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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



Editor, Tutorial, And Plug-in Downloads | All Listed Here.

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Started by Detrux, February 24, 2006

66 posts in this topic

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Detrux

Site Admin/Owner



Root Admin

● 0

509 posts

Gender: Male

 Posted February 24, 2006 (edited) · [Report post](#)


NOTE: The tutorials and editor listed on the official BF2 site are outdated, use the links found in this thread.

Official Tools and Plug-ins

BF2 Editor *Compatible with 1.3 (June 06/06 version)

<http://www.fileplanet.com/164495/160000/fi...-Mod-Toolkit-v3>

Maya 6.0.1 Tools

 Installation thread: <http://bfeeditor.org/forums/index.php?showtopic=710>

3DS Max Tools (June 10/06 version)

Description: Extract the contents of this .zip file to your 3dsmax directory while keeping the sub-folders inside the .zip as they are.

p

GMax Tools

(an online version of the tutorial, with large pictures)

Tutorial 2: **Creating a Basic Level**

Description: The essentials of how to use the level editor.

Download: [Here](#)

Wiki Entry:

http://bfeditor.org/wiki/index.php/Creating_a_Basic_Level

Tutorial 3: **Mod Set-Up**

Description: How to properly set-up a custom mod in the editor.

Download: [Here](#)

Wiki Entry:

http://bfeditor.org/wiki/index.php/Custom_Mod_Set-up

Tutorial 4: **Building the Bunker**

Description: How to model a static object for BF2.

Download: [Max](#) [Maya](#)

Wiki Entry: <http://bfeditor.org/wiki/> (Max)

Tutorial 5: **Importing The Bunker**

Description: How to import the bunker from Tutorial 4: Building the Bunker.

Download: [Maya](#)

Tutorial 6: **Building the Car (Updated)**

Description: I've updated this tutorial with a bit of new information that I've just discovered. How to build a car for BF2.

Download: [Max](#)

[Maya](#)

Original thread: <http://bfeditor.org/forums/index.php?showtopic=1260>

Tutorial 7: **Importing and Editing the Car**

Description: This tutorial covers the steps necessary to "Import" the car from tutorial 6 into the editor and make the necessary edits to get it working in the game.

Download:

http://bfeditor.gotfrag.com/BF2_Modding_Tu...ing_the_Car.zip

Original thread: <http://bfeditor.org/forums/index.php?showtopic=1261>

Tutorial 8: **Creating a New Team**

Description: This should be considered an advanced tutorial. It documents all necessary steps for creating a new team, getting it into the editor, and then getting it into the game.

Download:

http://bfeditor.gotfrag.com/Creating_a_New_Team.zip
(Maya)

Original thread: <http://bfeditor.org/forums/index.php?showtopic=2515>

Tutorial 9: **Creating New Kits**

Description: This is a tutorial documenting all steps necessary for creating a new set of kits for a team and getting them in the game.

Download: http://bfeditor.gotfrag.com/Creating_New_Kits.zip
(Maya & max)

Original thread: <http://bfeditor.org/forum/viewtopic.php?p=22482>

Collision Meshes Explained

Description: Thread is the tutorial. Suggested reading.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=3007>

Internet Mod Testing Procedure

Description: If you've created a mod and need to know the steps needed to test it over the net, such as packaging, file pruning, and so on, check out this tutorial.

Download:

http://bfeditor.gotfrag.com/Internet_Mod_Testing_Procedure.zip

Original thread: <http://bfeditor.org/forums/index.php?showtopic=520>

Windowed Mode and Other Helpful Flags

Description: If your map is crashing and you don't know why, the first step is to run in "windowed mode" to see if you can get an error message. This can be tricky to do with a custom mod.

Download:

http://bfeditor.gotfrag.com/Windowed_Mode_...lpful_Flags.zip

Original thread: <http://bfeditor.org/forums/index.php?showtopic=519>

BF2142 Object Editor Tweaks

Description: A detailed explanation of commands for the object editor for 2142.

Download link:

http://bfeditor.org/files/ObjectEditor_Help_2142.zip

User Created/Useful Tools and Plug-ins

GUI for bf2Materials.exe

Description: GUI for Rexman's BF2Materials.exe. Requires .NET framework 2.0

Original thread: <http://bfeditor.org/forums/index.php?showtopic=5923>

Packing tools

Description: Batch files for packing individual parts of your BF2 mod or the whole thing. Relies on an installed WinRAR. Readme included.

[Download](#)

GMax

Description: The free, watered down version of 3DS Max, which is supported by the editor.

Download: <http://www.turbosquid.com/gmax>

BF2 Mod Toolkit (Sep 29/05 version)

Description: The toolkit functionality is mainly centered around the import/export of the map files at the moment. The toolkit needs two additional applications to perform these operations, NConvert, and Nvdxt.

Download:

http://graphicreality.co.uk/grr_downloads....atID=2&ID=2

Alt-Download:

http://bfeditor.org/files/BF2_Mod_Toolkit_...t_0-7_Setup.exe

Original thread: <http://bfeditor.org/forums/index.php?showtopic=2245>

BF2 Terrain Painter (Tpaint) (Sep 05/05 version)

Description: Texture your maps easier; this tool will create both the color map and detail map, based on height and gradient.

Download: http://rocketman.f2o.org/bf2/bf2_tpaint_v0.33.rar
or

<http://tpaint.alffx.nl/>

Original thread: <http://bfeditor.org/forums/index.php?showtopic=1716>

BF2 Ecomap (Feb 01/06 version (v0.21))

Description: Similair to Tpaint but with some additional options. This tool hasn't yet been used by much of the community, so not much feedback is currently available.

Download:

<http://www.leetdreams.com/bf2ecomap/downlo...s/BF2Ecomap.zip>

Original thread: <http://bfeditor.org/forums/index.php?showtopic=3977>

Nvidia DDS thumbnail viewer

Description: Allows you to view/edit .dds files in photoshop.

Download:

http://developer.nvidia.com/object/dds_thu...ail_viewer.html

GIMP DDS plugin

Description: Allows you to view/edit .dds files in The GIMP.

Download: <http://nifelheim.dyndns.org/~cocidius/dds/>

The GIMP discussion forum, where developers and users of the GIMP discuss features, usage and handling:

<http://www.gimptalk.com/forum/index.php>

Nvidia DDS Utilities

Description: This installer includes five separate utilities:

- * nvDXT - convenient command-line access to nvDXTlib functionality and more
- * detach - extracts MIP levels from a .DDS file
- * stitch - recombines MIP levels into a single .DDS file
- * readDXT - reads compressed images and writes .TGA files
- * nxDXTlib - library for working with .DDS files

Download:

http://developer.nvidia.com/object/dds_utilities.html

Nvidia Texture Atlas tool

Description: A collection of tools for creating texture atlases, which can help to increase batch sizes.

Download:

http://developer.nvidia.com/object/texture...tlas_tools.html

Terragen

Description: Terragen is capable of photorealistic results for professional landscape visualisation, special effects, art and recreation.

Download: <http://www.planetside.co.uk/terragen/>

L3DT

Description: L3DT is an affordable heightmap and texture generating tool

<http://www.bundysoft.com/L3DT/>

Related thread: <http://bfeditor.org/forums/index.php?showtopic=4814>

MD5 Generator

Description: Mach10 has programmed a small EXE to generate MD5 content-check files for your mod. If you're concerned about cheating in your mod this program should help you out.

Download link:

<http://www.mnmcreationsllc.com/games/md5s/MD5Generator.rar>

Readme file:

<http://www.mnmcreationsllc.com/games/md5s/Readme.txt>

Related thread: <http://bfeditor.org/forums/index.php?showtopic=6988>

SourceEdit Texteditor

Description: This configurable texteditor allows BF2 syntax highlighting, search and replace in files and folders and is free. It can rename a complete map in 5 seconds and is suitable for the localization files.

Download: <http://www.brixfsoft.net/default.asp>

Windows Dump File Tool

Description: The dump ('dmp') files created by BF2 are just standard windows dump files, and can be read with the standard windows debug tools. (Note: You're unlikely to get any additional useful information out of these dmp files though!).

Download:

<http://www.microsoft.com/whdc/devtools/deb...installx86.msp>
[X](#).

BInK Video Tools

Description: Tools for creating BInK video files, used for the menu animation screens, etc.

Download:

<http://www.radgametools.com/bnkmain.htm>

Sound Tools

Description: Tools for working with ogg

Original Thread: <http://bfeditor.org/forums/index.php?showtopic=1469>

Download:

<http://files.filefront.com/Bf2+Sound+Tools...:/fileinfo.html>

User Created Tutorials

<http://bfeditor.org/forums/index.php?showtopic=4538>

Edited September 23, 2009 by Catbox

e-Gor

Member



Members



224 posts

Location:UK

Posted March 2, 2006 · [Report post](#)

Very useful 😊

The GIMP dds plugin might be helpful for those that don't have photoshop.

<http://nifelheim.dyndns.org/~cocidius/dds/>

CrazyAce

Member



Members



472 posts

Gender:Male

Interests:Girls, Guns and Games

Posted March 8, 2006 · [Report post](#)

Don't forget about mentioning the UserGuide.doc file that is found in the **C:\Program Files\EA GAMES\Battlefield 2\bf2editor\Help** folder.

IMHO it is and should be everybody's beginner guide to the BF2 Editor... Even though it is still unfinished; it does come in handy for the newbie's.

[BF:A] Croupier

Expert



Moderators



1,530 posts

Location:Melbourne, Australia

Interests:Modding, Game Development.

Posted March 9, 2006 (edited) · [Report post](#)

Check out Doomlabs BF2 Dev Style Sheet. Lots of usefull stuff

<http://www.doomlab.com/bf2info.html>

Edited July 3, 2006 by mschoeldgen[Xww2]

mschoeldgen[Xww2]Posted March 9, 2006 · [Report post](#)

God-like



Moderators

● 0

8,876 posts

Gender:Male

Interests:Simulators, FP

Games, Bass playing

Ow, how could we forget the DoomLab :oops: !

NVidia's Windows Texture Viewer
http://developer.nvidia.com/object/windows_texture_viewer.html

Allow fast preview and browsing of DDS textures. Displays DXT Format and alpha channel.

SourceEdit Texteditor
<http://www.brixfsoft.net/default.asp>

This configurable texteditor allows BF2 syntax highlighting, search and replace in files and folders and is free 😄 It can rename a complete map in 5 seconds 😄 and is suitable for the localization files. My favourite tool...

Catbox

Expert



Moderators

● 0

4,912 posts

Gender:Male

Location:USA

Posted March 20, 2006 · [Report post](#)

I found this link in my favorites... some useful stuff...

<http://planetbattlefield.gamespy.com/View...ls.Detail&id=73>

CB

Catbox

Expert



Moderators

● 0

4,912 posts

Gender:Male

Location:USA

Posted March 20, 2006 · [Report post](#)

Heres a tutorial on undergrowth... step by step with pictures...

<http://www.modtheater.com/forum/showthread.php?t=26554>

And a tutorial on creating layers for 16,32 and 64 maps

<http://www.modtheater.com/forum/showthread.php?t=26456>

CB

Posted April 2, 2006 · [Report post](#)

[BF:A] Croupier

Expert



Moderators



1,530 posts

Location: Melbourne, Australia

Interests: Modding, Game Development.

Harrys Shader fix for Bf2_r.exe:

Original Thread:

<http://bfeditor.org/forums/index.php?showtopic=4185>

Harry's link:

<http://rapidshare.de/files/13280547/Shaderfix.rar.html>

Doomlab Link:

<http://www.doomlab.com/publicview/Shaderfix.rar>

Hopefully it will become redundant, meaning EA will provide a working debug.exe

mschoeldgen[Xw w2]

God-like



Moderators



8,876 posts

Gender: Male

Interests: Simulators, FP Games, Bass playing

Posted April 2, 2006 · [Report post](#)

Here's a ready-to-use tank model for you to download:

<http://www.schoeldgen.de/bf1942/testtank.zip>

This tank is ugly and has no weapons, but comes complete with textures and is fully animated using AnimatedUV techniques and bones. Included is the functional ingame folder and a 3DS Max 7 model. Use it as a help for your own vehicles.

(and credit me if you like :wink:)

Detrux

Site Admin/Owner



Root Admin



509 posts

Gender: Male

Posted April 7, 2006 · [Report post](#)

Updated the list of tutorials to place them in order, as well as added some of the missing tutorials. I also started adding the first of the tutorials to the wiki.

Posted June 10, 2006 · [Report post](#)

Detrux

Site Admin/Owner



Root Admin



509 posts

Gender:Male

updated new editor version link, added gui for bfmaterials by Harry

**Detrux**

Site Admin/Owner



Root Admin



509 posts

Gender:Male

Posted June 12, 2006 · [Report post](#)

Updated with June 10th version of Rexman's 3ds tools

Detrux

Site Admin/Owner



Root Admin



509 posts

Gender:Male

Posted June 18, 2006 · [Report post](#)

updated with sound tools, sound tools download link in original thread updated

phresh

Member

Posted August 1, 2006 · [Report post](#)

Rexman's Packing tools and MemeAtlas Generator:

<http://bfeditor.org/forums/index.php?showtopic=3181&>



Moderators

● 0

430 posts

Location:Las Vegas

mschoeldgen[Xww2]

God-like



Moderators

● 0

8,876 posts

Gender:Male

Interests:Simulators, FP

Games, Bass playing

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



Added Mach10's MD5 generator to the 'Useful tools' section.
Thanks again for contributing 😊 !

Edited August 16, 2006 by mschoeldgen[Xww2]

AussieJarhead

Newbie



Members

● 0

14 posts

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



I'll upload some of the stuff and give you mirrors off of my site.

PerryGrin

Newbie



Posted October 30, 2006 · [Report post](#)



Noob question here folks!

I am going through the Building a Bunker with Max tutorial. I get to the part where the UVW editor is being used to flatten the UVW map. When I select Mapping > Flatten Mapping the 3 choices from the drop down menu are grayed out. Namely, Flatten Mapping, Normal Mapping, and Unfold Mapping.

Members

● 0

5 posts

I am using the My_Bunker_02.max file supplied with the tutorial.

What seems to be missing here?

Can someone help me? 🙄

mschoeldgen[Xww2]

God-like

● ● ● ● ●



Moderators

● 0

8,876 posts

Gender:Male

Interests:Simulators, FP
Games, Bass playing

Posted October 31, 2006 (edited) · [Report post](#)



I think this has changed in Max 8 and higher. Try to select the meshes before applying this flatten stuff in Max 8. Can't be more specific as i'm a Max 7 user, but i remember reading about it.

Edited October 31, 2006 by mschoeldgen[Xww2]

Catbox

Expert

● ● ● ● ●



Moderators

● 0

4,912 posts

Gender:Male

Location:USA

Posted October 31, 2006 (edited) · [Report post](#)



You have to select editable mesh and then unwrap uvw in the modify menu...

then in the unwrap UVW modifier stack you have to select face...

Edited November 24, 2006 by [TUF]Catbox

PerryGrin

Newbie

●



Posted October 31, 2006 (edited) · [Report post](#)



Catbox you are exactly right!

Thanks man !



BTW, I am using 3DS Max 9.

Members

● 0

5 posts

Edited October 31, 2006 by PerryGrin

**mschoeldgen[Xw
w2]**

God-like

● ● ● ● ●



Moderators

● 0

8,876 posts

Gender:Male

Interests:Simulators, FP

Games, Bass playing

Posted November 1, 2006 · [Report post](#)

Be forewarned that the current export tools don't work with Max 9 🙄

The are known to be working with Max 6 to Max 8, though. If you're a good maxscripter you could perhaps recode the scripts...

[BF:A] Croupier

Expert

● ● ● ● ●



Moderators

● 0

1,530 posts

Location:Melbourne, Australia

Interests:Modding, Game Development.

Posted November 10, 2006 · [Report post](#)

The export tools work in 9, just need to manually create your objects dir before exporting.

Detrux

Site Admin/Owner

● ● ●



Root Admin

● 0

509 posts

Gender:Male

Posted November 24, 2006 · [Report post](#)

Just added-

BF2142 Object Editor Tweaks

Description: A detailed explanation of commands for the object editor for 2142.

Download link:

http://bfeditor.org/files/ObjectEditor_Help_2142.zip

Ells

Member



Members



263 posts

Location: London Baby!!

Posted January 4, 2007 · [Report post](#)

Is there anywhere else apart from fileplanet where i can d/load the latest editor?

I just realised i'm still on the August 02 version 🙄

Catbox

Expert

[Moderators](#)

4,912 posts

Gender: Male

Location: USA

Posted January 4, 2007 · [Report post](#)

Latest editor... 1.3 download

http://files.filefront.com/BF2_EditorSetup.../fileinfo.html

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