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Coding: Creating zip Files For Custom Content

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Location: Cassel-fornia

Creating zip Files For Custom Content

Creating zip files for custom content

This tutorial is about creating zip files for your map's custom content (like textures, statics, etc).

For this tutorial you will need the following:

- A working map
- Winrar/7zip or a similar programm to create zip files
- Custom content

Step 1: Creating the zip files

'Go to your map's folder and create zip file there. to get the correct name you need to know which sort of content you want to add.

common\_client.zip

This is use for custom loading music, custom detail terrain textures or custom sky textures. For detailed folder structur inside the zip file see the common\_client.zip in your vBF2 installement (Battlefield2/mods/bf2).

objects\_client.zip

This is for all sorts of custom objects like statics, weapons, vehicles, textures, etc. For detailed folder structur inside the zip file see the objects\_client.zip in your vBF2 installement (Battlefield2/mods/bf2). You need to put here the different BF2 meshes .bundledmesh, .staticmesh, .skinnedmesh, textures in .dds and sounds in .ogg or .wav.

For a basic static the structur inside the zip could be like this:  
staticobjects/pr/russia/houses/ru\_house\_01/meshes/ru\_house\_01.staticmesh

For a custom texture it could look like this:  
staticobjects/common/textures/common\_ch\_billb\_c\_CuStOmSuFFiX.dds  
NOTE: It is not possible to load custom woodland textures on top of existing woodland textures!

objects\_server.zip

This is for all sorts of custom objects like statics, weapons, vehicles, textures, etc. For detailed folder structur inside the zip file see the objects\_server.zip in your vBF2 installement (Battlefield2/mods/bf2). You need to put here the BF2 .collisionmesh, .con, .tweak.

For a basic static the structur inside the zip could be like this:  
staticobjects/pr/russia/houses/ru\_house\_01/meshes/ru\_house\_01.collisionmesh  
staticobjects/pr/russia/houses/ru\_house\_01/ru\_house\_01.con  
staticobjects/pr/russia/houses/ru\_house\_01/ru\_house\_01.tweak

http://www.realitymod.com/forum/f189-modding-tutorials/101717-creating-zip-files-custom-content.html#post1649074

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Step 2: Creating the Client/ServerArchives.con


Simply download the attached Archives.zip. Inside it you will find 2 files (ClientArchives.con and ServerArchives.con). Depending on the type of custom content (see above) you need just the ClientArchives.con (when only adding content clientside (common\_client.zip and/or objects\_client.zip)) or also the ServerArchives.con (when adding content serverside/complett new objects, because the than need collisionmeshes and tweaks and cons). When you know what content you want to add, you can open the needed Client/ServerArchives.con and remove the unneeded lines and insert your map's name in place of YoUr\_IEvEl.

Step 3: Adding Client/ServerArchives.con to your map

Now you got some zip's in your map folder along the default client.zip and server.zip which contain the map files. to get your map to load the custom content zip's, all you need to do is put the needed Client/ServerArchives.con in the server.zip of your map.

done.

Attached Files

 Archives.zip (399 Bytes, 58 views)

Last edited by J.F.Leusch69; 08-22-2011 at 01:27 PM..



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