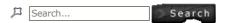
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Forgotten Hope Public Forum » Forgotten Hope 2 » Modding (Moderator: gavrant) » [Files] Forgotten Hope 2 Mapping Files

[Files] Forgotten Hope 2 Mapping Files

« on: 05-09-2009, 09:09:20 »

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Topic: [Files] Forgotten Hope 2 Mapping Files (Read 24023 times)







Retired FH2 developer <u>.</u>

Map packing scripts:

http://fhbeta.warumdarum.de/~spitfire/fh2pub/2.45/map-pack-2.45.zip Starting with 2.46, the map packing script is a part of releases. See mods\fh2\pack-map.py

Requires Python 2.5, 2.6 or 2.7 - http://python.org/download/

Lightmap samples

http://fhbeta.warumdarum.de/~spitfire/fh2pub/fh2-samples-3.2.202.zip For generating lightmaps (lighting) of static objects on levels in the editor. Extract to \Battlefield 2\mods\fh2\

Undergrowth files

http://fhbeta.warumdarum.de/~spitfire/fh2pub/2.4undergrowth.rar Extract to \Battlefield 2\bf2editor\Content\Terrain\Undergrowth\

BF2 editor memory fix

This modified BF2editor.exe makes it crash 10x less. {Dead link!}

Alternate link:

BF2Editor updated

Forgotten Hope 2 debugger

Modified BF2 debugger. Based on BF2 1.3.

- Large address aware
- Uses settings storage in /My Documents/forgottenhp 2/

Place in \Battlefield 2\ folder. Run in windows XP compatibility mode if using Vista or 7.

Useful for modifying content ingame, testing functionalities of many things, and locating errors through logs.

Fenring's Tutorials

Note some stuff here is outdated. Download the files that are listed in this thread.

FH2 Modified Editor Shaders

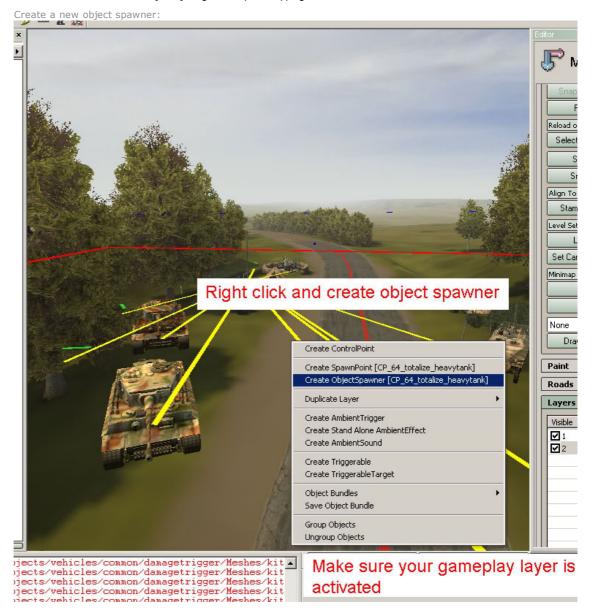
Also we have new editor shaders so that you can view the camonets and tank tracks properly when editing maps or even working in the object editor. These must be placed in /Battlefield 2/bf2editor/Shaders/. You may need to delete your editors shader cache first (My Documents/Battlefield 2/cache/).

FH2 Object Spawners

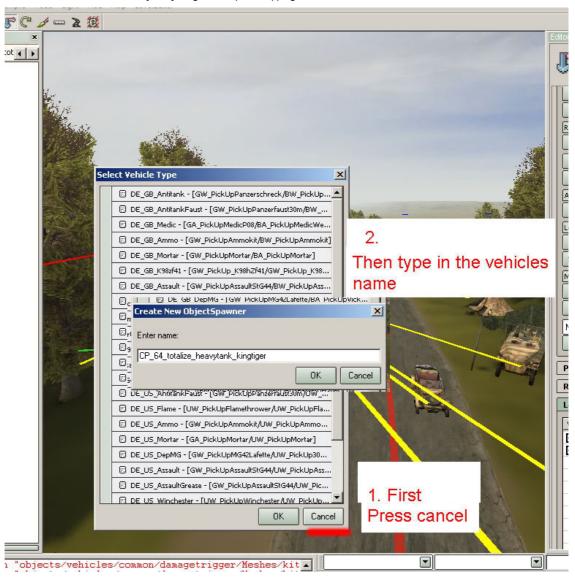
Dead link, anyone use these? They are unneeded afaik, tutorial below explains how to add objects without the object spawner files.

Last but not least we have the new object spawners, these contain only kits since the number of vehicles in 2.2 is simply to great. Also kits only work as object spawners. These must be placed in /Battlefield 2/bf2editor/mods/fh2/.

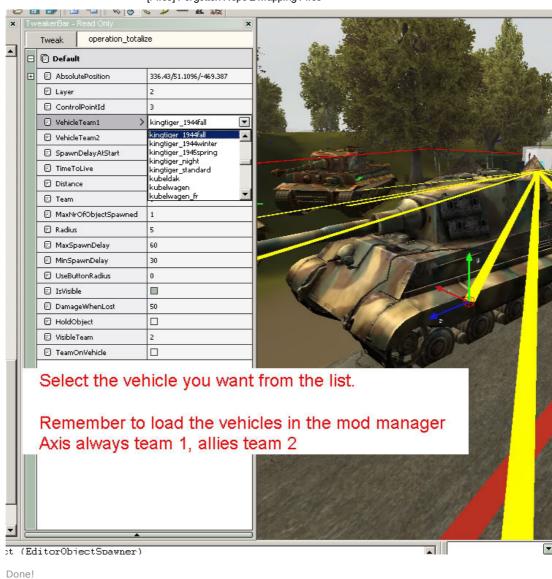
Do like this to spawn a tank, plane, gun or whatever:



Now press cancel and name a new spawner:



Now select the vehicle you want from the drop down menu:



☐ **Torenico**Masterspammer



Posts: 5.408 iViva la Revolución!



☐ roekeloos[NL]

Jr. Member



Posts: 69



☐ **fh_spitfire**Developer

★★★★★



Posts: 421

« Last Edit: 18-06-2016, 15:06:18 by Mayhemic.MAD »



Thanks Alot Fenring!



Re: [Files / Tutorial] 2.2 Mapping Files
« Reply #2 on: 05-09-2009, 15:09:02 »

Super cant wait to make some maps in normandy style



Logged

Logged

Re: [Files / Tutorial] 2.2 Mapping Files « Reply #3 on: 05-09-2009, 16:09:04 »

Stick it!

₽ Logged



FHer since 0.6 | aka spitfire05



□ kettcar Developer





Mapper / News Journalist



□ thomaslinxin

Newbie



Posts: 7



☐ Ts4EVER

Banner of THeTA0123 Developer







□ pheeph

Jr. Member



Posts: 173



☐ fh_spitfire

Developer





FHer since 0.6 | aka spitfire05



☐ HaWk

Newbie



Posts: 33 King Tiger Lover!



☐ sniper77shot

Jr. Member





Posts: 150



Re: [Files / Tutorial] 2.2 Mapping Files

« Reply #4 on: 09-09-2009, 22:09:51 »

thx great







Re: [Files / Tutorial] 2.2 Mapping Files

« Reply #5 on: 10-09-2009, 18:09:48 »

oh, my!

thx

I'm later for it.....





Re: [Files / Tutorial] 2.2 Mapping Files

« Reply #6 on: 11-09-2009, 15:09:13 »

I think I will continue mapping, thought I will make backups after every step now.







Re: [Files / Tutorial] 2.2 Mapping Files

« **Reply #7 on:** 19-09-2009, 07:09:52

so... for pickup kits as object spawners, does it only use kits that say "pickup" on them in the editor list, or can it also use kits that don't say "pickup" on them?





Re: [Files / Tutorial] 2.2 Mapping Files

« Reply #8 on: 22-09-2009, 12:09:24 »

Quote from: pheeph on 19-09-2009, 07:09:52

so... for pickup kits as object spawners, does it only use kits that say "pickup" on them in the editor list, or can it also use kits that don't say "pickup" on them?

.....

Use only kits with "pickup" prefix! Other kits will crash the server!







Re: [Files / Tutorial] 2.2 Mapping Files

« Reply #9 on: 23-09-2009, 21:09:14 »

Can i use IT for SP??





Re: [Files / Tutorial] 2.2 Mapping Files

« Reply #10 on: 09-12-2009, 18:12:22 »

Now to get my editor set up.





□:| Hi

Masterspammer





Posts: 4.936 ahhh nu cheeki breeki i v damke



☐ Josh094

FH-Betatester



Posts: 1.629 Oh dear.



□ Desertfox

Hero Member



Posts: 2.657

Knowledge is power, and power corupts.



□Torenico

Masterspammer





Posts: 5.408

iViva la Revolución!





Re: [Files / Tutorial] 2.2 Mapping Files « Reply #11 on: 19-12-2009, 00:12:29 »

the download link seems to be broken





[2:06:54 PM] Tolga: cant use tha shit underwater -Tolga on the G3



Re: [Files / Tutorial] 2.2 Mapping Files « Reply #12 on: 22-12-2009, 16:12:38 »

2.2 file link is broken







Re: [Files / Tutorial] 2.2 Mapping Files

« Reply #13 on: 22-12-2009, 16:12:10 »

When fixed, I may make a map....



Logged





Re: [Files / Tutorial] **2.2** Mapping Files « **Reply #14 on:** 22-12-2009, 17:12:45 »

I have uploaded the FH2 2.2 Files, Object Spawner, Shaders and Undergrowth.

You know where to place them so im leaving you alone 😊



I know, the download will last only 10 Downloads so if you wanna map, download asap.



Pages: [1] 2 3 ... 8 **Go Up**

Forgotten Hope Public Forum » Forgotten Hope 2 » Modding (Moderator: gavrant) » [Files] Forgotten Hope 2 Mapping Files



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