Creating a Map

This tutorial will cover the creation of a working map within World at War. This tutorial assumes you already have a working mod tools installation updated to v1.4. If you do not have a working mod tools installation you can find a tutorial for downloading and installing the tools Here.

Things needed for this tutorial:

- A working copy of Call of Duty - World at War
- A working v1.4 Mod Tools installation
- The UGX Script Placer

Using the Script Placer

If you do not already have the UGX Script Placer you can download it from the link above.

- (Windows 7+) Right click the .EXE file you downloaded and click "Run as Administrator".
  (Windows XP) Double click the .EXE file you downloaded.
- Upon opening you will see a basic interface which might look somewhat confusing at first glance.

To get more comfortable with the script placer I will explain what the basic functions are and what they mean for you. If you already have an understanding of the functions the script placer performs then you can skip this explanation.
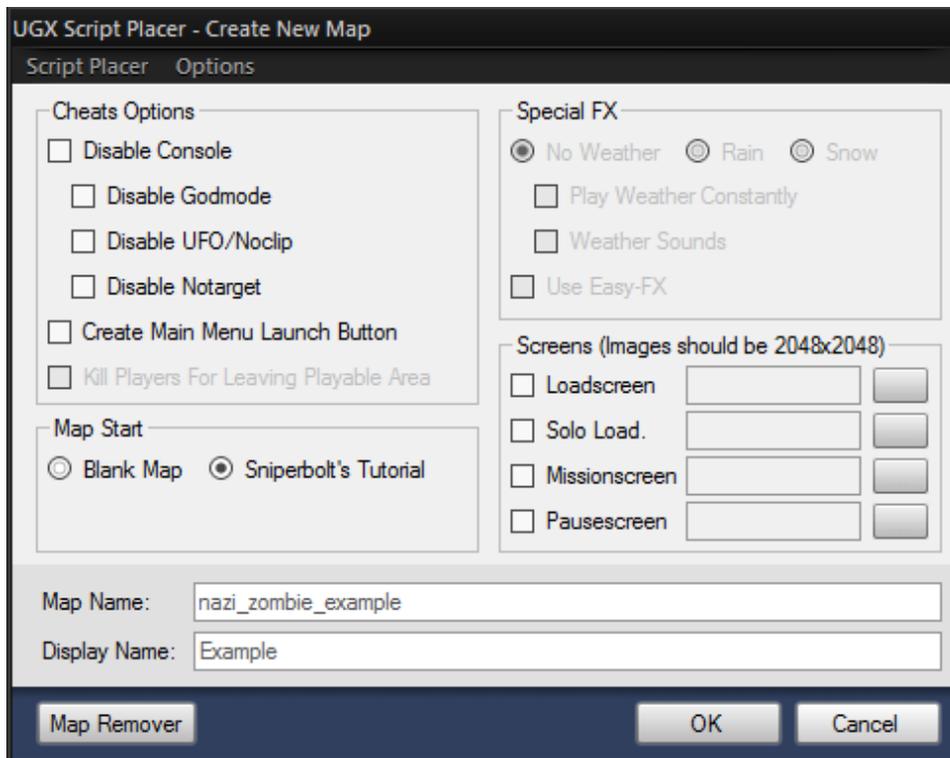
Cheats Options

Disable Console - This disallows any player to be able to use console commands while using your map. This significantly reduces the amount of cheating possible when your map is played.

Disable Godmode - This disallows any player to enable God Mode. An ability in which the player can never die.

Disable UFO/Noclip - This disallows any player to enable UFO or Noclip. Both commands allow players to move about the map freely and go places they usually wouldn't be able to go, such as inside walls and outside map boundaries.

Disable Notarget - This disallows any player to enable Notarget. Notarget is a command that when enabled cannot be seen by AI. When the command is activated all enemy AI fighting against the player will lose knowledge that the player exists.

Create Main Menu Launch Button - This creates a button on the game's main menu that when clicked will start your map. Usually the map would need to be started from the console. This is required when disabling the console as otherwise the player wouldn't be able to start the map.

Kill Players For Leaving Playable Area - This option is not yet finished and will be added in a later version of the script placer.

Map Start

Blank Map - Creates a blank map file. Your map will have nothing inside of it when the script placer creates it.

Sniperbolt's Tutorial - This is a test map with all the features of v1.4 included. The map has basic functionality with player spawns, zombie spawns, teleporters, perk machines, etc.

Special FX

These options are not yet finished and will be added in a later version of the script placer.

Screens

Loadscreen - The background image the players will view when loading the level in a co-op lobby.

Solo Load. - The background image the player will view when loading the level solo.

Missionscreen - The thumbnail preview image the players will view in the bottom left corner when in a co-op lobby.

Pausescreen - The image which will be shown in the menu when the player presses pause in game.

Credit: SajeOne