

Introduction

This guide will be a simple tutorial on how to make your first BLT mod with a suitable example to follow along.

The example mod will hide all (multiplayer) jobs from Crime.Net which are not stealthable.

Scope

It is recommended to have at least beginner level knowledge in programming (doesn't have to be Lua necessarily). These terms shouldn't be new to you: *Variables, Conditions, Functions*

Expect this:

- An introduction into BLT-modding
- Understanding core concepts
- A working example to play around with
- Links to resources

DON'T expect this:

- Learning how to code Lua
- Understanding the Payday 2 source code
- Using libraries like BeardLib

Setup

- Make sure you have a code editor. I can recommend [Visual Studio Code](#)
- Download the [Payday 2 Source Code](#) (only used for searching - you don't need to build anything)
- Enable the developer console by placing an empty `developer.txt` file inside your `mods` folder. (This can help you find errors in your mod)
- Make a new folder in `mods` and place an empty `mod.txt` and `mod.lua` inside it.

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