



MAP MAKING CONTEST

Briefing

I have decided to hold a map making contest for my mod called [FinnWars 1918](#). Prize is a Steam game of your choice (max 50€, *I've reserved some leverage for VAT and currency changes between countries*). The winner will be selected with an open vote but all maps are inspected by me before they are accepted to the contest.

The goal is to create a map based on Finnish Civil War. So no desert maps or huge tank battles. I reserve the right to edit every map that has been submitted to the contest in order to make them fit more perfectly to my vision or to make them more realistic, balanced or better.

Final possible day to release your map for the contest is 31.10.2020

Send a download link of the finished product to my email or discord:

Discord: VarmaKrapula#6182

E-mail: varmakrapula[at]hotmail.com

Do I need former knowledge about Finnish Civil War?

No. However it helps if you have knowledge of this conflict or have played the original FinnWars before. You can get a general view on Finnish environment and nature from that mod.

Just remember that there aren't basically any vehicles (hopefully in the future I manage to make some) so design your map to be pure infantry map. Majority of the battles in the Finnish Civil War were purely consisting of infantry and artillery.

Rules

Failing to follow these rules may get your map submission denied.

- Do not use any content that you haven't got permission to use. (Do not steal other peoples models, textures etc)

- Do not name your map as some big battle. For an example “Battle of Tampere” or “Tampere” isn’t allowed since I’ve already started to create maps on “sub battles” based on the battles of Tampere. Arbitrary names like “Road to Tampere” or “Streets of Tampere” are allowed since they won’t contradict these smaller battles. For an example my map Epilänharju is already part of the battle of Tampere.
- Put time and effort in to your map. I won’t accept maps that have been submitted just for the prize.
- If there is only one submission that I deem a good map, then it will automatically win the prize. If there is two good submissions the prize will be split. Three or more and the victor will be chosen by vote.
- Map can be based on fictional battle as long as weapons and other objects are on par with realism. If you use BattleCraft42 and the FW1918 meshlist I’ve provided, this shouldn’t be a problem.

Tools

You can use whatever tools you want to create your map. Most common BF42 map development software are BattleCraft42 and Editor42. Also WinRFA software (*provided with BF mod development toolkit*) is a big help if you want to configure custom kit roster and limitations for your map.

[BC42](#) is the official map making software provided with BF42. It is simple and easy to use but may require some configuration in order to make it work on 64 bit Windows operating systems. You will also need [FW1918 meshlist and configuration](#) files for this software.

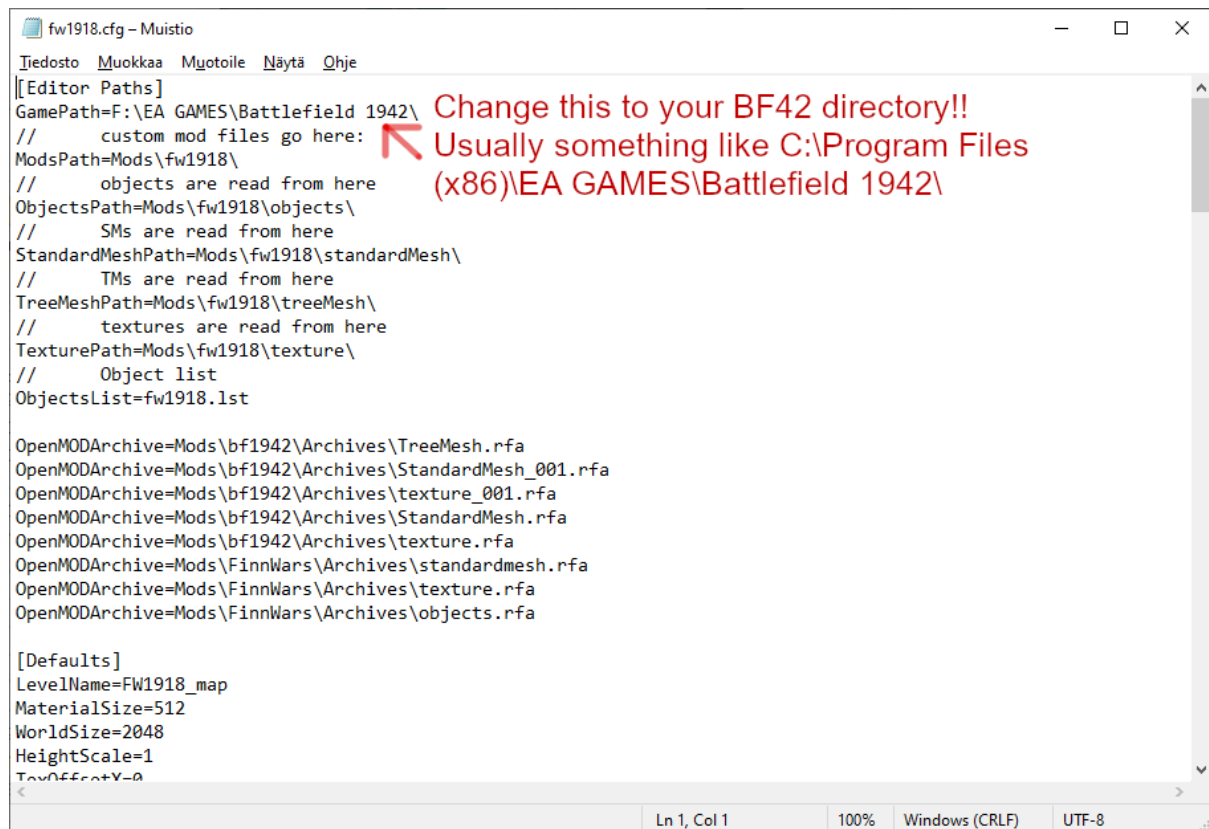
[Editor42](#) is more complex software and makes creating more complicated levels easier in theory. I’ve never managed to get it running stable and found it annoying to use. So I can’t provide help with this software.

[WinRFA](#) packs and unpacks .rfa -files. They are the basic archive files used by BF42 in order to store maps, textures, standard meshes, sound etc.. You need this in order to manually edit your mapfiles.

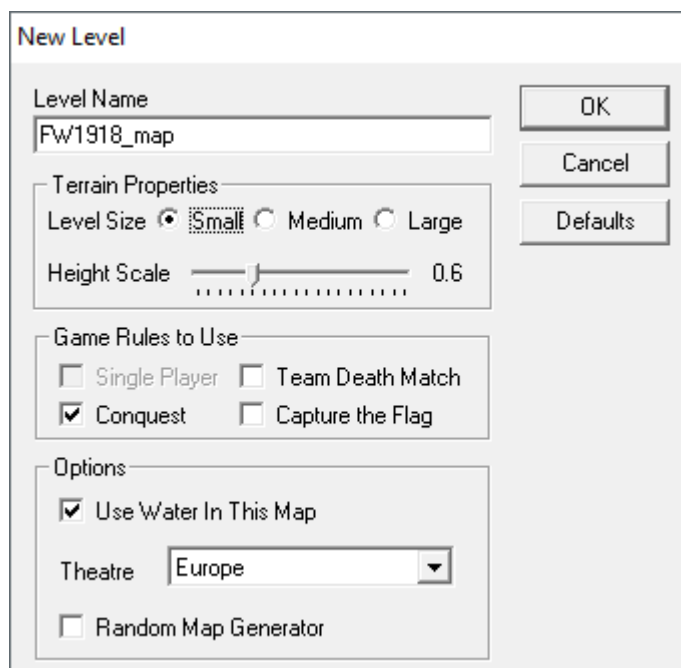
Tutorials and help

Setting up BattleCraft42

Installing BattleCraft42 software is simple enough so I’m not going to focus on that. In order to create maps to mods in BC42 you need FW1918 mod configuration and meshlist files provided here: [FW1918 BC-files](#). Extract this .zip archive and copy these files to your BattleCraft42 folder (*usually C:\Program Files (x86)\EA GAMES\Battlecraft 1942*) Then open the *fw1918.cfg* -file with notepad and make the following change:



Now you are ready to create your level in BattleCraft. Just open the software and choose “Create New level”, then select fw1918 as your mod and click ok. You are then greeted with this form:



You should always select Level Size as small. FinnWars 1918 is almost purely an infantry type map. When in the future I've created some armoured cars, trucks and armoured trains, a medium sized map, may be a viable map size for ambitious map projects.

There is usually no reason to touch the Height Scale. The only game type I officially support in FW1918 at the moment is Conquest. Water should be always enabled because if you suddenly want to add it into your map, it is really difficult if it's not already enabled. You can control the height of the water's surface with Page up and page down keys.

Theatre doesn't really matter and the random map generator just makes your map heightmap look horrible. I recommend manually crafting the terrain.

Now everything should be ready to craft your map. It's wise to first start with the terrain and after that start placing objects. But you are free to create your map as you want!

I will add more in depth tutorials when I have some free time but that should get you started!

Extra sixth kit

As you may have noticed FinnWars 1918 has six kits in the spawn menu to choose from instead of the five in vanilla BF1942. This sixth kit won't work without adding two lines of code in the maps main init.con -file. This tutorial explains how to do it and it will also explain you the basics of WinRFA.

If you don't feel comfortable following this tutorial or have problems with it I can happily do this process for you. Just contact me on discord and send me your map. :)

Before you start following this tutorial, you should make a backup of your map. I usually put a copy of my map in a .zip -folder in order not to alter or delete it accidentally.



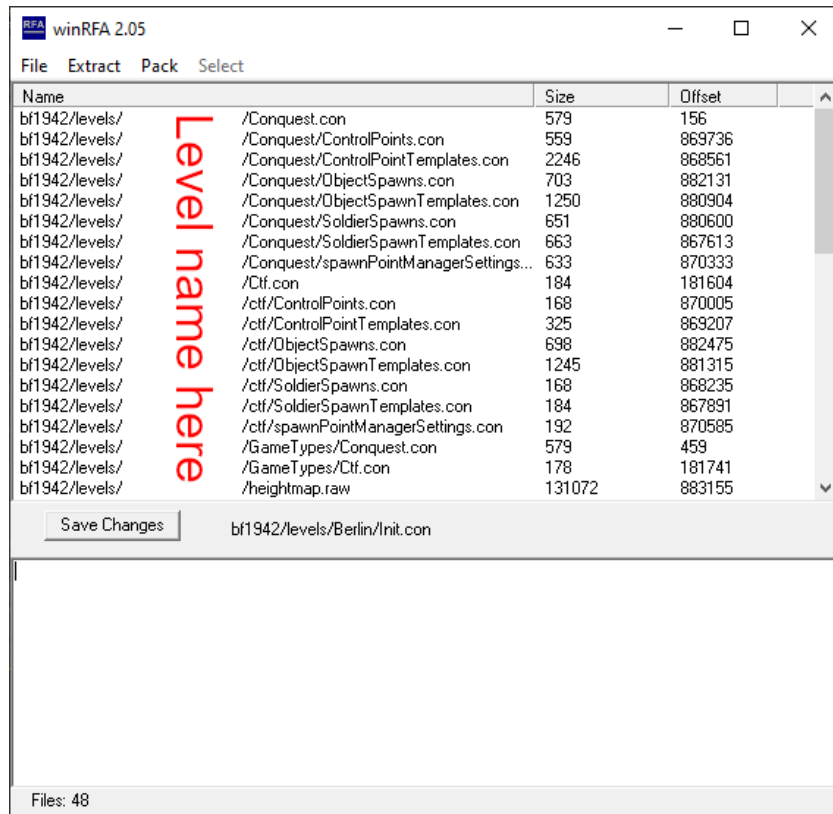
Updated: 30.6.2020

The “Guardman” kit is the extra kit that doesn’t work without the following process that I’m about to explain. It’s marked with a green arrow.

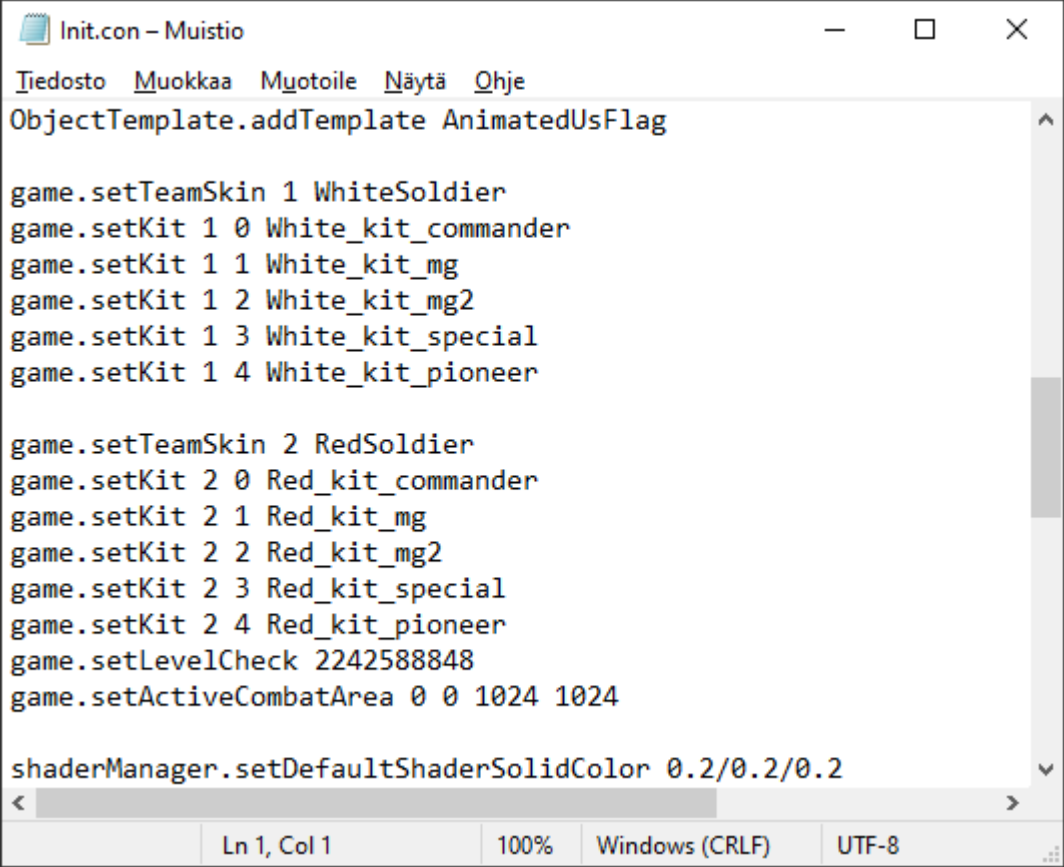
Without the fix player will experience this bug upon selecting the kit in question:



Open WinRFA. Then select “Open .rfa” from the “File”-menu. Navigate the file selection window to your FinnWars 1918 levels-folder and select your map. The software should now look like this:



Click the row bf1942/levels/YOUR_LEVEL/Init.con and choose “Selected” from “Extract”-menu. Now extract the init.con-file in a folder you want. Now navigate to the init.con-file that you extracted and open it with a text editing software. Search the following lines of code from the file:



```
ObjectTemplate.addTemplate AnimatedUsFlag

game.setTeamSkin 1 WhiteSoldier
game.setKit 1 0 White_kit_commander
game.setKit 1 1 White_kit_mg
game.setKit 1 2 White_kit_mg2
game.setKit 1 3 White_kit_special
game.setKit 1 4 White_kit_pioneer

game.setTeamSkin 2 RedSoldier
game.setKit 2 0 Red_kit_commander
game.setKit 2 1 Red_kit_mg
game.setKit 2 2 Red_kit_mg2
game.setKit 2 3 Red_kit_special
game.setKit 2 4 Red_kit_pioneer
game.setLevelCheck 2242588848
game.setActiveCombatArea 0 0 1024 1024

shaderManager.setDefaultShaderSolidColor 0.2/0.2/0.2
```

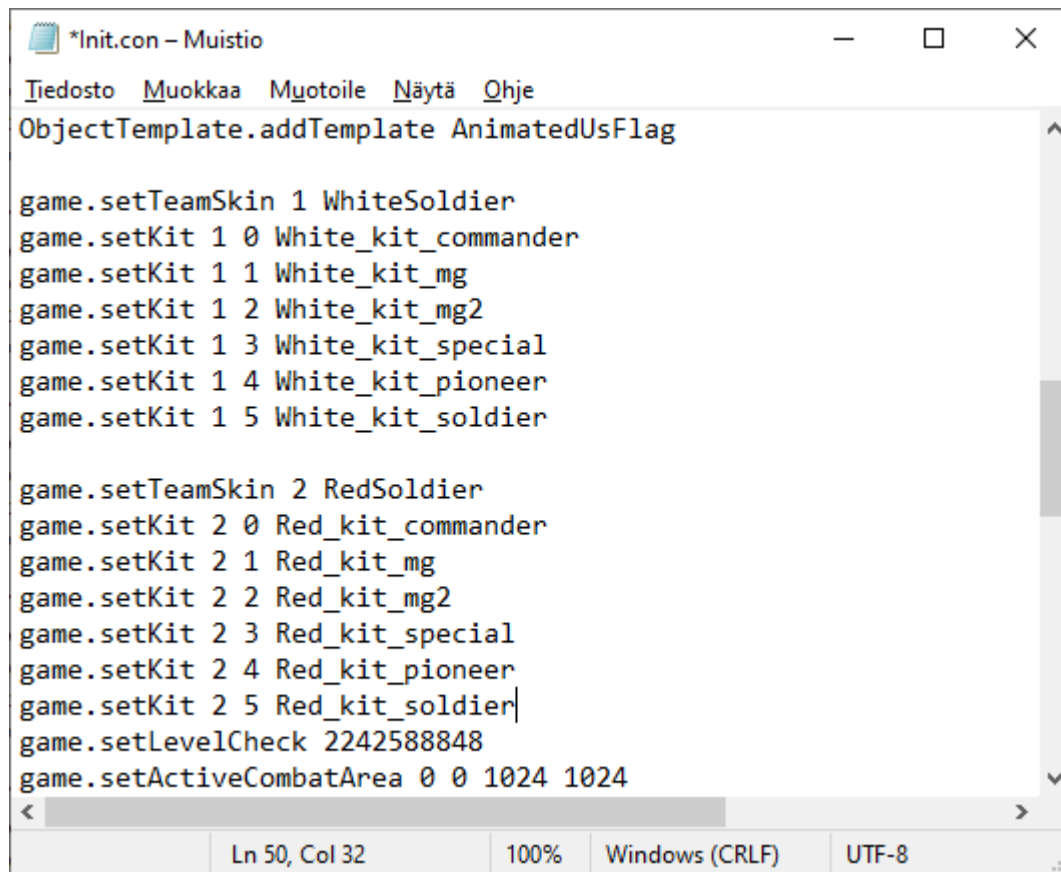
Here you can see the kits of your map. We need to add the sixth kit manually to these lists.

Add following lines of code after the kit number 4 on each team:

```
game.setKit 1 5 White_kit_soldier
```

```
game.setKit 2 5 Red_kit_soldier
```

Like this:



```
*Init.con - Muistio
Tiedosto Muokkaa Muotoile Näytä Ohje
ObjectTemplate.addTemplate AnimatedUsFlag

game.setTeamSkin 1 WhiteSoldier
game.setKit 1 0 White_kit_commander
game.setKit 1 1 White_kit_mg
game.setKit 1 2 White_kit_mg2
game.setKit 1 3 White_kit_special
game.setKit 1 4 White_kit_pioneer
game.setKit 1 5 White_kit_soldier

game.setTeamSkin 2 RedSoldier
game.setKit 2 0 Red_kit_commander
game.setKit 2 1 Red_kit_mg
game.setKit 2 2 Red_kit_mg2
game.setKit 2 3 Red_kit_special
game.setKit 2 4 Red_kit_pioneer
game.setKit 2 5 Red_kit_soldier
game.setLevelCheck 2242588848
game.setActiveCombatArea 0 0 1024 1024
Ln 50, Col 32 100% Windows (CRLF) UTF-8
```

Just save the file and move back to WinRFA. Select “directory” from the “pack” -menu and click the button with three dots. Now navigate the directory selection window to the directory where you extracted your map. Select the bf1942-folder. Not the folder with your map’s name! Base path should read “bf1942”. If not, you haven’t selected the right folder. Now you are ready to pack your map.

We will be making a patch on your map. Name the file as “YourMapName_001.rfa” yourmapname_***.rfa-files are patch files that replace files in the original map file and prevents BattleCraft42 from altering them upon saving a map..

Do not overwrite your main map file! If you do this and haven’t made a backup of your map you will lose all your hard work!!!!

If you have done these steps correctly, then the sixth kit should work!

Custom Kit rosters and limits

In FinnWars 1918 it is possible to customize weapons and limitations in the kit roster as you wish in order to bring variety to maps. It’s kinda tricky to do if you have no experience in BF42 modding but an experienced modder probably can do this on his own just by tinkering the files. I will provide assistance to this when your map is otherwise near completion. Just hit me up!

Discord: VarmaKrapula#6182

E-mail: varmakrapula[at]hotmail.com

If you need help in anything else, just contact me and I will answer as soon as I can.



This example is taken from Alvettula-map. In this map's roster i've changed the default Maxim M/1910 to an older M/1905 model. It is also possible to change the limits however you want. Although I demand realism for this competition so no 32 platoon leaders running around the map.

You can for example change your platoon leader's main gun from Nagant revolver to Winchester M/1895, an American Mosin-calibre rifle favored by many Russian soldiers in WW1. Or you can remove the machine gun unit completely to create space for poorly equipped forcefully conscripted soldiers with only single action Nagant revolvers to defend themselves. Only your imagination is the limit!

Other

Every Map that I deem to be good enough for this mod will get their own loading screen:



It looks like this. On the top right corner in bigger font is the name of the map. Smaller font represents in what front/section it belongs (Häme, Tampere, Viipuri etc..). You don't have know that and I will add it for you. It can also be left empty if the location of the battle is left unknown.

On bottom left corner is the date of the map's battle. This can also be left just 1918 if the month is unknown. And of course on the bottom right corner will be your name!



Have fun designing your map!