed-mod changes without rewriting profile.sii or discarding filters and staged load-order work.

SIMILAR PROFILE NAMES

Use the storage and path information shown beneath the profile name. A local profile and a Steam Cloud profile can legitimately use the same visible name but remain separate saved profiles.

5 The workspace and mod details

Available Mods

The centre list contains the selected game's installed local and Workshop catalogue. Active items are marked without being removed from the catalogue unless Hide Active is enabled. Search and filters affect only what is displayed; they do not change the load order.

Active Load Order

The green right-hand list is the complete working priority order. Highest priority is at the top. The active count excludes temporary-disable placeholders. Red missing rows retain their original position until the file is restored or the reference is deliberately removed.

Mod Details

Select a row to view trustworthy available information: title, author, declared version, category, compatibility, filename or Workshop identity, description, artwork and profile usage. Missing values remain unknown rather than being invented.

Control / term	What it does
LOCAL / AVAILABLE / ACTIVE	Status badges explaining where the selected item comes from and whether it is used by the current profile.
VERSION	The version declared by the mod package when readable. It is not guessed from an unrelated title.
COMPATIBILITY	The package's declared compatible game versions evaluated against the selected installed game version.
FILE	Open the exact eligible local archive or unpacked folder in Windows File Explorer.
STEAM	Open the exact validated Workshop item using the selected Steam-app or browser preference.
PROFILE USAGE	Show other readable profiles that reference the same installed identity.

6 Finding, filtering and identifying mods

Search, filters and sorting

Available Mods search can match displayed mod information or physical filenames when Filenames mode is enabled. Category, Status and Source filters can be combined. The author selector supports multiple exact authors and keeps comma-containing names as one value. Active Load Order has its own independent search.

- Use Hide Active to focus on mods not currently in the working order.
- Use SHOW MISSING to isolate unavailable active references.
- Use Filenames when packages share a similar display title.
- Sort by Display Name A-Z/Z-A, File Name A-Z/Z-A or Modified Newest/Oldest. The selected sort remains consistent through searches, filters and catalogue refreshes; Duplicate Finder restores it after grouping.

Local archives, unpacked folders and verified links

Compatible direct local mods can be detected as .scs files, .zip files or unpacked top-level folders. Version 1.1.17 also supports a selected game's **mod** directory when it is a direct absolute Windows directory symbolic link to a verified physical library. Individual top-level .scs files and unpacked folders may be direct absolute symbolic links to packages in the other game's mod library.

- The selected game's alias and filename remain the visible catalogue, profile and FILE identity.
- Metadata is read from the verified physical target only after both the link and target are captured and checked.
- Link replacement, target replacement, type changes, broken targets and chained links are rejected.
- Junctions, relative links, linked parent components and top-level .zip symbolic links remain unsupported.
- One unsupported linked item does not prevent ordinary installed packages from being discovered.

Find Duplicates

Find Duplicates groups likely duplicate direct local packages using filename structure, mod metadata and carefully bounded same-size SHA-256 checks. Different detected versions and meaningful BASE/DEF/language components remain separate. Steam Workshop and linked packages are excluded. The operation is read-only and cancellable.

DISPLAY INFORMATION IS NOT IDENTITY PROOF

A title, author or declared version helps a person understand a mod, but physical filename, profile activation identity, Workshop ID and current link-and-target or complete-file evidence control safety-sensitive matching.

7 Building the Active Load Order

Activate and position mods

Double-click an Available mod, press Enter or choose Make active to add it at the current quick-activation destination. ADD: TOP is restored when the application starts; ADD: BOTTOM can be selected for the current session. Drag and drop always places the mod at the position you choose.

Ctrl+Click selects separate rows and Shift+Click selects a continuous range. When several selected rows are moved together, their relative order is preserved. Use the Drag speed control to choose Slow, Normal or Fast automatic scrolling through very long orders.

Remove or clear

Choose Make selected inactive or press Delete to remove selected working rows. Clear entire load order prepares the complete order for removal only after confirmation. Neither action writes until Apply is selected; Undo can restore the previous in-memory state.

Temporarily disable while preserving position

Right-click selected Active rows and choose Temporarily disable - preserve position(s). Disabled rows remain visible, searchable and movable, turn red and are excluded from the game's active_mods list when applied. Re-enable restores them to the saved order.

Unsaved indicators

- + Amber right arrow: pending activation.
- + Amber left arrow: pending removal.
- + Movement indicator: the row's priority position changed.
- + Unsaved counter: differences from the currently applied baseline.

FILTERED ACTIVE LOAD ORDER SAFETY

When Active search is filtering the right-hand list, the manager will not add an Available mod into that partial view because its complete-order position would be ambiguous. Clear the Active search and then place the mod deliberately.

8 Saving, recovery and export

Apply Load Order

Apply is the only normal workspace action that writes the selected profile. It confirms the target, checks that the game is closed, refreshes trusted profile evidence, creates and verifies a managed whole-file safety backup, writes a prepared replacement and reads the committed profile back before reporting success.

Same-volume transaction staging

For uncommon Steam Cloud configurations, prepared replacements, displaced-original recovery data and rollback replacements are staged in Mod Manager's private managed location on the same Windows volume. This avoids relying on temporary transaction files inside a Steam remote profile tree that Steam or Windows may reject or remove. Existing source-change checks, backup verification, rollback protection, concurrent-writer protection and read-only attribute restoration remain active.

APPLY CAN STOP SAFELY

If the profile, its trusted path, the original bytes, the managed backup or the prepared replacement changes, Apply stops or rolls back. If a safe same-volume transaction location cannot be established, Apply stops before altering the live profile.sii. Read the exact error and keep the original profile and backup evidence intact for support.

TXT and CSV export

Export produces a readable copy of the currently applied saved order. It is disabled while there are unsaved changes or required metadata is still loading. Mod Manager reads profile.sii again immediately before export; it never exports a stale editable list.

- TXT creates a numbered, human-readable top-to-bottom order.
- CSV creates a spreadsheet-ready table containing position, title, filename, author and version.
- Missing values remain blank or use the existing safe fallback rather than being guessed.

Copy Load Order to clipboard

Use Copy Load Order in the main header to place a readable text form of the applied order on the Windows clipboard. This is separate from the profile-to-profile Copy Load Order window and from Shared Load Order export.

9 Backups and restore

Managed automatic safety backups

Every new automatic whole-file safety backup for a Local or Steam Cloud profile is stored in the Mod Manager's private local application-data backup library. It is isolated by game, storage type and profile. Version 1.1.17 does not create a new automatic backup beside the game's `profile.sii`.

The backup is durably created, reopened only after its filesystem identity still matches, verified against the immutable original profile bytes and retained against deletion through commit and final readback. A missing, moved or changed backup stops the write before the profile can be accepted. The ten newest managed automatic backups are retained per profile.

LEGACY SIDECAR BACKUPS ARE PRESERVED

Older files named like `profile.sii.allans_editor_backup_*` beside a profile are not migrated, imported, pruned or deleted automatically by Version 1.1.17.

Named Backup & Restore snapshots

The Backup & Restore window is a separate user-managed library. On first use, choose a safe location and Mod Manager creates a dedicated GMC Mod Manager Load Order Backups folder. Each named snapshot is a readable JSON document with the `.gmcloadorder` extension.

- + Snapshots contain load-order state, not game progress, installed packages or Workshop subscriptions.
- + No named snapshot is deleted automatically.
- + Restore loads the selected order into the workspace for review; normal Apply safety still controls profile writing.
- + Keep the library outside game, mod, Workshop and profile folders.

10 Duplicates, Recycle Bin and missing files

Recycle eligible direct local content

After Find Duplicates or deliberate selection, the Recycle action can ask Windows to move an eligible top-level direct local .scs, .zip file or unpacked mod folder to the Recycle Bin. Workshop packages, linked/unsafe paths and content outside the trusted direct mod root are excluded.

Version 1.1.17 retains the exact confirmed filesystem object through staging, Windows handoff, outcome checking and recovery. Windows receives the original user-visible filename so a normal Recycle Bin restore returns the original name rather than an internal verification name.

LINKED PACKAGES ARE READ-ONLY

Recycle rejects a supported symbolic-link object before considering its physical target. This prevents an original ATS or ETS2 package in the shared physical library from being moved or deleted accidentally. Recycle never follows a link to the target.

Missing and ambiguous references

- MISSING FILE means no safely resolved installed local file, supported verified link or available Workshop item matches the saved identity.
- MULTIPLE FILES or an ambiguous review means more than one candidate remains and no file was guessed.
- SHOW MISSING filters the Active list without changing the order.
- If a supported linked package becomes broken or changes type, the reference remains visible rather than silently switching targets.

Repairing an older verified-recycle profile reference

If an older build left its retired .gmc-verified-recycle-* marker in a profile reference, a clean profile load or Refresh removes only the reserved marker and staging-only leading dots. It reconnects the row only when exactly one eligible installed direct local archive has the recovered original filename. The original position is retained and the correction stays staged until Apply. Ordinary missing, ambiguous, linked, Workshop or different-version entries are never guessed by this repair.

11 Copying and transferring load orders

Copy a complete load order

Copy Load Order selects a safe target profile for the same game and replaces its complete active order with the applied source order. Source and target profiles are freshly read; the target is backed up, saved and verified independently. The current workspace must not contain unsaved changes, and the game must be closed.

Transfer Individual Mods

Transfer opens two applied profile orders side by side. Select one or more mods and transfer them in either direction while preserving each side's independent order. Review both target workspaces before committing. Batch saving reports each profile separately and does not treat one successful target as proof that another target succeeded.

- + Installed mod packages are never moved or copied by profile transfer.
- + An unavailable source reference remains unavailable in the target; the tool does not download content.
- + Local and Steam Cloud targets retain their own trusted backup and write boundaries.
- + If a source profile changes on disk before save, the transfer must be refreshed rather than overwriting unseen changes.

COPY AND SHARED LOAD ORDERS ARE DIFFERENT

Copy/Transfer operate between profiles installed on this computer. Shared Load Orders create a portable verification manifest for another user and always require Review and Resolve on the recipient computer.

12 Game-running protection and automatic awareness

View-only while the game is running

When ETS2 or ATS is detected running, the matching game's workspace becomes view-only. You can inspect, search and filter, but profile Apply, Copy/Transfer and Recycle remain locked. Staged changes are preserved. The other game's workspace remains independent.

One bounded post-game synchronisation

Only the transition from a game that Mod Manager actually observed running to closed schedules a clean synchronisation. The app allows profile writing to settle, refreshes installed content and profiles, and then reloads the selected saved order only when the workspace is clean. If staged changes exist, they remain untouched and installed-content changes can be reconciled catalogue-only.

Automatic selected-game content awareness

Creation, removal and rename activity in the selected game's local mod and Workshop locations is combined through a short quiet period before one reconciliation. The update preserves filters, selection, Active position, Duplicate Finder mode, staged changes and Undo/Redo history. It does not reload `profile.sii`, contact Steam or write content.

SHARED REVIEW AWARENESS

An open Shared Load Order review with no approved local alternatives can refresh automatically after installed-content changes. If local alternatives were approved, the review is marked out of date and offers Recheck Now so those choices are never discarded silently.

13 Steam Workshop features

Initial Workshop availability check

After selecting a game, Mod Manager validates locally discovered Workshop IDs against Steam before building the catalogue. The progress window displays the number checked. Only numeric Workshop IDs are used for the availability request; profile and load-order data remain local. Unavailable items are excluded from Available Mods without deleting subscriptions or profile references.

Opening Workshop pages

Use the blue STEAM source link or Open Workshop Page in Shared Review. Workshop pages can ask each time, open in the signed-in Steam desktop application or use the default browser. Only a validated numeric ID is used to build the official Steam Community address.

Online title resolution

When trustworthy local display metadata is unavailable, Mod Manager can offer to query Steam for the public title using only the unresolved numeric Workshop ID. The lookup occurs only after approval. Successful titles are cached locally; unresolved items remain labelled MOD MISSING DISPLAY DATA rather than borrowing another item's name.

Local display-name override

Set display name manually is available only for an unresolved, currently available Workshop item. The name is stored locally for the exact game and Workshop ID. It does not change Steam, subscriptions, the package, compatibility, `profile.sii` or the load order.

Connection and proxy settings

Before selecting a game, choose the operating-system proxy, direct connection or a manual HTTP, HTTPS or SOCKS5 proxy for Steam Workshop HTTPS requests. Profile discovery, local scanning and load-order operations remain local. Manual proxy passwords are session-only.

14 Shared Load Orders

What a .gmcorder file contains

A Shared Load Order file contains the organiser's game, priority sequence and bounded verification evidence. It contains no mod packages, subscriptions, recipient paths or recipient profile identity. Importing it never downloads, subscribes, copies or replaces a mod.

Export requirements

- + The selected profile must be readable and clean, with no unsaved workspace changes.
- + The matching game must be closed and required metadata work complete.
- + Workshop rows export their stable numeric Workshop ID.
- + Local .scs and .zip rows export extension, complete length and complete-file SHA-256 captured from a stable archive revision.
- + An active unpacked folder mod stops schema-version-1 export and identifies the unsupported row.

Review and Resolve on the recipient computer

Import rebuilds the recipient's installed catalogue and displays every row as READY or UNRESOLVED. The review badge says LOAD ORDER UNCHANGED because the profile and workspace have not been edited.

- + An installed exact Workshop ID is READY even when its current version or display title differs.
- + An exact local archive is READY when extension, complete length and complete-file SHA-256 match.
- + If exact bytes are absent, one same-author, same-mod release may be suggested only through the conservative explicit version-marker rule.
- + A compatible or unknown-compatibility alternative always requires explicit approval. An explicitly incompatible release is not silently selected.
- + Multiple usable alternatives, changed files and unsafe linked paths remain UNRESOLVED.

Shared Load Orders - approval, duplicates and Apply

Approving a different local release

The confirmation names the organiser's release and the installed release. Approval is bound to the recipient archive's activation identity, filename, length, SHA-256 and freshly captured logical metadata for the current review. A later change invalidates that approval.

Byte-identical duplicate archives

If several same-extension local archives have identical complete length and SHA-256, one candidate is selected automatically only when its filename uniquely equals the organiser's exported filename. If no exact filename is present, or that filename is duplicated too, the row remains AMBIGUOUS and the recipient must choose deliberately.

Load Into Workspace

When every row is ready, Load Into Workspace creates normal unsaved workspace changes and an Undo checkpoint. It does not repeat the full review scan and does not write `profile.sii`. Existing unsaved changes must be applied, undone or reloaded before import.

Final Apply verification

Apply is separate from Review. It rebuilds the relevant installed evidence and confirms that every Workshop identity and local archive still matches. If the working order, selected profile, temporary-disable state or installed content invalidated the pending Shared context, the first Apply attempt stops and asks for review rather than accepting stale evidence.

VERSION-FAMILY MATCHING IS DELIBERATELY NARROW

Each title must contain its own complete declared version immediately after an explicit v, ver or version marker. The version must include a dot, hyphen or underscore. Ordinary title numbers and partial version prefixes are not treated as a release family.

UNPACKED FOLDERS ARE NOT PORTABLE YET

Shared Load Order schema version 1 supports local .scs and .zip archives, not unpacked local folders. Package the folder as a supported archive or leave it out of the shared order.

15 Performance, cache behaviour and accessibility

Persistent metadata acceleration

When a profile opens, Mod Manager checks the current installed-mod catalogue. Display metadata already read from unchanged .scs and .zip files is stored in a bounded local cache and normally reused on later application launches. New, changed or removed files are detected from the live catalogue and are read again when needed.

A new installation, an empty or damaged cache, a newly supported archive format, or a large set of changed mods can require a longer one-time scan. The LOADING PROFILE panel remains visible while the profile and required catalogue are prepared. The profile becomes usable when that work is ready; artwork and optional display details may continue to fill in safely in the background.

CACHE SAFETY BOUNDARY

The persistent cache accelerates ordinary catalogue display only. It never supplies trusted installed paths, profile identity, Recycle targets or Shared Load Order proof. Shared review, export and final Apply continue to use fresh evidence from current files.

Bounded and cancellable analysis

Catalogue, Duplicate Finder, artwork and Shared Load Order readers enforce entry-count, text, payload and archive limits; reject unsafe traversal and name-surrogate paths; and observe cancellation during long work. An unsafe or unexpectedly large item can therefore appear without metadata instead of being read without limit.

Display scaling

When the main window opens, Mod Manager checks the usable area of the current monitor. If the normal window would not fit because of Windows scaling, screen size or taskbar position, it starts maximised so the title bar and controls remain accessible. Users should not need to reduce an accessibility scaling setting merely to open the application.

What is normal after updating

- + One fresh scan can occur after installing the app, changing many mods or invalidating an old cache.
- + Unchanged libraries should reuse their saved metadata on later app launches.
- + Steam availability validation is separate and visibly reports its own progress.
- + A repeated minute-long unchanged-library metadata scan on every launch is not expected Version 1.1.17 behaviour.

16 Keyboard shortcuts

Control / term	What it does
Ctrl+Click	Select multiple individual mods.
Shift+Click	Select a continuous range.
Alt+Click	Locate the same mod in the opposite panel without changing filters or order.
Ctrl+A	Select every mod in the currently focused list.
Ctrl+F	Move focus to the search box.
Esc	Clear the current selection first, then clear the focused search.
Enter	Activate the selected Available mod or mods.
Delete	Remove selected rows from the working Active Load Order.
Double-click	Activate Available selections or remove Active selections.
Ctrl+Z	Undo the most recent load-order change.
Ctrl+Y	Redo the most recently undone change.

SHORTCUT SCOPE

Shortcuts act on the currently focused list or search. Game-running locks, pending profile loads, confirmation prompts and other safety boundaries still take priority over a shortcut.

17 Troubleshooting, support and official distribution

Why was the first load slower after updating?

A new, empty, damaged or invalidated cache can require one bounded metadata scan. Later launches should reuse unchanged metadata. Adding, replacing or relinking mods causes only the relevant current files to be read again.

Why did Refresh not reload a profile changed inside the game?

The red Available Mods Refresh is an installed-content scan and Workshop availability check. Use Reload or the profile selector's Refresh for saved-profile changes. A clean workspace also performs one post-game synchronisation.

Why does a linked mod still show MISSING FILE?

Only a direct absolute Windows directory symbolic link for the selected mod library, or a direct absolute top-level .scs file or unpacked-folder link to the other game's mod library, is supported. Relative links, junctions, chained or dangling links, linked parent components and .zip symbolic links fail safely.

Why did Apply stop on a Steam Cloud profile?

Mod Manager could not establish or revalidate a safe same-volume managed transaction location, or current profile evidence changed. The operation stops before accepting an uncertain replacement. Keep the exact error for support.

Why is a mod still active after I recycled its file?

Recycle never rewrites profile references. The row remains MISSING FILE so the package can be restored or the reference deliberately removed and applied. Linked packages cannot be recycled through Mod Manager.

Why does Shared Review say AMBIGUOUS?

More than one installed archive remains a valid candidate and no unique exported-filename match resolves it. Choose deliberately or remove the unwanted duplicate and recheck.

Why can I not edit while the game is running?

The lock prevents profile changes while the game may retain or write profile data. Close the matching game and allow the short post-game sync to finish.

Why does a mod show no title, version or artwork?

The package may omit that data, use an unsupported format, have an unsafe link layout or exceed a bounded limit. Mod Manager leaves the value unknown rather than guessing.

Support and official distribution

Get support

For help, testing reports and community support, use the official GMC Community Discord:

<https://discord.gg/gmc-community>

Official information and downloads

The Mod Manager website is the official information and link hub. Public application downloads are provided through the official TruckYMods listing. Executable files are not distributed through Discord.

Mod Manager website: <https://www.gmc-modmanager.co.uk/>

GMC Community website: <https://www.gmc-community.com/>

Official TruckYMods listing: truckymods.io/.../gmc-community-mod-manager-for-ets2-and-ats-217271

Verify the publisher

The official Version 1.1.17 public executable is digitally signed by GMC Community LTD and carries a trusted timestamp. A valid signature helps confirm publisher identity, but no publisher can guarantee how every antivirus or download service will classify every new file. Contact GMC support if a security product reports a concern.

END OF GUIDE

This guide documents GMC Community SCS Mod Manager Version 1.1.17, product version 1.1.17 and file/assembly version 1.1.17.0. Keep the PDF with the release or upload it to the TruckYMods guide area as the searchable companion to the in-app manual.

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