

# aka\_WarMachine's Ceiling Height Prefabs v1.0

## *For use with CoD2Radiant map editor*

These prefabs can be loaded into a new or existing map to be used as guides for floor & ceiling height measurements. There are currently four separate height prefabs; 9, 10, 11 and 12 foot guides.

**If you decide to compile these prefabs into your d3dbsp file, you must send along the custom images and materials in your map's .iwd file. These custom images and materials will not show up in the compiled d3dbsp file. Otherwise, remove these prefabs prior to compiling.**

***NOTE: These measurements are based on (1) unit to (1) inch.***

108 units (108/12) = 9 feet.

120 units (120/12) = 10 feet.

132 units (132/12) = 11 feet.

144 units (144/12) = 12 feet.

## ***Instructions***

- Extract the file “aka\_WarMachine's\_ceiling\_height\_prefabs.zip” to a directory of your choice.
- Copy all of the \*.map files to the “\map\_source\prefabs” directory of your CoD2 installation.
- Copy the file “aka\_tools.iwd” to the “\main” directory of your CoD2 installation. This file contains the custom images and materials.
- Open CoD2Radiant. Right click in the 2D area and select “misc > prefab”.