Subject: mod help
Posted by nopic01| on Sun, 04 Sep 2005 20:02:17 GMT
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i have a mod i want to edit i have the source code how do i make it so i can edit it i have renx etc.

Subject: Re: mod help
Posted by TEKNIK on Sun, 04 Sep 2005 20:32:44 GMT
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What is the mod? A ddb, w3d, pkg, mix?

Subject: Re: mod help
Posted by nopic01| on Sun, 04 Sep 2005 21:05:29 GMT
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its a script

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