

# 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- [Original BLT](#) (outdated on some occasions)  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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