
Subject: Re: mod help

Posted by [bbtKiller](#) on Sun, 04 Sep 2005 22:29:37 GMT

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What kind of script? Because you use many different software to create a mod.

For the source_code: unzip it and change zettings with a txt editor. But! be carefull with what you are editing.

For scripts.dll you can use hex Edit or Visual Studio.

For bjects.ddb you can use the level editor.

And for the rest I don't know
