

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 - [Original BLT](#) (outdated on some occasions)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