

# 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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