Updates to Rune Library by Tukaram 6JAN14

I take no credit for this script at all! I merely updated the z axis for some runes in the TMap library. I had to make a new TMap text file for Felucca as Tram & Fel no longer have the same land mass (New Haven). Runes 197, 198, 199 & 200 no longer exist in Tram. Rune 195 in Tram is blocked by a building. Those runes still work in Fel.

Set up is easy. There are some txt files that need to go in your "Data" directory. The scripts go anywhere in your script folder (I use Customs).

Commands are:

[RuneLibraryTMapsTrammel

[RuneLibraryTMapsFelucca

[RuneLibraryZeefzorpulTrammel

[RuneLibraryGraveYardsTrammel

[RuneLibraryGraveYardsFelucca

[RuneLibraryDungeonsTrammel

[RuneLibraryDungeonsFelucca

Books will be created at your feet. They default to movable "false". You will have to make it "true" if you want to organize or dye the books.