Mod Tools - List & Overview

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Introduction

The mod tools for Delta Force - Black Hawk Down let you create new objects, terrains, and text for your missions.

All the files provided with the mod tools should be unzipped into a separate directory, for example `ModTools`.

Here's a quick list of the tools with a brief description. Check out the other documents for more details on the tool you want to use.

> **Note:** These mod tools are provided without support from NovaLogic.

Visit NovaWorld (www.novaworld.com) and join the forum to chat about the mod tools with other gamers.

Object Editor (OED)

With OED, you can create new objects for your missions. Object types include weapons, buildings, vehicles, foliage, decorations, and the other objects that you can insert into missions using the Mission Editor (MED) that shipped with the Black Hawk Down game.

Read the **Object Tutorial** for a tutorial describing how to create a new building, starting with creating the object in 3D Studio Max, and taking it through to the mission editor.

The **OED Manual** describes the detailed functionality of the OED.

The OED tool is named `df4oed`.

Terrain Generator

The Terrain Generator tool pulls together all the different terrain image files that you create in other programs such as Adobe® PhotoShop®.

Refer to the **Terrain Generator Overview** document for more information.

The Terrain Generator tool is named `TrnGen`.

Text Tool

You can add text messages to your mod by creating them in the Text Tool and then incorporating your text strings into the Mission Editor.

The **Text Tool Overview** document will give you more information.

The Text Tool is named `TextTool`.

Pack

You need to use the Pack tool to build your mod file (e.g. `MyMod.pff`) which you will pass to the Black Hawk Down game as a parameter.

The pack tool is discussed in both the **Pack tool Overview** document and the **Object Tutorial**.

The Pack tool is named `pack`.