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11 things of wisdom (Tips & Tricks for Mappers)

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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



## 11 things of wisdom (Tips & Tricks for Mappers)

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Started by OTheEagle, April 11, 2006

10 posts in this topic

**OTheEagle**

Newbie



Members

0

12 posts

Location: Holland!

Posted April 11, 2006 · [Report post](#)

After making 3 maps and reading the tips and tricks at this forum I made a 11 things of wisdom list. Just some small tips and tricks which are handy to know.

1: When changing the absolute positions of a object, don't use the delete key to delete a number because that will make the editor crash 80% of the time. Instead, use the backspace key in order to delete a number. (see screenshot below)



2: Rendering lightmaps on the highest (full) settings takes about 12 hours on a 1024x 2 map. This is dependant on the amount of objects included in the map. Medium settings take about 6 hours, low settings take about 1 a 2 hours.

3: Partially flying objects MAY cause the map to crash ingame if you or a bot tries to crawl underneath the building. Make sure all the corners of a building are connected with the ground.

4: When opening heightmapprimary.raw in photoshop, use the following settings:

- Channel counts = 1
- Depth = 16 bits
- Byte order = IBM pc

5: In order to get the carrier object into your map

- Open dalian plant map (made sure you extract the client.zip and server.zip first)
- Select all the carrier object pieces.
- Rightclick -> save object bundle
- In your map, rightclick on the place where you want the carrier to be placed
- Choose objectbundles and choose the carrier.
- Choose 'stamp' and then choose 'align' at the right side of the screen
- Voila, carrier!

6: Ambient effects will only work if you manually place the ambientobjects.con into your server.zip file (the editor doesn't do that).

7: Make a shortcut on your desktop so the editor automatically loads your custom map. The shortcut should look like something like this:

```
c:\program files\sea games\BattlefieldF2\BF2Editor.exe  
+loadmod bf2 +loadlevel MAPNAME
```

MAPNAME should be the name for your map.

Please note there's a little catch (using this method) with the overgrowth.

When you perform the following steps:

- Load the map using the specified shortcut
- Choose 'Render' -> 'draw overgrowth'

Then the overgrowth doesn't appear. To make them reappear you have to switch to terrain editor -> choose 'edit overgrowth' -> change a value from an overgrowth type (doesn't matter which one).

8: Render the FULL lightmap settings ONLY if you're sure that everything is on it's place. It's better if you choose medium settings first and if that's okay, do the full settings.

9: Rendering the full lightmap settings with primary and secondary selecterd, will make the water on the primary and surrounding maps look good.

10: Only make the navmesh if everything is done, changing/replacing objects after making a navmesh may make your map unstable. Making a navmesh takes about thesame time as rendering the full lightmaps.

11: Create a map with thesame settings as the map you're making called 'test'. . If you (for example) mess up the lightmapsettings then you can copy the lightmapsettings from the test map and overwrite the existing files in your selfmade map.

## mschoeldgen[Xw w2]

God-like



Moderators



8,876 posts

Gender:Male

Interests:Simulators, FP

Games, Bass playing

Posted April 11, 2006 · [Report post](#)



Moved to User Tutorials. Good work OTheEagle and thank you ! I edited the title a bit for a better description. Gee, i didn't know the ambienteffects.con bug ...

## Ai-tom

Member



Members



118 posts

Location:germany

Posted April 11, 2006 · [Report post](#)



12. after you pack your map, you can delete the object lightmaps. **But dont delete the LightmapAtlas.dds files and the LightmapAtlas.tai file.** This reduce the size (pack) of my last map from 80 MB to 60 MB.

Interests:3D Animation and  
BF-mapping

## [EoD]Junglist

Member



Members



295 posts

Gender:Male

Location:UK

Posted April 11, 2006 · [Report post](#)



mschoeldgen[Xww2 said:

] Gee, i didn't know the ambienteffects.con bug ...

Yes this is the case, I use \_BF2\_Pack\_v03.zip

It does the job better than the editor pack map/mod feature,  
and about twice as quick.

## boots555

Member



Members



82 posts

Location:Canada

Posted April 13, 2006 · [Report post](#)



Thanks for this, any tips help.

## [FH]Augustus

Member



Members



105 posts

Gender:Male

Location:Newcastle, Australia

Posted April 16, 2006 · [Report post](#)



I'm not sure why Medium settings takes you 6 hours,  
medium settings has never taken me more than 20 - 30  
minutes. And navmeshes never take me more than 30  
minutes. I only have an Athlon XP 1600+

[EDIT] I also dont get the Overgrowth not appearing problem  
when using the map load shortcut. Maybe because I have  
Level Editor as my startup plugin.

## OCTheEagle

Posted April 16, 2006 · [Report post](#)



Newbie



Members

● 0

12 posts

Location:Holland!

▼ [FH said:

Augustus]I'm not sure why Medium settings takes you 6 hours, medium settings has never taken me more than 20 - 30 minutes. And navmeshes never take me more than 30 minutes. I only have an Athlon XP 1600+

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Navmeshes never take more than 30 minutes? Medium lightmapsettings take 30 minutes? Where can I buy that pc you mentioned?

**[FH]Augustus**

Member

● ●



Members

● 0

105 posts

Gender:Male

Location:Newcastle, Australia

Posted April 16, 2006 · [Report post](#)

▼ OTheEagle said:

▼ [FH said:

Augustus]I'm not sure why Medium settings takes you 6 hours, medium settings has never taken me more than 20 - 30 minutes. And navmeshes never take me more than 30 minutes. I only have an Athlon XP 1600+

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As I said, I only have an Athlon Xp 1600+.

Jilted says Medium lightmaps are super quick for him too.

**EskimoEd**Posted February 7, 2008 · [Report post](#)

Newbie



Members

● 0

11 posts

Hey guy, got a prob with that shortcut.

I create a shorty on me desktop - "C:\Program Files\EA GAMES\Battlefield 2\BF2Editor.exe +loadmod bf2 +loadmap Enemy"

And it says invalid path or summin but it's dead on.

Is it the right syntax or summin?

**1/2Hawk**

Moderator

● ● ●

**Moderators**

● 0

934 posts

Gender:Male

Location:Nashville, TN

Interests:Plundering, looting,  
rum drinking, privateering,  
hacking, slashing, dice games  
(no pun), muzzleloading,  
cannon swabbing, planting big  
hickeys on all the fair damsels

Posted February 7, 2008 · [Report post](#)

Your end quotation is in the wrong place.

Change:

"C:\Program Files\EA GAMES\Battlefield 2\BF2Editor.exe  
+loadmod bf2 +loadmap Enemy"

To:

"C:\Program Files\EA GAMES\Battlefield 2\BF2Editor.exe"  
+loadmod bf2 +loadmap Enemy

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