DELTA FORCE® BLACK HAWK DOWN™

Mod Tools –
Text Tool Overview

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Introduction

You can add text messages to your mod by creating them in the Text Tool, creating a binary version of your text messages, and then incorporating your text strings into the Mission Editor (MED) for Delta Force - Black Hawk Down.

The text tool that comes with the mod tools is named `TextTool.exe`. You can find it in the `ModTools` directory that you created when you installed the new mod tools and documents.

As with the other mod tools released for Black Hawk Down, the Text Tool is not supported. Visit NovaWorld (www.novaworld.com) and join the forum to discuss the mod tools with other gamers.

Create a Group

When you run the Text Tool for the first time, you'll see the following empty screen.
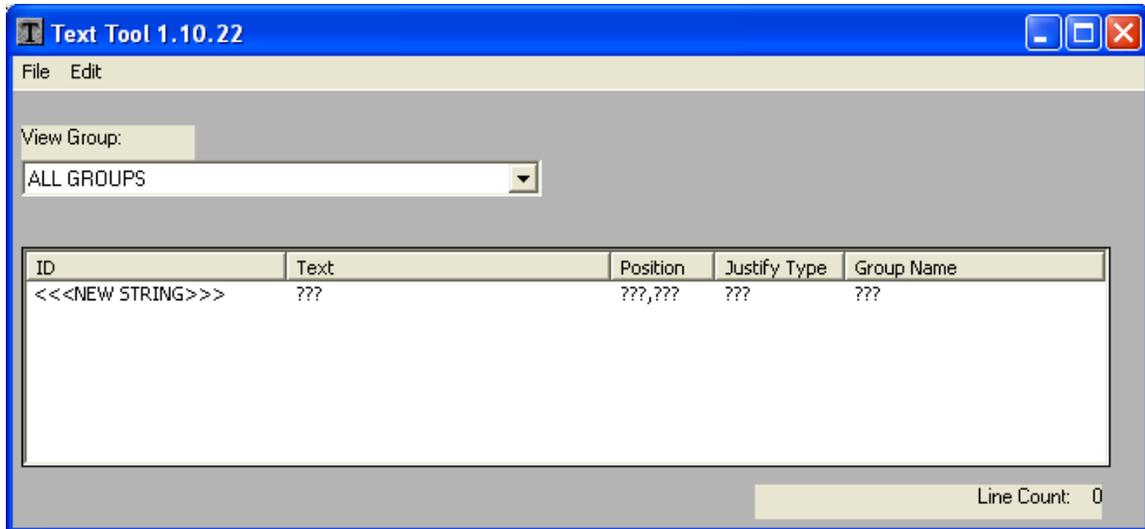
You need at least one group to create your text messages. By creating more than one group, you can organize your text messages into different groups to make them easier to find.

In the **Edit** menu, the **Group** command opens the **Groups** window.
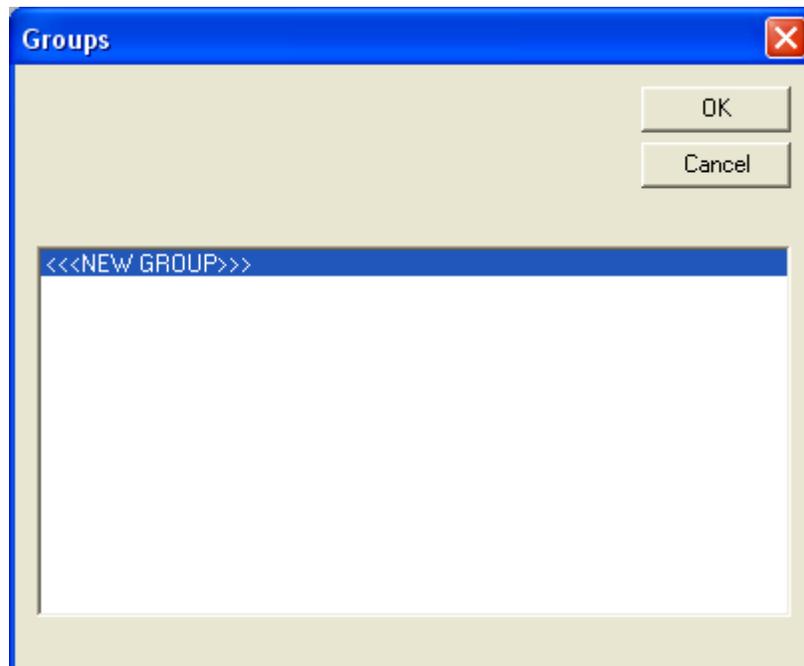
Double-click on <<<NEW GROUP>> to create a new one, and enter the **Group Title** for it. Examples group titles are WinConditions, LoseConditions, and WayPointNames.

Create a String

Create new strings by double-clicking on <<<NEW STRING>>> in the main window. The **String Properties** window opens and you can enter the **ID** and **Text** for the text message that you want displayed on the game screen.
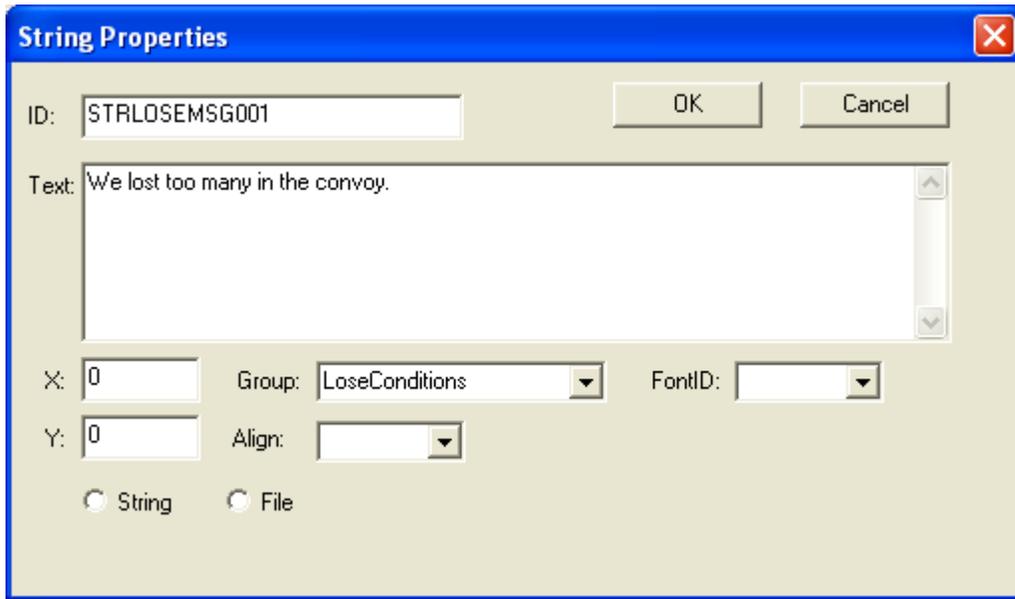
Most text messages are displayed in the same location, the bottom left. You can control the location of the text message with the **X** and **Y** fields. The other fields are used

Other examples of useful string IDs are STRWINCOND001, STRWINDIRECTIVE001, STRWINMSG001, and STRLOSECOND001.

> **Reminder:** You need to create a Group before you can create a new string.

Only the **ID**, **Text** and **Group** fields in the **String Properties** window are used. Values in the other fields are ignored.

Save and Pack

After creating new text messages for the game screen, save the file to a name that matches the name of your mission. The main Text Tool filename has an .RC extension.

When you've ready to test your text messages, click **Save Bin** in the **File** menu.

Just like other pieces of your mod, that binary file then needs to be packed into your .PFF file.

```
pack MyMod.pff +mission2.bin
```

For more information about preparing files for your mod, read the **Pack tool Overview** document.