Posted by bat66wat6 on Fri, 15 Feb 2008 22:10:20 GMT
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Okay. So with AVP2 online being "Out of Action/Disabled"(Serial Key lost) and all 3 campaigns finished. I have decided to try and keep the flow of the game alive.

 Basically I want to mod it to make it more fun and just better. Like the Netgun actually trapping the guy on the floor permanately until the Pred or himself cuts him out(Or kills him!). That'd make me a happy person!

  The wierd annoying thing is that even with AVP2 being a simple game(Meaning by the way it's put together, by graphics, Characters, AI Control etc) there aren't many or any usefull files that I can really access to edit the game(Or Mission Maps).

  The following files are a problem as they cannot be opened by any programme I have. I mainly want to know what each file contains and what it affects.
   I would be sincerely greatfull if you could tell me what programmes I would need to open files like .dll, .rez, and .cfg. As these are the main game files.

```
----------------------------------------------------------------
AVP2Up.dll
Binkw32.dll
Launch.dll
ltmsg.dll
mss32.dll
server.dll
Sierrapt.dll
SmackW32.dll
MP3DEC.AS6
MP3DEC.ASI
Autoexec.cfg
SierraUp.cfg
FrontData.fnt
childmodel.map
d3d.ren
ALIEN.REZ
AVP2.REZ
AVP2DLL.REZ
AVP2L.REZ
MARINE.REZ
PREDATOR.REZ
SOUNDS.REZ
----------------------------------------------------------------
```
 All other game files can be opened and edited except .sav and BIK files. But aren't relevant to anything I want to change with the game.

 I am really surprised that this game is harder to mod and play around with than more later games

such as C&C Renegade or even C&C Generals Zero-Hour.

I would be so so greatfull if you could tell me what each of these does in the game.

I know this is deep programmers stuff I might be meddling with here. I fully understand if I will need things like C++ to open .dll files.

Thanks, please help

bat66wat6

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