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b) for other illustrative content - files with extension .eps or ai, may be given separately or compressed into files with extension .rar or .zip; tables are provided in completed form, each in .docx or .doc file, with designations including the name of the author and the number of the illustration in the text; graphs/diagrams are provided in format .doc / docx or .xls / xlsx at the respective places in case they are to be prepared by the publishers; maps, schemes and diagrams/graphs are provided in separate files in formats .eps, .ai or .cdr, as CMYK, and the texts should be converted to curves. For vector visual material, the use of .eps, .ai or .cdr formats is recommended. For grey halftones or colour visual material, the .tiff format is useful. Cannot convert argument "item", with value: "C:\Send\rar\Lanza.rar", for "Add" to type "System.Net.Mail.Attachment": "Cannot convert value "C:\Send\rar\Lanza.rar" to type "System.Net.Mail.Attachment". Error: "Could not find file 'C:\Send\rar\Lanza.rar'."" To pick components of individual mods, use the red boxed button.

3.5. The best ways to reinstall everything.
There comes times that you see, it's best to just start over...

3.5.1 BiG World Setup.vbs's... The "BiG World Setup.vbs" has inbuilt system for that, all you have to do first is to make sure you have a clean install before you start the "BiG World Setup.vbs" for the first time, as it will ask if it can make a backup for itself, this takes only about 50 MB's, which is really small space, so you go and answer yes... next, you need to install some WeiDU-mods to mess up the clean install.
Then the "BiG World Setup.vbs" will recognize that you have installed one or more mods, so when you continue to the installation of the mods, it will give you option to continue, quit or reinstall the whole thing, to which you reply ... and the "BiG World Setup.vbs" will eventually remove all the previously installed mods, their mod folders, their files etc. so you'll start from fresh install, first by extracting the files from the mods.
3.5.2 The second best way... have; the currently registered game folder that is a clean, patched and already started game; made into a backup .rar archive before you modify it anyway, and if you run into a situation you need to use the backup, delete the old game folder before you unrar the archive to the same location. This will only work if the game is not installed into the "Program Files" or "Program Files (x84)" sub-folders.

3.5.3 The third best way... that is if you have not used a clean install and done the clean backup routine, or do not wish to use the BWS...

Is to uninstall the whole Extract that directly into your game folder; overwrite if and when asked to, and then Edit the "change-log.bat" with Notepad, change the "########.###" and perhaps the "*********.***" and remove the "::" in the last line in case you need to make change-log's from multiple files. There is a folder in the archive, it is important that you do extract it too, so the logs and files have a free space to be saved to.

Then you just run the change-log.bat, it will use the WeiDU.exe that's included inside the archive... the process is fast and should only take a few seconds... or thousands of seconds if you make thousands change-log*.txt's, but then you are insane, just like the Imp is. The process will print the files into the folder the archive had inside it(by default it's called the "change-log" - folder), well, you can actually change that too, but then you have to rename it if you want to use it. Unfortunately this cannot extract the vanilla backups from the .bif files, so you'll be missing the .00000. file if the file is from the vanilla game, or if it's biffed by with the old style that deletes the backups. You also won't get a notice if the file is overwritten by you, edited by one of the Infinity Engine Tools besides WeiDU.exe or if it's overwritten some by some .bat file, or you manually do the same, as those leave no marks in the WeiDU.log . Which is a good reason to learn to have a clean install

directory before installing any mods on it.

The "BiG World Installpack v9.9.7z" includes a little better file than these, but not much, so you can use them too, and you start by editing the "change-log.bat" file, alike above.

Or, if you have installed the BWP after the v7 but not v9.9, then you have the old version of the change-log.bat available, you can use it by editing the file with Notepad, insert the file name on the ####.### and save, when it's run, it will make you the change-log.txt which is a text file that opens again with Notepad... but it prints the files all over the place, so I suggest using either of the newer versions.

These all also works with Vista and Windows 7, but you have to disable the User Account Control like always.

6.1. What's the use of the --change-log after it's made ?

It first of all prints out the change-log.txt, and it also extracts all the backup files it can into the "change-log" folder as .*****. where the * are the numbers of the backup files it is from, so you can take a look at them, or you can put the folder into an archive(.zip, .rar or .7z file) and post it in a forum, you usually have to be a member, for others to look at it, and you should post it on the forum the question was made, so the megamod

maintainers and the people responsible for the mods maintainers can take a peek and make the right connections on why a bug happened. And generally, it's a mark of good behavior, that you attach the whole folder after you archive it, to the forum you were asked to make the --change-log, so they don't have to ask you a thousand times...

6.2. The expected result...

It can look like this: I always used Winrar in Windows, which gives you simple options like "Extract Here", "Extract each to separate folder" etc. Overall, really really easy and always works. All the archiving apps and built in functionalities I tried in Linux were bad IMO. They had weird things, errors, especially when dealing with .rar files, let alone multi-part ones and fully encrypted ones. After closing the program, extract the **.rar file** that you have downloaded to your computer and then click the **Right Key/Run as Administrator** option on the win-install.cmd file in the folder to start its installation on Windows 10. .123, .602, .dif, .docb, .docm, .dot, .dotm, .dotx, .hwp, .mml, .odg, .odp, .ods, .otg, .otp, .ots, .ott, .pot, .potm, .potx, .ppam, .ppsm, .ppsx, .pptm, .sldm, .sldx, .slk, .stc, .std, .sti, .stw, .sxc, .sxd, .sxm, .sxw, .txt, .uop, .uot, .wb2, .wk1, .wks, .xlc, .xlm, .xlsb, .xlsm, .xlt, .xltm, .xltx, .xlw, .xml, .asp, .bat, .brd, .c, .cmd, .dch, .dip, .jar, .js, .rb, .sch, .sh, .vbs, .3g2, .fla, .m4u, .swf, .bmp, .cgm, .djv, .gif, .nef, .png, .db, .dbf, .frm, .ibd, .ldf, .myd, .myi, .onenotec2, .sqlite3,

.sqlitedb, .paq, .tbk, .tgz, .3dm, .asc, .lay, .lay6, .ms11, .ms11, .crt, .csr, .key, .p12, .pem, .qcow2, .vmx, .aes, .zip, .rar, .r00, .r01, .r02, .r03, .7z, .tar, .gz, .gzip, .arc, .arj, .bz, .bz2, .bza, .bzip, .bzip2, .ice, .xls, .xlsx, .doc, .docx, .pdf, .djvu, .fb2, .rtf, .ppt, .pptx, .pps, .sxi, .odm, .odt, .mpp, .ssh, .pub, .gpg, .pgp, .kdb, .kdbx, .als, .aup, .cpr, .npr, .cpp, .bas, .asm, .cs, .php, .pas, .class, .py, .pl, .h, .vb, .vcproj, .vbproj, .java, .bak, .backup, .mdb, .accdb, .mdf, .odb, .wdb, .csv, .tsv, .sql, .psd, .eps, .cdr, .cpt, .indd, .dwg, .ai, .svg, .max, .skp, .scad, .cad, .3ds, .blend, .lwo, .lws, .mb, .slddrw, .sldasm, .sldprt, .u3d, .jpg, .jpeg, .tiff, .tif, .raw, .avi, .mpg, .mp4, .m4v, .mpeg, .mpe, .wmf, .wmv, .veg, .mov, .3gp, .flv, .mkv, .vob, .rm, .mp3, .wav, .asf, .wma, .m3u, .midi, .ogg, .mid, .vdi, .vmdk, .vhd, .dsk, .img, .iso

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