

EA official tutorials:

[Terrain editor](#)
[Leveleditor](#)
[Custom Mod Setup](#)
[Understanding Heightmaps](#)
[Build the Bunker - 3ds Max](#)
[Build the Bunker - Maya](#)
[Import the Bunker](#)
[Build the Car - Maya](#)
[Import the Car](#)
[Create new team - Maya](#)
[Create new team - 3ds Max](#)
[Create new kits - Maya and Max](#)

Mapping - General

[Setup FH2/bf2editor](#)
[FH2 mapping guide](#)
[FH2 mapping standards](#)

Mapping - Texturing

[Texture system in bf2](#)
[Terragen skies](#)
[Terragen texturing](#)

Mapping - Heightmaps

[World Machine](#)
[Geocontrol and bf2hmt](#)

Mapping - Lightmapping

[Simple lightmap setup](#)

Mapping - Downloads

[Sky settings bf2](#)
[Water settings bf2](#)
[Lowdetailtextures/settings bf2](#)

3D modelling/texturing

[Skinning the Daimler Dingo](#)

Coding**Installing and setting up the bf2editor.**

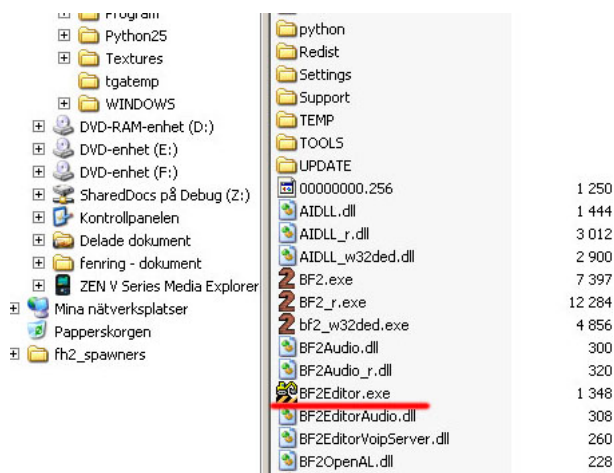
by Caeno, Lobo and Fenring

Install the bf2editor

The latest version can be found here:
[bf2_editorsetup_v1.3.zip](#) (0.1.237.0)

You should have no problems installing this on Windows XP 32bit, just extract the zip archive and run the setup, of course you need battlefield 2 installed first. There are some problems with newer versions of the windows operating system:

- Windows XP x64: you must run the **Setup** file in windows xp compability mode.
- Windows Vista all versions: you must run both the **Setup** and **bfeditor.exe** in windows xp sp2 compability mode.
- Also the editor runs much **more instable on Windows Vista**, the Forgotten Hope developers do not recomend using bf2editor and debugger on Windows vista.



The editor can be found in Your Battlefield 2 Directory after install, a desktop or start menu shortcut is NOT created.

Lightmapsamples:

Battlefield 2: <http://files.filefront.com/Battlefield+2+Light+Map+Samples/;3994655;/fileinfo.html>

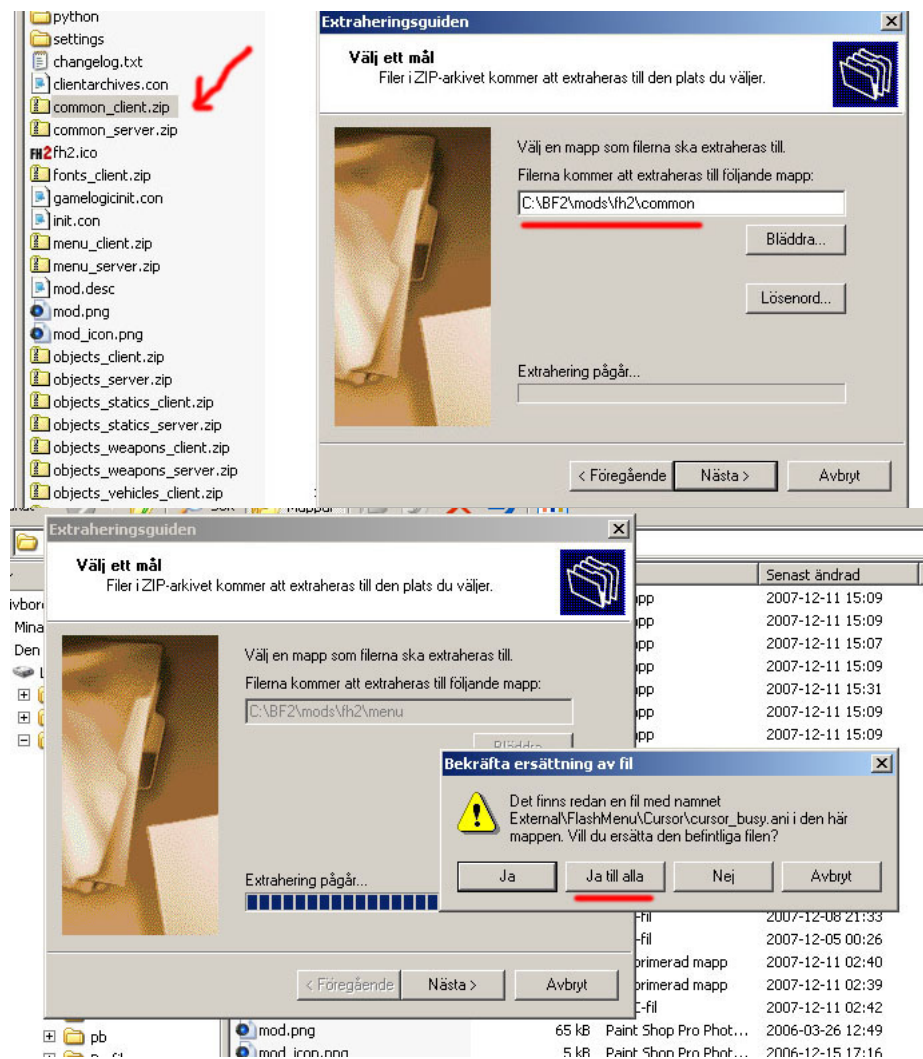
Copy the files LightmapSamples01.zip, LightmapSamples02.zip and LightmapSamples03.zip to your battlefield 2/bf2editor directory (DO NOT unzip them)

Forgotten Hope 2: <http://xfh2.ifihada.com/betatester-samples/fh2-samples-1.0.046.zip> Extract and copy the "objects" folder your battlefield 2/bf2editor/ directory.

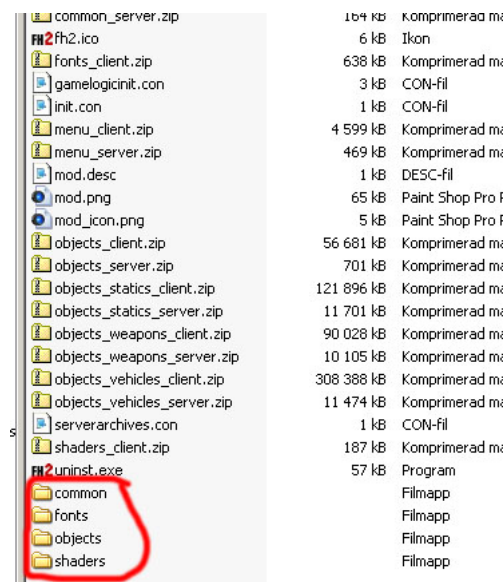
Extract client archives

To make the bf2editor work with Forgotten Hope 2 we must first extract the client archives into folders, otherwise your edito will crash on startup, go to your battlefield 2 directory and mods/fh2:

	Extract to:	
common_client.zip	→	common/
common_server.zip		
fonts_client.zip		fonts/
menu_client.zip		menu/
menu_server.zip		
objects_client.zip		
objects_server.zip		
objects_statics_client.zip		
objects_statics_server.zip		
objects_weapons_client.zip		
objects_weapons_server.zip		
objects_vehicles_client.zip		
objects_vehicles_server.zip		objects/
shaders_client.zip		shaders/



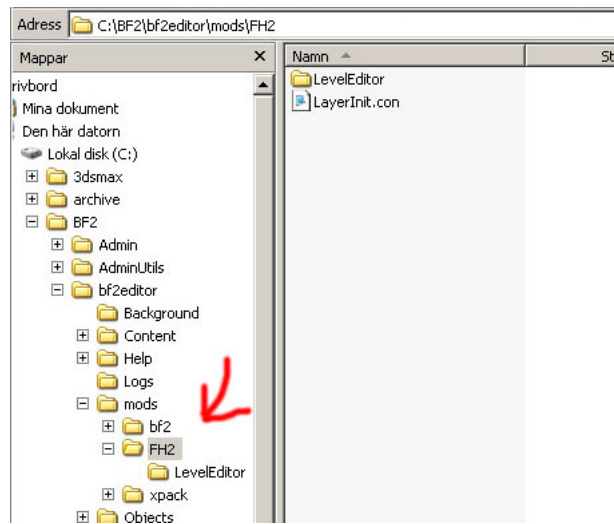
If you get a "File already exists" click "Yes to all" to overwrite



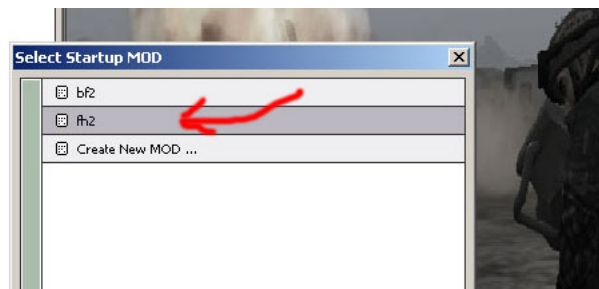
You should now have these directories in your mods/fh2 directory

Object spawners

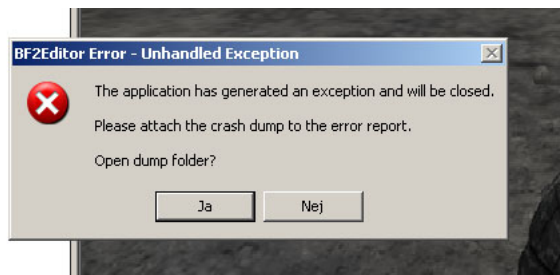
Now we must install the Forgotten Hope 2 objects spawners, otherwise you cant place tanks, airplanes or other players controlled objects. Download the [fh2_spawners.zip](#) and extract to your and copy to your battlefield 2 directory.



Now you should have a FH2 directory in your bf2editor folder

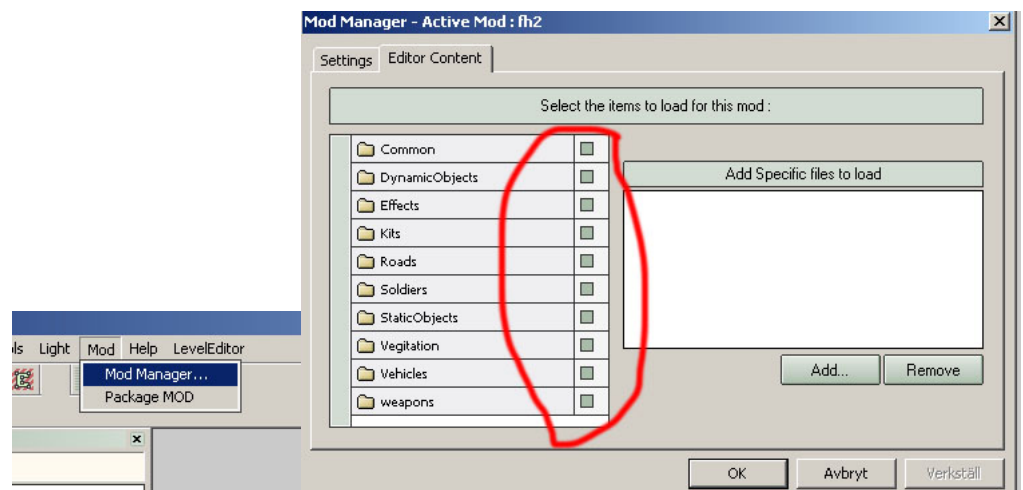


Now you should be able to start the bf2editor and selecting mod "fh2"



If you get a error you must probably have missed something in the extraction steps, or forgotten to install the object spawners.

Load all mod content



Well inside the editor select the Mod Manager, check all content and click ok, this can take a while be patient

Congratulations you can now begin your mapping for Forgotten Hope 2

[Back to top](#)