

# Resources

- Decompiled game code  
**Source code** of the game
  - Original BLT (outdated on some occasions)  
**Documentation** which holds information about many features of (Super-)BLT like Menus, Localization, Networking ...
  - Community BLT (work in progress)  
**Documentation** which holds information about payday 2 mod creation, including examples
  - BeardLib  
**Library** for adding custom content, making menus ...
  - Auto Menu Builder  
**Library** for generating menus
  - GitHub Auto-Update  
**Tool** for making automatic updates via GitHub
  - Resources & Libraries  
**Link** to the category from the MWS site
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