

# Unreal 3 Total Conversion

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# Initial Setup

- Make sure your game is patched & up-to-date. (Steam-linked games will do this automatically.)
- For code reference, you can download the latest Unreal Tournament 3 source code from here:  
<http://udn.epicgames.com/Three/UT3ModHome.html>
- Note: You should NEVER recompile the original Unreal Engine. The intent is to use inheritance to create a mod based off the original files.

# Mod Directory Structure (1)

- In this case, your mod folder will be located in your game's installation directory. This is either:
  - Non-Steam based: C:\Program Files\Unreal Tournament 3
  - Steam based: C:\Program Files\Steam\steamapps\common\unreal tournament 3
- This means that your mod is stored **LOCALLY** on a machine. **TAKE THE FOLDER WITH YOU WHEN YOU'RE DONE!**