

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 - Original BLT (outdated on some occasions)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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Revision #7

Created 8 August 2020 18:18:01 by The_Punisher

Updated 15 July 2023 09:47:32 by Hoppip