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## INDEX

- Introduction
- Tutorial
  - Modding Tools
  - File formats
- Credits

## Introduction

**Important:** This document is neither supported by the publisher nor the developer of this game. Using at one's own risk.

The ambition of this document is to ease the entrance in modding, mapping, scripting etc. to interested readers. For this purpose the several file formats and tools were explained. It is not the ambition to teach modding.

## New worlds...

This section is for those who do not have any basic knowledge of modding; experienced modders can skip this section.

### Modding Tools

You often need special tools for creating and changing files which can not be edited by standard editors.

For example the maps, geometric constructions adjusted to the game-engine, which can react. These maps are hard to create or edit with a normal editor, a special level-editor is needed. A special Program for creating scripts is recommended. An editor with syntax-highlighting is most practical.

Programs like Microsoft Word or other Microsoft products were not recommended, the font-type is not compatible.

**A list of my personal program favourites (freeware):**

Program-type	Name	Description	Web
Level-Editor	Über Radiant	Only the ÜberRadiant-Editor can create, edit and compile Maps for Elite Force II. There are no other known programs which can compile maps for Elite Force II. Maps cannot be decompiled (bsp to map).	Effiles.com
Script-Editor	Notepad++	A very powerful and simple hand able program, which is practical for Elite Force II level-scripts because of C++-Syntax-highlighting.	notepad-plus.sourceforge.net
Picture-viewer	Irfan View	Irfan View is a very powerful viewer, which is able to show TGA- and DDS graphics too. This program is recommended because all textures in Elite Force II are TGA's or DDS-files.	Irfanview.com
Converter	DDS Converter (2.1)	Converts graphics into the preferred .dds-format.	Effiles.com

This section informs about the file-formats and their application areas.

### File-formats

Elite Force II owns different file-formats, whereas each format has it own intention. Some files cannot be changed later.

Format	description	program(s)
.bsp	<b>Binary Space Partitioning</b> -files are the maps in Elite Force II, which were specially developed to form multidimensional virtual worlds. They are compiled map-files. All calculations, like VIS and light, were written into the file during the compilation-process.	Game-Engine
.map	<b>Map-file</b> contains all information which are required for the level and can be edited by Radiant and text editor.	Level-Editor Script-Editor
.bak	<b>Backup-file</b> , backup of the last saved map-file version (renamed .map-file)	Script-Editor
.scr	<b>Script-files</b> contain script-directives which are akin to C++-code, but use game-intern commands. SCR-files were normally used as screensaver-file by windows; you can change this setting in the explorer in the extras-menu -> folder-settings. SCR-files were mostly used as level-scripts.  <a href="http://www.ritualistic.com/games/ef2/gdkdocs/content/allclasses_g.html">http://www.ritualistic.com/games/ef2/gdkdocs/content/allclasses_g.html</a>	Game-Scriptmaster Script-Editor
.shader	<b>Shader-files</b> were used in all Quake III related games to generate different effects on textured surfaces. For example: (reflecting) water, lava, reflections, and surface-animations.	Game-Engine Script-Editor
.st	<b>State-files</b> contain all directives for the characters' AI.	Game-Engine Script-Editor
.cfg	<b>Config-file</b> contains the settings of the game (server and client settings).	Game-Engine Script-Editor
.gpf	<b>GamePlayFormula-files</b> include formulas which are important for the gameplay.	Game-Engine Script-Editor
.txt	Text-file contains different less important game-settings, like mission-objectives, graphic and tonal details.	Game-Engine Script-Editor
.gdb	Contains information for the game-play for the weapons, ammo type, information for special mission items, for example an important console which can be used with the tricorder.	Game-Engine Script-Editor
.roq	<b>Game-Movies</b> , Intro, publisher and developer clips. You can deactivate them by enter the following command into the console, this command were written in the user config-file.  seta introCommand "pushmenu main \n"	Game-Engine Script-Editor
.dds	<b>Direct Draw Surface-file</b> , a format for graphics developed by Microsoft, it had been originally used only since Direct-X 7. It combines the properties of JPEG-files (high compression) and TGA-files (transparency).	Game-Engine Picture-viewer
.tga	<b>Truevision Advanced Raster Graphics Array-file</b> was the	Game-Engine Picture-viewer

Format	description	program(s)
	preferred format for game-textures for many years. TGA-Files are able to save information about the alpha-channel, gamma und metadata.	
.cam	<b>Camera Path-file</b> contains information about the camera of in-game sequences.	Game-Engine Script-Editor
.kfc	No description available.	Game-Engine Max CameraExport plugin
.cin	<b>Cinematic-file</b> contains information about cinematic video sequences, which use the ingame-engine to animate characters and entities.	Game-Engine Script-Editor
.aas	Contains map specific information for the bots.	Game-Engine
.mni	<b>Level Definition-file</b> , defines the game-modes which are available in the level. It includes a picture for map-preview, map-name in the menu, filename of the map and their bots.	Game-Engine Script-Editor
.snd	<b>Sound Manager-file</b> contains information for the sound-manager and adjusts the tonal effects of a level, like volume, channel, position and tone.	Game-Soundmanager Script-Editor
.pth	<b>Path Manager-file</b> , no special descriptions available.	Game-Engine
.tik	TIKI-file one of Ritual Entertainment developed file format to define model and character properties, for example: scaling, size, mass, archetype, AI-Incl., surfaces and sound-properties, etc.	Script-Editor
.ska	<b>Model-file</b> , no description available.	Game-Engine
.skb	<b>Model-file</b> , no description available.	Game-Engine
.mus	Music-file contains information about the level music; several mp3-files (including the file path) were defined for each music type. These types are: action, normal, suspense, failure, success, aux<number>.	Game-Soundmanager Script-Editor
.wav	<b>Wave-file</b> an uncompressed audio-format, very practical for fast overlapping playback of audio without delay.	Game-Soundmanager Audio-Player
.mp3	<b>A compressed Audio-Format</b> , very practical for playback of longer audio, for example music or speech-records.	Game-Soundmanager Audio-Player
.pk3	<b>Media library of Quake III engine based games</b> , it is a renamed zip-archive.	Game-Engine ZIP-Program
.dll	<b>Dynamic Link Library File</b> contains the program-code, which can be read by many applications simultaneously.	Game-Engine Applications
.lst	<b>List-file</b> contains a list of files which can be part of a group.	Script-Editor
.log	<b>Log-file</b> contains records of the gameplay, for example: console-messages. To activate the logging: seta logfile "1"	Game-Engine Script-Editor
.dm3	<b>Demo-file</b> contains a record of players' view, including console-messages. Because of this record bases on the	Game-Engine Script-Editor

Format	description	program(s)
	game it need not much space. The Playback uses the files of the game.	
.urc	<b>User Interface / Menu-file</b> , defines the look of the games' menus and settings. They were primary used for processing or delivering inputs of the console.	Game-Engine Script-Editor
.loc	<b>Local-file</b> contains strings, mission-objectives or sentence translations of games' text.	Game-Engine Script-Editor
.RitualFont	<b>Font Type-file</b> , developed by Ritual Entertainment.	Game-Engine fontgen.exe
.dlg	<b>Dialog-file</b> contains information about dialogs.	Game-Engine Script-Editor
.vlp	<b>Voice Lip-file</b> , used for synchronous lips-animations in dialogs which exists as mp3-files.	Game-Engine Script-Editor lipsync.exe
.c	<b>C++ Code</b> , no description available.	Game-Engine Level-Editor Script-Editor
.h	<b>C++ Code</b> , no description available.	Game-Engine Level-Editor Script-Editor
.cpp	<b>C++ Code</b> , no description available.	Game-Engine Level-Editor Script-Editor
.inf	<b>Information-file</b> contains version information.	Game-Engine Script-Editor

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For translation into English:

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