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Mapping: IronTaxi's Mapping Tips and Tricks

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Modding Tutorials


Information and tutorials related to modding BF2.

08-19-2006, 02:10 AM

IronTaxi

Retired PR Developer

Colonel



Join Date: May 2006

Posts: 4,851

Canada

Location: Vancouver

Blog Entries: 10

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 [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 [TPaint](#), or [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](#)
- [Combat Area](#)
- [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](#)

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04 May 2017, 19:25:24 (PRT)

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[SpecOps]Shadow Wow fast response you guys... 10-16-2007, 09:01 PM

DJJ-Terror if you did not created... 10-17-2007, 04:00 PM

More replies below current depth...

[R-DEV]Outlawz7 By the way, some links are... 05-24-2007, 04:14 PM

=tGA=Harry Look through the... 10-25-2007, 09:56 AM

Rabbit Re: IronTaxi's Mapping... 02-22-2009, 10:11 PM

Rabbit Re: IronTaxi's Mapping... 02-26-2009, 10:46 AM

R-DEV10Outlawz7 Re: IronTaxi's Mapping... 02-26-2009, 10:54 AM

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#1

http://www.realitymod.com/forum/f189-modding-tutorials/9045-irontaxis-mapping-tips-tricks.html

1/2

14) [Lightmaps](#), but i found that far too complicated for me, so i made [this topic](#) 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..

QUOTE

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Tags

[checklist](#), [irontaxi](#), [mapping](#), [tips](#), [tricks](#)

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