

## TUTORIALS:

Tribes 1 Modding Tutorial  
By Plasmatic

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### Getting started.

First of all, modding takes patience. If you have none, take some yoga classes, buy a punching bag in the shape of a computer, etc. When you get some patience, you may be ready to try modding. You will screw up tribes many times, sometimes just by omitting a character, hitting the wrong key, and so on. On the other hand, when it works like you had intended, modding can be very satisfying.

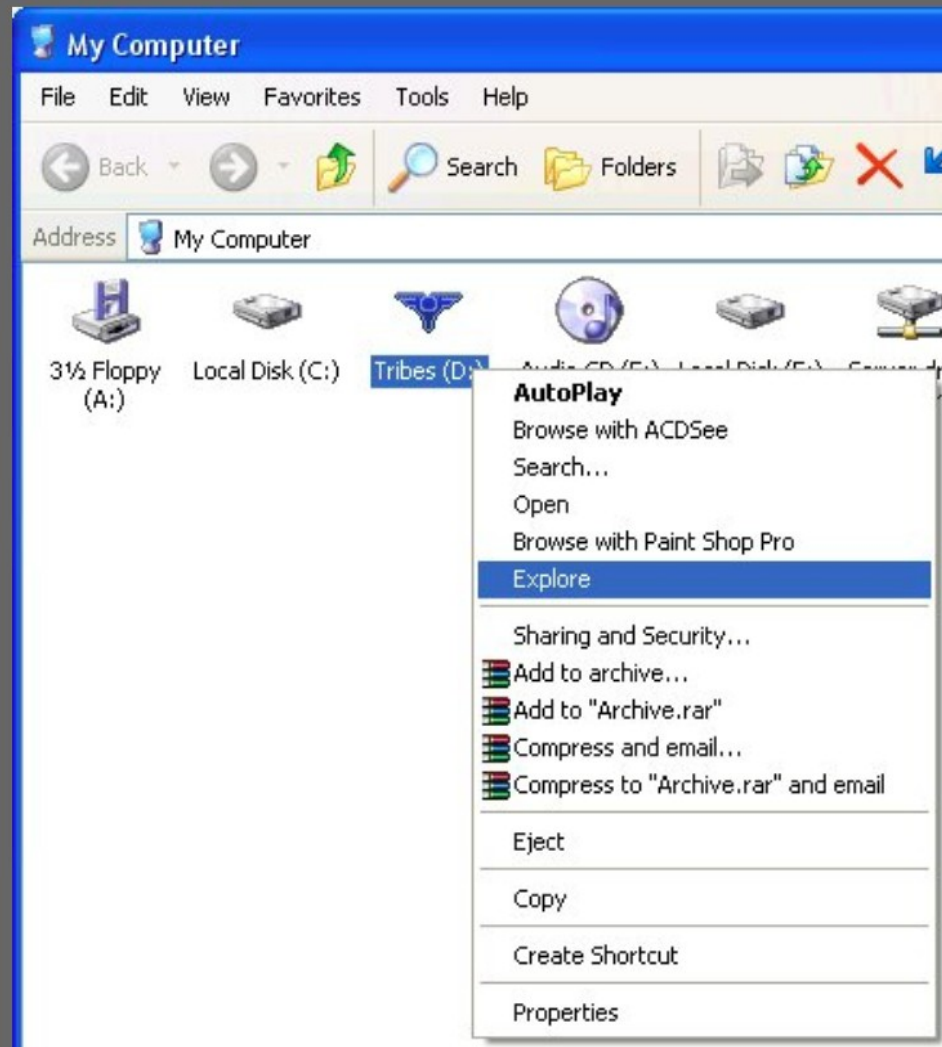
With that in mind, its necessary to install another copy of tribes on your machine. This is very important as client packs like presto, sound packs, and other client sided mods will screw up your modding attempts. Sometimes very badly. Not only will having client scripts screw up modding, when you break tribes -and you will, it would be a shame to break the one you play tribes with. Having to reinstall tribes anyways, along with setting the game up the way you like.

## Installing Tribes into a different directory:

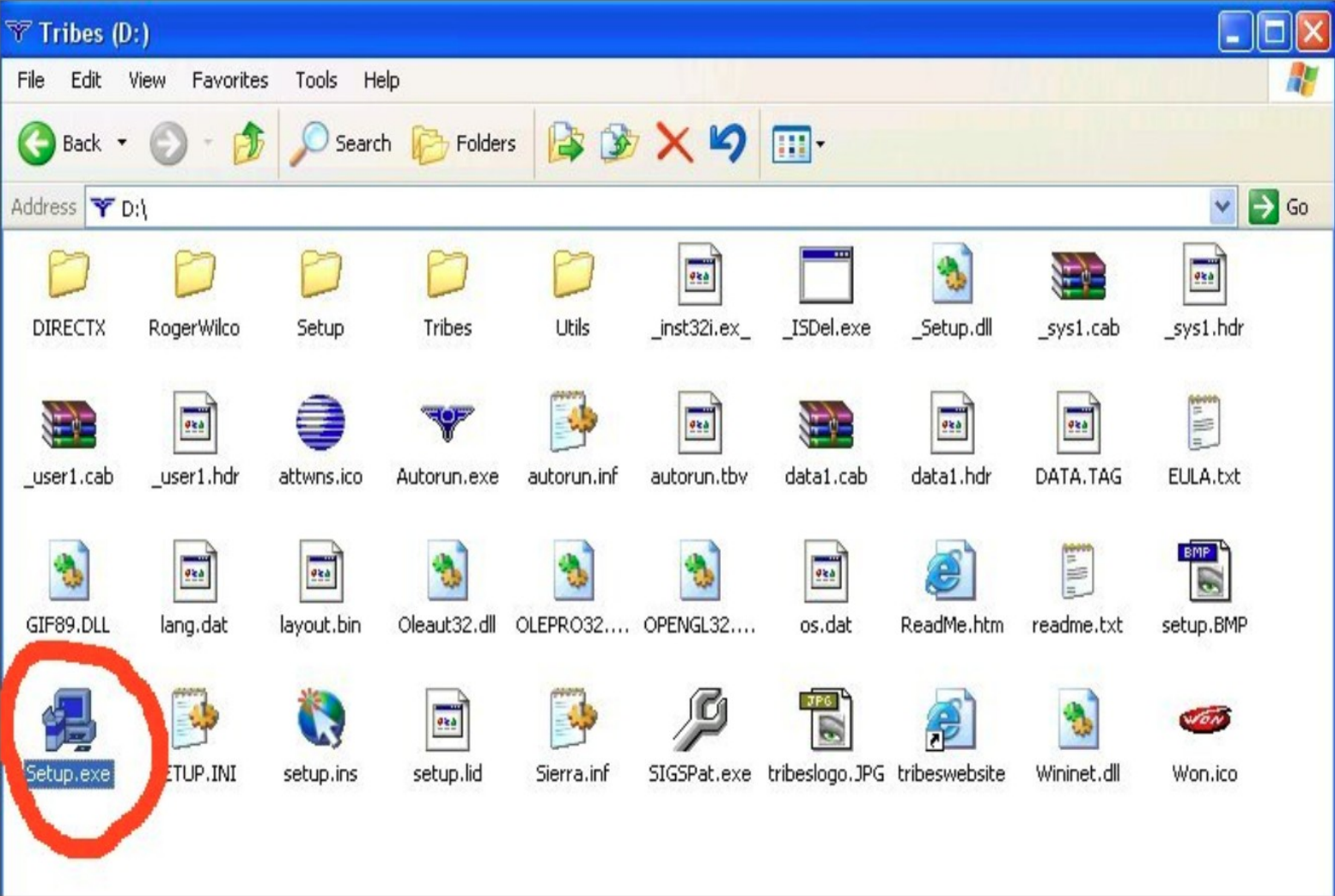
Find your tribes disk, slap it into your cdrom and wait for the auto run to start. When (and if) it starts, close the auto run.



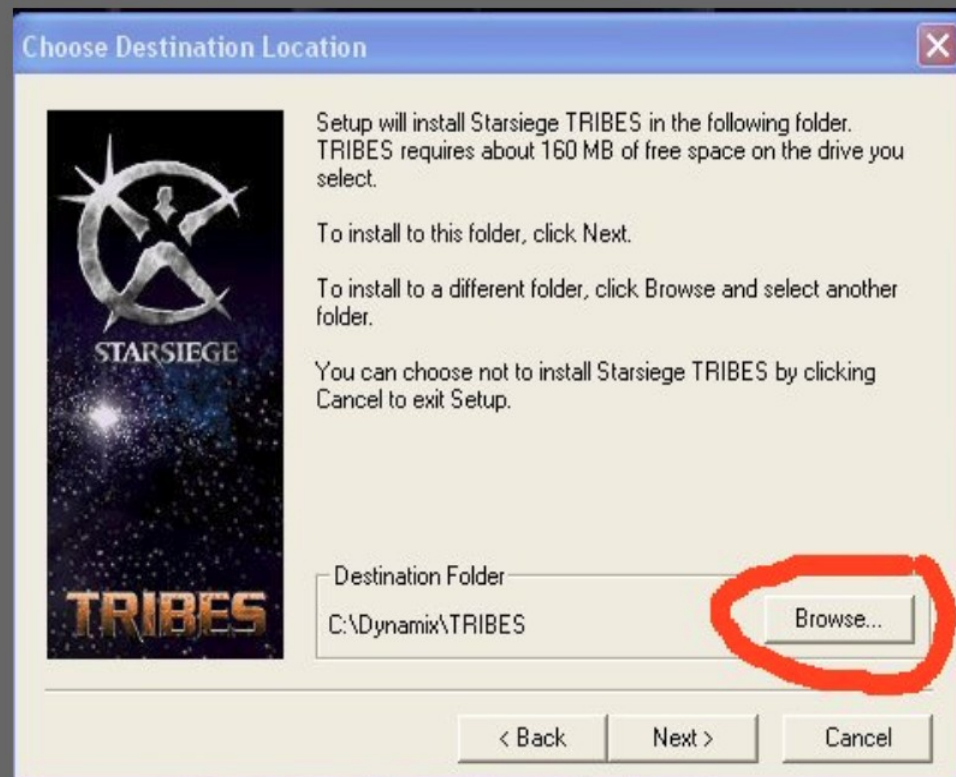
Double click the 'My Computer' icon on your desktop, then right click on the icon representing your cdrom and scroll down to explore. Select explore.



Once you're exploring, double click the 'setup.exe' icon and go through the install process.



Be sure to choose a different directory than the C:\Dynamix\Tribes directory.





Any directory will do, and the setup program will create a new one if you like. I use C:\MOD so I can get to it quickly, but anything will work. When the setup program asks you if you would like a shortcut on your desktop, click NO.



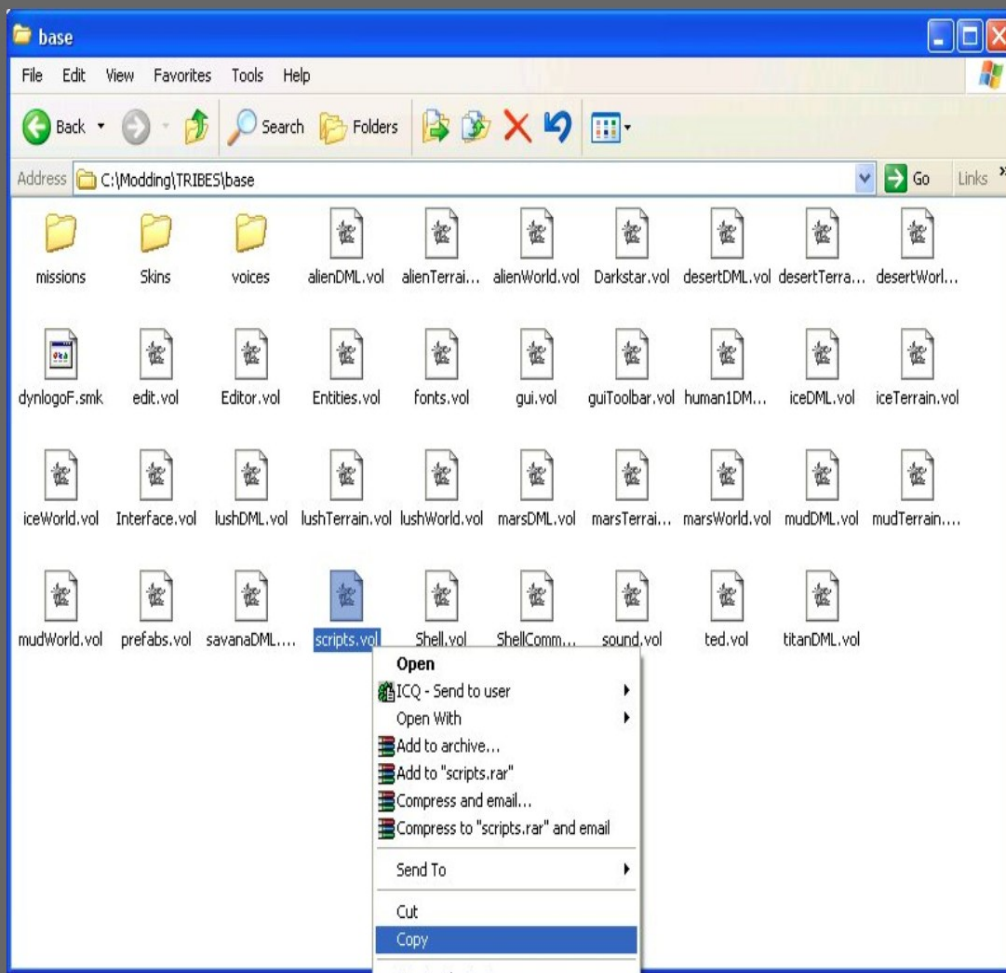
If you allow setup to create a shortcut, it will overwrite your existing shortcut. Most likely the one you play tribes with. The rest of the check boxes, and buttons have no bearing on what we need to mod with so you can answer NO and un check every box the rest of the way through the install.



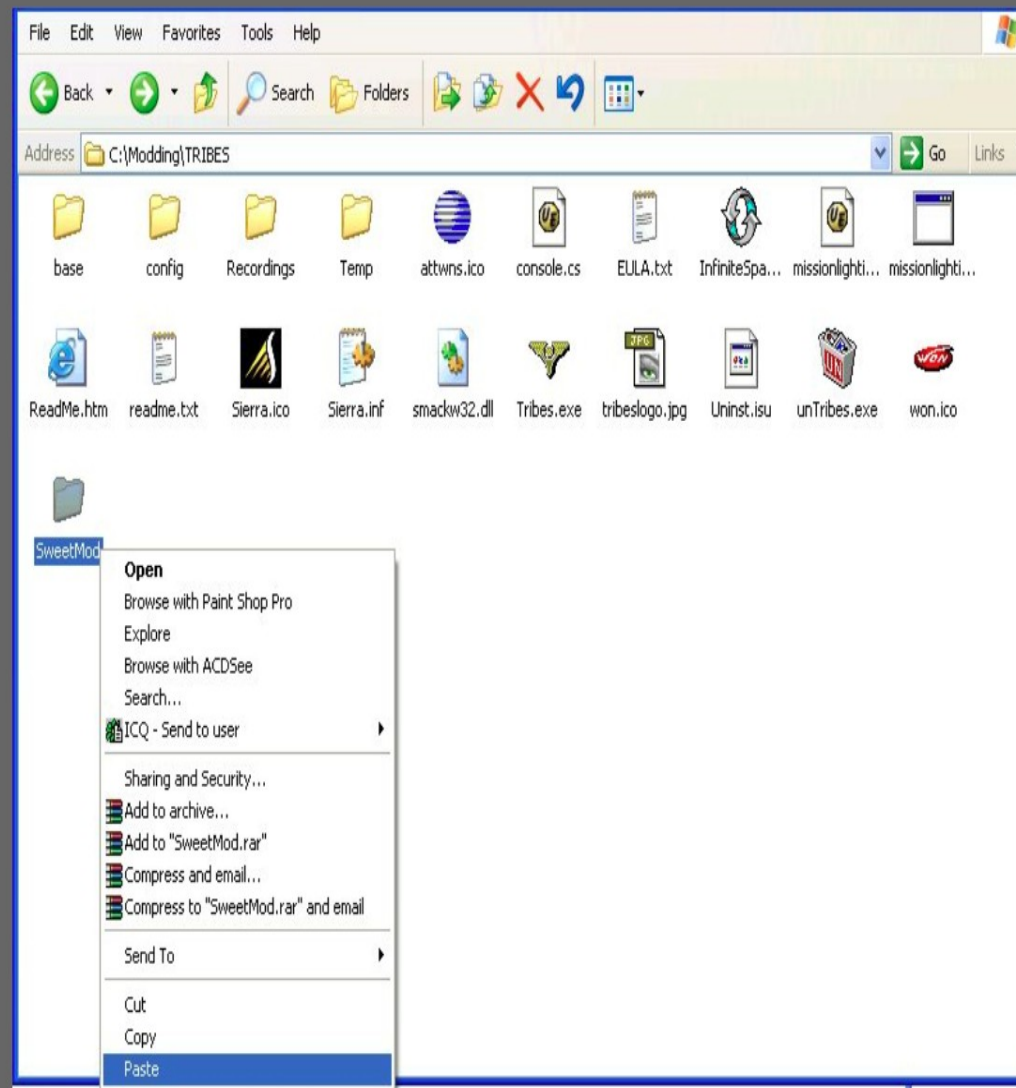
## Installing a mod:

Once you get Tribes installed into a new directory, we're ready to continue. Find the appropriate Tribes 1.x to 1.11 update and run the exe. Patching the modding tribes isn't really necessary, but changes were made to the tribes.exe and scripts.vol, and its a good idea to be compatible. If you're unsure what version you currently have, explore to the new tribes install, and double click 'Tribes.exe'. When Tribes starts up, the version number is shown in the bottom right corner of the screen. Most likely 1.0 or 1.8. If you have 1.8 and need the patch it can be found here: <http://mods.tribes-universe.com/plastmatica/tribes18to111.zip> For some reason, the 1.8 to 1.11 patches are hard to find. Be sure to browse to the correct directory if the patch does find the correct directory.

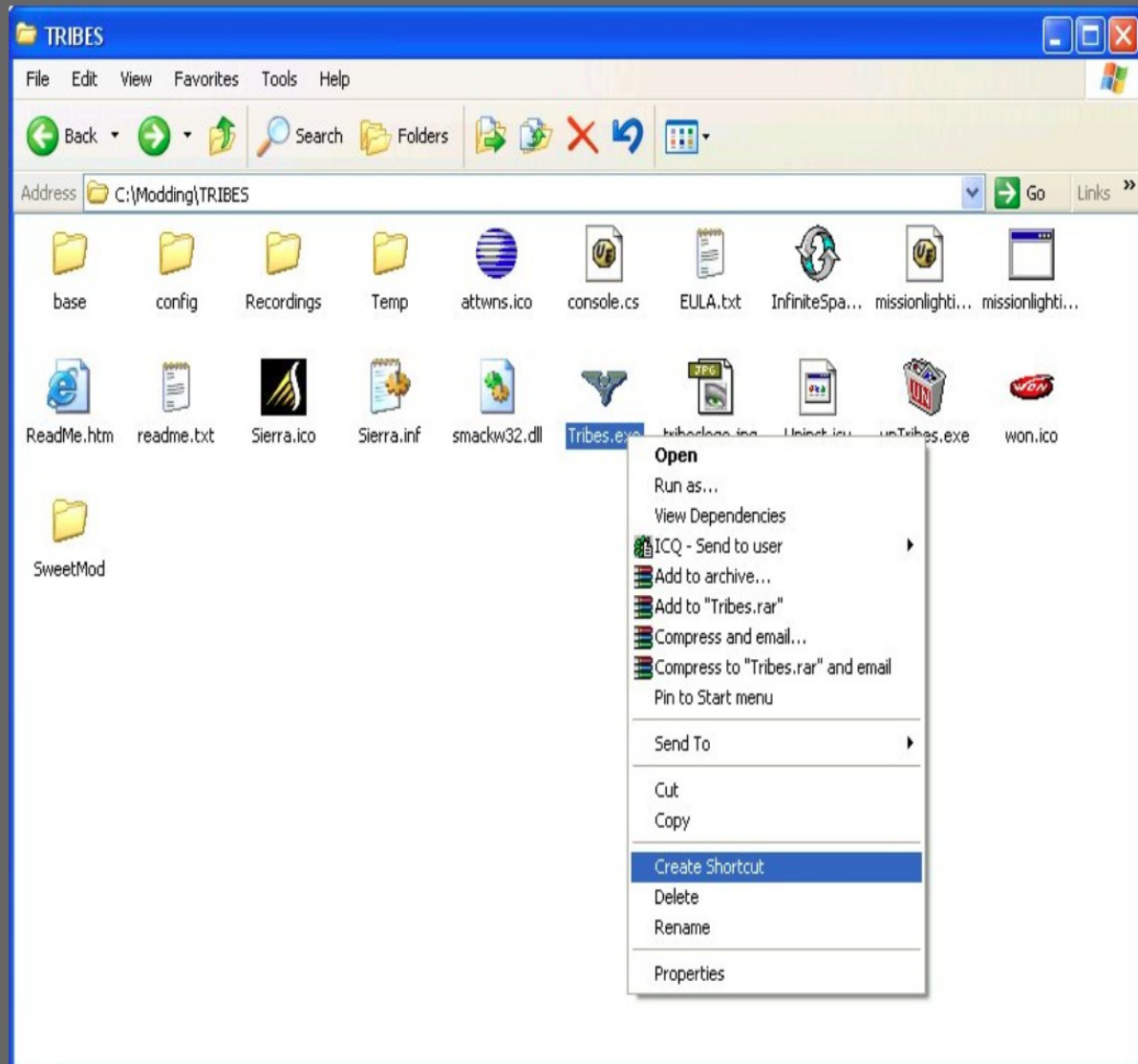
Once Patched, click into the directory that contains your freshly installed and patched tribes.exe, and double click the base folder. Right click and copy the scripts.vol.



Back up a directory, to the same directory that holds the tribes.exe. Right click on the background in the dir. and create a new folder. Name this whatever you would like to call your new mod. I've named mine 'SweetMod' but it can be almost anything. Right click this new folder and 'Paste' scripts.vol into it.

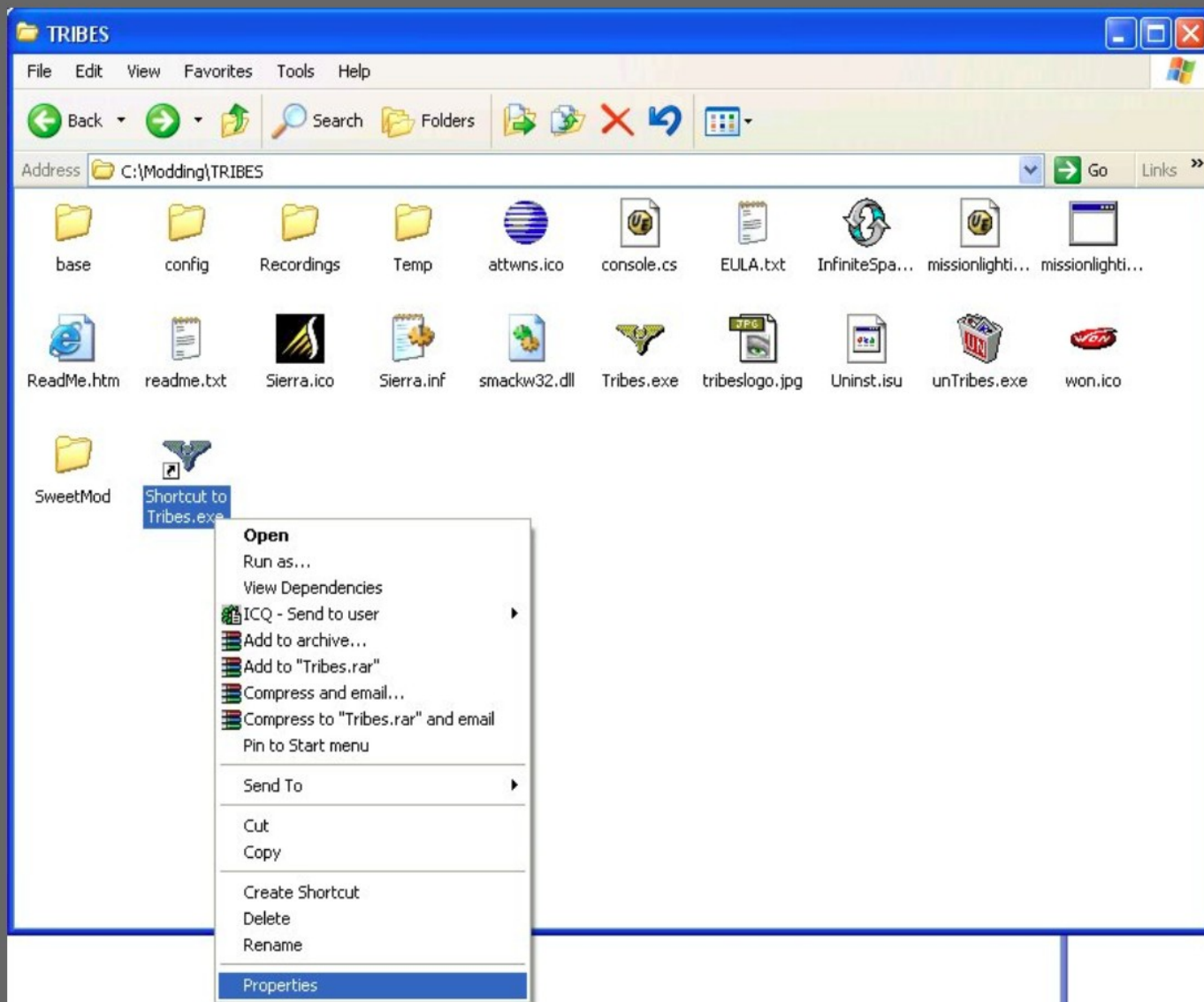


Once you've got scripts.vol into a new folder, you will need to create a shortcut to Tribes.exe and modify the 'extension' for the shortcut. Don't worry, this is easy. Right click the Tribes.exe icon and select 'create shortcut'

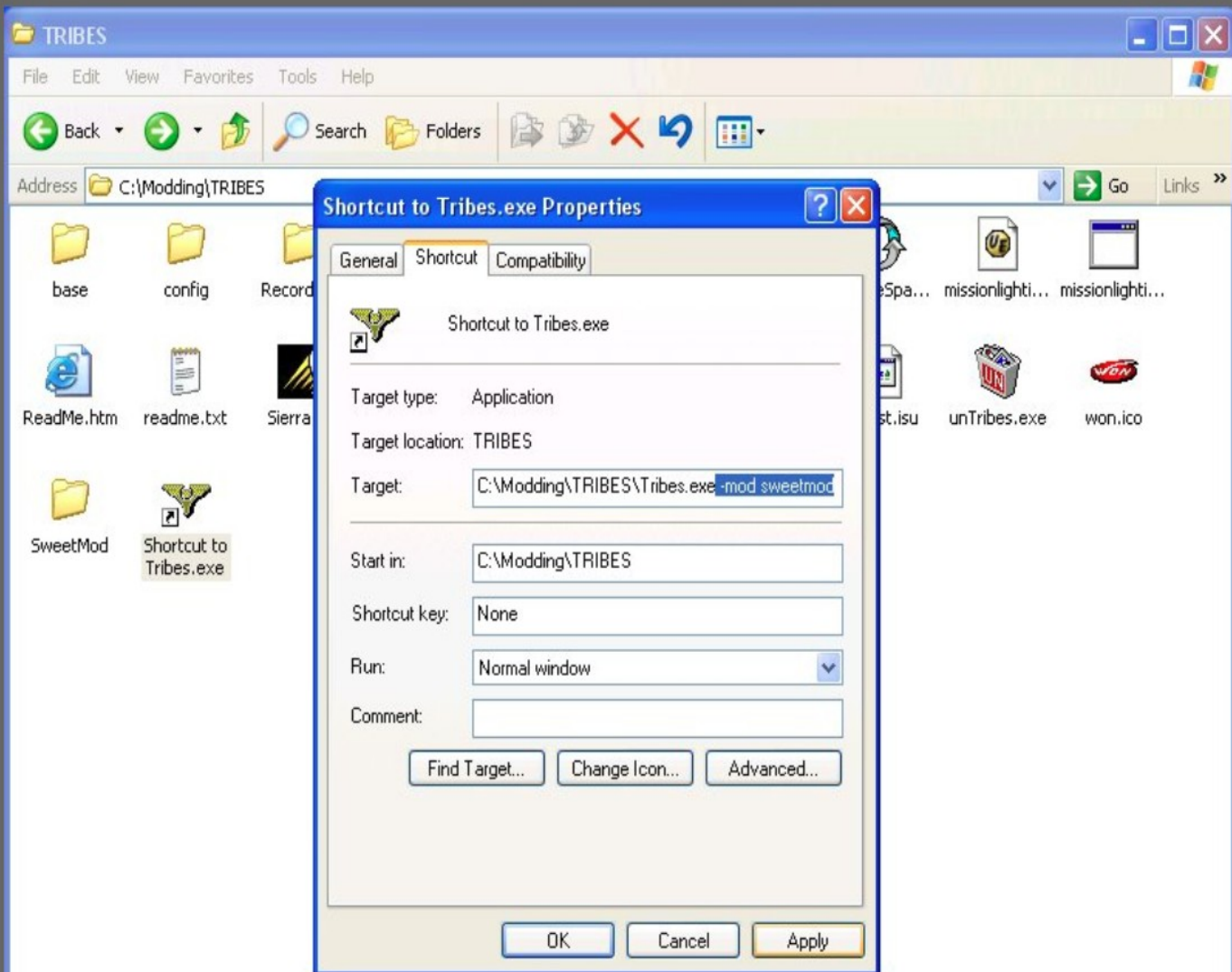




A new shortcut will appear in the folder alongside Tribes.exe. Right click this new Shortcut and select 'Properties'.



Select the 'Target line' and add ' -mod ' and the name of the new folder you just created.



My target looks like this:

C:\Modding\TRIBES\Tribes.exe -mod sweetmod

Note that there needs to be a space after tribes.exe and -mod and the name of the folder containing your new mod.

Double click this new shortcut, and set up tribes player, sound, video, etc. If you want to allow others to join your test server click the 'register with master server' box.



Click the Host Multi player box



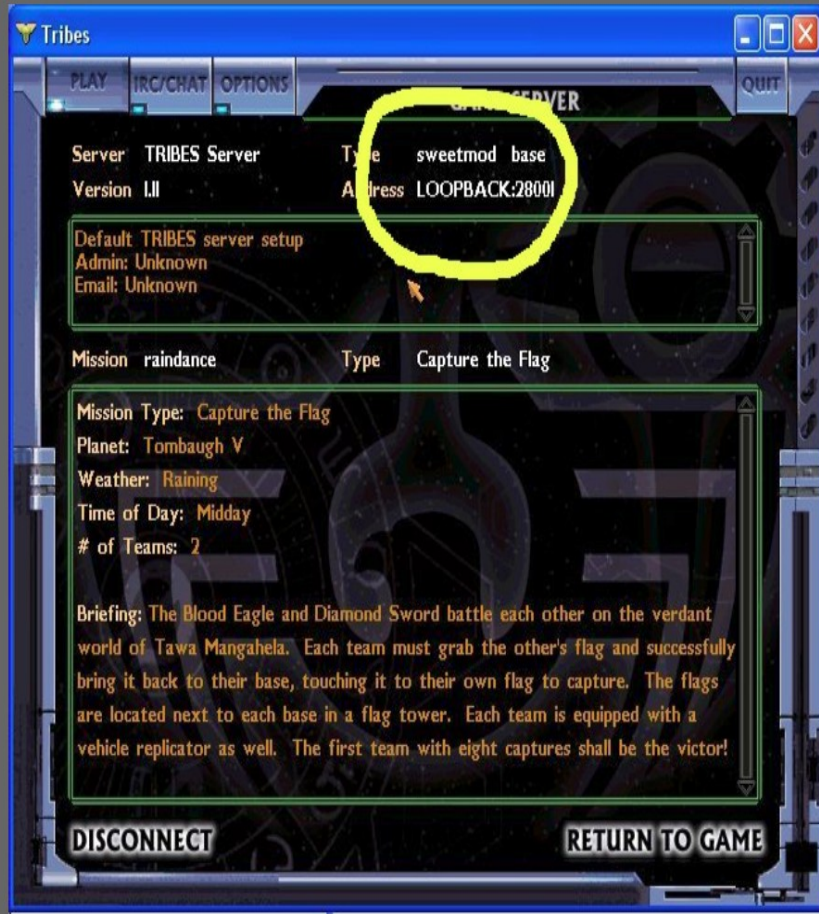


then next, select a map, and type in a password it you like, then hit 'Host Game' at the lower right of screen.



Thats it. When the game loads up, you're running a un dedicated server (more on that later) with a mod. You can verify this by hitting the 'escape' key and looking at the top of screen





Your mod will be listed as server type, with 'base' tacked onto the end. Right now the mod you're running is merely base renamed, but we're about to change that.

This new shortcut can be copied and placed anywhere you like for easy access. I've placed a copy of mine in my 'quick launch' tool bar next to the windows 'Start' button so I can start it with one click. I've also added -mission modtest to my target line, so Tribes loads a map automatically when starting. Modtest is a map I created specifically for testing mods, and can be found at [www.annihilation.info](http://www.annihilation.info) -Modding takes time, and this speeds it up some. If you have 'register with master server' box checked players on the internet (if you're connected) can connect. This is sometimes a bad thing if you started up the mod to test one thing, and someone joins just as you're restarting. Type something into the 'password' field and players joining will need to type a password to join. Sometimes nice if you want to show your mod to a friend, but don't want the untamed hordes poking around in your unfinished mod.