

Maps that have embedded materials and models that replace the default official filenames issue.

Problem: A set of maps by “Hero” and others like “Alex-Road” (start with “ar_” replaced the default material file names from the **Day of Defeat source GCF files**.

There are many files he overwrote that he should not have.

Basic Method:

Basically...

1. Get the custom files out of the .bsp file, into a folder so we can replace the problem files.
2. Rename the mapname.bsp put “_FIX” on the end.
3. After replacing the problem custom content, embed the new files and folder set into the .bsp.

Sounds easy and it is but you need to know what file is causing what issue and what software to use.

Issues you may encounter. Software helps.

The main issue is finding the files that are incorrect.

Now... before you start you will need an addon for your windows system. We are looking at VTF files. VTF files are images, there is a second file to control that called VMF (a text file). So, they work as a pair and display still or animated images of all types.

To view VTF as a thumbnail in windows... See the “VTF Tools” in the download, install Jeds vtf_shell_extensions_v1.7.5.1, you may have to restart. [His web page for the tool is here.](#)

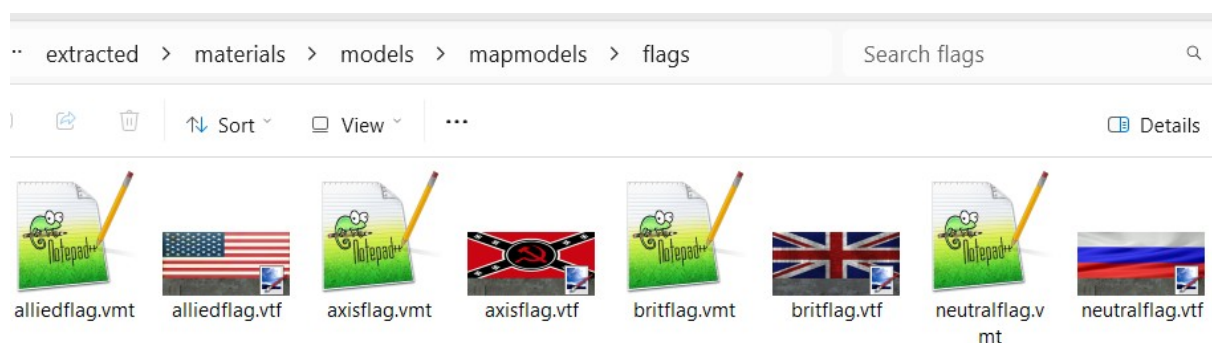
**Let’s look at the map `dod_dead_buried_gone_r3`.
It’s in the download.**

The mapper Hero altered the official flag models and replace with Russian and US flags.

He used the default file names for the allies, axis and neutral flags. **That’s BAD!**

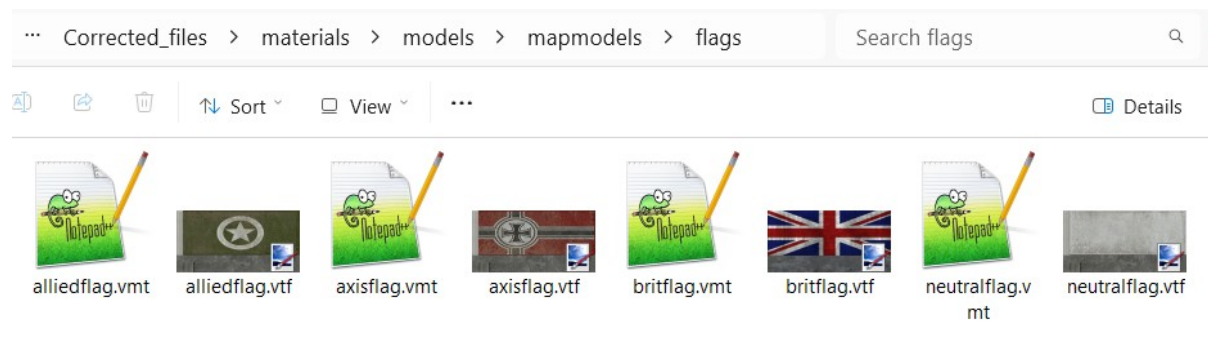
Download folder address...

Fix_Bad_Maps_VOD\dod_dead_buried_gone_r3\ORG_MAP\extracted\materials\models\mapmodels\flags



You can see the correct ones in the download folder...

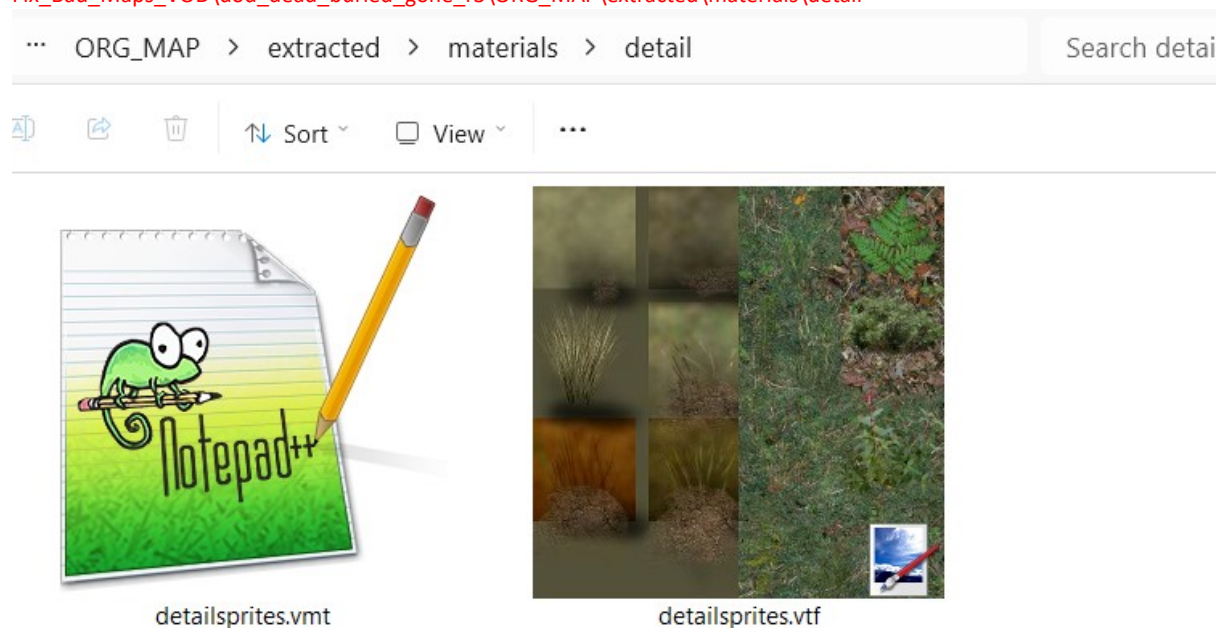
[Fix_Bad_Maps_VOD\dod_dead_buried_gone_r3\Corrected_files\materials\models\mapmodels\flags](#)



- Also, he has used a materials file called “detailsprites.VTF” that replaces small shrubs and flowers. These have different “origin” settings and it’s what we see in the skybox and the “floating” bushes in dod_flash.

Download Directory address

[Fix_Bad_Maps_VOD\dod_dead_buried_gone_r3\ORG_MAP\extracted\materials\detail](#)



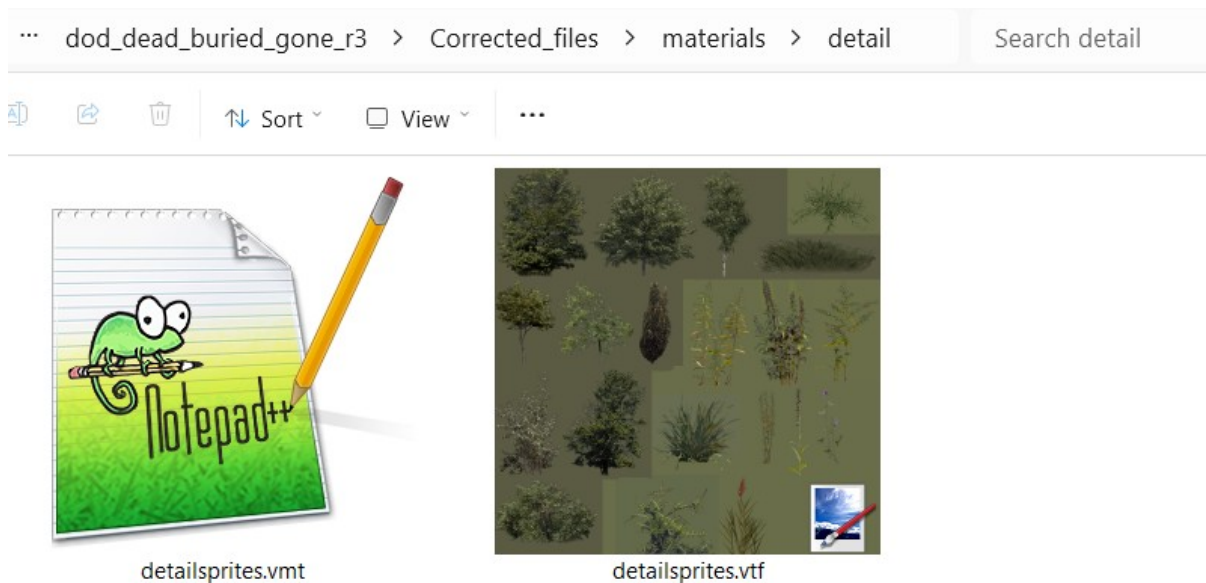
You can see the “floating bush” and the fern in the top right of the VTF.

See how having the VTF thumbnails can help spot the bad files?

The default dod:s “detailsprites.vtf” is different.

Go to the download folder...

[Fix_Bad_Maps_VOD\dod_dead_buried_gone_r3\Corrected_files\materials\detail](#)



As you can see there is a huge difference.

So... I can see you asking... where did I get the official files from?

Easy, I extracted the entire folder set out of the dod directory with GCFscape.

<https://nemstools.github.io/pages/GCFscape-Download.html>

Don't know how to use it?...

<https://www.dodbits.com/dods/index.php/source-graphics/source-graphics-tutorials/gcf-file-format-and-gcf-scape?highlight=WyJnY2ZzY2FwZSJd>

For this map, dod_dead_buried_gone_r3, that is all the errors I can find, the files that fix the flags and sprites is in the download folder...

[Fix_Bad_Maps_VOD\dod_dead_buried_gone_r3\Corrected_files](#)

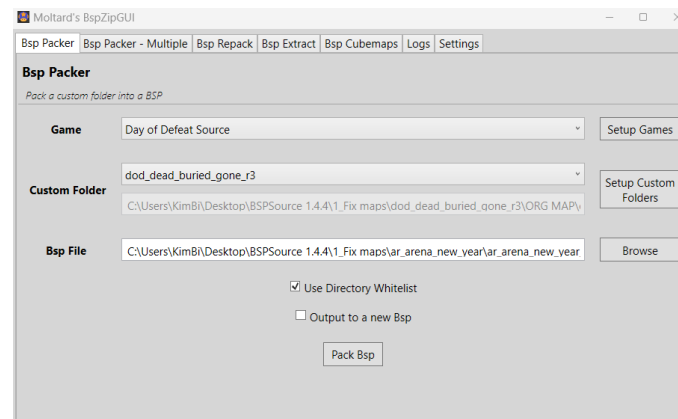
In other maps...

- There may be more "bad files". I think a lot will only be the sprites issue, there could be more.
- There are many more and he has used a lot of custom models... it's a messy process to clean this up.

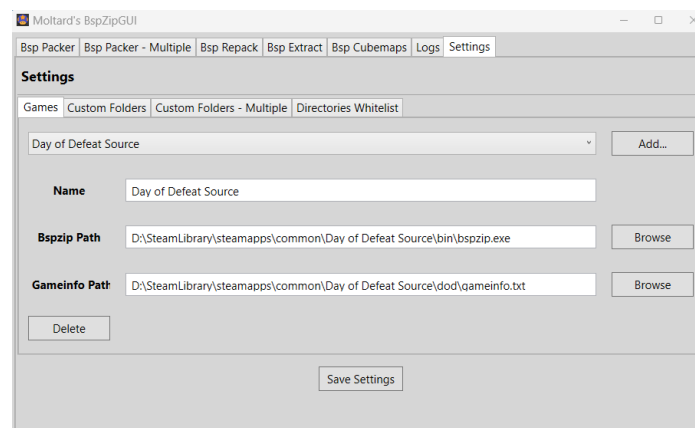
Now you have some of the tools to look at .VTF files we need to start the process of taking apart the .bsp file, making some folders and putting it all together again.

Process the files with BspZipGUI:

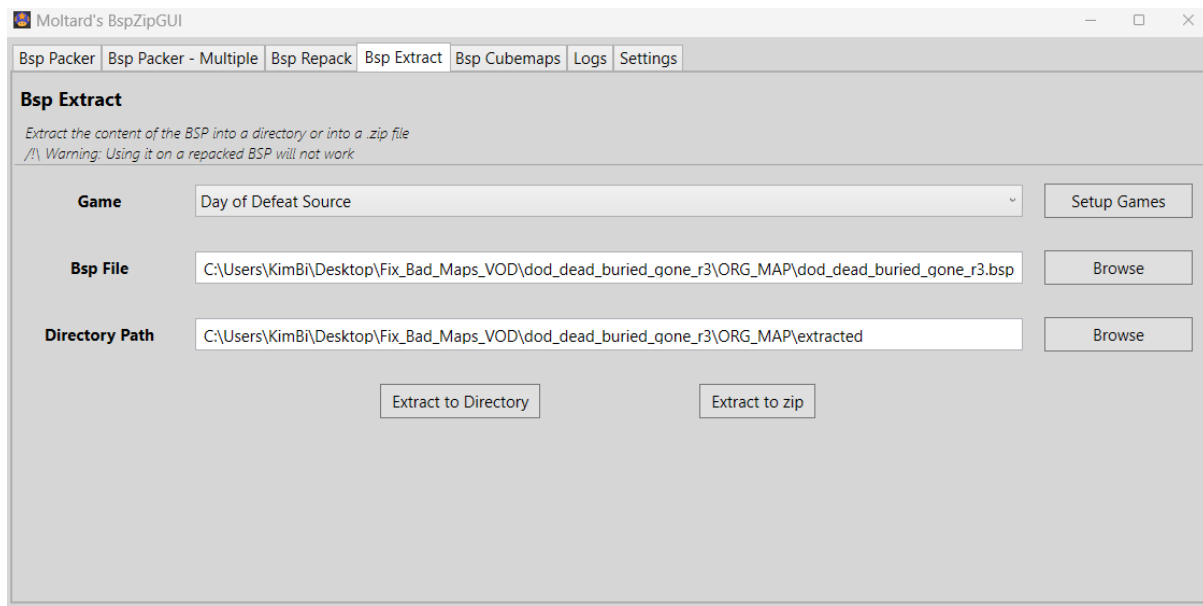
1. Open BspZipGUI.exe (Windows defender SmartScreen may come up, click “More info” then “Run Anyway”)
2. Setting things up... In “Game” Press the Setup Games button



3. Next you add Day of Defeat Source... your addresses will be different to mine. *This info' and all other folders is stored in the "settings.xml" file.*



4. Now we have the game set lets go to the tab “Bsp Extract”
 - **“Bsp File”**... as you can see I browsed and found “dod_dead_buried_gone_r3.bsp” and double clicked on it.
 - **“Directory Path”**... This is where you are going to put the custom files out of the .bsp. Make a new folder, I made one called “extracted”, browse to it, click on it, then press “Open” the folder address is recorded.
 - **Now press “Extract to Directory”, a messages pop up, a log is made.**



5. Now all the custom files are in the “extracted” folder.
That is the end of extracting the files.

Opportunities before we move on.

If a map has more than just a few bad files.

If the map has a lot of other issues... consider contacting a mapper and just redo the entire map.

Use BSPSource 1.4.4 to decompile and it can also extract the custom files... make sure you get rid of the bad files when you grab the custom files.

If you wanted to make a mini-map, now is the time!

<https://gamebanana.com/tuts/10697>

But this map dod_dead_buried_gone_r3 hasn't a mini-map and we are not going to make one.

BUT!!!!!! We could make a mistake here not renaming some mini-map files, if they are there.

If your next map has got a mini-map... we are about to rename the .bsp, the mini-map if present must be renamed as well.

The files to edit are...

materials\overviews

- Rename the <mapname>.vtf and <mapname>.vmt files to the new .bsp name
- Open the <mapname>.vmt file with NotePad++ note the "\$baseTexture" line, rename the address.

resource\overviews

- Rename the <mapname>.txt file to the new .bsp name.
- Open the file, in the "material" line fix the new filename.

So... back to the final parts of this. Fixing files and repacking.

Recapping we have...

- Extracted the custom files from the original .bsp called **dod_dead_buried_gone_r3**
- We found out the “bad files” and got them from the dod files using GCFscape.
- We checked if we have a minimap and if so, renamed the files.

Copy the “dod_dead_buried_gone_r3.bsp” to another folder (I called mine “NEW_MAP” and put some sub folders ready to download)...

Fix_Bad_Maps_VOD\dod_dead_buried_gone_r3\NEW_MAP\dod_dead_buried_gone_r3_FIX\maps

Rename the .bsp ... “dod_dead_buried_gone_r3_FIX.bsp”

I then copied the custom folder from...

Fix_Bad_Maps_VOD\dod_dead_buried_gone_r3\ORG_MAP\extracted

... pasted that into the “NEW_MAP” folder and renamed that “extracted and corrected”

Fix_Bad_Maps_VOD\dod_dead_buried_gone_r3\NEW_MAP\extracted and corrected

Why make all these folders? In case I make a mistake, I don't want to mess up the original files if I need to redo something!!!

Next, grab the correct folders and files (just a materials folder in this case) from...

Fix_Bad_Maps_VOD\dod_dead_buried_gone_r3\Corrected_files

Paste that into...

Fix_Bad_Maps_VOD\dod_dead_buried_gone_r3\NEW_MAP\extracted and corrected

Now we have a new .bsp and a corrected custom folder.

One more thing... go to

Fix_Bad_Maps_VOD\dod_dead_buried_gone_r3\NEW_MAP\extracted and corrected\maps\graphs

Replace or rename the .ain file... it really doesn't matter for dod:s... but it would if did this for other games...

<https://developer.valvesoftware.com/wiki/AIN>

Along with a lot of other files... <https://gamebanana.com/tools/7492>

To recap again, where are we at?

Recapping we have...

- Extracted the custom files from the original .bsp called **dod_dead_buried_gone_r3**
- We found out the “bad files” and got them from the dod files using GCFscape.
- We checked if we have a minimap and if so, renamed the files.
- We renamed the .bsp
- We copied the custom files to another folder
- We copied over the “bad files”
- We checked the .ain file (even though it doesn't matter)

Next... we will pack the new .bsp

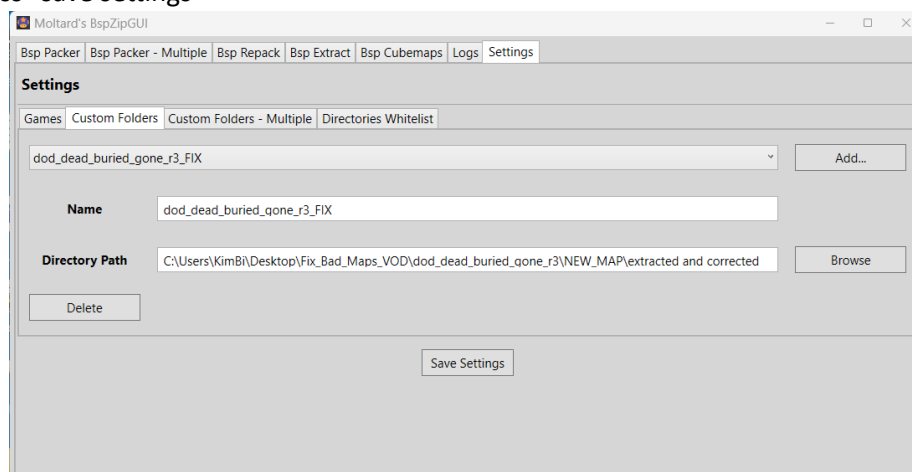
1. Open BspZipGUI.exe
2. Go to the “Bsp Packer” tab
3. Make sure “Game” still has “Day of Defeat Source” (note there are drop down arrows)
4. Press “Setup Custom Folders” we need to find that corrected custom folder set we made...
`Fix_Bad_Maps_VOD\dod_dead_buried_gone_r3\NEW_MAP\extracted and corrected`
5. In “Name” make that “dod_dead_buried_gone_r3_fixed” *that will end up being written to the settings.xml file as the title of the custom folder for that map.*

In “Directory Path” go to...

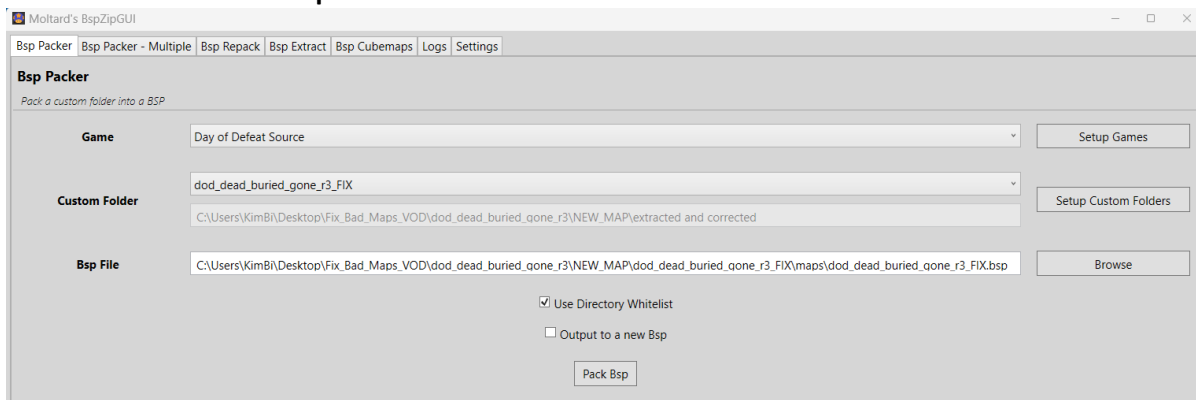
`Fix_Bad_Maps_VOD\dod_dead_buried_gone_r3\NEW_MAP\extracted and corrected`

...when you are inside that folder, press the “Open” button.

6. Press “save settings”



7. Go back to the “BSP Packer” tab
8. In the “Custom Folder” drop down the arrow and select the title we just made.
(`dod_dead_buried_gone_r3_FIX`)
9. In the “Bsp File” browse to the renamed .bsp file.
10. Make sure “Use Directory Whitelist” is ticked.
11. Press the “Pack Bsp” button.



That should be it. You will see a message and a log is made.
In the folder you will note a new .bsp file and... the old one is kept and renamed.
Just in case something went wrong... you can redo the steps without losing original files.

Do each map like this, having these separate folders.
I think most will be the same as this, the sprite and flags issue only, no minimap.

Have fun with that.

INsane.