

Understanding X: Rebirth from a Modder's View

Players have always known the outer workings of X: Rebirth: Trade, Fight, Build and Think. But what about its inner workings?

This page, along with other sub-pages (if any) will help fellow modders understand X: Rebirth in terms of its structure and inner workings and hopefully inspire potential modders to mod X: Rebirth.

- [Module 1: Knowing the File Structure](#)
- [Module 2: XML](#)

Further planned:

Module 3: Constructing the Universe

Module 4: Instructing the Universe and the AI

Module 5: Modifying the UI

Module 6: Language Files, Sound Files and the Miscellaneous