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Announcements

**Site Relunched** 10/13/2016

Welcome back to BFEEditor.org! We've upgraded the forum software, removed the spammers, and improved security. Apologies for the downtime! Det



Roads - Detailed Explanation

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Started by Forbidden Donuts[if], August 22, 2005

94 posts in this topic

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Forbidden Donuts[if]

Newbie



Members

0

23 posts

Posted August 22, 2005 (edited) · [Report post](#)

Ok. Here it is. A plain and simple explanation of roads in the BF2 Editor.

First of all, if you are working in the editor with the standard BF2 mod, you can only use the existing road templates (unless you wish to alter the provided templates and rename them with an existing name). If you wish to create your own templates, you must be working in your own mod. Here are the instructions for creating a road using the existing templates in the BF2 mod.

EDITED:CB

Making roads with the road tool:

1. Right click on the location where you want your road to begin. Important: the first point is a control point and won't show road texture.

2. Therefore, your second spline point should be added very close to the first one. You can add it by right clicking and choosing add spline point, or by holding down the alt key and left clicking.

3. Once you have added all your spline points, you can adjust them as necessary. If you are trying to make a ramp, I recommend elevating each point a little of the existing terrain. Eventually, when you apply the spline, it will elevate the ground to the spline points.

4. Choose a road template for the road from the resource window. You can adjust the width, etc in the Tweaker window.

5. Double click on one of the middle spline points to select the whole road spline.

6. Click connect in the right window. It will ask you for a name for the road. Name it.

7. You should now see the road connecting the spline points.

8. Adjust any spline points as necessary.

9. Click apply spline and it will attach the ground to the spline (note that it does not attach the road to the ground).

10. After you are happy with all the roads, click "build all final roads."

Hope this helps.

Edited January 4, 2007 by [TUF]Catbox

TheEmpire

Newbie



Members

● 0

15 posts

Location: New York

Interests: This

Posted August 22, 2005 · [Report post](#)



That mini tutorial is greatly appreciated. Now here is my question.

I have search the forums far and wide, and have yet to find any information on interesections. I know about the static interesections, but when i place an intersection on a road, the road covers the intersection.

So my basic question is, how to you place interesections. If this has been answered, maybe its the one thread I over looked.

GuestPosted August 23, 2005 · [Report post](#)

Guests

yes, it is very helpfull, tho its slightly vague on certian things

Charger

Newbie



Members

● 0

13 posts

Posted August 23, 2005 · [Report post](#)

I didn't find it helpful at all but that might not be anyones fault but the editor. I think maybe theres different versions of this editor around? Or some editors have things others don't.

I've tried repeatedly to get the road tool to work and it just does not. In fact if I open object_client.zip or even object_server.zip there is no reference to splins or roads, no folder of any kind. Whats the deal here? Are there different version of the editor? I reinstalled the editor and still nothing. I would like a copy of the editor you guys have so I can stop being so frustrated and be able to get something going here. I've managed to paint terrain, add spawns, set some building, even alter the sky and it all runs perfectly in the game...but for some reason I can not create a road template or even have any of the existing templates show up. Any idea's?

I followed Donuts explanation to the T and still, here I sit looking at all the screens of others who have roads across their maps and I can not seem to get a driveway going let alone a main street.

[PoE]ilted

Advanced Member

[Moderators](#)

● 0

668 posts

Location:Western Montana
USAInterests:Snowbaording,
Hiking, Rafting, MODDING!Posted August 23, 2005 · [Report post](#)

I believe there are some differences between the leaked beta editor and the pubic beta editor. You should download from EA to be sure.

Charger

Newbie



Members

● 0

13 posts

Posted August 23, 2005 · [Report post](#)

No, I have the Open Beta and I think I figured my problem out since I now can add roads. Now my problem is roads do not appear in the game but only in the editor. I have a post in "Level Editor" - "No Roads In Game?" Thanks for the reply.

=CC=Serpentor

Member



Members

● 0

103 posts

Location:Tulsa, Oklahoma

Posted September 17, 2005 · [Report post](#)

What if I previously checked and loaded roads in the mod mager?? Am I screwed?

Forbidden Donuts[if]

Newbie



Members

● 0

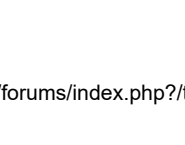
23 posts

Posted September 17, 2005 · [Report post](#)

You should just be able to uncheck them in the mod manager. Shouldn't hurt anything.

**-=256=-
Sanchopanza**

Newbie

Posted September 21, 2005 · [Report post](#)

Thanks dude, nice tutorial 😊



Members
● 0
13 posts
Interests: Stuff :)

baked_000

Newbie



Members
● 0
27 posts

Posted November 9, 2005 · [Report post](#)



i read the tutorial a few times over and over, now im lost in two points

one is when i go to add the first spline, it says add new spline, so i do then the next it gives me the option of a cp point or add new spline,

so pls explain more if i just add splines all the way round then add a contrl point as i am lost

Khrimson

Member



Members
● 0
239 posts

Posted November 10, 2005 · [Report post](#)



alt + leftmousebutton to lay down splines after you set first point.

Also, someone may find useful this way to draw roads on uneven terrain:

[*] lay down spline

[*] raise it a bit over terrain

[*] connect with a oversized template road (width 80)

[*] apply spine to raise terrain

[*] use smooth tool around your roads with only raise option enabled and a little size of the brush

[*] disconnect

[*] connect with desired road template

The_Silence

Posted November 30, 2005 · [Report post](#)



Newbie

●



Members

● 0

16 posts

▼ **Forbidden Donuts**[if said:

]

3. Open the Objects_server.zip file and extract all the splines folders to the **same** RoadSplines folder.

Meaning I click on the roads folder in Objects and extract there?

or click on objects folder and extract there?

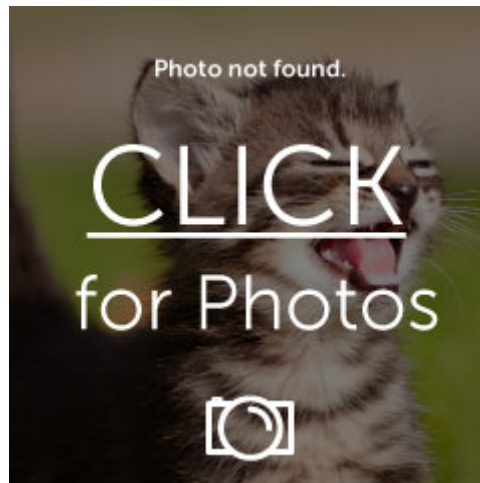
I'm having trouble. the end result that one is supposed to expect is not explained. So I don't know if I'm doing a step wrong or not until I start the editor.

when I extract server splines to the roads folder I now have Roads>Splines & Roads

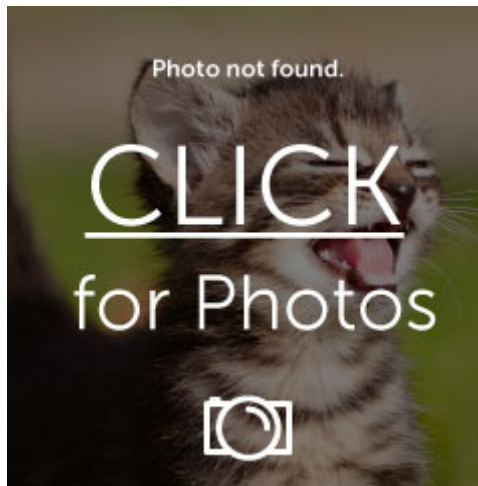
Roads>Splines is the client data, while the second roads folder is the server.

in the objects folder, is there supposed to be one roads folder and 2 splines folders inside? or 2 roads folders with splines in each one.

Before I do anything this is what it looks like in the editor

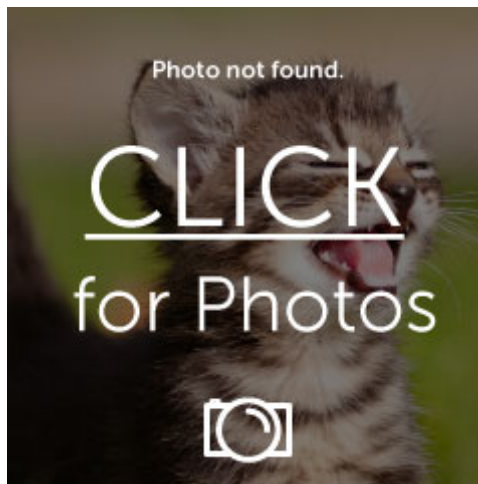


Objects folder contains only Weapons folder

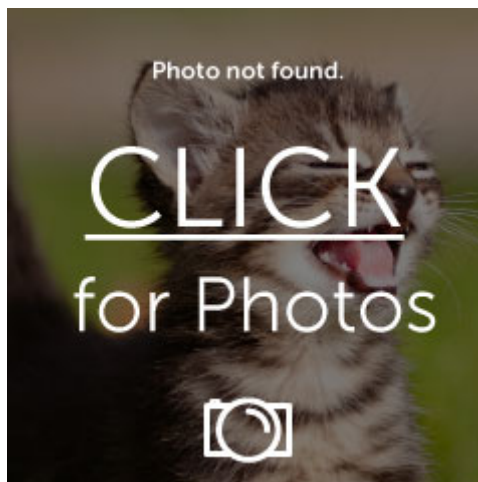


Then I do what you say, using WinRAR and extract splines to objects. Giving me a roads folder with only a splines folder inside

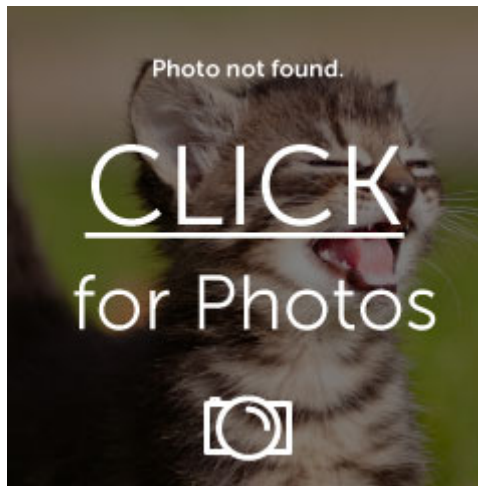
I then extract the server splines into the roads folder



and inside the second roads folder is another splines folder



then after starting up the BF2 Editor again, this is what I have.

**{Sn}[per}ELI**

Member



Members



242 posts

Location:Georgia

Posted November 30, 2005 · [Report post](#)

Have you tried to load the splines throught the resource bar yet into the editor?

Catbox

Expert

[Moderators](#)

4,913 posts

Gender:Male

Location:USA

Posted November 30, 2005 · [Report post](#)

I copied and pasted the splines from Objects_client.zip and the Objects_server.zip and put them both in the same splines folder ...Battlefield 2modsb2ObjectsRoadssplines

i had to make a splines folder...

also make sure the areas a smooth and level where you place the roads...

CB

The_Silence

Newbie

Posted December 1, 2005 · [Report post](#)

Thanks for trying to help ELI

[TUF]Catbox, if you were a chick I'd be all over you right now.



Members

● 0

16 posts

But I'm assuming your not so.....yeah...thanks.

Worked perfectly, no problems.

don't mean to be a bother but got 2 last things. the roads, especially when making turning roads, seam wavy sort of liquid like on the sides.

and whats up with all the intersections looking so different then the roads?

when I create an intersection, it's this really light color, and all the road templates are very dark, how to change this? is there a way to connect an intersection with a road? or do you make the ends of the road transparent and hope for the best?

Khrimson

Member

● ●



Members

● 0

239 posts

Posted December 1, 2005 · [Report post](#)



Tweak octaves = 0 for straigth roads

Tweak Fadedistatstart/end for fading

Khrimson

Member

● ●



Members

● 0

239 posts

Posted December 1, 2005 · [Report post](#)



Tweak octaves = 0 for straigth roads

Tweak Fadedistatstart/end for fading

The_Silence

Newbie

●

Posted December 3, 2005 · [Report post](#)



thanks, and I think I found what I need for intersections using the search funtion :roll:



Members

● 0

16 posts

GuestPosted December 24, 2005 · [Report post](#)

Guests

Ok when i loaded all the .con files the console kept saying
File already loaded, for all of them, yet when i go to the roads
toolbar it doesnt give me anything...

heres a link to the screenshot (rather not post the pic cuz its
large, and i cant resize w/o photoshop and i have the editor
running.

GuestPosted December 24, 2005 · [Report post](#)

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[http://photobucket.com/albums/v694/ben83re...ent=probelm.jp
g](http://photobucket.com/albums/v694/ben83re...ent=probelm.jpg)

Ender_06

Newbie

●



Members

● 0

5 posts

Posted December 24, 2005 · [Report post](#)

Sorry thoes two were mine, my internet was being a bit fussy.

kewlt

Member



Members

● 0

67 posts

Location:INDY!

Posted December 26, 2005 · [Report post](#)**Charger said:**

I didn't find it helpful at all but that might not be anyones fault but the editor. I think maybe theres different versions of this editor around? Or some editors have things others don't.

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Hello, and merrychristmas!

I cant seem to find an answer for the above question, so im posting!!

Answers Like: where can I find, and what files do i need to put in the folder /roads/splines that I created?

kewlt

Member



Members

● 0

67 posts

Posted December 26, 2005 · [Report post](#)**Charger said:**

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stinger

Newbie



Members

● 0

43 posts

Posted December 27, 2005 · [Report post](#)



✓ **Anonymous said:**

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heres a link to the screenshot (rather not post the pic cuz its large, and i cant resize w/o photoshop and i have the editor running.

same thing here

stinger

Newbie

● 0

Posted December 28, 2005 · [Report post](#)



✓ **Anonymous said:**



Members

● 0

43 posts

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same thing here

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