

Collection of modding resources

Introduction

This page has been split up into three sections. The first highlights some key tools that can help a budding modder get started. The second section lists resources provided by Egosoft. The third section begins to highlight things that the community has considered over time.

As with other wiki pages, please feel free to edit it in order to add new and/or improved information (the third section in particular will benefit from this). If over time any of the tools/information below stops working in some way, please make a comment in the related thread to help spread the word.

Great places to start dabbling with modding

- Index of Rebirth Tools, Tutorials and Resources ([link](#)).
 - Modding Tools
 - Modding Tutorials and Guides
 - Resources
- theqmann's XML Patch Guide ([link](#)).
- The XRCatTool (one of the Official Rebirth tools - see below).
- Guide to the Steam Workshop for X Rebirth ([link](#)).
- Steps to make your mod work on Linux+Mac ([link](#)).

Egosoft resources

- Egosoft's modding-related changelogs are [here](#).
- Official Rebirth tools are [here](#) and can be discussed [here](#).
- The JIRA-based Bug Tracker is [here](#).
- linolafett's info about art and sound production is [here](#).
- [Thread for reporting bugs encountered during mod development is here.](#)
- UI modding support thread is [here](#) (e.g. for asking questions or reporting bugs) and the UI bugtracker is [here](#) (in case you'd like to log a new issue). User Interface (UI) Modding documentation is [here](#) (for lots of info about what is possible, including guides and a change log).

Player resources

- Observe's guide to working with custom 3D models is [here](#).
- A catalogue of unused text pages is [here](#).
- CLI-tool for xml diff files is [here](#).
- Records from w.evans of what files are modified by game updates are [here](#).
- XML Editor by Roger Griffiths is [here](#) (with related notes [here](#)).
- XSD chagelogs by Unitrader is [here](#).

Miscellaneous Q&As from the forum

- Creating a mission (setting mission objectives) is [here](#).
- Editing Skunk weapons is [here](#).
- Exporting ships models for some renders is [here](#).
- How to Create a Custom Gamestart is [here](#).
- How to make a new ship spawn with you at new game start is [here](#).
- Multiple engines on non-player ships and speed is [here](#).
- Repacking a construction vessel after building is [here](#).
- Save game editing tips are [here](#).
- Save game exporter/importer tool is discussed [here](#).
- Script & Mod Requests thread is [here](#).
- Texture colours discussion is [here](#).
- Viewing Scriptproperties files in different browsers is [here](#).
- Customising weapon mods is discussed here and summarised [here](#).
- Creatlon of a functional fleet of ships is [here](#).