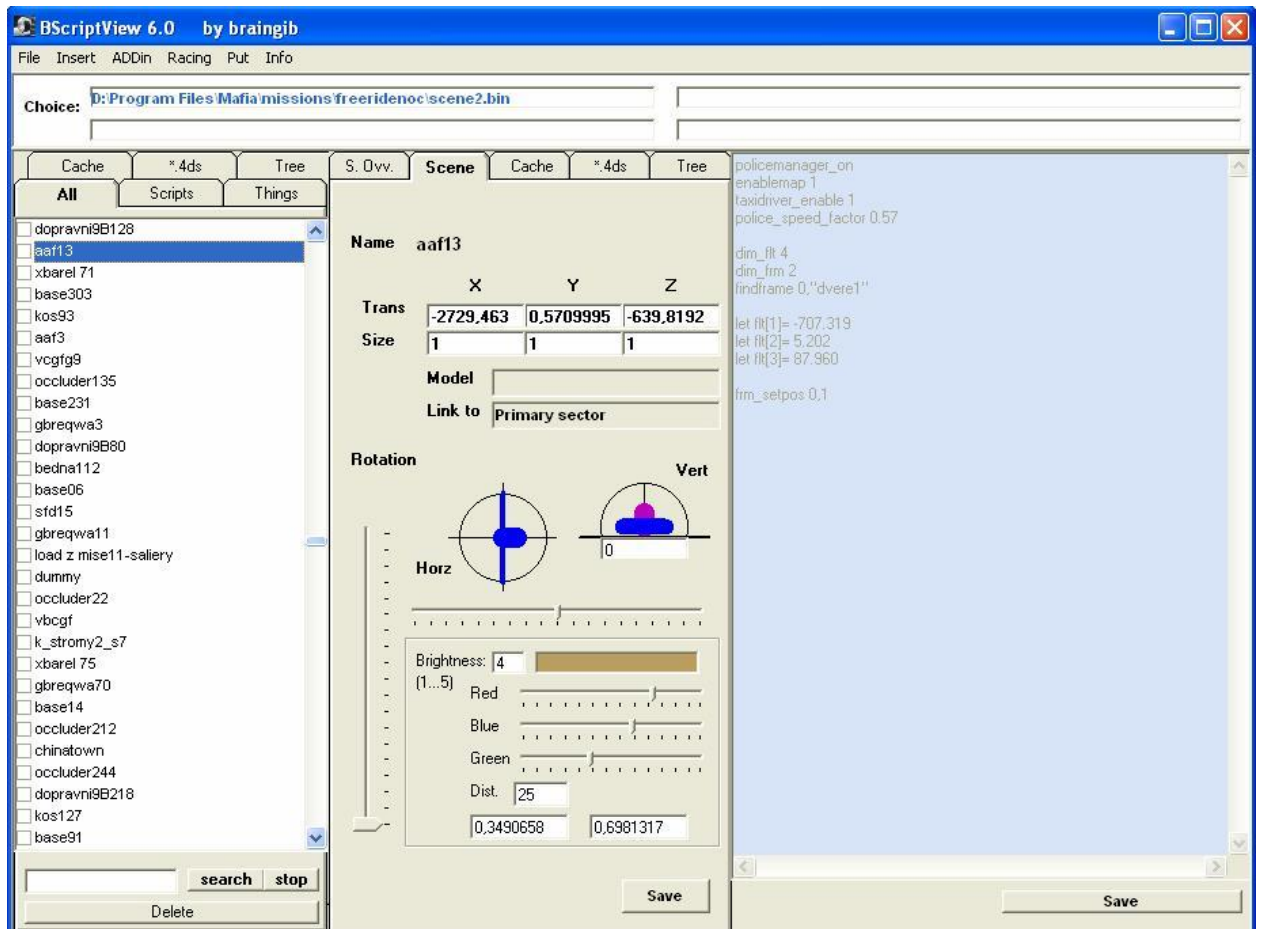


# BScriptView 6.0

*BScriptView 6.0 is released!*



## New feature:

- Additionally to scene2.bin the files scene.4ds, cache.bin and tree.klz could be loaded. Therefore it is possible to search for object translations and clipping cubes of tree.klz.

- Cache.bin and tree.klz can be exported into scene2.bin (Menu Put) and therefore objects/clipping cubes are shown in Capone.

But first for those, who don't know anything about BScreepView:

Using this freeware program you can have a look into scene2.bin files of the des Mafia game.

Scene2.bin files include scripts describing the action/reaction of entities.

Originally the scene2.bin files are packed in file a1.dta in your mafia folder. To unpack them you use the- MafiaDataXTractor of MassaSnygga - (you can find it in [www](http://www)).

After unpacking you find the folder "Missions" with scene2.bin files of every mission.

To understand the Mafia script language search for "MafiaScriptLanguage".

C06alt has done a quite good job and wrote down the instructions. Not all is correct but it's the basis for understanding the sense of the scripts.

With ->File ->Load select a scene2.bin file and load it into BScriptView.

Analysing will start and after a while you can have a look at the scripts.

Release 4.0

1. BScriptView displays scripts and things

2. Translation, size and rotation (horizontal and vertical) can be modified

3. Insert and ADDin menu

4. Insert:

- Human -> Sex: Voice when entity is hit, Behaviour: how an entity reacts on player Aggression of the entity, Weight of the entity

- Car

- Truck

- Policecar

- Building -> used to place buildings. Walls are not solid. (see also InvisibleWalls)

- Door -> open/close with action button, Sound: wood, brass, glass

- Things -> Sound when hit and Weight

- Light -> Brightness, color and direction spot or general

- Other -> script only

- InvisibleWall -> used to make walls of buildings solid, see also tutorial "Open Vincenzo Chamber"

## 5. ADDin

Files that include instructions to mod missions, e.g. VincChamber freeridenoc.BSV

Files can be found on braingib's homepage. These files include all necessary instructions to mod automatically the specific mission. Additional models are packed and extracted into folder models.

## 6. new search funktions

### Release 5.0

1. Racing Menus, to create your own circuit. (Have a look into Tutorial)
2. Display and create sound objects
3. some bugs resolved

### Release 6.0

1. Additionally to scene2.bin scene.4ds, cache.bin and tree.klz can be loaded.
2. Menu „Put“: Objects out of cache.bin and clipping cubes out of tree.klz can be put into scene2.bin. So it's easy to find them for modding.

**Download: *BScriptView download***

If you have problems while starting BScriptView have a look below at trouble-shooting. ----

## Trouble-shooting:

If BScriptView wouldn't start or an error message is displayed following has to be done:

BScriptView uses the files: richtx32.ocx and riched32.dll, maybe these files are corrupted or not installed.

What to do?

1. Search for richtx32.ocx and riched32.dll on your pc. Are they installed?
2. If the files are installed but an error is still displayed it could be that the file riched32.dll is corrupted. The file should be on windows cd, just copy it or search for it in [www](#).
3. Richtx32.ocx is not installed on your pc, or corrupted: In [www](#) are many pages offering a download.
4. Of course you can also fetch the files from another pc on which BScriptView already runs.