# BF2 M0dd3r Plugin Development How-To

Hello fellow developer! This is a helper on how to make plugins for BF2 M0dd3r.

To start off, know a little bit about BF2 M0dd3r’s file hierarchy. See chart below.

|  |  |
| --- | --- |
| What are you looking for? | Where to find it. \*precedes with  C:\Program Files\SirCapsAlot.NET\BF2 M0dd3r\ |
|  |  |
| Where is the current edited mod stored? | tmp\Objects\_server.zip |
| Where is the directory where plugins are stored? | \_plugins\_\ |
| Where are the saved mods stored? | mods\ |
| What file keeps the parameters for launching? F.ex: +playerName myPlayerName | add\_para.cfg |
| When BF2 M0dd3r is launched and the user clicks “Load Archive…” where is that path stored? (the users default bf2 directory) | bf2path.cfg |
| Where are the networked mods stored when BF2 M0dd3r is networked? | \_shared\_ |

F.ex: to read the users BF2 path, in your plugin, declare a string with the contents of the bf2path.cfg and there is the path. In your plugin, you can either read things in BF2 M0dd3r, using relative paths, for example, in your program,

Code:

string theFile = “..\..\bf2path.cfg”;

or simply absolute path because the BF2 M0dd3r directory will not change.

That concludes the file / directory structure for use with BF2 M0dd3r plugin development.

**Important!**

The overall BF2 M0dd3r mod, is kept in,

{DEFAULT\_BF2\_DIR}\mods\bf2m0dd3r

Here are a couple hints on how to get certain directories within the users BF2 Directory.

To get a directory / file within the users BF2 Directory, simply read all the text from the bf2path.cfg, then concatenate the paths.

Examples,

|  |  |
| --- | --- |
| Looking for… | how to find it. (concatenate with the path) |
| AI Default File | mods\bf2m0dd3r\AI\AIDefault.ai |
| BF2 M0dd3r Levels | mods\bf2m0dd3r\Levels |

The second version of the runner.exe program (BF2 M0dd3r’s algorithm for running Battlefield 2), will accept 2 string parameters. The first command line parameter is the .exe to use. F.ex: BF2.exe or Pr.exe, etc.

The second command line parameter is the mod path to use. For example, to run the original bf2 mod from your plugin, is as such…

Run :

C:\Program Files\SirCapsAlot.NET\BF2 M0dd3r\runner.exe BF2.exe mods\bf2

That line would run the original BF2 mod using your plugin. (this means any mod that was created within BF2 M0dd3r, would not work.

Compilation note:

When publishing your plugin, this is how the hierarchy should look,

{pluginname} = the name of your plugin, ex: My Plugin

{pluginname}.zip >

{pluginname} <- this is a directory (also include any needed .dll’s in this directory)

{pluginname}.exe

{pluginname}.cfg <- this file is any pre-configuration data that you need.

Please keep this file up to date for the most recent up to date features.

And Please contact sircapsalot if you have ANY questions regarding plugin development.