

MAKE OWN MOD

When game starts, engine loads all informations packed in .cbf files in VIETCONG/ folder include subdirectories. Firstly loads vietcong_XXXX.cbf files. Then other XXXX.cbf files including all XXXX.cbf from maps/ folder.

What is packed in vietcong_XXXX.cbf files? All. Textures, scripts, sounds,

DEV/
G/!
ANIMALS/
BARANIMS/
BUILDINGS/
CAMANIMS/
EFFECTS/
EQUIPMENT/US/TEX/ *** EQUIPMENT TEXTURES ***
VC/
FAUNA/
FURNITURE/
CHARACTERS/TEX/ *** CHARACTER TEXTURES ***
ITEMS/
MACHINES/
NATURE/
PHS_ITEMS/
TEXTURES/
WEAPONS/
INI/
LEVELS/
SND/WEAPONS/ *** WEAPON SOUNDS ***
UNIPAGE/

The best way is when you unpack yourself all vietcong_XXXX.cbf files, then files from the directory VIETCONG/addons/FistAlpha/ (fistalpha_XXXX.cbf files). All into same folder. Some files from fistalpha are updates, then replacing old files from game.

How to unpack cbf?

You need Total Commander with .cbf plugin.

If you have tcmd installed, place CBF.wcx into totalcmd/ folder.

Run TCMD and in menu/configuration/options/plugins/configure WCX associate with .cbf and .dat(for unpacking maps).

Now select paths in both windows.

Left panel choose VIETCONG/, in right where you want to save unpacked files. For example VCUNPACKED/.

Now right click at all vietcong_XXX.cbf (red highlighted) hit ALT+F6 to unpack.

Then do same with fistalpha_XXXX.cbf files (overwrite existing files).

Now you can change all what you want.

For example I want change only texture of machette.

VVH_MACHETTE.dds texture is in: G/WEAPONS/VVH_MACHETTE/

With changed texture I replace original one with same name. All other directories and files delete.

When I have only this: G/WEAPONS/VVH_MACHETTE/VVH_MACHETTE.dds, run TCMD again, right click on this G/ folder

and pack (ALT+F5) to MyMachetteMod.cbf

If you place your MOD in the VIETCONG/ folder, it will work.

It is all. If anyone have more time and programming experience can change the whole game.