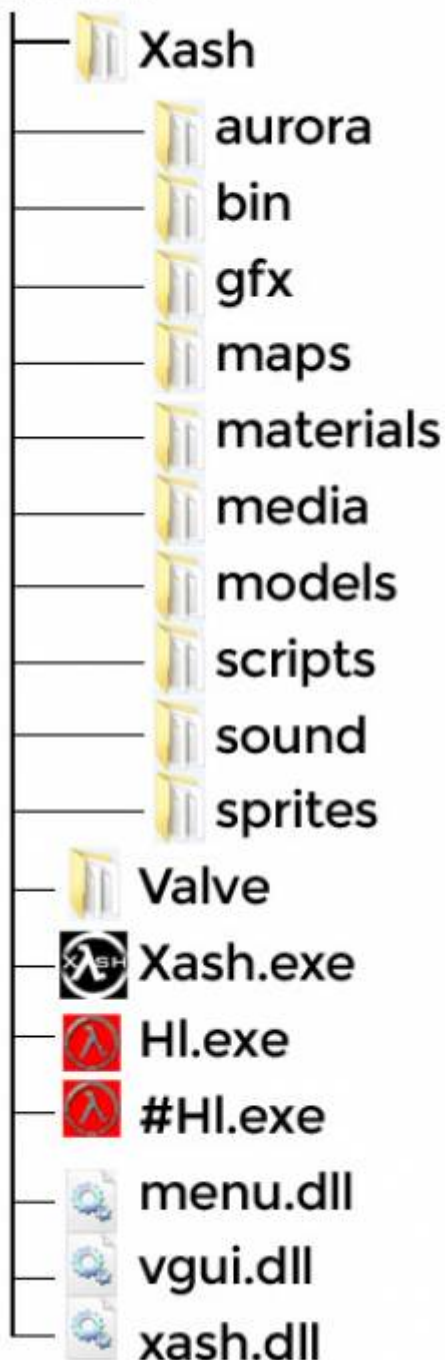



Now that you've planned your mod from the ground up, it's time to find out what's inside the mod folder. We continue off from Setting up [XashXT](#) for modding where you have finished extracting [XashXT](#). What constitutes the folder is a lot of files and FOLDERS. It may look intimidating, but I'll set you up along so that you won't be confused.

XashXT



- /aurora - Contains the particles for the aurora particle system.
- /bin - Contains all the DLLs for the game.
- /gfx - Contains the splash screen and skybox textures are placed.
- /maps - Contains the maps of the mod.
- /materials -  **Fix Me!**: Ask people what materials really do.
- /media - Contains the AVIs for the startup, the logo, and MP3 background music.

- /models - Contains the various models for the game such as props, monster, player and weapon models.
- /scripts - Various scripts used for the game (especially if it is incorporated in the code).
- /sound - Contains the various ambiance and sounds for the game.
- /sprites - Contains all the sprites for the game.

Note that the valve folder also have the same content as the ones listed, but there are some added:

- /cl_dlls - This is where the client DLL is placed in the original HL along with various dlls for VGUI controls and Demo editors.
- /dlls - This is where server DLL (hl.dll) is placed in the original HL.
- /events - This is where the events for the original HL are placed. Events are primarily used for multiplayer games.
- /hw - Contains configuration files for the hardware mode in the original HL executable.
- /overviews - For multiplayer games, paired alongside the VGUI.
- /resource - Contains various scripts for the VGUI.

From:
<http://xash3d.ru/> - **Xash3D**

Permanent link:
<http://xash3d.ru/doku.php?id=xashcookbook:en:tutorials:beginner:mod:inside&rev=1402228501>

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