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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



Getting HUD icons ingame.

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Started by annerajb[Bfs], September 9, 2005

18 posts in this topic

annerajb[Bfs]

Member



Members



362 posts

Posted September 9, 2005 · [Report post](#)

this files are used in bf2 for huds icon like the vehicle icons flags icons etc.

first what its an atlas very easy an atlas its a dds picture that has to be generated by a program on you bf2 folder called dice_TextureAtlasTool.exe

its opened by the cmd prompt try clicking run type cmd and draga the file to the window then hit enter. that will help

where they are supposed to be stored?

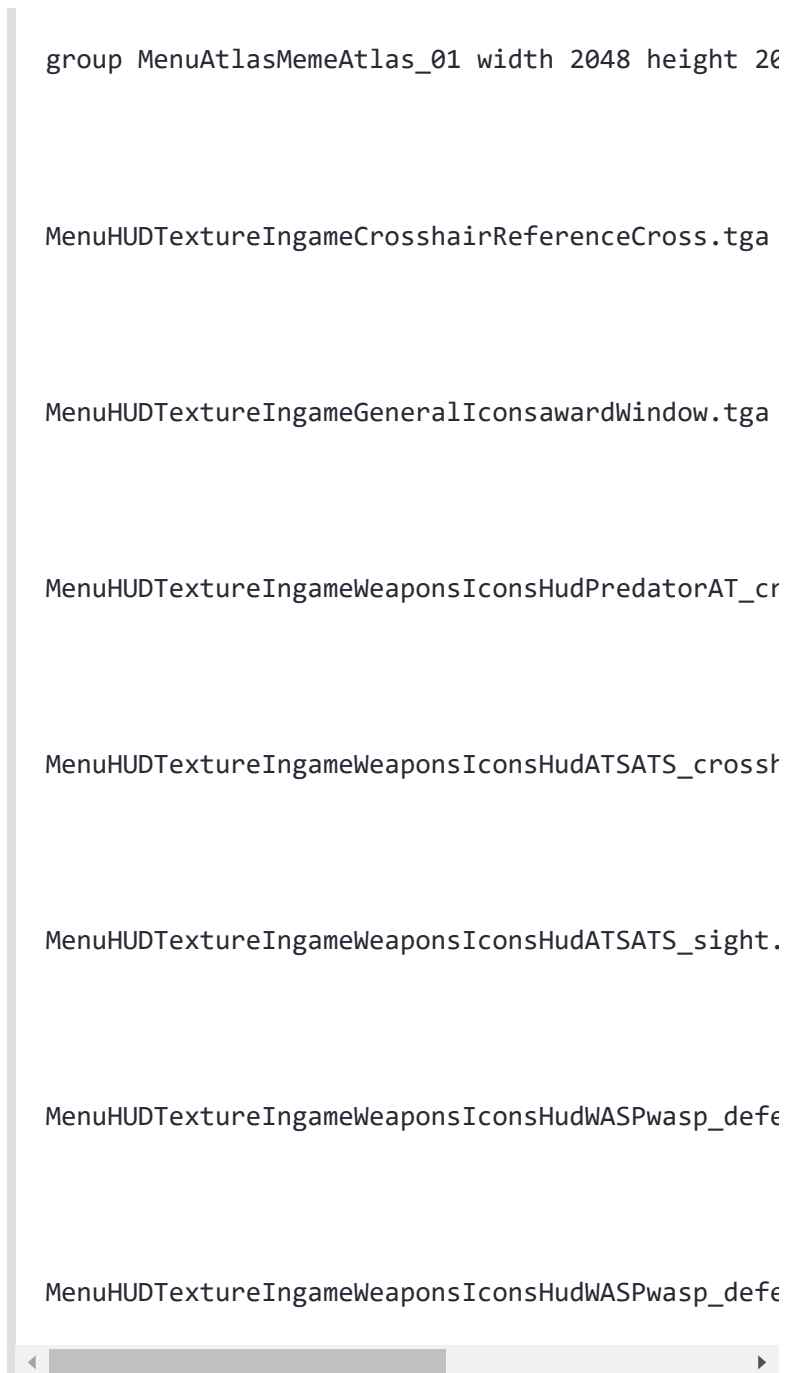
on the menu_server.zip should be that .tac file and the .tai file

and on the menu_client.zip should be the dds pictures

wtf Its and .tac file?

the tac file its a notepad made fil with the .tac extension that tell the program where the pictures are and the directory.

here its an example.



first the header the

```
MenuAtlasMemeAtlas_01
```

thats where the file its going to be stored. and the name

```
width 2048 height 2048
```

that tells us th size of the atlas file. the limit if its excedded the program will continue on another one. automatically and the size to has to be that one as its the maximum for bf2.

```
format dxt5 miplevels 1 border 2
```

thats the format left that as it its.

you can have comments in there so if you have and file and dont want to put it on the current atlas put the # before the path.

```
Microsoft Windows XP [Version 5.1.2600]
```

```
(C) Copyright 1985-2001 Microsoft Corp.
```

```
C:\Documents and Settings\Jose>"D:\Program Files\EA
```

```
dice_TextureAtlasTool.exe [-h] [-o <outfile>] [-
```

```
ut_path <input path>] [-format <format>] { -i <i
```

```
es>] <img1> [<img2> [à ] ] }
```

```
-h                                prints this usage h
```

```
-nomipmap                        only writes out the
```

```
-maxres <res>                    limits texture atlas
```

<res>x<res>

-o <outfile> specifies output fi

-i <infile> atlas configuratio

-output_path <output path> atlas destination p

-input_path <input path> texture source path

-format <format> force texture form

-auto_texture_list <texture_path> supply a

o generated for all textures within the given pa

.tac file is not needed

If an input path is provided the texture pat

ut path.

Examples

```
dice_TextureAtlasTool.exe -o atlas -i config.t
```

```
dice_TextureAtlasTool.exe -o atlas -format dxt
```

```
dice_TextureAtlasTool.exe -o atlas -auto_textu
```

this is the command you should use

```
dice_TextureAtlasTool.exe -o atlas -i config.tac
```

also you has to have a menu folder as that where the program will seach for the picture.

also the pictures has to be tga as tga has alpha and most hud pics have alpha. havent tryed other format.

```
Menu/HUD/Texture/Ingame/Weapons/Icons/Hud/Select
```

k now that over there its the location of that picture.

```
Menu/HUD/Texture/Ingame/Weapons/Icons/Hud/Select
```

you have to use that whole path when telling where the picture its.

```
MenuAtlasMemeAtlas_020.dds
```

thats it where the picture its on the second atlas file.

```
0,
```

thits its the atlas idx(not sure what it its.

```
0.364258, 0.616211,
```

first its wide offset where the picture itc located in wide.

the other its the heighoffset thats where its in hegiht of the file.

```
0.0732422, 0.0214844
```

thats the size of the picture.

the command for making the atlas should be the following one.

```
dice_TextureAtlasTool.exe -o atlas -i MemeAtlas
```

[BF:A]DoomSayer

Member



Moderators



171 posts

Location:Rockton, IL

Posted September 9, 2005 · [Report post](#)



Great, thanks for the info.

[PoE]D_FAST

Member



Posted September 9, 2005 · [Report post](#)



8) 8) 8)



Members

● 0

244 posts

annerajb[Bfs]

Member

● ●



Members

● 0

362 posts

Posted September 15, 2005 · [Report post](#)✓ **Quote**

IRT JD7

Like paladin said try creating a new atlas.

If there aren't many files to add you can just use this command:

Code:

```
"C:\Program Files\EA GAMES\Battlefield  
2\dice_TextureAtlasTool.exe" -o MemeAtlas_03 -format  
dxt5 image1.tga image2.tga
```

It'll generate 3 files:

MemeAtlas_03.tai

MemeAtlas_030.dds

AtlasList.con

MemeAtlas_03.tai, Put this file in your
mod_menu_server.zipatlas directory

MemeAtlas_030.dds, Put this file in your
mod_menu_vlient.zipatlas directory

AtlasList.con, this file needs to be edited a littlebit,

It should contain this code:

Code:

```
hudManager.addTextureAtlas "MemeAtlas_03.tai"
```

Change it to this

Code:

```
hudManager.addTextureAtlas "MemeAtlas_03.tai"
```

```
hudManager.addTextureAtlas "MemeAtlas.tai"
```

This will make it load the original bf2 atlas and yours.
Also this file have to be put in
mod_menu_server.zipatlas

*note: the atlaslist.con is only needed if you're going to
replace images from bf2 by your mod ones using the
BF2 image names

Ofcourse if you got alot of files to put in an atlas, its
better to use a *.tac file as input.

I hope this helps

thx for that [R-DEV]ArchEnemy

[Rok]Ells

Newbie



Members

● 0

38 posts

Location: London, UK

Posted September 20, 2005 · [Report post](#)



Cool, thanks guys.

SuperB

Member



Members

● 0

156 posts

Posted September 20, 2005 · [Report post](#)



thanks man. Nice tut.

[Rok]Ells

Newbie



Posted October 6, 2005 · [Report post](#)



In terms of the images themself's (TGA's), are these just



Members
● 0
38 posts
Location:London, UK

white image on black background or some kind of mask layer??

[RoK]LexLuther

Member



Members
● 0
257 posts
Interests:Modding

Posted October 6, 2005 · [Report post](#)



✓ [Rok said:

Ells]In terms of the images themself's (TGA's), are these just white image on black background or some kind of mask layer??

They are alpha channels. IN PS go to channels and you'll see it.

annerajb[Bfs]

Member



Members
● 0
362 posts

Posted October 6, 2005 · [Report post](#)



there its a menu packing file made by rexman but it still need. to be tweaked a litle.

[PoE]D_FAST

Member



Members
● 0
244 posts

Posted October 7, 2005 · [Report post](#)



Just a side note for those dont quite understand.

you will find two formats used by the menu. ".tga and .dds"

The reason you find these two formats is that .dds files can only be created from a texture divisable x 2 ,another words

A 32x32 pixil image should be a .dds file

while a 32x140 image will have to be .tga

I would suggest that using .dds file when ever possible to keep menu texture size to a mininium.

Dxt 5 w/alpha, no mipmaps

[RoK]LexLuther

Member



Members



257 posts

Interests:Modding

Posted October 8, 2005 · [Report post](#)



Nice, I wondered about the file tyupes. Thanks D.

[Rok]Ells

Newbie



Members



38 posts

Location:London, UK

Posted October 11, 2005 · [Report post](#)



Yep good info, thanks D

CACTUSPRICK

Newbie



Members



23 posts

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



wow, i feel real stupid. i did not understand any of that.

Ells

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



Member



Members



263 posts

Location:London Baby!!

lol, do you need a hand with this still?

mschoeldgen[Xw w2]

God-like



Moderators



8,876 posts

Gender:Male

Interests:Simulators, FP
Games, Bass playingPosted January 4, 2007 · [Report post](#)

Its a bit confusing on first sight cause some backslashes went away in the first post.

More info on Atlases and the Tool for them can be found here :

<http://bfeditor.org/forums/index.php?showtopic=2303>

Still more info can be found when searching this forum for 'dice_textureatlastool.exe'

Keep in mind you should never replace the original atlases from BF2 with your own one as they are subject to patches - overwriting your own. A few of the early mods for BF2 suffered from this problem. Instead add a new atlas for the mod you're working on.

coyote39

Newbie



Members



37 posts

Posted August 24, 2007 · [Report post](#)

I'm a little confused by this tutorial...

Maybe its easier to explain what i DO understand about this process, rather than what I don't. I have been able to successfully 'port' the SF RPG into my mod, including getting the icons to work successfully in-game. How I did this was a matter of copying the xpack1atlas0.dds, the xpack1atlas.tai, and the appropriate icons from the Menu\HUD\Texture\Ingame\Weapons\Icons\Hud folder and selection sub-folder into their respective folders in my mod. I then deleted most of the entries in the .tai and .tac (except the ones I needed for the RPG), and then ran Rex's menu packer tool. However, I realize that if I continue to do things this way, I'd need a separate atlas for each thing I wanted to

put into my mod. So the question then becomes, how do i go about creating one large atlas? I apologize to whoever wrote this tutorial, but I have alot of trouble understanding what is trying to be conveyed. Could someone just post a step-by-step outline on how to do this? I don't need the pictures and fancy stuff, but a simple outline of how to accomplish what I'm trying to do would be greatly appreciated. Thanks for your time in advance.

mschoeldgen[Xw w2]

God-like



Moderators



8,876 posts

Gender:Male

Interests:Simulators, FP
Games, Bass playing

Posted August 25, 2007 · [Report post](#)



When you want to add a new icon to your existing atlas, just enter its path into your MemeAtlasNNN.tac file and run the menu packer again. The icon ends up in your existing atlas. The TAI file will be created by the menu packer.

coyote39

Newbie



Members



37 posts

Posted August 27, 2007 · [Report post](#)



I've grown a brain and figured it out now...

Thank you for your time and patience in explaining this concept to me.

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