

**Modding Tutorials** Information and tutorials related to modding BF2.

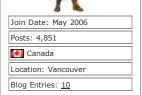






<u>IronTaxi</u>





IronTaxi's Mapping Tips and Tricks

---Sticky this thread and edit into post 1 please---

[quote name='Titch2349' date='Mar 12 2006, 04:46 AM' post='32406']

## Checklist to completing your first map start to finish

Introduction: The following is a checklist of steps to create a map from start to finish. It does not explain the entire process, but does list the process in order and links to some excellent threads on each subject.

A basic user guide to the editor can be found at "...\Battlefield 2\bf2editor\Help\Workshop\LevelWorkshop.doc"

- 1) Create the Terrain. There are a number of different options available to you, but the easiest and most recommended for your first go at a map is by following the tutorial "Creating the Basic Terrain", which can be found in the a wiki here. Once you know the basics, you may find it easier to create the layout of the terrain first in photoshop by editing heightmaps, a tutorial for which can be downloaded here. Once you want to get much more advanced with terrain creation and heightmaps, you may want to try out Terragen.
- 2) Texture the Terrain. Refer to the tutorial "Creating the Basic Terrain", which can be found in the a href="."/wiki/index.php/Creating\_a\_Basic\_Terrain">wiki here. This tutorial should be read to grasp the basic concepts of color and detail textures, but you may find the actual texturing of your map much easier with  $\underline{\text{TPaint}}$ , or  $\underline{\text{BF2Ecomap}}$ .
- 3) Place your objects, spawnpoints, configure level settings. The official tutorial, "Creating the Basic Level", which can be downloaded here.
- 4) Overgrowth
- 5) Undergrowth
- 6) Roads
- 7) Water (Basically- extract the 'server' zip file of a bf2 map, then find the water.con file, and copy it into your map folder....)
- 8) Layers-16, 32, 64 player map sizes
- Control Points
- Spawn points (in level editor, right click, add spawn point.)
- Object Spawners (in level editor, right click, add object spawner, choose object, press okay)
- Area around flag where it can be capped
- <u>Combat Area</u>
- Commander assets
- 9) Loading screen
- Background - Music
- Map image thingy
- Intro of map
- 10) Ambient Sounds
- 11) Ambient Effects (birds etc)
- 12) Sky Settings (Basically- extract the 'server' zip file of a bf2 map, then find the sky.con file, and copy it into your map folder....)
- 13) Environmental Maps

- 14) <u>Lightmaps</u>, but i found that far too complicated for me, so i made <u>this topic</u> and mschoeldgen[Xww2] explained it simply for me....
- 15) Ticket Ratio
- 16) Minimap
- 17) Do all the Singleplayer stuff (if you want...) ( i have never done singleplayer... so if that info isnt the best.... tell me- i will change the link)
- 18 ) Pack Map- Mod Manager, Pack Map, then go into the Map folder, and delete everything apart from the server.zip, client.zip, & 'info'

edit- all links added

edit- edited the first half of the post with more information, introduction <- who edited this? (thanks) [/quote]



Last edited by eggman; 08-19-2006 at 04:52 AM..



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Tage

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checklist, irontaxi, mapping, tips, tricks

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