

Moder's bible

Almost all resource of the game can be changed.

Just copy all files from all folders what you need, in the list below, in your package-folder.

But pay attention - you need to save folders structure, as it is in original.

You can see some examples in this package.

IT'S IMPORTANT! -> Don't leave changed files out of the your package-folder. Transfer all files to your package, before start the game, otherwise game can be crashed.

List:

Structure of localization:

.en\
.fr\
.ru\
.ua\

in these folders you can change all localization files. Sound, pictures, texts.

So, in your package a structure need to be as:

..\packages\your_package\.en\

Structure of folder "global":

interface\
map\
music\
set\
sound\
video\

if you want to add in your mode some new special SFX, change visual style of interface or tune multi-player modes, just copy what you need from these folders, change and put new file in your package, keeping structure

Structure of folder "scene":

at\
entity\
interface\
properties\
set\
texture\

If you need to change in-game camera's properties, tune basic gameplay, or add new entity in the game, you need to work with these folders