

You'll need...

- Visual Studio 6 or higher (I recommend Visual Studio 8 C++ Express as its free !)
- ET SDK from splash damage
- Working installation of ET

Preparation

- Know a bit of C
- Be able to use Visual Studio
- Install ET source code

Step 1

Ok first step is to go to where the source code has been installed/unpacked to.

From there go to the 'src' folder and double click on the 'wolf.dsw' file to load the source code in visual studio. You'll have to convert the project if you're using any other version than 6 but thats ok. Basically keep clicking yes 😊

From there you should see 3 projects on the left as part of the solution:

- cgame
- game
- ui

You can probably guess what they stand for.

Step 2 - An obvious change

I'm going to assume you know C programming, if not theres plenty of tutorials on the internet for it and as long as you're not stupid even not knowing C you can edit a few things for a noticable change.

For this change to to the 'game' project and find a file called 'bg_pmove.c'

On line 52 you'll find a variable called 'pm_friction' which by default is 3. Change this to 0, hit save and move to the next step.

Step 3 - Compiling

To compile go to Build->Rebuild Solution

This will produce 3 .dll files

Step 4 - Testing

Create a new folder where ET is installed for your mod, then move the .dll files you created into there and the 'ui' folder incase you made any changes in there. You'll find the .dll's in 'WET_Source\src\Debug\' folder there should be 3 and the ui folder in 'WET_Source\etmain\'

Next create a new shortcut for ET on your desktop, in 'target' line add extensions as you would for launching other mods i.e.

```
"C:\Program Files (x86)\Wolfenstein - Enemy Territory\ET.exe" +set sv_pure 0 +set fs_game
```

And well done you've made a very basic mod

Step 5 - Making something

Thats up to you ;-). Firstly I'd suggest putting the friction value back to 3, then just explore the code see what there is. Simplest thing is to create new menus.

This site contains some bug fixes for the code you could have a look at.

If you can, have a look at the sourcecode for other existing mods see what there is.

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