

I'm not a bot



The klub 17 v10.1.0.0 final

The v1 club.

I'm reinstalling Klub 17 VX on my desktop PC, which has an i5-2500K CPU, 4 cores, and 24GB of RAM. I started by running the tk17v10.1.0.0_setup.exe executable to install the game, changing the default install location from C:\TheKlub17 to D:\TheKlub17 due to limited space on my system drive. After installation, I applied the Klub Exile 1.01P update using 7-zip compression and replaced duplicate files. To run the game, I executed TK17_Launcher.exe from D:\TheKlub17\Binaries and selected Options, Renderer Type as DirectX, with a resolution of 1920 x 1080. The game menu appeared after about 20 seconds, allowing me to customize models and have fun on the beach. Options available: --en, --es, --de, --ru, --it, --jp Note that Portugese and French are listed in Options Manager but with no switches. The TK17 Launcher has two icons: "Free game" & "Options". First time users should configure their Options first. The Free Game option lets you start TK17 with a default username and password that will be ignored. You can change it if needed, and it will be reset next time you launch the program even if you save the password. TK17 is free to use for any reason, with no charges or fees. To load the Main Menu, click "Start". Options include: VX Options: - Render Type: Choose between OpenGL or DirectX for graphics rendering. - Resolution Options: Set display settings based on your monitor and computer's capabilities. Recommended color depth is 32bit. Other options include checkboxes for Full-screen mode, Vertical Synchronization, and Limit to 120Hz to improve performance. Sound options let you change the default sound output device if needed. For experienced users, OpenGL Acceleration settings are also available. V11 Options: - Render Type: V11 has a new render option, DirectX 9+Shaders, which simulates shine and gloss added by Hook texture layers. - Resolution Options: Set your preferred resolution based on your monitor's capabilities. - Antialiasing: If you have a high-end video card, set the level of antialiasing to increase image smoothness. - Fullscreen: Run TK17 in full-screen mode, with options to adjust resolution and interface size. - Oculus VR: Support for Oculus 3D headsets is now available. Rate: Adjust if frame skipping or audio sync issues occur. DirectX graphics features can be enabled/disabled by checking boxes in the settings. Documentation for v10.x was updated to May 2020 and for V11 in December 2023. Addons are installed within the VX/V11 directory, specifically in a folder named "Addons". This folder is where new features are added. Addon mods can exist in four forms: ".txx" files, ".zip" & ".7z" archives, and uncompressed folders. Proper placement of addon mods in TK17's "Addons" folder is required. TXX files are a legacy archival format used by earlier versions of TK17. Most v7.5 legacy addons can still be used with VX/V11 by simply dropping the .ttx file into the "Addons" folder, where it will automatically convert to the proper format. The ".zip"/".7z" archive formats are now allowed for packaging addons. However, only the addon itself should be copied to the "Addons" folder; do not simply put an uninspected archive in the folder and expect it to work. Named folders containing up to four subfolders ("Images", "Scripts", and "Sounds") can also serve as addons. VX allows adding objects without needing to package them first. Multiple addons can be placed in the same folder, and there is no performance advantage to using ".zip" vs ".7z" vs uncompressed folders. For users of mod managers like JSGME, it is recommended to ".zip"/".7z" your addons because TXX archives are automatically extracted/deleted after installation, preventing the mod manager from managing them and avoiding duplicate folder identification issues. Note that previous versions of TK17 required placing TXX files and a "Scripts Update" file in a special "2.114.001" folder inside "Archives". This is no longer necessary with VX/V11. Addons now go directly into the "Addons" folder, and script updates are no longer required. When creating an Activemod folder, give it a name that will appear within the program. This name should reflect its contents, making it easier for users to find and identify specific items. Customizer in TK17 lists all retextured ActiveMod items using this folder name, displaying their icons accordingly. Tip: To display menu names instead of numbers, access the Options Manager on the GUI/UI tab. To install downloaded Poses (.pes files), copy them along with their icon to the Community\PoseEdit\ folder. Be cautious of potential name conflicts and rename/renumber your pose if necessary. Remember that this folder is for importing poses only; attempting to edit them here may lead to duplicate copies. For custom model installation, consider using a free utility like TKX_Utils.exe to move and renumber poses from the Community\PoseEdit\ folder to your Save folder efficiently.