

Loading Screen (name, description, music, background)

To change the map description go to info folder found at: *Battlefield 2/mods/bf2/Levels/my_level/Info* and open "my_level.DESC" using notepad.

To edit the loading screen description edit the text (shown in bold) within

```
"<briefing locid="LOADINGSCREEN_MAPDESCRIPTION_gn">"
```

You can edit the name of the map by changing the text in the field

```
"<name> my_level </name>" xxxxxxxxxx ">"
```

To edit the loadup screen music, add the path of your music file within

```
"<music> common/sound/menu/music/load_MEC_music.ogg </music>"
```

and make sure your file is in .ogg format, which can be converted using various mp3 convert tools available as freeware/trial software. Link for trial software below

<http://www.blazemp.com/>

For adding background image, add a screenshot of ingame footage to the same folder (info) and rename to

"loadmap" and save as a size 512x512 PNG image

To add the overhead view of the map, use your minimap image

(how to create minimap: <http://bfeditor.org/forums/index.php?showt...ghlight=minimap> Post by [LoF]Phoenix)

and rename to "gpm_cq_16_menuMap" and save as 512x512 PNG image. Replace the "16" with 32 or 64 for each game mode.

To make my map I used a screenshot of map when playing ingame at the select spawnpoint screen, selected around the border of the map and edited that from there using above names and format. You will not need to add the Combat Zone as this will be added automatically

You can get the nVidia plugins, used for editing .dds files in photoshop at

http://www.nvidia.com/object/photoshop_dds...ds_plugins.html

source: <http://www.bfeditor.org/forums/index.php?/topic/2662-loading-screen-name-description-music-background/>

Objects not displayed on minimap

Well, after some playing round with it, i found that if you do everything you need to first, and then raise every object you have placed up to about 500m above ground level, straight up, then generate the minimap, you get the majority of the staticobject icons on the map. I think this might have something to do with the way the minimap generating script reads the placement data.

When you place an object under the ground then generate the minimap, the icons turn into the shadows on the ground which you see when the icons don't appear :S (poorly constructed sentence). The way i've come to think of this is like pulling the object way up out of the ground, and then the editor generating a bird's eye view of the objects and placing them in the minimap. So basically, best way i found to achieve this;

Open the map, Click Layers>Select All in layer (trying to select all objects at this point) and then move the objects vertically upwards until their height is approximately 500m above the ground. Generate the minimap and then take a look at it. Hopefully a bunch more icons will appear. Just remember, SAVE the map before raising the objects. Raise the objects, make the minimap, then DON'T SAVE. Then you can reload your level again. Check the [mod name]/Levels/[map name]/Editor/minimap.dds file 😊

Worked here that way:

source: <http://www.bfeditor.org/forums/index.php?/topic/1916-objects-not-displayed-on-minimap/>