

## Official BF Editor Forums

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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



**User Tutorials (directory Of User Tutorials)** Sign in to follow this

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Started by Detrux, March 7, 2006

13 posts in this topic

**Detrux**

Site Admin/Owner



Root Admin

0

509 posts

Gender: Male

Posted March 7, 2006 (edited) · Report post

**User Created Tutorials**

*Note: These are the most useful (or up-to-date) of the tutorials created by the community. If you create a new tutorial, or know of any other useful tutorials, please post a link below. I'll be gathering tutorials from scattered sites around the net and adding them here, and we're also going to be creating the official wiki, so anyone interested in helping us get that off the ground, please PM me. Also, I did not credit authors below because some tutorials credit multiple people, and some threads have multiple tutorials within them, so if you would like to see the author, please visit the thread.*

**General****Checklist for making a complete map**

Description: its not so much a tutorial.. a ticklist of what needs to be completed.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=4611>

### **11 things of wisdom : Tips for Mappers**

Description: Collection of Tips every mapper should know to make a map more stable

Original thread: <http://bfeditor.org/forums/index.php?showtopic=5153>

### **Changing the cursors in game menus**

Description: 5 simple steps to change the cursors.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=4424>

### **Creating your own fonts**

Description: How to create new fonts (ingame only).

Original thread: <http://bfeditor.org/forums/index.php?showtopic=4414>

### **Custom Color/Detail maps and Material ID™s**

Description: This how-to describes step by step the process of creating materials that can be applied to custom color and detail maps

Original thread: <http://bfeditor.org/forums/index.php?showtopic=1334>

### **Custom Loading Music**

Description: How to give your levels custom loading music.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=2482>

### **Getting HUD icons ingame**

Description: ^

Original thread: <http://bfeditor.org/forums/index.php?showtopic=1804>

### **Converting BF42 skies to BF2**

Description: How to convert cubical skyboxes like they are used in BF42 to spherical skyboxes for BF2.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=1951>

## Creating Loading Screens

Description: Creating the loading screen- (name, description, music, background)

Original thread: <http://bfeditor.org/forums/index.php?showtopic=2662>

## The Three Most Confusing Parts of the Editor-- Explained

Description: Explains uav, artillery, etc, as well as ambient sounds and recovering from a crash.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=1266>

## Level Editor

## Color, Detail, Undergrowth, Overgrowth all with Terragen

Description: Using Terragen and TPAINT together with your fav image editor (Photoshop, PSP) its not at all hard to create your Colormap, Detailmap, Undergrowth placement map, and overgrowth placement map.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=2374>

## Creating Undergrowth and Overgrowth all with the BF2 Editor

Description: This tutorial doesn't rely on 3rd party tools to create Overgrowth and Undergrowth in your map. Comes with pictures.

Original thread:

<http://bfeditor.org/forums/index.php?showtopic=5948>

## Envmaps Tutorial

Description: By generating your Envmaps you will get water that will look like normal BF2 water which will reflect from any angle and reflections off objects in your map like cars, tanks, guns, etc.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=3587>

## Landscape Texturing

Description: How to use multiple tools to texture landscapes.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=2533>

### **Detailed Explanation of Roads**

Description: A plain and simple explanation of roads in the BF2 Editor

Original thread: <http://bfeditor.org/forums/index.php?showtopic=1236>

### **Easier way to add the carrier**

Description: Not so much of a tutorial, but more of an extended tip.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=1448>

Another thread with pictures:

<http://bfeditor.org/forums/index.php?showtopic=1636>

### **Texturing low detail correctly**

Description: How to paint low detailed textures so they look good.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=1641>

### **Overgrowth Shadow Map**

Description: How to make overgrowth darker.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=3351>

### **Mapping for Special Forces**

Description: ^

Original thread: <http://bfeditor.org/forums/index.php?showtopic=3233>

### **Snow Texturing**

Description: Two tutorials on how to create snow

Original thread: <http://bfeditor.org/forums/index.php?showtopic=3628>

### **Puddles**

Description: How to make puddles.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=3415>

### **Importing Real World Data into Battlefield 2**

Description: Use DEM data to generate your terrain

Original thread: <http://bfeditor.org/forums/index.php?showtopic=1210>

### **Triggers**

Description: Creating triggers for elevator switches and other uses

Original thread: <http://bfeditor.org/forums/index.php?showtopic=5582>

### **Lightmapping w/ 3DSMax**

Description: An advanced method for generating object lightmaps using 3DSMax

Original thread: <http://bfeditor.org/forums/index.php?showtopic=10563>

### **Color Lightsettings**

Description: Explains the Lightsettings portion of the Tweaker and how they related to lightmapping

Original thread: <http://bfeditor.org/forums/index.php?showtopic=11145>

### **Vehicles**

### **Sample Hierarchies for 3DS**

Description: A collection for all kinds of objects hierarchy in 3DS Max including weapons, kits and soldiers

Original thread: <http://bfeditor.org/forums/index.php?showtopic=5013>

### **Bones for tank treads**

Description: Here's a tutorial I made that will guide you how to make bones for treads.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=4508>

### **Animated UV Wheel Overview**

Description: Generic Tank Wheel Guidelines

Original thread: <http://bfeditor.org/forums/index.php?showtopic=3511>

Best thread for tank coding:

<http://bfeditor.org/forums/index.php?showtopic=256>

### **Making a Basic Helicopter**

Description: ^

Original thread: <http://bfeditor.org/forums/index.php?showtopic=930>

### **D-Destructible objects, The Easy Way**

Description: How to make a Bf2 Destructible Object Non-Destructible

Original thread: <http://bfeditor.org/forums/index.php?showtopic=4268>

### **Making planes**

Description: Export a Airplane from 3ds max 7 to the BF2 Editor

Original thread: <http://bfeditor.org/forums/index.php?showtopic=905>

Description: A complete pictured walkthrough for exporting a given plane to BF2/2142, including Material Setup, Landing Gears and Propeller explanations. Downloadable model included:

Original thread: <http://bfeditor.org/forums/index.php?showtopic=9229>

### **Weapons**

#### **Exporting a weapon (Gmax)**

Description: This is tutorial for importing a weapon from Gmax to BF2.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=2565>

#### **Manipulating mine properties**

Description: Not only how to manipulate mines, but how to properly package your mod afterwards.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=3972>

## **Player/Classes**

### **Creating a soldier model (max)**

Description: Learn how to make an entire soldier model for bf2 using 3dsmax7,photoshop7 and finally into the bf2 editor.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=2031>

### **Soldier Animations in Maya**

Original thread: <http://bfeditor.org/forum/viewtopic.php?p=33725#33725>

## **Other Modeling**

### **Guidelines for modeling vegetation**

Description: Info sheet to review before modeling vegetation.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=4132>

The 3DS vegetation tutorial which evolved from this thread :

<http://bfeditor.org/forums/index.php?showtopic=5166>

### **Rendering in Gmax**

Description: Create nicer looking renders.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=2523>

### **MeshParticleMesh, Alpha and you**

Description: Method of getting a MeshParticleMesh object ingame with Alpha and Collisions.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=4060>

### **Making terrains with Bryce**

Description: How to use Bryce 5.5/6 for landscapes.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=10208>

### **Making terrains with L3DT**

Description: Video tutorial for using L3DT, an affordable program for terrain sculpting and painting.

Original thread for the video tutorial :

<http://bfeditor.org/forums/index.php?showtopic=5587>

General aspects of L3DT:

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

### **Textures/UV**

#### **Video Tutorial - 3DSMAX Layeblue Textures**

Description: This is a video tutorial on the process of implementing layeblue textures for BF2.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=1150>

#### **Basic UV mapping guide**

Description: Guide for people who are learning how to uvmap

Original thread: <http://bfeditor.org/forums/index.php?showtopic=4380>

Another way to uvmap: <http://bfeditor.org/forums/index.php?showtopic=4556>

#### **Compressing textures**

Description: Great tutorial on compressing game textures, based on BF2.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=4443>

#### **Custom Skins for your Map**

Description: ^

Original thread: <http://bfeditor.org/forums/index.php?showtopic=3780>

#### **Static Mesh Texturing Tutorial (Max)**

Description: Explains the BF2 texturing system and how to use it

Original thread: <http://bfeditor.org/forums/index.php?showtopic=3855>

### **Bot/AI**

#### **Creating your first Bot support / Navmesh**



Description: Guide on whatâ€™s needed to make the first basic AI for your map

Original thread: <http://bfeditor.org/forums/index.php?showtopic=3809>

### Full Single player Editor and Navmesh Tutorials

Description: Collection of tutorials on getting full bot support in maps. Thanks to all involved in thrashing out this process in the beginning

Original thread: <http://bfeditor.org/forums/index.php?showtopic=4385>

### Python

#### Create a custom game mode

Description: How to create a custom game mode in a mod.

Original thread: <http://bfeditor.org/forums/index.php?showtopic=3993>

#### Generate MD5 checksums for content checking

If you're concerned about cheaters, why not protect your mod with content check ?

<http://bfeditor.org/forums/index.php?showtopic=4559>

### Sounds

#### Ambient Sound explained

Description: ^

Original thread: <http://bfeditor.org/forums/index.php?showtopic=647>

Edited October 26, 2008 by 1/2Hawk

## Detrux

Site Admin/Owner



Root Admin

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



I didn't include many threads from page 2 of this section, just because they didn't have many replies or appeared outdated- let me know if I missed any usefull threads 😊

● 0

509 posts

Gender:Male

**Catbox**

Expert

● ● ● ● ●



Moderators

● 0

4,912 posts

Gender:Male

Location:USA

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

I found this... its pretty detailed on how to make a map...

<http://www.dfarena.com/phpBB/viewtopic.php?t=12703>

this may already be posted in here? CB

**[BF2C]maskedave  
nger**

Newbie

●



Members

● 0

3 posts

Location:Michigan, USA

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

I think that's just the basic official tut. Is anything added?

**Detrux**

Site Admin/Owner

● ● ●



Root Admin

● 0

509 posts

Gender:Male

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

Yeah those are just the basic one, tho it tricked me at first; I posted the first 3 of those within the wiki, images included, if you want to take a look 😊

I'd eventually like to update the tut's with a list of common errors and how to fix them tho 😊

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

**Catbox**

Expert



Moderators



4,912 posts

Gender:Male

Location:USA

its been so long since i did the EA tutorial... lol... it just seemed like there were more pictures in the link above than in the EA tutorial? CB

**mschoeldgen[Xw  
w2]**

God-like



Moderators



8,876 posts

Gender:Male

Interests:Simulators, FP

Games, Bass playing

Posted April 13, 2006 · [Report post](#)

:bump:

Added more tutorials : Vegetation, Hierarchies, Tips for Mappers ... I'm constantly updating the first post when i find something useful but not bumping it everytime.

**D-Ran\*sdp\***

Newbie



Members



11 posts

Posted October 15, 2006 · [Report post](#)

I just made this one.

<http://bfeditor.org/forums/index.php?showtopic=7896>

**mschoeldgen[Xw  
w2]**

God-like

Posted February 9, 2007 · [Report post](#)

Updated first post for recently added tutorials

**Moderators**

● 0

8,876 posts

Gender:Male

Interests:Simulators, FP  
Games, Bass playing**vanover**

Newbie

●



Members

● 0

36 posts

Gender:Male

Location:Califonia

Posted November 21, 2007 · [Report post](#)

can we plz get some that arent in max? maybe maya  
because some of us dont have any money to buy max...?

**Catbox**

Expert

●●●●

**Moderators**

● 0

4,912 posts

Gender:Male

Location:USA

Posted November 22, 2007 (edited) · [Report post](#)

Maya 6.0 is the only supported version for BF2...

At this point i dont think anybody will make any tutorials for  
Maya(BF2 is kinda winding down)...

You could post questions in the forums and people might be  
able to help you...

bump

**Edited June 29, 2008 by Catbox****Catbox**

Expert

●●●●

Posted October 26, 2008 · [Report post](#)

bump



Moderators

● 0

4,912 posts

Gender:Male

Location:USA

**Kev4000**

Member

● ●



Members

● 0

79 posts

Gender:Male

Posted May 10, 2010 · [Report post](#)

Soldier animations in Maya has a dead link.

Anyone know where I can find this tutorial?

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