



## SUMMARY:

Name: Rune Modselector

Version: beta 1.7

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Most recent version can be downloaded from [polygon.navatron.com](http://polygon.navatron.com)

## INSTALLATION:

- Place the libjcc.dll and pbvm70.dll in your windows system directory
- The modselector(beta1\_7) folder should be placed in you Rune game folder.

## HOW TO USE THE PROGRAM:

Double click modselector.exe to start the program.

Modselector needs the location of your Rune directory. You can change this directory when you start the program or you can manually edit the path.dat file.

Select a mod from the dropdown listbox and press start. Leave the modselector program running. You can close it when you are done playing.

The command.dat file can be modified manually to include run commands like "-changevideo" or a map name "somemap.run"

Your ini files will be backedup in the data folder (the \*.dat files). You can make your own backups to be save.

## CREATING YOUR OWN MOD:

1. Make a copy of the "data" folder and "data.txt" file.
2. Rename the folder and the text file to something like "Examplermod"
3. Open the text file and change the 1<sup>st</sup> line to the name of your folder. In this example that would be "Examplermod".

4. You can change the other lines as well. Version number, your mail address, your homepage.
5. Open up the folder. The folder contains a full set of ini files and the maps to place your files in. (\*.utx \*.run...etc)
6. Open the ini files one at the time in a text editor like notepad. Look for the word "data". There are several path names in the ini files that direct to the data folder. Rename the path names to match the name of your folder.
7. You are almost ready to go. Just one last thing to remember. The first line of a modified ini file should read "modselector". Do not change this or the program will not work correctly.
8. You are ready to go. Change the map name in the Rune.ini to let the game start with the map you want. (LocalMap= ...)  
Have fun editing...!

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