

# SWBFModders

SWBF Mod Factory => Tutorials for SWBF Mods => Topic started by: Phobos on August 09, 2017, 01:05:50 AM

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Title: **Comprehensive SWBF1 Modding FAQ & Tutorials Megathread [updated 04/20/18]**

Post by: **Phobos** on **August 09, 2017, 01:05:50 AM**

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This thread contains various frequently asked questions about how to mod SWBF. I'll continue to edit this thread often to add more questions by category. Questions for SWBF1 modding are being added here, and I'll answer them to the best of my ability. Several visitors email me their questions often since they haven't decided to register on the official SWBF forum here yet (or they are inactive on it).

SWBFModders is all about condensing SWBF modding knowledge into a concise and informative format, for those in our community who actually put it to use by creating **epic mods**, so any ungrateful trolls who read this and get upset have nothing to gain from it and should get lost. Those jealous posers contributed nothing anyway, only tried to steal credit for all the help I've given everyone over the years.

**Too bad for his own failed troll spam site that LedTroll tried to censor people's ability to read my answers & contributions, but it won't stop me from helping future modders, by providing the same (actually even more now) community help on SWBFModders, that I used to provide on the extinct troll spam known as NaziLamers. That poser tyrant has always been jealous that I've been the #1 most helpful person for all modders of SWBF from 2010 all the way up to now. As of 2017, LedTroll and the other hostilities get to miss out on all of my helpful assistance, since only SWBFModders is respectful enough for it. For many years into the future I'll continue posting SWBF Modding tips and tutorials on the official SWBF community website @ [www.SWBFModders.com](http://www.SWBFModders.com) LedTroll, AnyderTroll and other nazi trolls are exposed on SWBFModders**

Mod Tools = <https://swbfmodders.com/index.php?action=downloads;sa=view;down=69>

\* For the SWBFSPY FAQ, see this page <http://info.SWBFSPY.org/FAQ.html>

\* BFBUILDER Mod Tools Documentation written by Psych0fred

<https://swbfmodders.com/index.php?topic=480.0>

[http://info.swbfspy.org/bfbuilder\\_documentation/Index.htm](http://info.swbfspy.org/bfbuilder_documentation/Index.htm)

\* ODF Appendix written by Psych0fred

[http://info.swbfspy.org/bfbuilder\\_documentation/odfguide.htm](http://info.swbfspy.org/bfbuilder_documentation/odfguide.htm)

\*\* Other tutorial threads here:

<https://swbfmodders.com/index.php?topic=50.0>

<https://swbfmodders.com/index.php?topic=100.0>

<https://swbfmodders.com/index.php?topic=175.0>

SWBF2 Modding FAQ <https://swbfmodders.com/index.php?topic=251.0>

Q = Question

A = Answer

R = Reply

## General Website FAQ

Q - Why is it that everybody here seems to prefer BF1 so much? With all the mods available for BF2 it seems pointless to play BF1, to me anyway. Unless there are some things I am forgetting. The newest mods by Phobos I believe will be adding prone back into the game for BF2. There is a mod for the cockpit views. All the maps were ported. There must be some feature of the first game I am forgetting about :P I must get another copy of it for PC sometime.

A - Only an idiot would think that BF2 mods make BF1 pointless... because the mods for BF1 are better, the engine is better, the interface and feel of the game etc. Though BF2 currently has a few advantages for increased modding capability -- but both games would have unlimited modding potential if/when the source is ever released, or decompiled by our experts here at SWBFModders.

Q - When I would log in to SWBFModders, I always used to check the 'Show unread posts since last visit'. (the little link in the upper right hand corner of the website) But lately when I've been checking the site, nothing has been appearing there. I'm not entirely sure when this started, as I was not very active on the website over the summer, but now that I am checking it more frequently, it is definitely a bit of a pain. I know that there are unread posts, because I can see some of them on the sidebar of the website. (But only up to five.) So my questions are, am I missing something? Or did something change there? Do I need to fix something, or am I forgetting how it is suppose to work? Anyways... any help with this would be appreciated.

A - This is likely one of the many bugs introduced with the new SMF update that has rolled out recently. Try this, check the Portal > User Info > Recent Unread Topics

Q - Are you referring to the link at the bottom of the 'Forum Index'? It may be due to the new version of SMF, though I do not know when the last update was, or exactly when the problem started, so I can't say if it occurred around that time. Well, thanks anyways I'll just deal with it.

A - Yes, its the SMF bugs most likely.

Q - How to play swbf1 online before total player abandonment? I hope these files from SWBFModders.com will hold true and download successfully. Again lol I know the game did not die because Phobos saved it, it just was looking like I'd miss out. I hope to own and play a variety of instruments. Hopefully if there is actual matches and others sorta playing the objective, it should be a grand ol time for us. On PC I play crusader stronghold and RCT1 but my PC can support so much lol. I might need help from you Phobos I appreciate the culture here on your forums.

A - To play online again just install the official SWBFspy patch from info.swbfspy.org and yes I won't ever let SWBF die hope to see you in our servers! There is one extremely loyal player left, and that is me. I'm creating tons of mods and whether or not they bring back old or new players won't make a difference overall, because the game will never die as long as I continue actively contributing to it. SWBF Mod Nights is also coming up soon. Weekends in the afternoon (US time zone) and weekdays in the evening are the best times to find activity in our servers and when I am online on the PC version.

Q - SWBF1 Multiplayer 30 FPS Lock? How can I fix this? I have 1920x1080 144hz display, and 30FPS isn't playable.

A - Use the command **/noframelock** which needs to go in either a shortcut or launcher INI. See shortcut method below and the screen cap attachment here:

**<https://swbfmodders.com/index.php?action=dlattach;topic=25.0;attach=101>**

target: "C:\Program Files (x86)\LucasArts\Star Wars

Battlefront\GameData\battlefront.exe" /nointro /nowait /nostartupmusic /noframelock /ShowAllServers /win

start in: "C:\Program Files (x86)\LucasArts\Star Wars

Battlefront\GameData\battlefront.exe" /nointro /nowait /nostartupmusic /noframelock

/ShowAllServers /win

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You can also use BattleBelk's resolution changer to get other supported resolutions for your game. If you use the resolution changer, it goes in the .INI file as I already mentioned. Additionally, I suggest using BandiCam to limit your ingame framerate to something stable, in your case 144 or 288 FPS might be good.

Q - I have these commands in my resolution config file already, and I just tried all of this again. Maybe it's because I have 1600x900 in my .INI file? I tried 1920x1080 but my game crashes on it. See this:

(<https://i.imgur.com/wCRmlcr.png>)

A - Here is the link to BattleBelk's custom resolution launcher and SPTTest launcher. This allows you to use the 1920x1080 resolution without crashing -

**<https://swbfmodders.com/index.php?action=downloads;sa=downfile&id=32>**

R - Thx Phobos, I had downloaded this launcher before when you emailed it to me, but it had a problem with corruption. I just downloaded it again from your email attachment link, overwrote the old files and now it works fine!

### **General Modding & Mapping**

Q - How do u mod??????

A - There are plenty of tutorials on here. Check them out to start modding:

**<https://swbfmodders.com/index.php?board=10.0>**

Q - How do I play mod maps?

A - First you need SWBF1 from 2004. Next, you need to download and install this mod by extracting it to the AddOn folder. If you need more help, let us know where you get stuck at.

Q - Hi Phobos, I'm having problems with vehicles flipping spinning or glitching. How do I fix this?

A - Enable Vsync in the game options for a quick fix, although this will limit your framerate.

Q - Hello, I'm new to the SWBFmodders forum and I do not know if it's okay to post this here to your email but hey, I'm at the moment with the google translator since my speech is not English, Spanish is my language but I installed the star wars battlefront 1 pc and when I fly with "gunship" the ship becomes unmanageable in flight, pressing accelerate and bend at the same time the ship is leaving the map very fast and I can not stop it. this is a rare species, just like the "aat" and "stap" of the droids when I double start to spin without stopping to explode, it is all very strange, if anyone knows that number or letter must change ODF I will be happy. Thank you and sorry if you did not understand with the translator. And another thing, I'm doing a battle "cis vs imp" the only thing I lack are the radio sounds does anyone know where to download? the other sounds of shots or deaths I already have.

A - Play with Vsync enabled and make sure your control settings are not conflicting. The sound might be missing when using mod maps or if you have the settings configured a certain way.

Q - Why do HOVER class vehicles spin out of control in singleplayer?

A - This is due to the monitor refresh rate being too high, an easy solution is to enable Vsync. Also check your video card settings to see if you can enable "Smooth Adjusting".

Q - Where's V-sync?

A - In the pausemenu video options

R - Thanks for sharing the fix Phobos, this has bothered me for years. ;)

Q - Hi Phobos, last time I played SWBF1 on my Xbox in

2006. Now, I've started playing it on PC with the SWBFSpy.org patch and EvolveHQ, and I have problem with transport. It's bugged, like without physics. It rolls around and spins out of control. How can I fix it?

Here's a video: [http://info.SWBFSpy.org/Others/SWBF\\_HoverBug.mp4](http://info.SWBFSpy.org/Others/SWBF_HoverBug.mp4)  
**A - You need to turn on VSYNC, and possibly also Anti-Aliasing in your Video Options up to 8x. This should fix the hover vehicles bug. Using V-Sync should fix the problem in most cases and is more acceptable for people that can't use MSAAx8 at an acceptable frame rate. However, be aware that your FPS will be limited to your monitor's native refresh rate with this method. For embedding a YouTube video btw, use the "flash code" exactly as noted below:**

Code: [\[Select\]](#)

```
"[flash=x, y]https://www.youtube.com/v/jL4RYFzvkiU[/flash]" with x,y being dimensions
```

**Q - I have 8x, but still not working for me**

**A - Make sure you enabled V-sync. I believe that's actually the fix that I used a while ago, and I don't use AA (thanks to me (Phobos) for discovering this fix!)**

**Q - It still isn't working. Video settings stop working when I start a game. Like every new game launches a new process with normal screen resolution, but without my video settings.**

**A - If you're using nvidia card this might be why. Check this attachment to see which settings I changed: <https://swbfmodders.com/index.php?action=dlattach;topic=328.0;attach=111;image>**

**Q - It still isn't working.**

**A - Add me on steam @ zombiedeathmob**

Q - When I try to start a game via steam my swbf II crashes and messages me with an error, is there something I can do to fix it?

A - If you can post more info about the error, then maybe we can help you. Read this thread for more info <https://swbfmodders.com/index.php?topic=187.0>

Q - I used to work with a nickname changer on BF1, but is there one for BF2?

A - No, but there isn't a need for one. Since the GameSpy login doesn't work anymore, you can put any name you want in there and the game will use it. I've also made it so SWBFSpy will remember your login details when recording your stats to the leaderboard. I envisioned that feature in 2013 and was the first to work on the code.

Q - Why do AI suddenly stop using vehicles?

A - This is hardcoded in the game EXE after the teams are reduced to 25 reinforcements or lower. Update: As of September 2017, SWBFModders has discovered the hack to disable this for client and server executables. Download the SWBFSpy ZeroFront.exe from the Advanced Modders Board @ [www.SWBFModders.com](http://www.SWBFModders.com)

Q - I have a Windows 10 laptop and my instant action screen gets cut off. I already configured with the resolution in-game and graphics control and doesn't work. Intel Pentium CPU N3710, 8 Gb RAM, x64bit. <https://i.imgur.com/pc7pvrB.png>

A - Delete vidmode.ini and reinstall the game.

Q - Okay so i'm not exactly sure but I thought at one time I had found an option on swbf that's lets you play the game with a timestamp because I know I had a timestamp on swbf ingame before and I don't remember how exactly I did it this was helpful for me so I would know what time it was how late its getting excetra anyways the point is i'd like to be able to keep track of time without exiting the game or trying to look at another device or something id like to glance at the top right corner and

see the time so I don't skip 2 meals or miss appointments and stuff so if anyone could help with this situation to figure it out that'd be great thanks and i'll leave an example picture so you know exactly what I am talking about

A - Use Steam or EvolveHQ ingame overlay with SWBF.

Q - Okay well I tried something called overwolf though I don't know how to get it to work ingame, and I can't figure out how to use it to take videos and screenshots. I also can't figure out how to take plain screenshots on SWBF. I have no Screenshot folder and I hit screenshot buttons and don't get any pictures hence why I used to use xfire.

A - Try this it is very helpful and simple to use -- <https://www.bandicam.com/> Let me know if you need additional help with it. Bandicam is freeware and better than FRAPS. Another improvement I first recommended for the community years ago. The screenshot folder for Overwolf might be located in the User/Local/Appdata folder

R - Okay thanks Phobos :cheers:

Q - Hi SWBFModders forums! I seem to have deleted my BF1 sharpshooter from BF 1. Can you upload it Phobos? Thanks! And btw, good luck with your mods :cheers:

A - Hi. If you have not deleted the file that you got the modtools and assets from than you could just get it from there. if you can't find it than I have attached a zip that should have the files you need for the rebel marksman. Asuming the rebel marksman MSH or ODF is what you want. Hope this helps.

**<https://swbfmodders.com/index.php?action=dlattach;topic=25.0;attach=54>**

R - Thank you very much Phobos! :) (<https://fcbf.tk/Smileys/MacX/grin.gif>) Good luck with your modding Phobos! (<https://fcbf.tk/Smileys/MacX/wave.gif>)

A - NP, glad to help. I also suggest keeping a .7z backup of your assets in case something gets deleted again.

Q - How do I go back from FreeCam to ChaseCamera in singleplayer?

A - While in FreeCam mod press the Backspace button and the game will resume. Then press Esc and click ChaseCamera.

Q - How To Show Memory Limits in SPTest?

A - In the sptest.exe console (~) just type "mem" and hit enter, it will then show the current map's memory limits. Other useful commands  
rendercollision = Displays collision of an a model while you are pointing to it in freecam.

showpolycount = Displays of each model.

aimode = Shows you what is going through each of the AIs head.

profile = Displays fancy memory related stuff on screen.

Q - How do I get Sptest to work ingame when I press Sptest nothing happens and if I run SWBF1 and then run it nothing happens.

A - You run sptest directly or using the launcher. Also you can't launch Sptest.exe if Battlefront.exe is running. Make sure battlefront is closed first

Q - Could you tell me which program you use to make maps? Please.

A - BFBuilder and ZeroEditor.

Q - Creating maps for SWBF 1. I have SWBF 1 and I want to create a map, but I tried BFBuilder and didn't help me because I installed the game from a compressed archive, is there any other way? thanks for your help phobos.

A - Make sure you add the patches from the BoPC fix along with my "!0 BFBuilderPro" patch. They are in the downloads here at **[www.SWBFModders.com](http://www.SWBFModders.com)** and most of them are also on psych0fred's secret society website.

R - Thanks Phobos, now i can use it.

Q - Anyone know with which program I can create maps for SWBF1? Please help me, I

want to be able to create my own maps for SWBF1.

A - You'll need ZeroEditor for that. Note that there will be the most updated version of this (with the latest special enhancements by Phobos) posted on SWBFModders once ZeroBuilder is released. Our downloads section is highly organized and concise, so you should have no trouble finding it once you register. Here's a link to the official modding tools for SWBF1: <https://swbfmodders.com/index.php?action=downloads;sa=view;down=69>

**action=downloads;sa=view;down=69**

Also you should start here with this thread: <https://swbfmodders.com/index.php?topic=180.0>

Download these fixes too for patching the mod tools:

<https://swbfmodders.com/index.php?action=downloads;sa=view;down=48> - BoPC

ZeroEditor Fix

<http://www.secretssociety.com/forum/downloads/BF1/ZeroeditorUpdate122904.zip> -- Update to the world editor

<http://www.secretssociety.com/forum/downloads/BF1/BFBuilderProWIP030605.zip> -- Enhanced version of the new map maker

[http://www.secretssociety.com/forum/downloads/BF1/Boundaries\\_fix.zip](http://www.secretssociety.com/forum/downloads/BF1/Boundaries_fix.zip) -- Fixes crash in world editor

[http://starwarsbattlefront.filefront.com/file/Star\\_Wars\\_Battlefront\\_Modding\\_Tutorial;46828](http://starwarsbattlefront.filefront.com/file/Star_Wars_Battlefront_Modding_Tutorial;46828) -- Tutorial

R - Awesome, thank you very much Phobos!

Q - Corrupted shipped worlds in Zeroeditor? Any idea why this might be occurring? Objects are either missing, or moved around in odd ways from how they should be. I noticed this on the vanilla Hoth map also. I copied the geo1.wld file, the effects/msh/munged/odf folders and the original req file from the "Shipped Worlds" folder correctly (I've done it successfully many times a few days ago). The maps still munge properly and play fine, but there are either odd holes in the ground, or missing objects. I don't however, notice this happening with Naboo: Plains.

A - This is due to not having set FlipModelX = 1 , edit your config.ini and the one in DataTEMPLATE for all future projects to add this line after

Code: [\[Select\]](#)

```
CheckWritableLayersAtLoad = 1
FlipModelX = 1
```

Also if you have already saved the world in ZeroEditor while the objects were shuffled around, the WLD file is now corrupt and must be deleted and reimported.

Q - Clicking on "Boundaries" tab causes Zeroeditor to crash?

A - Install the boundary fix included by default in ZeroBuilder Tools or here

[http://www.secretssociety.com/forum/downloads/BF1/Boundaries\\_fix.zip](http://www.secretssociety.com/forum/downloads/BF1/Boundaries_fix.zip)

Q - Editing how high they jump? Phobos can you tell me how to edit how high a person can jump in bf1 it for a map pack im doing?

A - It's an .odf property in BF2. It's called JumpHeight = "x" The unit is meters. In bf1 it is hardcoded, but you can increase or decrease it by adding infinite fuel jetpack with no effects, then enable randomjetjumps in the mission script.

R - Thx Phobos!

Q - Sides Won't Munge? I am making a side mod for SWBF1. I've edited what I want to do for now, but when I try to munge it, the sides are still in their folders... These folders don't work on Battlefront either. Do you know if there is a different munge or something?

A - The side LVLs get stored in \_LVL\_PC when munged, you must copy the new LVL file over to replace the old one, or add it to the AddOn\Side folder if using a custom map. If you're using BFBuilder this is done automatically, if using the LVL Builders Toolbox it must be done manually. ZeroBuilder is going to feature a GUI for making all of this even easier. You might have to modify the munger batch files if using a

custom named LVL. Make sure to edit the .REQ files too. Additionally, check for any misspellings in the unit's .ODF file which causes the texture not to load, check each line within the .ODF file again for errors.

Q - Well I'm using a tool that is similar to BFBuilder. Do you think that if I use BFBuilder, it will work? I've tried but I can't get the BFBuilder sides to munge. Please tell me how.

A - Make sure you follow the other tutorials on SWBFModders.com for instructions on how to get BFBuilder munging properly. It's also possible you're having troubles due to not using a 64-bit batch file. Check this thread for the fix

**<https://swbfmodders.com/index.php?topic=50.0>**

You can add the line **@set path=C:/windows/system32** to the mod's munge.BAT file which I recommend doing since it works x100 better for most builders. Also you should read some other tutorials here, they can reduce headaches and make modding much easier **<https://swbfmodders.com/index.php?topic=175.0>**

You can download the .MSH viewer here for checking your textures on the model:

<https://sites.google.com/site/swbfmodding/swbf-tools>

As for them appearing blank in game, it may be due to the way the program you use exports them. Send the textures to me so I can see where's the issue.

Q - How do I use the Viewer to view the sides that I made? It only views the original STOCK sides.

A - Like this **<http://info.swbfspy.org/Others/mshviewer.png>**

R- Thank you :) It works, thanks for helping Phobos :cheers: Thanks! ;)

Q - BFBuilder Common Problems and Solutions? I have two problems. 1. ZE crashes when I try to run it. 2. When I put the munged sides into the battlefront LVL\_PC, all the things that I have edited appear completely blank.

A - Make sure you are using the latest mod tool patches as outlined in this thread

**<https://swbfmodders.com/index.php?topic=25.0>** it sounds like an ODF bug causing the munger to fail.

Q - Sides appear blank? Well, My sides now munge perfectly and that's all solved, but when I test them in-game, they are blank. No textures what so ever!

A - Your textures didn't munge for some reason. Make sure they're located in the MSH folder and run clean.bat

Q - Editing The Sky? How can I edit the skies in the original swbf LVL\_PC? And how can I make things look like they are flying over?

A - Well, BFBuilder ships with the game's sides and worlds, and the sky can be edited by opening the skybox texture file in GIMP or Photoshop, as for the hovering ships/entities you need to edit the world .SKY file. All the sky-related files are in the "World" folder. This includes the .FX file which controls rain settings and stuff. If you want to add ships flying over the map, I'd recommend you look at the stock world files that shipped with the SWBF1 or SWBF2 modding tools. Also, read the sky tutorial by Psych0fred **<https://swbfmodders.com/index.php?topic=53.0>**

Finally, here's a link to a Sky Editing Compilation I made ;) Which I personally find very useful because it organizes the assets and specific things needed for skies. It has all the necessary tutorials and very EASY methods to add skies / sky dome objects / flyers to any map. (i.e. copy all the files from this provided folder and put them in this folder, etc.) I hope you find it useful! Link:

**<https://swbfmodders.com/index.php?topic=246.0>**

R - Thank you Phobos! (<http://fcbf.tk/Smileys/MacX/shrug.gif>)

Q - Game crashes when trying to play custom map with custom sides. So I recently downloaded Battlefront 2 and the mod tools to make my own custom maps. I was making stuff with jedimoose32's tutorials. But in his tutorial for skinning units ( <https://www.youtube.com/watch?v=Bf0SYJfQb5g> ) when I write "dc:" in front of "SIDE\\rep.lvl" (to make the game load the files from data\_ABC\Sides instead of Star

Wars - Battlefront 2\GameData\data (he does it at 2:51)), and munge it, I get the error ERROR[levelpack shell.req]:Input file shell.req does not exist. [continuing]. When I try to play the map, the game automatically crashes. The republic folder in my data\_ABC is the exact same folder as in assets/sides/. The only thing is that I changed is the hero for republic being darth maul in ABCc\_con.lua and rep.req. Could the problem be that ABCc\_con.lua refers to the republic folder as "DC:SIDE\rep.lv" instead of Sides like the folder rep is in is called?

A - Add the COMMON folder from Sides

Q - SWBF2 Modding MUNGE HELP NEEDED. I accidentally closed Visual Munge while it was munging and it stopped responding and said that level pack.exe in not responding. I decided to not close Visual Munge and eventually is started responding again so I munged again and level pack.exe popped up but then started responding saying that Munge had completed. What I didn't know was that I made a spelling mistake in one of the .ODF files. I fixed it and Munged again but in the report log of Munge it finished the munge without reading the files. The first line of the munge was \Common was unexpected at this time. I thought it could have something to do with the common folder but the error still popped up. I tried munging other maps and the error persisted I tried Manual Cleaning and the Munge Fix but it still continued. I re downloaded Battlefront 2 and BF2\_ModTools and plugged in a USB stick with both files and tried to Munge. My next cause of action is completely wiping my pc to get Visual Munge too work. PLS HELP?

A - Restart your PC and delete %temp% files then try again if that doesn't work make a new builder under a new folder path.

Q - I have changed my SWBF directory and 1.2 autoinstaller doesn't recognize it, can someone teach me how to patch it manually??

A - Extract copy paste no installer needed

Q - phobos it says your battlefront is not compatible with this file, ask lucasarts for help...

A - Copy the file from your old directory to your new location's directory. If you get the incompatible version error, you will need to figure out what language version you need and install it in a similar fashion.

Q - I have the spanish one, can you attach me 1.2 patch esp?

A - See index page/portal for link to all versions and international instructions tutorial. Also change your Battlefront Registry entry to match the new repertory it is in.

Q - Can you make the AI not use a unit? I mean, make only me use it. On SWBF2 you can make the unit amount only 1 and you choose it and the AI won't be able to choose it, but is it possible to make the same for SWBF1 by modding?

A - It is easy to build mods like this, other modders like myself and Cull had this same idea many years ago, to add custom units only playable by humans and not AI. To mod this, use the mission builder and edit the map LUA and look for the line *AddUnitClass(IMP, "imp\_dark\_trooper",3)*

The number (3 in this case) tells SWBF how many AI to spawn as that unit class. Setting it to 0 makes it so that no AI spawn, only players. A misconception is that for mission LUA in SWBF1 and 2, 0 means no limit. This only applies to ODF code and not LUA.

Q - So I edited and made only people can use it but there is one problem. There is no way to make AI not use it when I'm using it and make AI use it while I'm not using it. You can either make it 1 which make's 1 of it appear even when you use it or make it 0 which makes AI not use it no matter what. Can you make it use it while I don't and not use it while I do?

A - It sounds like you have an idea which is not supported by the game engine. Even though SP has more options for modding than MP, such a feature is unsupported. For this idea SWBF would need to support memorypool limitations for spawned units,

which it doesn't except for Droidekas. So the unit would have to be a custom ODF with classlabel "walkerdroid" instead of "soldier" in order for AI to spawn only when players don't. Even then it would be limited to a specific number in both scenarios. Also in SWBF1, setting the number to 0 crashes the game for SP (only for primary factions). In MP it makes 0 AI spawn.

Q - Now, I don't know if it's allowed to revive about 1 year old threads here but I don't like to start a new thread now. I didn't play SWBF1 for a year but I decided to get back into it today. So now, I'm trying to do the same thing and now I encounter another problem. @Phobos I decided to do what you suggested and changed the ODF to classlabel "walkerdroid" instead of "soldier", but then the game crashes when I try to pick Vader. I think the game crashes because it assumes Vader to be a droid of a kind and behave like one but the animations or the behaviour or something is different so the game crashes... So whatever is the reason, I don't think it's possible to have the AI use the class while you don't and not use it while you do. However, if there is a fix for this "walkerdroid" classlabel crash, I'd be pleased to know.

A - You need to post your ODF here (or send on steam) and I'll tell you what to fix. There are many settings to change, you could figure it out through trial and error. It has nothing to do with the skeletons, and most certainly an ODF bug. **Too bad for his own failed troll spam site that LedTroll tried to censor people's ability to read my answers & contributions, but it won't stop me from helping future modders, by providing the same (actually even more now) community help on SWBFModders, that I used to provide on the extinct troll spam known as NaziLamers. That poser tyrant has always been jealous that I've been the #1 most helpful person for all modders of SWBF from 2010 all the way up to now. As of 2017, LedTroll and the other hostilities get to miss out on all of my helpful assistance, since only SWBFModders is respectful enough for it. For many years into the future I'll continue posting SWBF Modding tips and tutorials on the official SWBF community website @ www.SWBFModders.com LedTroll, AnyderTroll and other nazi trolls are exposed on SWBFModders**

Q - Can't spawn on shipped maps? Hi Phobos, could you help me with this error I keep getting when I try to play my modded stock Tatooine Dune Sea map it has these things 1) the map on the right was black 2) there were no spawn points to join in at 3) at the top it said Victory in 20 sec

It happens when I try to edit the stock map to switch which sides spawn at what command post. But when I use the default map in my LUA code instead of my edited one it works but the command post have not been switched. -- THIS WORKS

```
ReadDataFile("TAT\tat1.lvl")
```

```
-- THIS DOESN'T WORK ReadDataFile("dc:TATS\tat1.lvl") or
```

```
ReadDataFile("dc:TATS\dc:tat1.lvl")
```

A - The short and rather helpful answer is that you're seeing an LUA error. Send me more info if you want help fixing particular problems. It's obviously not loading the map LVL, this could be due to spaces in the folder path, or missing files. If you send me your LUA I can take a look. Also, let me know if you're using the mod tools and building a AddOn map based on the BFBuilder template, or if you're trying to just edit the stock global mission.LVL file.

Q - How to create a new crosshair or reticule? I've been searching on SWBFModders for a tutorial and I found a useful one with tools and instructions, but I'm having trouble with it. BTW Phobos this is for swbf1 please help me! I'm using PSE photoshop which can't make an alpha channel. Can you explain how to do this in gimp?

A - PSE Photoshop can handle Alpha Channels.

1) Select the non transparent parts (STRG + mouse klick on the layer preview image) then you go to Selection->Save Selection and name it "Alpha 1" without the "

2) Same way you can load alpha channels. For example if there is an existing texture. Make sure to save as 32bit if you include alpha channel. If you don't have/need/want an alpha save as 24bit.

I can further i can recommend those actions i created with PS :

**<https://swbfmodders.com/index.php?topic=506.0>**

You can use them as "Effects" to change the channel (red, green, blue, alpha) and paint direct on them, or you can extract the channel to an own layer, insert it back,.... I'm not sure what happens if you have multiple layers and change the color channel. I guess it's only applied to the current selected layer, but i recommend to have only one layer while dealing with the different color channels.

In addition you can use this effects to add Layer Masks to your layers. Something that is indeed very useful and is missing in PSE, too.

Also, here is a link that contains some information that you may be interested in for custom reticules and a link to a tutorial video:

**<https://swbfmodders.com/index.php?topic=41.0>**

R - Thanks Phobos! I got it working, but the reticule has a tinted box round it in the game. In photoshop, i made the main reticule white with transparency around it. I tried to make the background black, but that showed up ingame. I also tried the default blue in the original files, but that showed up ingame. Never mind! I figured it out! Thanks again Phobos!

Q - How do I get birds in my map?

A - Add this code to your mission LUA. Make sure you have the TGA files in your World1 folder. Also make sure you edit the World req file and add the bird codes to it (like Endor).

Code: [\[Select\]](#)

```
SetNumBirdTypes(1);  
SetBirdType(0,1.0,"bird");  
SetBirdFlockMinHeight(-28.0);
```

Q - How to scale fish to make them bigger? Increasing the TGA size does nothing.

A - Thanks to Bamdur for describing, change the second number in the mission LUA to 5.0 or something bigger

Code: [\[Select\]](#)

```
SetFishType(0,0.8,"shark");
```

Q - How do I stop the CP bleed?

A - Add more hidden CPs to balance it out. A better way to fully remove the CP bleed, is to go in your LUA and remove any lines that say AddBleedThreshold.

Q - How do I make buildings a Command Post?

A - Change the building ODF to the same format as a simple building (with only its MSH name) and put a normal CP under the building with spawn points outside the building. To get a building to be a destructable CP, check the Hoth Shield Generator ODF.

Q - Why do the CPs disappear sometimes ingame?

A - When the CPs don't show up you probably set them up wrong. Make sure they are all connected and named right. I also think vehicles can do this to if they aren't set up right. If this doesnt help you must start your map over. Don't add CP's too fast. Take your time and make sure you do it right.

Q - I have a map with a normal CP and a destructable CP only. Whenever I start my map I can play it, but it goes immeadiatley to victory timer. I remember someone here having a similar problem and they managed to get it to work, so does anyone have a fix?

A - You need to have at least two capturable CPs (with CP capture regions). You can make one uncapturable or set it outside the map if you prefer, but you need at least two.

Q - I installed the SWBFSpy.org patch and followed all of the steps, but I can't seem to get the fix working, it just stays in a lower resolution?

A - Delete your vidmode.ini and make sure you have downloaded BattleBelk's custom resolution launcher here

Then go into your SWBF1 launcher.ini and make sure the settings are adjusted accordingly. As an example, here is mine (I removed /nomovies for TWD Battlefront campaign cutscenes)

Code: [\[Select\]](#)

```
[CMD]
COMMAND_LINE=/nointro /nowait /nostartupmusic /noframelock /ShowAllServers

[IN_GAME_RESOLUTION]
WIDTH=1920
HEIGHT=1080
```

Q - How do I make it so only 1 unit can spawn?

A - Find these lines in your LUA and make the following adjustments

Code: [\[Select\]](#)

```
AddUnitClass(REP, "rep_inf_clone_trooper",11) -- Change it's value to 1
AddUnitClass(REP, "rep_inf_arc_trooper",3) -- Remove this line
AddUnitClass(REP, "rep_inf_clone_pilot",4) -- Remove this line
AddUnitClass(REP, "rep_inf_clone_sharpshooter",4) -- Remove this line
AddUnitClass(REP, "rep_inf_jet_trooper",3) -- Remove this line
Then find this line in the lua(Presuming the republic is the attacker)
SetUnitCount(ATT, 25) -- Change to 1
```

Q - How can I play as a Hero but make it so no AI can play as the hero?

A - If you change the number in the AddUnitClass parameters to 0 the player can still spawn as that class but no bots ever will. Note that while this works fine for SP, this will crash MP, so for that it must be 1.

Q - How do I change my map name AFTER I have named it?

A - Go in BFBUILDER Pro and click Edit then click addme LUA, you will see (Example) local newEntry = { mapluafile = "MOD1", showstr = "MOD MAP 1", side\_c = 1, side\_a = 1, dnldable = 1, } The MOD MAP 1 is the in-game name of your map. Just type a new name there.

Q - I've been reading a bunch of documentation regarding how sound modding is done, and I think it scrambled my brain a little bit. Figured I should just explain my problem here since you are so helpful. So I've been editing a bunch of the shipped worlds in zeroeditor, and I'm currently working on Kashyyyk: Docks. I've successfully added an extra AT-ST, and an AT-AT to the Imperial side. My issue is that any blaster sounds for the ATAT are completely inaudible, while blaster sounds for the AT-STs work absolutely fine. I've also noticed that speederbike sounds work as well without any extra hassle, so what makes those specific sounds for the ATAT so significant? How should I go about adding them?

A - First you should look at the structure of HOTH sound files to see how the AT-AT is configured. You've most likely misconfigured one of the sound files, or the WAV is not in proper format. Also make sure your mission LUA loads the new sounds, and that the sound LVL is in the right location. If you want more help you should post your sound files. Also use the 64-bit munger fix I posted here

<https://swbfmodders.com/index.php?topic=56.0>

Q - RAD Video Tools (.avi to .bik) issue? Hey Phobos, today I tried to add a flythrough movie to one of my SWBF1 conversions for polishing minor aspects of the AddOn map I'm developing (among others). I understand that it's possible to do this, and to make it I've checked the tutorials you posted, and those in Psych0fred's documentation, from this post: <https://swbfmodders.com/index.php?topic=480.msg705#msg705>

<https://swbfmodders.com/index.php?topic=480.msg705#msg705>

I downloaded RAD Video Tools and tried converting a .AVI to .BIK just like it says in the tutorial. I've also followed the steps with the configurations that are shown. But by clicking the "Bink" button I see this error: "Error opening: Battlefront 2018 03-03 10-43-84-837.avi" Do you have any idea how to open this without errors?

A - The bandicam codec is bloated and has trouble converting in RAD Tools. I discovered this a while ago while making cutscenes for TWD Battlefront. I recommend using Avidemux to convert the Bandicam .AVI to a smaller, better codec AVI. For exporting, I use Mpeg4 AVC (x264) default settings, and Audio mp3 (lame) 224 CBR. Then in RAD Tools, follow the settings psych0fred recommended, except lower Compression Rate from 75K to 50K.

R - Thanks Phobos! Between the awesome modding tutorials you've made and what Psych0fred wrote, any SWBF modder should be able to learn how to make their ideas happen!

Q - Conversion from SWBF2 to 1 Map - Water dissapeared + No hole. I'm still working on my map conversions from SWBF2 to SWBF1. When I tested the Dagobah map yesterday, two things happened 1) There was no water on the ground. I know there are files related to the map water but I don't know if they are well placed in the BFBuilder project file. 2) Do you know the area where there's a cave and inside it a CP? Well, it is covered by the same ground. I've already reviewed the MSH of the cave and I don't know why it doesn't work, apparently has the terrain cutter to produce the necessary hole.

A - The REQ files must be added properly, and referenced properly in the WLD. Confirm this by comparing to stock water maps. The terrain cutter must be re-added using BF1 settings, and the map saved in ZeroEditor at least once. Water must also be re-added manually.

Q - To solve the water issue, I only had to move some files to the correct folder, Dag1.req edited, and copied over Dag1.fx from the SWBF2 assets. For the terrain cutter I re-saved the map once, just as Phobos recommended. ;) The map looks a lot better, thanks again Phobos! One more question though, I asume there's a natural barrier that represents the boundary of the map. How do I place this?

A - The detailed prop is Dagobah Foliage and stored in the .PRP file. This references the other models and textures needed. You might also have to use the foliage brush in ZeroEditor. Do not confuse barriers with boundaries, or objects with either of those 2. Barriers are used for telling AI where not to travel, and Boundaries are for death outside of the chosen range.

R - I just did it and it worked. Thanks a lot Phobos for all the help!

Q - I'm still working on map conversions, and for the moment I've been able to convert 5 maps without any problems. But yesterday I encountered another problem, this time on a particular map. When I munged "Geonosis: Dust Plains" and I tested in SWBF everything works fine until after about 5 seconds crashes and the game closes automatically. I had tried to figure out where the problem is, and to do so I had removed all objects from all layers and left the terrain and CPs. The result unfortunately was the same. I've also searched in SWBFModders.com about the topic and found this note that could tell me where the problem is: "BF2's Geonosis was never able to be converted to BF1 because the terrain somehow was incompatible with the BF1 terrainmunge, always crashing it. One workaround to this is to use DXripper that will capture a frame that gives an out put of all models and the terrain as a model. But this is tedious as you have to export it, import it to xsi, export it to mesh. replace all objects on it. and you can't have ineditor textureblending in models." Could this issue be related to the terrain of the map?

A - You need to rebuild the terrain manually for this map. There is a Phobos conversion under construction too.

R - Thanks Phobos, I have seen the amazing mods you build and looking forward to the release of that one!

Q - Hey SWBFModders, I've encountered a technical issue related to BF Builder Pro.

Whenever I try to open up my Tatooine mod map, I get a script error. I find this odd because it was working just fine yesterday, and it doesn't do this with any of my other maps. If I go into regular Battlefront Builder I don't get the error. Can someone explain what the error is, and how to fix it? It won't let me edit Tatooine at all in BF Builder Pro.

A - This is because you have too many folders in BFBuilder, or files/folders with spaces in the name. Try moving some things to another folder and it should fix it.

R - Thanks for the reply Phobos!

Q - What its the difference between the BFBuilder pro and the original one?

A - Pro is further improved by Psych0fred and also Phobos. Psych0fred added new buttons for stuff like sound reqs and other features. Most modders should use Pro because it has more features. Phobos added support for building projects named as stock maps.

R - Thanks again Phobos!

Q - How do I make a map?

A - **<https://swbfmodders.com/index.php?topic=171.0>**

Q - How do I access ZeroEditor without SWBF installed?

A - You download this **<https://swbfmodders.com/index.php?topic=170.0>**  
**(<https://swbfmodders.com/index.php?topic=170.0>)**

Q - How do I fix the ZeroEditor Runtime Error?

A - You have to have a different video card besides the NVIDIA ones which don't work with ZeroEditor. Download the fix here **<https://swbfmodders.com/index.php?action=downloads;sa=view;down=48>** (**<https://swbfmodders.com/index.php?action=downloads;sa=view;down=48>**)

Q - ZeroEditor question. I'm starting to build a map, and I'm using the BoPc version of SWBF. I installed ZeroeditorUpdate012705.zip. It's giving me an error everytime that I launch ZeroEditor. Does anyone know why or how to fix this error?

A - Simply double click on the BoPCfix.reg file and say yes when it asks if you want to add the information to the registry. Also ZE has problems working with Vista. You may have to run it in XP compatible mode or get XP. If that doesn't work, install Windows 7. Make sure that your BFBuilder modding tools are directly in the C:\ folder. Then install these fixes:

<http://www.secretssociety.com/forum/downloads/BF1/ZeroeditorUpdate122904.zip> -- Update to the world editor

<http://www.secretssociety.com/forum/downloads/BF1/BFBuilderProWIP030605.zip> -- Enhanced version of the new map maker

[http://www.secretssociety.com/forum/downloads/BF1/Boundaries\\_fix.zip](http://www.secretssociety.com/forum/downloads/BF1/Boundaries_fix.zip) -- Fixes crash in world editor

[http://starwarsbattlefront.filefront.com/file/Star\\_Wars\\_Battlefront\\_Modding\\_Tutorial;46828](http://starwarsbattlefront.filefront.com/file/Star_Wars_Battlefront_Modding_Tutorial;46828)  
-- Tutorial

Q - I have a problem with ZE: I love all the Mods that have been made and I am trying to make my own rogue one maps. I open BFbuilder and I make the files, I've made scarif so far. But when I try to run Zero edit, it says runtime Error. My Windows is Windows 7. Do you know what's happening???

A - This is most likely due to having placed ZE in a folder with spaces in the name. Try moving the BFBuilder folder directly to your C:\ drive. Also make sure none of your projects or project folders have spaces in their name. Let me know if you still have issues.

Q - ZeroEditor won't import SIDE? In the 02-readme.txt file of BfBuilder - folder psychofred wrote about BFBuilder Pro: "Edit sides does not work yet..." I don't know a

version on which that works. Looks like psychofred has never impelmeted it. The only way is to use the other two buttons and edit/copy the msh, odf, reqfiles by hand with xsi or similar or an text editor.

A - It is better to munge side LVL files seperately using the LVL Toolbox. Then add them to your custom map next.

Q - I moved BFbuilder into LucasArts and It still says runtime error when I launch ZE.

A - It is understood that there are a few common causes for this issue. Some older NVIDIA video cards and video drivers are incompatible with ZeroEditor. You need to install the .reg fix here <https://swbfmodders.com/index.php?topic=63.0> Also, look at similar questions and possible solutions here in this thread

<https://swbfmodders.com/index.php?topic=25.0>

Q - So how does Sereja edit his sides?

A - They are text files that can be edited with notepad.

Q - Everyone time I run BFBuilder, I can't munge. I get an error saying it can't locate the munge file. I just made a new world, created a terrain for it, and tried munging. I had this same problem on Vista, but now I'm using Windows 7 Ultimate Edition. My BFBuilder is saved under C:\BFBuilder. What should/do I do to fix the problem?

A - Edit your munge.bat and add this line at the top then save it and munge.

Code: [\[Select\]](#)

```
@set path=C:/windows/system32
```

Q - Are your maps available to download?

A - Many of them are yes. The ones still under development are not yet. Go here for the latest SWBF community mods <https://swbfmodders.com/index.php?action=downloads>

Q - How do I make custom .ODF .MSH and .TGA files?

A - You must have a modeling program like Softimage or 3DSMax to make custom .MSH files. The .TGA files can be made with photoshop, paint.net, or gimp. The .ODF files can be made by simply making a new text document and changing the extension to .ODF. You CANNOT just create a new blank file and simply change the extension for MSH/TGA files.

Q - How do I make lightsabers deflect shots?

A - Add this line to your jedi's lightsaber ODF. Check the stock side ODFs for an example of where to put it.

Code: [\[Select\]](#)

```
CanDeflect = "1"
```

Q - How do I change the camera settings on a vehicle?

A - The first number is X horizontal, second is Y vertical, third is Z backward-forward. [http://www.secretssociety.com/forum/downloads/BF1/cis\\_hover\\_aat\\_odf\\_commented.txt](http://www.secretssociety.com/forum/downloads/BF1/cis_hover_aat_odf_commented.txt)

Q - Is Bullet a ClassLabel in SWBF1?

A - Yes [http://info.swbfspy.org/bfbuilder\\_documentation/odfguide.htm](http://info.swbfspy.org/bfbuilder_documentation/odfguide.htm)

Q - Is it possible to make a moving command building?

A - Yes, like an AT-AT? You can, but you have to drive it, or one of the AI does. SWBF1 does not have automatic piloting. The ODF classlabel to use is "CommandHover" or "CommandWalker".

Q - Is it possible to slow the rate at which a person falls?

A - Jetpacks can do this. The exact gravity counteract is a hardcoded setting (gravity for some reason is 20.0). The JetJump ODF property is how much of a boost you get when the jet is started. JetPush is the constant while the jet is running. At a 20 Jetpush, you would move as if in space. Above that, you go up all the time. Below

that, it's a slowed fall.

Q - Is fall damage calculated from the height from which the player falls, or is it calculated from the speed at which the player is falling?

A - It is based on height, but there is a damage multiplier defined in the unit ODF. When missing the default value is 1. This is set to 0 on all jet units, which is why they can't get hurt from falling.

Q - Changing Weapons names in SWBF1. How do I rename weapons names ingame, for example if i wanted the Imperial blaster rifle to be changed to, Heavy Blaster Rifle, how would I achieve this? I've tired to find out how, but I cannot seem to get the weapon to change its name. Is it done via the team's side.lvl, or a common.lvl script, Phobos if you know I'd love to be told how to with a small example if possible? Thank you Phobos.

A - Use the core.lvl tool for editing localization strings

R - Thank you Phobos.

Q - I downloaded the Unsupported Mod Tools from Filefront .com to do modding with, but I have no idea where to start.

A - First, go to SWBFModders.com and install the BFBuilderProWIP030605.zip, ZeroeditorUpdate122904.zip, ParticleEditorUpdate.zip, and Boundaries\_fix.zip. Next, go into that nice new BFBuilderPro that you just got, and create a new map. Name it whatever you want (without using any spaces!), and then click go. It will seem to freeze for a little while, but it is still going. Eventually it will say done. Now you have an option 1) Create a new map. Just click on edit \*Whatever the short name is\* 2) Create a new mod. Go to sides then Import Retail Side. Pick the side to import and it will be in Data\*shortname\*/Sides and you can start editing. Look in the Documentation folder for some info. After either, just click on Munge \*shortname\* and it will create a new map in the BFBuilder AddOn folder. For maps, you have the map folder for SWBF's AddOn right there. For mods, it is in the map folder/Data/\_lvl\_pc/Side. Those files are the files for the mod. Modding is a very complex subject and there is not yet one single guide that tells it all. My recommendation is to go explore the Assets folder and look around at the LUA samples to get an understanding of how those work, look at Sides to learn ODF and REQ. Ignore the MSH files for the beginning, only changing the .option files as needed. You can't do anything to .MSH without XSI or other modeling software. Look at the Shipped AddOn to see the FULL source of tat3. It contains the world data as well as the Gammorrean side. Great place to get to know the inner workings of a full new side. Also you might want to copy Zeroeditor.exe and config.ini from a mod folder (the one you just created), and put it in the Shipped Worlds folder. That lets you play around with how a finished map should look like in ZeroEditor, as long as you use the Phobos fix posted here <https://swbfmodders.com/index.php?topic=137.0>. Also, add one to DataTAT3 in the Shipped Add On since Jabba isn't in the shipped worlds.

Q - How do I get SWBF2 animations into SWBF2?

A - Just copy and paste them from the SWBF2 mod tools. Combos don't work, only animations and files from the munged folder. See these 3 tutorials for more info

<https://swbfmodders.com/index.php?topic=37.0>

<https://swbfmodders.com/index.php?topic=38.0>

<https://swbfmodders.com/index.php?topic=39.0>

Q - How do you convert stuff from SWBF2 to SWBF1?

A - You have to take everything out of the ODF file that is unsupported

[http://info.swbfspy.org/bfbuilder\\_documentation/odfguide.htm](http://info.swbfspy.org/bfbuilder_documentation/odfguide.htm) Like

ClassParent and ClothODF and ComboAnimation. Or just take the MSH files and put them in, for example, a trooper file. imp\_inf\_trooper.MSH put the MSH file from the swbf2 unit.

Q - Is there a way that you can convert mods? I'm thinking of converting the SWBF2 Scarif mod to SWBF1. My ZE doesn't work so Is there a way to convert with just the files?

A - Yes there is but it requires advanced modding methods. At some point I'll write a tutorial for converting other SWBF2 mods to SWBF1, once all the stock maps are converted. This guide will be for Advanced modder board members only.

Q - How do I make multiple textures with one model?

A - Add OverrideTexture lines that have your tga file like OverrideTexture: = "potatoe" above the CAMERASECTION in your unit's ODF file.

Q - Why won't some textures work ingame?

A - Some .TGA files are not saved right. Go in your paint program and resave them or use a different texture. Make sure RLE compression is off!

Q - Is it possible to put animated GIF textures on objects?

A - No. You can only use textures that are .TGA or .PSD, in XSI it is possible to export scrolling textures (BF1 and BF2), or animated textures (BF2 only).

Q - What do I do when I don't have a 3rd mouse button in ZeroEditor?

A - Go to C:\BFBuilder\DataTEMPLATE\Editor\Data\Config\input and change the mouse3 button to something else on your keyboard. See here for more details [http://secretsociety.com/forum/display\\_message.asp?mid=1389](http://secretsociety.com/forum/display_message.asp?mid=1389)

Q - How do I remove the ground from my map?

A - Change the TerrainEnable(1) to TerrainEnable(0) in the SKY file.

Q - How do I change the sky?

A - Go to your maps sky file (ModID.sky) and go down to DomeInfo Here you can change the sky texture, the dome model, background models, and the far detail texture. Your sky file is in BFBuilder>ModIdData>Worlds>World1

Q - How do I change the objects flying in the sky?

A - In your sky file (BFBuilder>ModIdData>Worlds>World1>ModID.sky) at the very bottom are lines that say //Big rep flyer - //Rep fighters - //CIS fighters - //CIS rockets. Since the base of every map is geonosis it has this in your sky file automatically. If you want to change the models of the flyers you need to get the MSH files of the objects you want and replace the current Geometry names (ie: rep\_fly\_assault\_DOME) with your MSH file(s). If you just want them removed put // before all the lines.

Q - How do I put my custom sides in my custom map?

A - Make sure you add all the Animation, MSH, ODF, and REQ Files that go with it and it will work. You have to copy these from the ShippedWorlds folder like Tatooine. Like when editing worlds, you also have to disable ReadOnly for the project folder, or it will say permission denied when trying to save changes.

Q - How do I move spawn paths?

A - You can right click them to get them all or left click one to select only that one. Hold SHIFT to move them up and down or just drag them to move them side to side.

Q - I still couldn't figure out where the SPTEST goes though, does it just go in the same folder as the Zeroeditor?

A - No, this goes in the same folder as Battlefront.exe in the GameData folder.

R - Okay, thanks Phobos!

Q - How do I open ODF files, and or what program do I need to be able to open ODF files on windows 7, and for XP?

A - ODF files can be opened using any text editor such as Notepad++. Check this topic for more programs <https://swbmodders.com/index.php?topic=178.0>

R - Thank you Phobos for helping me so much on this! I really owe you now, Thanks so much!!!

Q - Local Vehicles? Hey Phobos - I know this is probably a question you've answered already, but I'm stuck and need your help. I'm trying to get a vehicle to spawn for a local team, specifically a command vehicle. I'm having issues getting it to spawn on the field though. I have the fields filled in ZE like this:

Code: [\[Select\]](#)

```
Team(3)
ClassLocATK("kas_vehicle_cp");
ClassLocDEF("kas_vehicle_cp");
```

I have tried to change it to Rebels (1, and put the code in ClassRebATK, etc.), and it worked and spawned on the field with no issues. ZE does not give any error code related to that spawn. Any ideas?

A - I already tried this in NOTLD with the team 3 warlock spawns. It was the reason I could not add 10 proper wave spawns using several local teams (though I've since discovered a workaround using Teams 1-2) It is not a ZeroEditor issue, but rather a hard-coded ZeroEngine limitation. You can place one-time spawn vehicles for local teams, but not the respawning ones based on com\_inf\_vehiclespawn. If and when I discover how to bypass this limit, the knowledge will ONLY be shared with illuminated modders on [www.SWBFModders.com](http://www.SWBFModders.com)

Q - Playable native units? Hey there Phobos, I was wondering if there's a way to play as one of the Tusken on Tatooine. Like, joining the team 'Tusken' and interact with command posts and so on.

A - You can't join the natives (unless you're using the latest ZeroFront hack which has playable 3rd teams!), but you can make an entire team as Tusken instead of Clones. Just switch them around in the LUA (make the clones the natives). Give it a try, and if you get stuck, show me your LUA.

Q - Not that I'm having doubts about your knowledge, sir. But would you take a look at your Naboo Plains Mod? It's making the Naboo Royal Guards, Gungans and Wookiees on Kashyyyk: Islands playable as a whole team and you even get yellow command posts! I thought it would work with the Tusken as well :c Thank you regardless for your advice :)

A - That is a side mod and mission mod I made. I am still teaching mission modding to you. One step at a time.

Q - Finding audio from other sides. I was trying to add the tusken raiders rifle i put the model and ODFs in the imperials side, and it worked, but i cannot find the tusken raider rifle's firing reloading sound etc, what are these files called, where would they be in the SIDE's file? Thank you in advance Phobos.

A - The stock game uses the Republic Blaster Rifle sounds for the Tusken Raider rifle. Check the ODF for the references in the sound config files. Those are in BFBuilder. In truth, there's no reason why this couldn't be done. Easiest way to accomplish this is through my (Phobos') tutorial on editing stock maps. I'll have to link it later because I'm too busy right now. I too am a Tusken Raiders lover and have wanted to have playable Tusken on Dune Sea since I got the game in 2004.

(<https://fcbf.tk/Smileys/MacX/happy.gif>) I seriously hope I can figure this out! There's plenty of resources around the site here on [www.SWBFModders.com](http://www.SWBFModders.com) to help me accomplish this; I'll have to take another browse!

Q - Hey man, here I thought I was the only Tusken-liking-guy around (<https://fcbf.tk/Smileys/MacX/cheesy2.gif>) I edited the .LUA file with the knowledge that you told me Phobos. I managed to have yellow command posts and all enemies had red ones (Alliance and Empire). I couldn't let my Tusken team spawn at the two

Tusken starting Command posts. Instead we had the rebel starting CPs with no vehicles spawning! Maybe you or your tutorial can show me how to fix it Phobos :3  
A - Changing CPs will require a map edit. Are you ready for the next step? 1) Get the mod tools from here <https://swbfmodders.com/index.php?action=downloads;sa=view;down=69>

2) Read about how to install them here: <https://swbfmodders.com/index.php?topic=180.0>

3) Read the SWBF Modding FAQ and watch the videos from here: <https://swbfmodders.com/index.php?topic=25.0>

4) Read this: <https://swbfmodders.com/index.php?topic=48.0>

5) Read this: <https://swbfmodders.com/index.php?topic=340>

6) And finally read this: <https://swbfmodders.com/index.php?topic=341.0>

If you keep following my advice and the tutorials constantly being posted on [www.SWBFModders.com](http://www.SWBFModders.com) then you will be an expert in no time :)

Feel free to ask if you have any more issues dude, I came across a lot of issues since I got into SWBF modding a decade ago, and I wouldn't have made it through without the help of the [SWBFModders.com](http://www.SWBFModders.com) community. 8)

Also, it's been a long time since I built it, but I'm pretty sure that in my Execution at Geonosis mod, you can play as a Tusken Raider. It's in the mission map where the gamer is supposed to play as Anakin on Tatooine, getting revenge on the Tusken Raiders for the death of his mom. You're supposed to be Anakin, but if you spawn on the other team, you can then play as a Tusken (although I'm sure the game is a bit too easy if you do that, since you're only fighting Anakin which would be an AI bot).

Q - Anyone have like a step-by-step video tutorial using ZeroEditor for those modding super-noobs like me?

A - Here's one by Bamdur <https://www.youtube.com/watch?v=PtMMfuvULWs>

Q - Thank you Phobos! Wait, I just got another problem. I can't seem to find any of the texture files in my battlefront files.

A - Go to the msh for the hallway (I think it's called like bes2\_bldg\_mall or something) and open it in a word document. In the top section should be every tga associated with that mesh, so you don't have to look everywhere in the msh. Or you can just click search and type in "tga" and it will take you to them. download swbf msh viewer to look at each msh. If you go into each world's assets with it you can choose which ones you would like. its easiest open up the msh file with notepad and search for tga if you don't know what textures it uses. take the .option files too. the object's odf file specifies the msh file and this is what you select in zeroeditor to place the object.

Q - Regarding Breakdown's tutorial, do I have to follow the directions exactly? or can I put the files in a different drive one that I bought its a 3 terabyte drive??? and run it all from there? also are these files in the Imperial 1.2 updates needed to be installed? or just the MSH and ODF folder? Second is there away that we can put BFBUILDER, and 0 BFBUILDER Pro, and Zero Editor in to the Main Menu for SWBF? if so do you think you can make a mod for that for me and others Please?

A - You should start with following them exactly. If it works then you can try to re-install it on your other drive. The links in the post are for the 1.2 empire faction updates. If you do not install them, you will have the 1.0 version of this faction for any new emp.lvl mods that you make. It will not be possible to put those programs into the game menu. I will work on making a new mod tools package for you that will have all of the updates already installed. This will be released when finished on [SWBFModders.com](http://SWBFModders.com) and known as the ZeroBuilder Tools.

Q - Okay thanks Phobos, that will be really helpful. Well I don't have the room on my computer for that my C: Drive it is literally 100% full So as in I can't put it in the main window like where you hear Darth Vader or the other options it gives you like to click install or uninstall and stuff?

A - Yes, you can place it on another drive and it will work.

Q - Thanks Phobos, I will try it out right now! Okay I am still having problems with my Zero Editor, but now I am trying on my Windows 7 computer, and I tried it with your updates, and it still saying the same thing. Does anyone have suggestions? I so want to make these cool maps I have in mind in my head, I think you guys will like them! VERY IMPORTANT: You cannot extract this to a folder that contains spaces. For example C:\Program Files\BFBUILDER will not work.

<===== Does that mean that it won't work to save it on the hard drive for my computer because it is named OS (C:)? If so where would you suggest me to save it to or where should I have LucasArtsBFBuilder located so I can extract it to that location?

A - C:\BFBuilder is recommended. thats what i use, and i have seperate SOUND folder in BFBuilder as well for munging custom sounds, but it doesnt work on 64bit yet ( this has been patched <https://swbfmodders.com/index.php?topic=56.0> ).

R - Thanks Phobos! My zero-editor works now. Anyways thank you all for your help, now to learn to make maps so I can finally make those dream maps I've always wanted to make!

Q - My first actual Mod. My ZE doesn't work so I guess I can't make any maps. I've heard that you don't need ZE to make custom sides. I'm hoping to make a basic side mod but I have no idea how to build it. I can open stuff in notepad but I don't have a clue what I'm looking at and whenever I try and Make a custom side it all goes wrong and crashes. Please can someone tell me anything that might help?

A - Start here <https://swbfmodders.com/index.php?topic=180.0>

Q - So how do I get the characters from Local Scum and put them into the official LVL\_PC? I would particularly like the Ithorian, Bith, Trandosha, Rodian, and Jawa.

A - Learn how to edit REQ and ODF files first and make a custom side mod. Then read the rest of the tutorials, including how to script mission LUA. I wrote one for implementing SWBF2 units, those would work the same way assuming you have the assets. Start small and progress accordingly. If you ask the biggest and most complicated questions first, yet haven't done the basics first, our instructions would only confuse you even more.

R - I'll give it a go but if I need any more help I'll just ask. If anyone wants anything featured in my mod, just say so and I will see what I can do! Thanks Phobos! :cheers:

Q - How do you add vehicles?

A - There are other tutorials on SWBFmodders which answer this in greater depth, but the most likely thing that you're doing wrong (assuming you want vehicles to RESPAWN, if not then you're doing it right) is adding the ODF of the vehicle itself instead of a **com\_item\_vehicle\_spawn.ODF** Here are the quick instructions on how to add respawning vehicles

Quote

1. HAVE THE VEHICLE INCLUDED IN THE REQ FILES (duh)
2. Create a com\_item\_vehicle\_spawn object (located in Data\*\*\*\*/Common/ODF with \*\*\*\* as the map name)
3. Position and orient the spawn object (It will be an arrow and the arrow should point the direction you want the vehicle facing)
4. Variables: Requires a list of it's own  
ControlZone: CP the spawn point is associated with (used by the class selectors)  
SpawnTime: Time after the destruction of the object spawned that it creates a new one  
Class\*\*\*ATK: What vehicle is to be spawned when the team \*\*\* has the CP (most likely can't be used when it is CISATK and there is a RepDEF set as well)(must be the name of the vehicle as it appears in the REQ files)  
Class\*\*\*DEF: What vehicle is to be spawned when team \*\*\* DOESN'T have the CP (probably same rules as the ATK counterpart)  
Anything else: I'm not sure of the meaning
5. Make sure the vehicle is listed in the SetMemoryPoolSize commands in the LUA scripts ("EntityHover" for a hovering ship including the troop ships on Geonosis, "EntityFlyer" for things like X-Wings, AddWalkerType functions for vehicles with legs, look at the Mission LUA samples under Assets for the rest of the MemoryPool commands).
6. On the spawn point class variables, when the CP it is associated with falls under the control of the other team any vehicles that have not been activated (entered) will self-destruct and the ones for the new team will spawn if they are set

## Modeling

Q - Is it possible make an object that moves other than through an animation?

A - Animations make the image of the building move, but it cannot change it's coordinates on the map. So, there is no real way to move it.

Q - How do I convert a model to .MSH?

A - Get it to VRML format if you can and download SWBF MSH Viewer. Drag the model to the box and click File > Save as... > nameofmodel.msh

Q - How do I make skirts appear on BF2 units in Battlefront 1

A - Hex Edit or Model them on

Q - Where can I download a free Hex Editing program?

A - <https://mh-nexus.de/en/hxd/>

Q - When I try to export a MSH using XSI I get the error: "Encountered an error while exporting, copy error to clipboard?"

A - For the first time I've been able to resolve the collision of an .msh file from SWBF2 to SWBF1 (specifically with "Cor1\_bldg\_Minor\_hall\_05.msh"). To achieve this I've followed the following steps:

- 1) Import the .msh file and unhide all primitive collisions.
- 2) Rename all primitive collisions by "collisionXXX".
- 3) Place some of the collisions in the place it should be and click to "Freeze all transforms".
- 4) Select everything (except the cameras) and export it to .msh.
- 5) Copy the buggy model and move it in any direction far enough.
- 6) Select both models and merge them in one (with merged textures)
- 7) In polygon mode, crop and delete, don't copy

Q - Why is ZETools not showing up in XSI? I am using a windows 8 laptop. I

downloaded this template here: [https://swbfmodders.com/index.php?](https://swbfmodders.com/index.php?action=downloads;sa=view;down=41)

**action=downloads;sa=view;down=41** I did everything in this video

[http://info.swbfspy.org/Others/Installing\\_ZE\\_Tools\\_for\\_SWBF\\_\(2004\)\\_and\\_SWBF2\\_\(2005\).mp4](http://info.swbfspy.org/Others/Installing_ZE_Tools_for_SWBF_(2004)_and_SWBF2_(2005).mp4)

and I did what the read me said, however, ZETools is still not showing up. (I hit the update button each time it popped up was I not supposed to do that?) Do I need the latest version of ZETools for it to work? Please help...

A - This is what I do. I just copy the Addons folder for the ZETools and I put it here:

"C:\Users\UserName\Autodesk\Softimage\_Mod\_Tool\_7.5" Replace UserName with your actual User Name. Also the ZETools will appear on the top middle of the screen. The button will be called ZETools.

Q - It is in that directory, but the problem is still happening.

A - Follow the instructions from here: [https://swbfmodders.com/index.php?](https://swbfmodders.com/index.php?topic=146.0)

**topic=146.0**

Q - I did, and I think I found the problem. XSI is creating a new path for some reason here: "C:\Users\username\Softimage\Softimage\_7.5" The new path won't work at all with addons. It seems to be ignoring the Autodesk path. What now?

A - Ok the Python script that is needed for the ZETOOLS addon is installed in the C:\ drive and the folder is called Python26 (it might be different for yours). This is the default path of ZETools folder.

C:\Users\UserName\Autodesk\Softimage\_Mod\_Tool\_7.5\Addons\ and the name of the folder of the ZETOOLS plugin is called "xsizetools-1.3.0034". Other than that I can't offer more help at the moment. I know others were having similar problems. Some have reinstalled XSI 7.5 several times before getting the ZETOOLS to finally work. The reasons for this are not fully known yet.

Q - XSI freezes upon trying to export particular OBJ files to MSH. I haven't seen this problem before and not sure what's causing it. When I root select "dummyroot" and

click export MSH, XSI begins exporting but freezes at "Processing Model (name)...2/5". The bottom box reads "CGA\_GetMaterialNames "polymsh"" but I don't know if this is relevant. I've never had a model freeze when exporting before so I don't really understand what the problem is here. Does the model have too high of a polycount? The number of triangles is 20,408.

A - I'll update this after more testing. For now try reducing poly count to under 10,000.

Q - I downloaded a FBX model and converted to OBJ in Blender. I then imported the OBJ into Softimage and exported to MSH. It shows up in SWBFViewer and in the map in ZeroEditor, but when I munge and launch the map, the prop is nowhere to be seen. I've also noticed that scaling the MSH in Softimage doesn't seem to change it's size in Zeroeditor. Any ideas as to why the model doesn't show up?

A - Make sure your .MSH.OPTION file has the line "scale 1.0" and adjust it as needed. Make sure your prop ODF has equal scale settings too for the map editor. Try to clean your project folder and remunge after this. How many polys is the model?

Q - The models Blank, Blank\_lowrez and collision all add up to 61,224 triangles as XSI shows. Is that too large?

A - That is too many polys for one object. You have to split it into smaller objects and create a low-res for each one.

Q - Would it work if I selected "polygon reduction" in order to reduce the size of the model? Or do I have to break it up? I know BFII is capable of taking larger poly numbers anyway.

A - SWBF2 can run it, but I wouldn't use the polygon reduction tool for the main model, as it won't create a smooth result. It doesn't matter much for the low-res though. Breaking it up would be the only way to keep the game from making it disappear.

R - Ok, thanks very much Phobos for your help!

(<https://fcfb.tk/Smileys/MacX/grin.gif>)

Q - Bad clusters in Softimage. I have a model that's not working in Battlefront 2. I clicked "check sel" to see if it was something to do with bad faces but it instead said "Bad Clusters, Only first UV property will be used." Is this what's causing the problem with the model? If so, how can I get rid of bad clusters?

A - I have the same problem: I add texture to my MSH files like Sereja suggests in his door tutorial: ( <https://swbfmodders.com/index.php?topic=155.0> )  
Material>Phong>Color>Image>(Image) New>New From File>Scene\_Material.tga >  
(Texture Projection) New>(choose projection) Unique UV's (polymsh) ...and it works fine, but when I want to change the material to have another texture and do the upper process again (Material>Phong>Color>...) the old texture isn't removed, although the dialog of XSI says "new"... I think the error "Bad Clusters, Only first UV property will be used" is because you assigned a second texture and only one of them can be used. In my case the models are usually working, but do not show the texture I want. I am not sure if that is the same problem with your model. I don't know how to remove the texture from the mesh again.

Q - That's probably why the texture isn't showing on my model. I'm attempting to convert an obj model with an already existing texture. Maybe I'll have to remove the first texture and apply the new one.

A - To delete one of the textures: Click on pink Model them and change it to the Render Blue theme. Then under Modify click Materials (careful, this thing may crash sometimes). In the pop-up window at the left panel choose your no needed "mother in tree texture" (not children in tree texture) and press Delete at the your keyboard. To change texture: Do the same, but this time you need to just drag "children in tree" texture to another "mother in tree". This procedure is necessary for functionality with other format imports such as .OBJ. Also, refer to this video for more info on clusters [https://www.youtube.com/watch?v=X0\\_jB8x-im0](https://www.youtube.com/watch?v=X0_jB8x-im0)

Q - Editing 3D assets in maya? So I just got a student package for 3 years of Autodesk Maya and I was wondering if its possible to edit 3D models for use in battlefront 2 mods in this program. Although I'm still green, I'm currently taking classes on how to make better 3D models and animations for them in Maya. From what I've read mod assets that are made or edited for this game are primarily done in Softimage/XSI, but I've only read about it, never attempted to edit this game's msh or objs since I have never owned Softimage. But now that I have Maya, I want to ask A: Is it possible to create/edit assets for this game in Maya? and B: If it is possible, do I need any plugins for it and where can I find them? I have a hunch that I'm not the first person to ask this, so if these questions have already been asked here, a link to that thread in which it was discussed or a link to any sort of tutorial is all I need if its more convenient than explaining at length. Thanks so much in advance.

A - I've seen people use Maya to make Battlefront models before. To be honest, you can use any 3D modeling program, just so long as you convert the end model to .MSH using either Softimage (with the ZETools plugin) or SWBFViewer. I'd recommend exporting the Maya model to .OBJ and then import the .OBJ into Softimage. Then you can texture the model and export to .MSH You can use whatever 3d program you know how to use, but on the end you must use SOFTIMAGE 7.5 with the ZETOOLS plugin to convert the model into .MSH That's the main rule in my opinion for good fully working models for Battlefront 2. (<https://fcbf.tk/Smileys/MacX/grin.gif>)

R - Thanks Phobos! :) (<https://fcbf.tk/Smileys/MacX/grin.gif>)

Q - I have the same problem. For me my PC just wont run it. If you give us your video driver info we might be able to help more. I think ZERO edit is highly dependent on the right video card and driver. altho i have no idea what cards and driver works for it and what does not. also do you have a video card? or just using the on board video?

A - You can for sure - I use 3ds Max to create models and stuff. Here's my process: before I create a model, I get the correct scale by importing a game asset to max (in your case maya) by using the StarWars Battlefront Viewer (which can export to .VRML) found here: [https://swbfmodders.com/index.php?](https://swbfmodders.com/index.php?action=downloads;sa=view;down=49)

**action=downloads;sa=view;down=49**

1. create the model (try to follow the poly count standards in the documentation included with bfbuilder)

2. create the collision mesh/primitives and shadowvolume

3. export as .OBJ file

4. open softimage xsi modtools and import .OBJ, then follow this topic to get xsi and the ZE tools for exporting to .MSH: [https://swbfmodders.com/index.php?](https://swbfmodders.com/index.php?topic=146.0)

**topic=146.0**

5. create a null "dummyroot" and put your objects into it (with the null as the parent of your imported objects)

6. name the collision mesh "collision" and the shadowvolume "shadowvolume"

7. in the animate panel of xsi, create a new parameter on the shadowvolume, and name the parameter "shadowvolume", then press the "h" key to hide the shadowvolume.

8. middle click the "dummyroot" and with the plug-in for swbf export to .MSH

Q - Thanks so much for all of your responses, Phobos! So it seems like the answer is yes, but I'll be needing several additional tools. One last question. To create low poly variants of my work for rendering further past the LOD distance, do I need to include that model in the .OBJ as a child of the global parent as well? Or do I need to save that as it's own file with some kind of naming convention? Thanks again for answering my questions, I'll see about picking up XSI and the plugin, as well as swbfveiwier.

A - The creation of lowrez models is usually done with XSI Softimage. First make a copy of your original .MSH and append the name "\_lowrez" to it. Make sure this is under "dummyroot" like the other MSH models. So basically, you save the poly reduced version of the model as name\_lowrez where name is the name of the asset, and save it as a child of the "dummyroot". Follow the mod documentation by PsychOfred written here

[http://info.swbfspy.org/bfbuilder\\_documentation/artguide.htm](http://info.swbfspy.org/bfbuilder_documentation/artguide.htm)

R - Thanks for the knowledge, my friend Phobos :cheers:

Q - How can I export models in MSH to OBJ format ?

A - Here's one way to do it, though there are other ways: Drag the .msh into SWBFViewer and then click File>export to .VRML. You can then convert the .VRML to .OBJ in a program like Blender. Alternatively you could get a .OBJ export plugin for XSI.

R - Thanks Phobos

Q - Problem loading XSI after update? Hi Phobos, I can't open my saved scene files (\*.exp) with "Autodesk Softimage Modtool 7.5" anymore. It looks like the problem is the latest update. After uninstalling and reinstalling it was possible to open them, but after the update it's the same. Have you encountered the same problem before Phobos?

A - It depends on what version you're using, if it's above XSI commercial mod tool version 7.5 you need to revert the update. Try running it in Admin Mode too. I think the issue is that Mod Tool appears to automatically update and some players have trouble switching it off. Running Mod Tool in admin mode fixed it for me, though, so that's worth a try. If XSI crashes when you try to load the scene due to something about a .DLL (x object something or another), try running "runonce.BAT", which is hidden in the /bin/ dir somewhere in XSI, before every start. You might need to reinstall XSI and ZETools from <https://swbfmodders.com/index.php?action=downloads;sa=view;down=41> and then it should run smoother than ever. It may also be useful to note that I have recently factory reset my laptop.

R - Thanks for your answers Phobos. I will reinstall XSI and disable the updates. Perhaps this should eliminate the error. Thank you again, I will try it soon.

Q - What is the recommended polys per unit model and how do I change it to prevent units switching to lower resolution?

A - 1500-2000 tris as the documentation recommends. Too high and you might see sliding animation issues or other bugs. The munged model LOD provides a count. Depending on how many units are spawned, it might be impossible to prevent low res unit switching. Try a lower scale factor of 2 and work up from there. The sliding animation bug is fixable, but will take time to patch.

Q - Thanks Phobos I'll give those tips a go. If it works, I'll have higher poly models that look much more accurate on the PC. How does SWBF2 compare to SWBF1 with poly limits?

A - Well in SWBF you're very limited by what the poly count for each model can be. The margin is bigger in SWBF2.

Q - Just curious then, why use BF1? It's a great game but why not port the maps to BF2? Or is it a particle/graphical reason? Or you just want the map perfect like it is in SWBF1?

A - Modding SWBF1 is easier than SWBF2 in most regards, but that is not even a main reason. There's tons of things in SWBF1 that are missing in SWBF2. Just to name a few: functioning disguise kits, grappling hooks, special visual effects, prone, balanced units, etc. - Hence why people always seem to enjoy playing Phobos' maps. Some things in SWBF2 don't play or look as good as SWBF1, and while the maps have already been ported (though they are visually inferior in BF2) not all mod maps have been, and Phobos is not going to port shitty maps. I like the idea of working within the first SWBF game and keeping it alive as well. Overall, it's the options for creativity that I find most appealing. Though it is my intention, once I'm done with all my BF1 mod projects, to try porting what I've built to SWBF2.

Q - Model limit for map? Phobos, do know how many models you can put on your map? Because I am getting a weird bug, while I am loading my map the loading screen goes to full loaded and stays stuck there. When I remove a few models, the

map works again. The models I am removing work, but for some reason when I put a few more back, the map is stuck on loading again. I just want to say I am using the Star Wars First Assault models extracted from the demo game, and there is tons and tons of model parts.

A - I recently encountered a similar problem regarding collision on my Tatooine First Assault conversion map. Object density shouldn't be a problem, after all I've made maps recently with plenty of detailed objects. It might be the level of detail in your objects. Maybe try replacing the objects temporarily with poly-reduced versions and see if that works. If it does, use the HD objects from First Assault and manually reduce the polys.

Q - I will try portals and sectors in zero engine to hide unseen models, but if that doesn't work I will try to combine some models together, to try reduce the model count hower on the long run i still need to use 5 times models to finish the map. I remember Phobos, that somewhere else on SWBFModders you were talking something about using too long ODF and MSH names.

A - You might be referring to this thread <https://swbfmodders.com/index.php?topic=239> Also read this

[https://sites.google.com/site/swbf2modtoolsdocumentation/art\\_guide#TOC-Appendix-C-Collision-Meshes](https://sites.google.com/site/swbf2modtoolsdocumentation/art_guide#TOC-Appendix-C-Collision-Meshes)

The problem is not in the collisions, changing collision primitives to collision mesh won't fix it. There is a model limit that exists. This object limit is 1,024 for SWBF2, possibly lower for SWBF1. With that said, make sure none of your models are insanely high-poly, so nothing that's >15k triangles, and combine some of the really smaller ones to avoid reaching the model count limit. There are also more some things I would try doing. I don't know if any of them will help but I'll throw them out there. Firstly I assume you have already done this but I'll mention it for completeness. Make sure it isn't just the models you added most recently to the map causing the problem. Try swapping them out for random stock models just to see if you can get it to load with the objects in the world. If it does load you know a couple of the models are at fault and not the count of them. Like I said I think you should already have done this or something to the effect of this. If it is indeed the number of named models at fault, a trick you could try using is to merge any detail models in the same area into one mesh. I wouldn't do this with any that requires collision unless it was a really small area. This might help you get the model count down. However this trick is useless if it's the number of model segments causing the problem. You can try a similar merge trick, but things get complicated once you introduce different textures and materials. Another consideration; is how much video ram you have. All the vertex buffers (and index buffers) have to be going somewhere and they can take up a lot of space. It could be your video card itself is running out of memory. An unlikely event but I thought I would mention it. Two solutions if this is the case: Buy a video card with more memory, or sadly reduce the vertex count and face count. Assuming none of that applies, a long shot solution could be to run **model-edit** (<https://swbfmodders.com/index.php?topic=259.0>) over your world's munged folder with a factor of 4 or 8. (Beware it requires .NET Framework 4.0 which in turn requires at least Windows XP Service Pack 3) It probably wouldn't cause any change but it would be worth a shot before resorting to other heavier solutions. Also I've assumed in this scenario that a model is not equal an object instance. That is to say, your problem is coming from having too many discrete \*.MSH files in your world, not the number of objects using that \*.MSH.

R - Im sure the problem is not from some badly exported model, because before I begin making the map, I tested every single model on a empty map, and they are working. After today I have 2 free days and I will try some tricks you posted. I will tell the results later. Thanks for the heads up Phobos. 8)

R- I started combining some of the areas of my map into one model. This will slow me down alot but its worth it since i do not have the limit problem anymore. Portals and sectors will help me a lot as well. Thanks for the help Phobos.