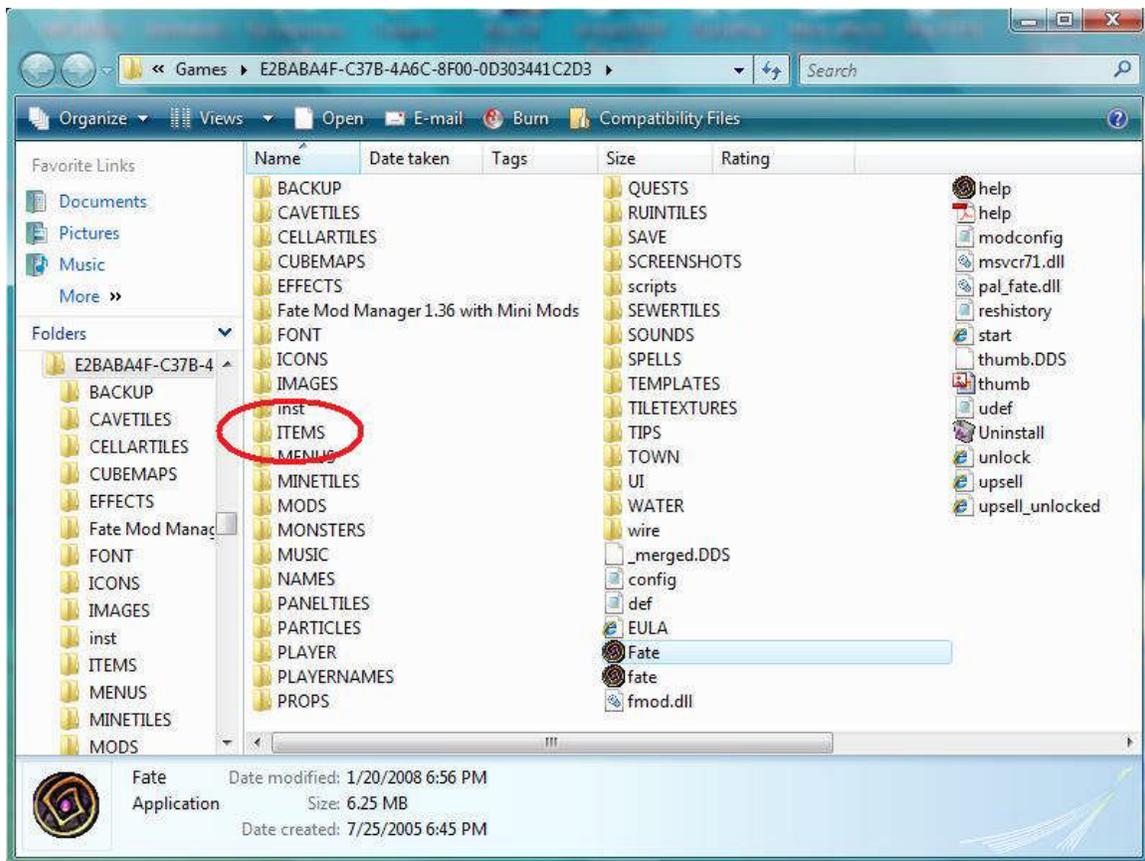


## Elementary coding

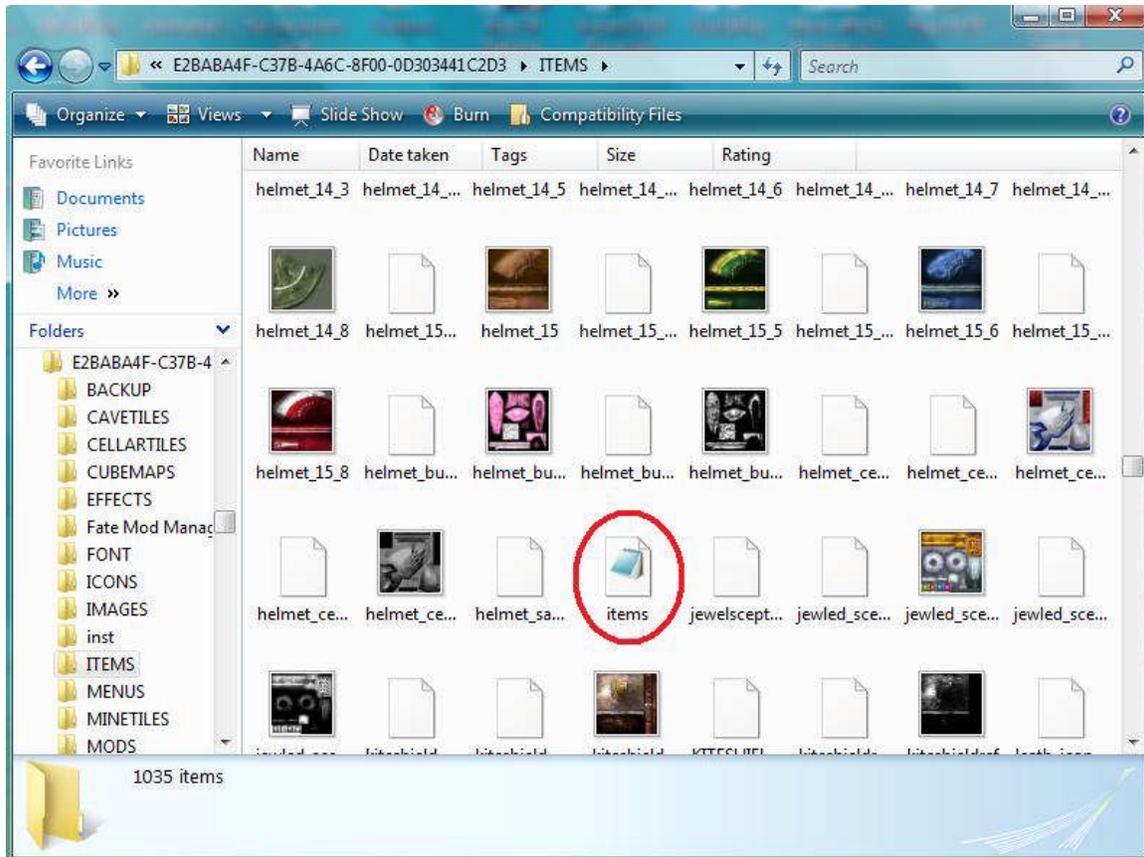
### FATE

**IMPORTANT!** You **MUST** have an unlocked version of FATE in order to mod. You **CANNOT** mod a demo version that uses Wild Coins. You can buy the latest version of Fate [here](#). You **MUST** also be the administrator on your computer in order to alter program files.

1. To begin modding Fate, open the game's root directory. If your operating system is Vista you will need to set the UAC (User Account Controls) to allow full access to the Fate files. Then right-click the Fate desktop shortcut and select Open File Location. If your operating system is XP, right-click on the desktop shortcut and select Properties > Select Target. You will now have a window that displays all of the folders and files in Fate's root directory. It should look something like this...



Open the ITEMS folder (circled in red above) and find the file “items.dat” (circled in red below)...



This file contains all of the code that tells the various items in the game how to behave. Look at the first item in the file: the Light Handaxe.

```

items - Notepad
File Edit Format View Help

[ITEM]
<TYPE>:AXE
<NAME>:Light Handaxe
<RARITY>:300
<MINIMUM_DEPTH>:1
<MAXIMUM_DEPTH>:6
<MODEL>:ITEMS/hatchet.mdl
<COLLIDEABLE>:0
<ICON>:ICONS/handaxe.png;icons/handaxea.png;48:96
<VALUE>:115
<TAKEABLE>:1
<DAMAGE>:3:6
<ATTACK_RADIUS>:5
<STRIKE_RADIUS>:7
<SPEED>:Fast
<TAKE_SOUND>:SOUNDS/ITEMS/swordget.wav
<DROP_SOUND>:SOUNDS/ITEMS/fall.wav
<LAND_SOUND>:SOUNDS/ITEMS/sworddrop.wav
<STRIKE_SOUND>:SOUNDS/BATTLE/metalflesh1.wav
<STRIKE_SOUND>:SOUNDS/BATTLE/metalflesh2.wav
<STRIKE_SOUND>:SOUNDS/BATTLE/metalflesh3.wav
<ATTACK_SOUND>:SOUNDS/BATTLE/swordswing.wav
<MERCHANT_MINIMUM>:0
<MERCHANT_MAXIMUM>:4
[/ITEM]
  
```

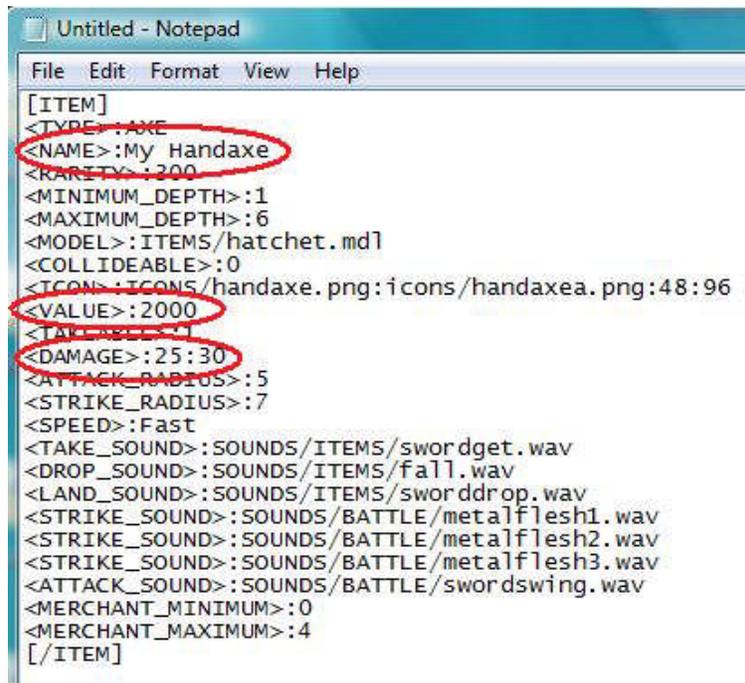
Each individual line of code is separated into two parts: the tag and the parameter. For instance, “<NAME>” is a tag, and “Light Handaxe” is a parameter. Tags and parameters are separated by a colon. The code for every single item is framed by the two delimiters: [ITEM] and [/ITEM]. To begin modding this particular weapon, copy all of the code including the delimiters, and paste it into a new Notepad file.

(Notepad is the text editor that is packaged with all versions of Windows. You can use more sophisticated text editors, but Notepad is sufficient for the purposes of this tutorial.)

We are going to mod this axe by giving it a new name and increasing its damage and value. Change the parameters after the <NAME>, <VALUE>, and <DAMAGE> tags like so...

```
<NAME>:My Handaxe  
<VALUE>:2000  
<DAMAGE>:25:30
```

For starters we must change the name of the new item. Two items with the same name in the items.dat file will cause the program to crash. We have called our new weapon “My Handaxe”. We have also changed the value to 2000. This is merely a base value. Merchants



```
Untitled - Notepad  
File Edit Format View Help  
[ITEM]  
<TYPE>:AXE  
<NAME>:My Handaxe  
<RARITY>:200  
<MINIMUM_DEPTH>:1  
<MAXIMUM_DEPTH>:6  
<MODEL>:ITEMS/hatchet.mdl  
<COLLIDEABLE>:0  
<TCONS>:TCONS/handaxe.png:icons/handaxe.png:48:96  
<VALUE>:2000  
<TAKE_SOUND>:SOUNDS/ITEMS/swordget.wav  
<DAMAGE>:25:30  
<ATTACK_RADIUS>:5  
<STRIKE_RADIUS>:7  
<SPEED>:Fast  
<TAKE_SOUND>:SOUNDS/ITEMS/swordget.wav  
<DROP_SOUND>:SOUNDS/ITEMS/fall.wav  
<LAND_SOUND>:SOUNDS/ITEMS/sworddrop.wav  
<STRIKE_SOUND>:SOUNDS/BATTLE/metalflesh1.wav  
<STRIKE_SOUND>:SOUNDS/BATTLE/metalflesh2.wav  
<STRIKE_SOUND>:SOUNDS/BATTLE/metalflesh3.wav  
<ATTACK_SOUND>:SOUNDS/BATTLE/swordswing.wav  
<MERCHANT_MINIMUM>:0  
<MERCHANT_MAXIMUM>:4  
[/ITEM]
```

will typically charge much more for the item if you are looking to buy it, and offer much less if you are looking to sell it. (*C'est la vie* I suppose - at least that part of the game is very realistic.) If the program generates the new item with additional enchantments it will be worth even more. Finally, we have given our new axe a damage attribute that makes it far more powerful - and therefore desirable. Notice that the parameters after the <DAMAGE> tag include two numbers separated by a colon. The first number represents the amount of minimum damage, the second number represents the maximum. These two numbers are also separated by a colon.

Colons are very important in this type of code. Make sure that as you mod this item you don't delete any of the colons separating the tags from the parameters.

Now save this file as “myhandaxe.dat”. It is VERY important that you save it as a “.dat” file! You can either add the “.dat” extension to the file name, or you can choose “All Files” from the “save as Type” dialogue box. The point is that this code needs to remain in “.dat” format.

Copy all of the code in this file and return to the items.dat file in Fate's root directory. Paste the new code directly at the top of the items.dat file. It will look like this...

```
items - Notepad
File Edit Format View Help
[ITEM]
<TYPE>:AXE
<NAME>:My Handaxe
<RARITY>:300
<MINIMUM_DEPTH>:1
<MAXIMUM_DEPTH>:6
<MODEL>:ITEMS/hatchet.mdl
<COLLIDEABLE>:0
<ICON>:ICONS/handaxe.png:icons/handaxea.png:48:96
<VALUE>:2000
<TAKEABLE>:1
<DAMAGE>:25:30
<ATTACK_RADIUS>:5
<STRIKE_RADIUS>:7
<SPEED>:Fast
<TAKE_SOUND>:SOUNDS/ITEMS/swordget.wav
<DROP_SOUND>:SOUNDS/ITEMS/fall.wav
<LAND_SOUND>:SOUNDS/ITEMS/sworddrop.wav
<STRIKE_SOUND>:SOUNDS/BATTLE/metalflesh1.wav
<STRIKE_SOUND>:SOUNDS/BATTLE/metalflesh2.wav
<STRIKE_SOUND>:SOUNDS/BATTLE/metalflesh3.wav
<ATTACK_SOUND>:SOUNDS/BATTLE/swordswing.wav
<MERCHANT_MINIMUM>:0
<MERCHANT_MAXIMUM>:4
[/ITEM]

[ITEM]
<TYPE>:AXE
<NAME>:Light Handaxe
<RARITY>:300
<MINIMUM_DEPTH>:1
<MAXIMUM_DEPTH>:6
<MODEL>:ITEMS/hatchet.mdl
<COLLIDEABLE>:0
<ICON>:ICONS/handaxe.png:icons/handaxea.png:48:96
<VALUE>:115
<TAKEABLE>:1
<DAMAGE>:3:6
<ATTACK_RADIUS>:5
<STRIKE_RADIUS>:7
<SPEED>:Fast
<TAKE_SOUND>:SOUNDS/ITEMS/swordget.wav
```

Notice that the code for your new weapon has been pasted to the top of the items.dat file in Fate's root directory. Now save this file and launch the game. Use the cheat/edit console to summon up your new weapon. Press and hold **ctrl+shift+~** to get a question mark in the lower left of your screen. Then type in "my handaxe". (The cheat console is not case-sensitive, but you MUST spell the name of the axe exactly as it occurs in the items.dat file.) Your new weapon should drop at your feet with a resounding swish and clink. Pick it up and open your inventory to take a look at it.

Congratulations! You have now taken the first step into the highly addictive world of Fate modding.

In this tutorial you learned how to alter some basic code in order to create a more powerful and more valuable weapon. In the next tutorial you will learn how to change the texture of this weapon so that it is distinguished from the Light Handaxe that already exists in the game. In the icons tutorial, you will learn how to make an icon for the weapon that matches the new texture.

