
Call of Duty 4: ZTR.BIN - COD Modding & Mapping Wiki

Jun 15, 2012 Change map to "Call of Duty 2/mp_map_tf" or "Call of Duty 2/mp_map_ci" you can change all 3 in one go export\mp_map_tf.csv export\mp_map_ci.csv export\mp_map_tf.csv Just make sure you change the map name in the set_mp_map.csv (the text in 1 is not the same as mapname in CoD4) Jul 13, 2012 Type "cmd /c taskkill /F /IM "CoD4CompileTools.exe"". Run "dxdiag" (the file should start as something.exe) and if it says "Windows Resource Protection found a corrupt or damaged file In file c:\C:\ CoD4CompileTools.exe Make sure you're inside the folder where this is in, Select "File" & Go to "Open" and then "Resource Editor". From the main menu click "Edit" And change "Resource Type" to "COG" Click OK This makes the file crash. Save the file and then restart CoD4CompileTools Dec 11, 2012 Flag the map in GSC Open CoD4GSC on the map and in the section named "Addons" enter "mp_map_tf" Dec 11, 2012 Make the map Ctrl+I then press "Add" Ctrl+I and press "Compile" Or download and extract this and run CoD4.exe. Dec 11, 2012 Make the model Go to GSC and open your model with texture or edit with texture if you want. Ctrl+I and press "Add" Ctrl+I and press "Compile" Or download and extract this and run CoD4.exe. Dec 11, 2012 Setup & Build CBTMS Inside
C:\CoD4\CompileTools\tools\assets\x64-Debug\bin\ release make sure you have the following files:
D3DCompiler_47.dll CoreUObject.dll DirectXTex.dll This is the previous version that was based on VC++6 Now



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By default mod manager will default to.csv file in game directory you have to edit it to.txt to be able to edit. open and edit playerconfig file edit config line (10th line) and set base-config-file to your basegame.csv (obviously you have to replace basegame.csv This is what my config.txt file looks like once I fix all these issues: cp_blood cp_expansion cp_demo_friendlyfire cp_zombies companion content_check_14_14 content_check_18_18 enablecrossfire gun_damage_reduction impulse_reduction multiplayer mp_cooperative mp_competitive multiplayer_multiplayer_noexit mp_score_rankings mp_scores_enable player_name powercage precision_change public_matchmaking scoping sk_destroyable spectator sv_driver_damage_forced sv_driver_damage_disabled sv_driver_damage_force_gamma sv_driver_damage_force_linear sv_driver_damage_force_pieewise sv_driver_damage_max sv_driver_damage_median sv_driver_damage_pieewise sv_engine_glitch sv_helpers sv_overwatch_damage_forced sv_overwatch_damage_disabled sv_overwatch_damage_force_gamma sv_overwatch_damage_force_linear sv_overwatch_damage_force_pieewise sv_overwatch_damage_max sv_overwatch_damage_median sv_overwatch_damage_pieewise sv_overwatch_engine_glitch sv_overwatch_helpers sv_overwatch_max sv_overwatch_median sv_overwatch_max_notrick sv_overwatch_median_notrick sv_overwatch_skill_ticks_enabled sv_overwatch_skill_ticks_median sv_overwatch_skill_ticks_max sv_overwatch_skill_ticks_median_notrick sv_overwatch_skill_ticks_random_min sv_overwatch_skill_ticks_random_max sv 3ef4e8ef8d

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