Subject: Re: Star Wars Empire at war Demo
Posted by Renx on Sun, 22 Jan 2006 04:51:44 GMT

Modding the game is basicly just changing, adding, or deleting values in .xml files. There's a lot of stuff in the demo, it's huge. The problem is just getting it all to work together correctly. Sometimes if you change one setting you have to change something in another file to allow that setting, and so on...