

UGX-Mods Wiki

Welcome to our brand new Wiki page!

This is where you can find all the latest tutorials, conveniently ordered in categories.

We will try to keep this new wiki, unlike the old one, properly updated. If you feel that a tutorial is missing or a new one needs to be added, feel free to send an email to general@ugx-mods.com or lukk1e1998@ugx-mods.com with your tutorial attached to the email. We'll scan it, make sure it works and will eventually add it here.

The Wiki:

Black Ops 3 Modtools

- [BO3 | Applications & Tools](#)
 - [BO3 | Asset Property Editor](#)
 - [BO3 | Dedicated Server](#)
 - [BO3 | export2bin.exe](#)
 - [BO3 | GSC Syntax package for Sublime Text 3](#)
 - [BO3 | Radiant Black](#)
- [BO3 | Asset Conversion - Models, sounds, etc](#)
 - [BO3 | Adding custom animations](#)
 - [BO3 | Adding custom materials and textures](#)
 - [BO3 | Adding custom models](#)
 - [BO3 | Adding custom sounds](#)
- [BO3 | Mapping](#)
 - [BO3 | Adding Dog Spawners or Disabling Dog Rounds](#)
 - [BO3 | Adding Pandora's Box locations](#)
 - [BO3 | Adding Zombie Spawners, Risers, and Window Barriers](#)
 - [BO3 | Adding Zones](#)
- [BO3 | Maya](#)
 - [BO3 | Export Models and Anims from Maya 8.5 and above](#)
 - [BO3 | Rigging and animating a custom weapon](#)
- [BO3 | Script](#)
 - [BO3 | What's changed from WaW scripting?](#)
 - [BO3 | How to display more script error information](#)
 - [BO3 | Playing an animation on a script model](#)
 - [BO3 | Purchase Loops](#)
 - [BO3 | ScriptBundles](#)
 - [BO3 | Scripting custom traps](#)
 - [BO3 | Weapon System](#)
 - [BO3 | Weapon entity field list](#)
 - [BO3 | Weapon Giving from Script](#)
 - [BO3 | Weapon List](#)
 - [BO3 | Adding Timed Gameplay to Zombiemode](#)
 - [BO3 | Adding Buyable Ending to Zombiemode](#)
 - [BO3 | Overriding default classes](#)
- [BO3 | Sounds](#)
 - [BO3 | Creating/Modifying Soundaliases & Converting Sounds](#)
 - [BO3 | DLC Weapon Soundaliases](#)

World at War Modtools

- [WaW | Maya](#)
 - [Maya 2012-2014 Xmodel and Xanim Export Tool](#)
 - [Maya Plugins Setup](#)
 - [Video Porting a gun from Black Ops to WaW](#)
 - [Guide to hideTags with CoD4 Viewhands in CoD5](#)
- [WaW | Menu](#)
 - [Adding a Solo Button](#)
 - [List of execKeyInt Key IDs](#)
- [WaW | Radiant](#)
 - [Radiant Intro](#)
 - [Creating a Map](#)
 - [Creating Zombie and Dog Spawners](#)
 - [Creating a Debris Blocker](#)
 - [Creating a Moving Door Blocker](#)
 - [Creating a Swinging Door Blocker](#)
 - [Video Adding Zones 1.4](#)
 - [Ultimate Guide to Zones in v1.4 Maps](#)
 - [Video Adding Risers in 1.4 ModTools\(Der Riese\)](#)
 - [Zipline In 1.4 Style Maps](#)
 - [Flogger Trap In 1.4 Style Maps](#)
 - [Vision File & Settings Guide](#)
 - [Exceeded 2400 image assets](#)
 - [Creating a flagwait\(\) Blocker](#)
 - [Setting Up a New Map Manually](#)

- Custom Weapon
- End Game Cameras
- WaW | Resources / Links
 - Patching World at War
 - Modtools Installation Guide
 - Properly Package Your Map For Release
- WaW | Script
 - Airstrike
 - Easy-FX
 - Trem bank
 - UGX Jukebox Guide
 - Hintstrings not updating
 - CoD Utility Functions
 - Scripting Guide
 - Text Editors
 - Achievements
 - G_FindConfigstringIndex(): overflow
 - MT AllocIndex: failed memory allocation
- WaW | Sound
 - Custom Main Menu Music
 - Rip sounds from IW6
- WaW | UGX Applications
 - GUI Weapon Editor
 - UGX WeaponsEditor++
 - GUI Unit Tool
- WaW | UGX Mod Standalone
 - UGX Mod Standalone v1.1 Installation Guide
 - UGX Mod Standalone v1.1 Manual Installation Procedure
 - UGX Mod Standalone v1.1 Mapper Documentation
 - UGX Mod Standalone v1.1 Available Weapons
 - UGX Mod Standalone v1.0.3 Manual Installation

Forum

- BBCode