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Hello all! I thought I would release my version of Modding the weapons tutorial. A bit old now but always good to have. There'll still coming new players to the MOH:aa,sh series. Unbelievable, right? hehe Anyway, now we begin!

### **J.K's Modding the weapons tutorial.**

Are you eager to change the weapons, how they shoot, how far it can aim, etc.? Then you should read this tutorial. I will explain every little thing for you. For example, where all .TIK files are and how to edit the script, will also explain what ever little thing does in the script. You will also learn to make a .pk3 file etc. But we got to start somewhere right? We can always start with the conditions files, you are going to use. Okay let's begin.

The first step is to make these folders:

C:\Program Files\EA GAMES\MOHAA\main\models\weapons

or you can just make the models\weapons folders and add it to your desktop so you don't need to have a bunch of folders running. Me myself do so, much easier to work.

Maybe I should explain what the models\weapons folders means. It means you shall first make a folder called models then you shall make another folder called weapons then you shall move the weapons folder into the models folder, then it will be models\weapons folder. Not everyone understands so now I have explained. Let us continue.

To get the files we need, you have to open: C:\Program Files\EA GAMES\MOHAA\main\Pak0.pk3 through Pakscape. Do you not have Pakscape, please download it here, [http://medalofhonor.filefront.com/file/PakScape\\_PK3\\_Program;39910](http://medalofhonor.filefront.com/file/PakScape_PK3_Program;39910). There are other ways to open .pk3 files, but me myself use Pakscape so I use it in this tutorial also.

- Step One: Use Pakscape and open C:\Program Files\EA GAMES\MOHAA\main\Pak0.pk3, click the + sign next to the "models" folder, then scroll down to the "weapons" folder and click the + sign, then mark the "weapons" folder, look at the other side of the box where you see a bunch of folders on top, ignore the folders and scroll down until you see all ".tik files and .txt files", now you copy all ".tik and .txt files" by selecting them and dragging them over to: C:\Program Files\EA GAMES\MOHAA\main\models\weapons, or as I do: desktop\models\weapons that you have created. All files should be located in your weapons folder now, if they are not there you must have fallen asleep during the time you moved them! :rofl:

The files you should have moved has to be:

- bar.tik
- bazooka.tik
- colt45.tik
- kar98.tik
- KAR98sniper.tik
- m1\_garand.tik
- m2frag\_grenade.tik
- m2frag\_grenade\_base.txt
- m2frag\_grenade\_sp.tik
- m2frag\_grenade\_sp\_start.tik
- mp40.tik
- mp44.tik
- p38.tik
- panzerschreck.tik
- shotgun.tik
- silencedpistol.tik
- springfield.tik
- static\_KAR98.tik
- steilhandgranate.tik
- steilhandgranate\_base.txt
- steilhandgranate\_start.tik
- thompsonsmg.tik

Am I right? I hope so!

If you want you can delete:

- m2frag\_grenade.tik
- m2frag\_grenade\_sp.tik
- m2frag\_grenade\_sp\_start.tik
- static\_KAR98.tik
- steilhandgranate.tik
- steilhandgranate\_start.tik

It makes no difference. Now close Pakscape.

- Step two: Now it is time to open the tik. files. There are two ways to open, one is: Use Notepad as I personally prefer or use Script Editor 2.0, Download it

here [http://medalofhonor.filefront.com/file/Script\\_Editor\\_20;6441](http://medalofhonor.filefront.com/file/Script_Editor_20;6441). In this case we use Notepad, moving on!

Open Notepad and select the file you want to change, in this case bar.tik. C:\Program Files\EA GAMES\MOHAA\main\models\weapons\bar.tik or desktop\models\weapons\bar.tik. If you don't see the file/files, enter this \*.\* into the file name box and hit enter.

I was unfortunately forced to reduce everything to make it fit into the post here. When you have open the file it looks something like this:

**Code:**

```
[COLOR=#000000]TIKI
setup
{
scale 0.52// Set default scale to 16/30.5 since world is in 16 units per
foot and model is in cm's
path models/weapons/BAR
skelmodel BAR.skd
surface bar1 shader bar
surface bar3 shader bar
surface bar4 shader barclip
}

init
{
server
{
classname      Weapon
weapontype      mg
name            "BAR"
rank            410 410

pickupsound      bar_snd_pickup
ammopickupsound  bar_snd_pickup_ammo
noamosound      bar_snd_noammo

//Holstering info
//holstertag      "Bip01 Spine2"
//holsteroffset   "8.0 -7.75 6.5"
//holsterangles   "0 185 -25"
//holsterScale    1.0

// Primary fire type info
firetype         bullet
ammotype         "mg"
meansofdeath     bullet
bulletcount      1
clipsize         20
startammo        20
ammorequired     1
firedelay        0.12

//=====//
//          WEAPON ACCURACY MODELLING          //
```

```
//=====//

//BAR: Max Eff. Range is 500 yds with a muzzle velocity of 2650 ft/s. (30-06 Springfield)

bulletrange      4000
bulletspread     11 11 45 45
//firespreadmult 0.38 0.68 200 0.8
firespreadmult   0.38 0.61 200 0.6
bulletdamage     60

tracerfrequency  3 //original 0

crosshair        1

movementspeed    0.9

//AI animation group info
weapongroup      bar

//airange        short

// DM Attributes
dmbulletcount    1
dmstartammo      200
dmammorequired   1
dmfiredelay      0.12
dmbulletrange    4000
dmbulletspread   12 12 52 52

//dmfirespreadmult 0.38 0.68 200 1.5
//dmfirespreadmult 0.4 0.4 200 0.8
//dmfirespreadmult 0.55 0.45 200 0.9
//dmfirespreadmult 0.475 0.425 200 0.8
//dmfirespreadmult 0.4 0.6 175 0.7
dmfirespreadmult 0.35 0.65 160 0.7

dmbulletdamage   30

dmcrosshair      1

dmmovementspeed  0.89[/COLOR]
```

Yes now it's time to explain a little. Everything in red is my answer to everything.

```
// Primary fire type info
firetype bullet
ammotype "mg"
meansofdeath bullet
bulletcount 1 - This is the count of bullets that come out every time you shoot.
clipsize 20 - This is how many bullets you have in each clip.
startammo 20 - This is the amount of ammo that you start the game with.
ammorequired 1 - If you change this to 0 then you can shoot without losing any ammo
firedelay 0.12 - This is how long between the shots fired.
```

That was the Primary fire type info. Now we proceed.

// WEAPON ACCURACY MODELLING

bulletrange 4000 - This is how far away you can kill. Put this in 9999 you have 100% accuracy.

bulletspread 11 11 45 45 - If you put this lower the bullets will spread less.

//firespreadmult 0.38 0.68 200 0.8 - The longer you shoot the worse the aim gets.

firespreadmult 0.38 0.61 200 0.6 - The longer you shoot the worse the aim gets.

bulletdamage 60 - This is how much health you take from another person when you hit 'em.

tracerfrequency 3 - Adds tracers to bullets.

crosshair 1 - Turns the crosshair on and off. 1 = On 0 = Off

movementspeed 0.9 - How fast you are moving.

That was the Weapon Accuracy Modeling. Now we proceed to DM Attributes. I must explain that // DM Attributes is server side. Just so you know.

// DM Attributes

dmbulletcount 1 - This is the count of bullets that come out every time you shoot.

dmstartammo 200 - This is the amount of ammo that you start the game with.

dmammorequired 1 - If you change this to 0 then you can shoot without losing any ammo

dmfiredelay 0.12 - This is how long between the shots fired.

dmbulletrange 4000 - This is how far away you can kill. Put this in 9999 you have 100% accuracy.

dmbulletspread 12 12 52 52 - If you put this lower the bullets will spread less.

//dmfirespreadmult 0.38 0.68 200 1.5 - The longer you shoot the worse the aim gets.

//dmfirespreadmult 0.4 0.4 200 0.8 - The longer you shoot the worse the aim gets.

//dmfirespreadmult 0.55 0.45 200 0.9 - The longer you shoot the worse the aim gets.

//dmfirespreadmult 0.475 0.425 200 0.8 - The longer you shoot the worse the aim gets.

//dmfirespreadmult 0.4 0.6 175 0.7 - The longer you shoot the worse the aim gets.

dmfirespreadmult 0.35 0.65 160 0.7 - The longer you shoot the worse the aim gets.

dmbulletdamage 30 - This is how much health you take from another person when you hit 'em.

dmcrosshair 1 - Turns the crosshair on and off. 1 = On 0 = Off

dmmovementspeed 0.89 - This is how fast you run with the weapon. Increase it and you run faster.

You can also add scope to all of your weapons by adding "zoom 20". I usually put it between "dmcrosshair & dmmovementspeed like this:

Code:

```
[COLOR=#000000]dmcrosshair          1

zoom                20

dmmovementspeed    0.89[/COLOR]
```

**DO NOT TOUCH ANYTHING YOU DON'T UNDERSTAND!!!**

Now save the file and now we are done with that script. Now you can do the same with all other .tik files if you want, it's up to you.

We pretend that you're ready. Now we going to make the files to a .pk3 file so you can run it on your server or what ever. :crazy:

Now, open up Pakscape again, select "File" at the top left of the box, press New or use Ctrl+N, now there is a whole new box with the other two diamonds in it, select and drag your "models" folder into the left box and drop the folder where the Pakscape icon is. Now press "File" again and press "Save As", where it says "File format", press the button and select "Quake 3 Pak (\*.pk3)" and save the file as an example: zzz-myweapons or user-myweapons. You must have either "zzz-" or "user-" otherwise the file does not work. Why? I don't need to explain now. Everything is telling you to get it to work right? :crazy:. Now when you have choosen your name for the file you will see after so that you save the file in: C:\Program Files\EA GAMES\MOHAA\main. It is not necessary that you save it there but it will be easier for you to try your mod directly.

Yes my friends, that was all you need to know about Weapon Modding, I think!

hahahahaha...:bigrin:

I hope this has helped you a long way but there is still much to learn haha... Good luck with everything and are there anything you do not understand or something you need help with just contact me on my website <http://fmfans.se>.

**Cheers!** :beerbang:

*Written by J.K*