

# GMOD

- [Map download](#)

# Map download

GMAD Files:

To get the workshop id, you need to go to the addon page and copy the page url. At the end you will find a string of numbers. That is the workshop id. Example:

<https://steamcommunity.com/sharedfiles/filedetails/?id=152413570>

```
steamcmd +force_install_dir <gmod_server_location> +login anonymous +workshop_download_item  
4000 <workshop_id> +quit
```

This will download it to your server location, printed by the command. You will either get a gma or bin file.

If you get a gma file, then you can use gmad. Like so:

```
gmad extract -file file.gma -out .
```

But if it's a bin file, then you need to do it like so:

```
7za x file.bin  
  
mv file file.gma  
  
gmad extract -file file.gma -out .
```

7zip will give you an error, but still a extensionless file. You just rename it to have a gma ending and then like normal with gmad.

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Software/Sites:

<https://github.com/Facepunch/gmad>

<https://www.ezyzip.com/open-extract-gma-file.html>

<https://steamworkshopdownloader.io/>

