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Coding**Battlefield 2 Modding Tutorial 3 - Custom Mod setup**

by [EA]Lawrence Brown

This tutorial will cover the basic steps needed to correctly set up a custom mod.

The first thing we need to do is create our custom mod directory.

1. Launch the BF2 editor. If you already had it open, close the application and launch it again.
2. A window should pop up labeled "Select Startup MOD". In this window select "Create New MOD ..."
3. In the "Enter New Mod Name" window that pops up, the default text should say "MyMod". If it doesn't, enter this now, then click "OK".

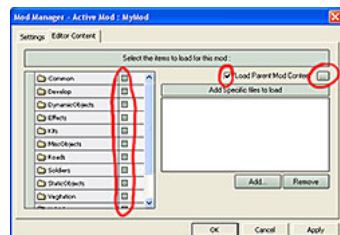
Mod Manager:

You have now created a new mod, but there is no content in it. We need to "load" assets from the main BF2 game so that we have something to play around with.

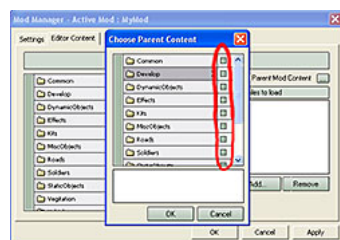
4. Select "Mod>Mod Manager..." from the menu bar. This will bring up the Mod Manager window.
5. In the "Settings" tab, you can leave everything at its default.
6. Click on the "editor Content" tab.

This screen takes a lot of explanation, which I'll go into in more detail in a later tutorial. For now just do the following:

7. In the list on the left, check all the boxes:



8. On the right where it says "Load Parent Mod Content", check the box next to the left of the label, then click on the "..." button to the right. This brings up the following window:



9. Make sure all the buttons are checked, then click "OK", then "OK" again to close both windows.

What we've done is make it so we can access regular BF2 content while working on our custom mod. We won't necessarily use everything, but it's easier at this point to just load all the options than to figure out which ones we'll need.

You have now completed basic mod directory setup. You may now quit the editor or continue with the next tutorials.

If a save window comes up when you try to quit, click "OK" and accept the default settings.

You are now ready to move on to the next tutorial, "Battlefield 2 Modding Tutorial 4 - Building The Bunker".

