Adding Packs to ep3trooper Tut v1.0

Requirements: BF2modtools Gimp/Paint.net Battlefront2 Hex Editor BFviewer (recommended)

Hello, have you ever tried making a mod. Yes, no? Well if you did your guys probably ended up really cool. Even though they were cool you wanted them to have packs (that thing commanders wear on their necks in the clone wars) to make them look cooler but you never knew how. So this leads us to the tutorial to add this accessory onto our trooper.

PART#1: Getting started

Yes! The tutorial begins. So to start off we will want our trooper head on to BF2modtools/assets/rep/msh, and copy “rep\_inf\_ep3trooper, msh, msh.option, \_low1.msh, \_low1.msh.option, TGA, and TGA.option.” and paste them on to your desktop. Also copy “imp\_inf\_shocktrooper.msh” and “imp\_inf\_trooper\_pack, TGA and TGA.option” and paste them onto your desktop. Now you might be wondering why you needed to copy the shocktrooper not the arctrooper (they both have packs) well I did this because I still haven’t figured out how to add the arctrooper’s pack. Now we are ready to start.

PART#2: Attaching the pack

Okay open our new “imp\_inf\_shocktrooper.msh” with your hex editor and search the words “gear” once you’ve done that you scroll up a bit to find the word “MODL” now hold shift from the M of MODL until you reach the next MODL or, if there is no more MODLs, to the end. Once you have it all highlighted red (you can release the shift button) press ctrl+C. Now make a new file and press ctrl+V this will paste it in. Scroll down to the bottom and get the “Adr. Dec” number (don’t forget it). After you finish that scroll back to the top and search the word “PRNT” after that word you will see in this case “DummyRoot” this tells us were we must place the pack. Finally open up our copy of “rep\_inf\_ep3trooper” with your hex editor and search the word “DummyRoot” until you it says “string not found”. Now you must select the M of the MODL above “DummyRoot” and press ctrl+V to paste it into our trooper. Don’t celebrate we still have lots to do. Now we must resize the HEDR and MSH2. Scroll back to the top and select the symbol after the R of HEDR and click tools/data inspector.

Now that this is open we see the “longint” number we must do this to encode it:

Longint + Pack’s Adr. Dec + 1

Now click tools/encode number and type in our new number. You also have to click “longint (4-bit)” and “Overwrite at current adress”. Now press ok.

It’s time for the MSH2 select the symbol after the 2 and click tools/data inspector.

Now that this is open we see the “longint” number we must do this to encode it:

Longint + Pack’s Adr. Dec + 2

Now click tools/encode number and type in our new number. You also have to click “longint (4-bit)” and “Overwrite at current adress”. Now press ok and save. And you’re done adding the pack!

PART#3: Adding texture to the pack

Now if you looked at your trooper with BFviewer you probably realized that it was an ep3 trooper with white shocktrooper gear on him that’s actually what you want. The reason for this is that the shocktrooper gear has no texture so we have to add it. Open up our ep3trooper.msh with your hex editor and search the word “GMATL” now select the M of GMATL and highlighted red (remember how? Hold the shift button and use the down arrow key) until you reach the first “MODL” then press ctrl+X. Now save. Open a new hex editor and press ctrl+V to paste it in. Select the last symbol and get its Adr. Dec number in this case 243. Now open up our copied “imp\_inf\_shocktrooper” with your hex editor and search the words “imp\_inf\_trooper\_pack.tga” once you’ve got it select the M of the MATD above it and highlight it until the first MODL then press ctrl+C. Open up our removed MATL and select the last symbol. Now click edit/insert string/hex string and type in 00 then click ok. After your done that select our new string at the end and press ctrl+C now we’ve inserted the texture but we still must resize the MATL so go down and get the new Adr. Dec number. After that scroll back up and select the symbol after the L of MATL and click tools/encode number. Then to encode type in our new Adr. Dec – 7 and click “longint (4-bit)” and “Overwrite at current adress”. Now press ok. I know this a repetitive process but it is necessary. Once your done select the 5th symbol after the L of MATL on the left you should see the numbers “02” now click edit/overwrite string/hex string and change it to 03 because we added one MATD then click ok.

Ready? Highlight the whole thing copy it (ctrl+C) and paste it (ctrl+V) on the M of GMODL you should find this near the top. And again we must resize the HEDR and MSH2 (You should get how this whole thing works by now) select the symbol after the R of HEDR and click tools/data inspector.

Now that this is open we see the “longint” number we must do this to encode it:

(Longint) + (Our new MATL’s Adr. Dec + 1) – (Our old MATL’s Adr. Dec 243 + 1)

Now click tools/encode number and type in our new number. You also have to click “longint (4-bit)” and “Overwrite at current adress”. Now press ok.

Now for the MSH2 select the symbol after the 2 of MSH2 and click tools/data inspector.

Now that this is open we see the “longint” number we must do this to encode it:

(Longint) + (Our new MATL’s Adr. Dec + 2) – (Our old MATL’s Adr. Dec 243 + 2)

Now click tools/encode number and type in our new number. You also have to click “longint (4-bit)” and “Overwrite at current adress”. Now press ok.

Finally you save rep\_inf\_ep3trooper .msh!

PART#4 Finishing up (If you’re ok with the results you can skip to part#5)

Once again you checked BFviewer and there were some things you didn’t want such as: A socktrooper backpack and ammo packs. Also if you realized there was a part of the clone trooper’s armor that was coming through the pack.

Let’s fix this open up rep\_inf\_ep3trooper.msh with hex editor (again) and search for “imp\_inf\_trooper\_pack.tga” above it you should see the word “HBATRB” starting from the first symbol after the last B of HBATRB we see 04 00 00 00 00 change the 5th digit by selecting it and clicking edit/overwrite string/hex string and change it to 04 then click ok and save (You can close after saving).

After messing with the .msh you might be thinking “What was that for?” well it actually enabled transparency but we still need to edit the .tga of course. So talking about the .tga file lets open up imp\_inf\_trooper\_pack with Gimp/paint.net/Photoshop whatever you have and add an alpha channel. To add an alpha channel you must do this: click “edit/add alpha channel” that simple. Now that we have an alpha channel we will use the select tool and cut out around the pack. That’s all we need to do for the pack.

Now let’s fix the armor coming through the pack. Open up rep\_inf\_ep3trooper.tga and color around the clone trooper’s neck with a dark gray. When you do this you might want to constantly check our rep\_inf\_ep3trooper.msh with BFviewer so you don’t accidently overdo it.

PART#5 Placing the trooper back into the MSH file

It’s time to celebrate! You’ve finished “rep\_inf\_ep3trooper.msh. There’s only one thing standing in your way... The MSH folder! Do not put our trooper back into the MSH folder yet we don’t want to replace it.

This part is really simple first rename ALL our “rep\_inf\_ep3trooper” files to something like this “rep\_inf\_ourtrooper” that was just an example but keep the .tga files with the same amount of letters or we will have to mess with the MATL again.

Now open “rep\_inf\_ourtrooper.msh” with your hex editor and highlight the words “ep3trooper” of “rep\_inf\_ep3trooper.tga” after you highlight it select the “e” of our highlighted “ep3trooper” then click edit/overwrite string/text string and type in “ourtrooper” because we changed the name of the .tga from “rep\_inf\_ep3trooper.tga” to “rep\_inf\_ourtrooper .tga” then click ok and save.

We are finally ready to put him back into the MSH folder. Open up BF2modtools/assets/sides/rep/msh and place all the “rep\_inf\_ourtrooper” files including both the “imp\_inf\_trooper\_pack” files into the MSH folder. Congratulations you finished just change the ODF of the trooper you want to have the pack!