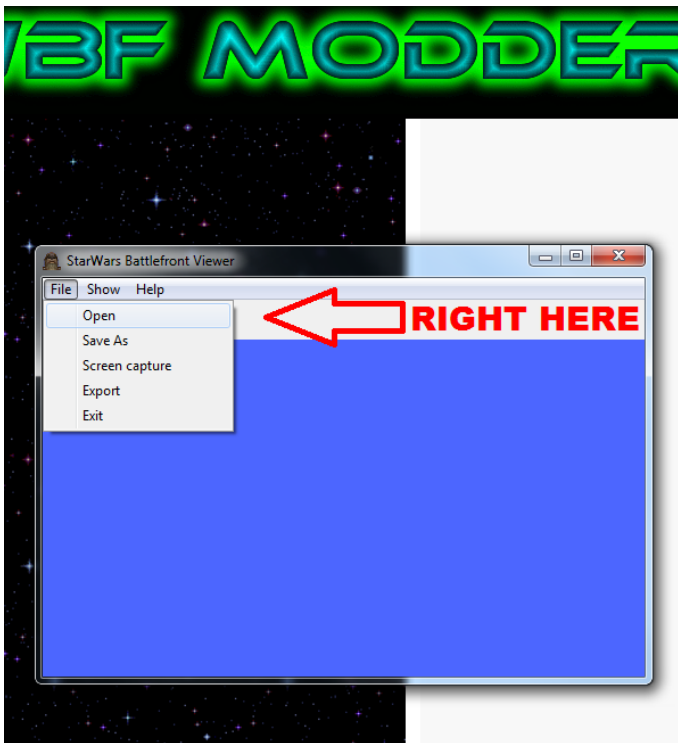




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CheckWritableLayersAtLoad = 1
FlipModelX = 1

Also if you have already saved the world in ZeroEditor while the objects were shuffled around, the WLD file needs to be reimported.

Q - Clicking on "Boundaries" tab causes Zeroeditor to crash?
A - Install the boundary fix included by default in ZeroBuilder Tools or here <http://www.secretsociety.com>

Q - Sides Won't Munge? I am making a side mod for SWBF1. I've edited what I want to do for now, but I have a lot of folders... These folders don't work on Battlefront either. Do you know if there is a different munge or sort of munge?
A - The side LVLs get stored in _LVL_PC when munged, you must copy the new LVL file over to replace the old one. If you're using BFBuilder this is done automatically, if using the LVL Builders Toolbox you can use the GUI for making all of this even easier. You might have to modify the munger batch files if using a custom map. Additionally, check for any misspellings in the unit's .ODF file which causes the texture not to load, or the unit to not be visible in game.
Q - Well I'm using a tool that is similar to BFBuilder. Do you think that if I use BFBuilder, it will work? I've never used it before.
A - Make sure you follow the other tutorials on SWBFModders.com for instructions on how to get BFBuilder to work. You can also use the 64-bit batch file. Check this thread for the fix <https://swbfmodders.com/index.php?topic=175.0>. You can add the line `@set path=C:/windows/system32` to the mod's munge.BAT file which I recommend. Also you should read some other tutorials here, they can reduce headaches and make modding much easier.
You can download the .MSH viewer here for checking your textures on the model: <https://sites.google.com/site/swbfmodders/>
As for them appearing blank in game, it may be due to the way the program you use exports them. Send them to me and I'll help you.
Q - How do I use the Viewer to view the sides that I made? It only views the original STOCK sides.
A - You can use the Viewer to view the sides that you have munged. It will show the original sides and the munged sides.
Q - BFBuilder Common Problems and Solutions? I have two problems. 1. ZE crashes when I try to run it. 2. My sides appear blank in game.
A - Make sure you are using the latest mod tool patches as outlined in this thread <https://swbfmodders.com/index.php?topic=175.0>.
Q - Sides appear blank? Well, My sides now munge perfectly and that's all solved, but when I test them in game they appear blank.
A - Your textures didn't munge for some reason. Make sure they're located in the MSH folder and run clean.

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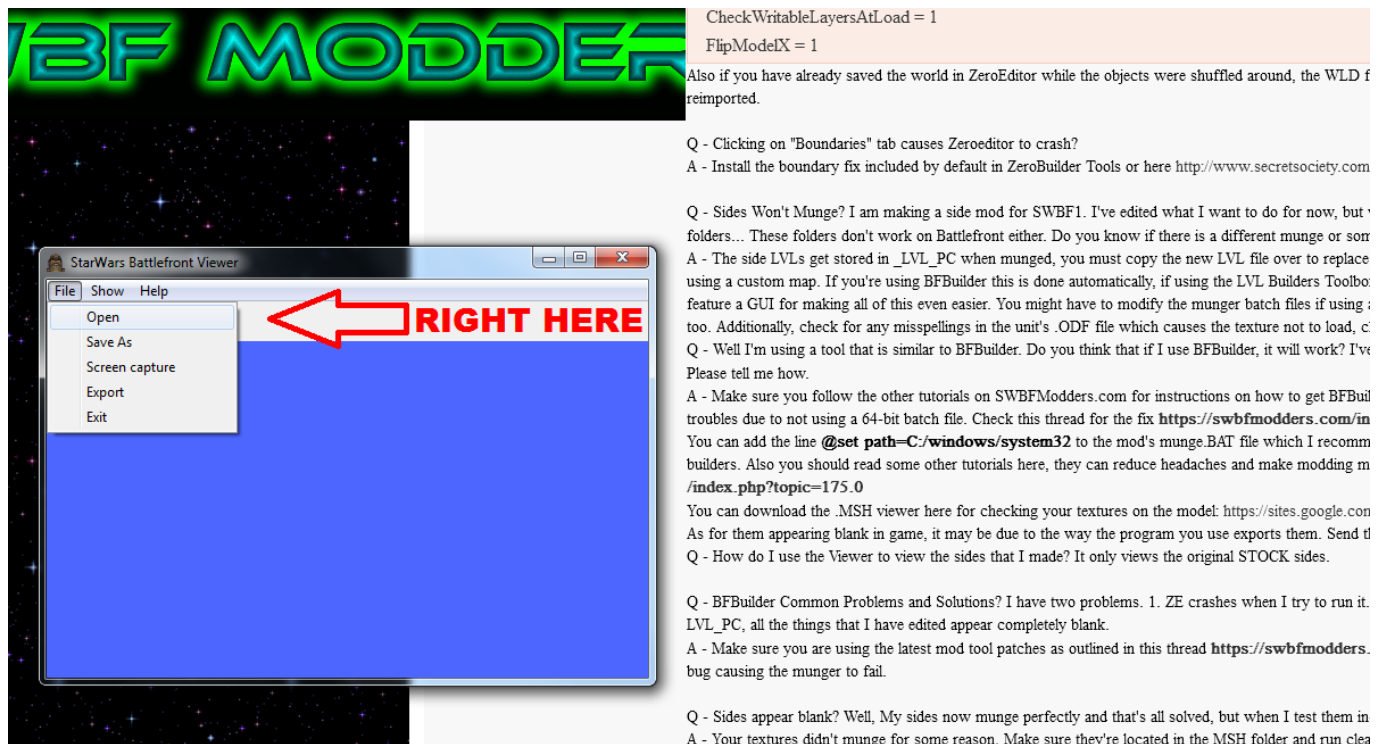
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You can add the line `@set path=C:/windows/system32` to the mod's munge.BAT file which I recommend. Also you should read some other tutorials here, they can reduce headaches and make modding much easier.
You can download the .MSH viewer here for checking your textures on the model: <https://sites.google.com/site/swbfmodders/>
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A - You can use the Viewer to view your sides. It will only view the original STOCK sides.
Q - BFBuilder Common Problems and Solutions? I have two problems. 1. ZE crashes when I try to run it. 2. LVL_PC, all the things that I have edited appear completely blank.
A - Make sure you are using the latest mod tool patches as outlined in this thread <https://swbfmodders.com/index.php?topic=175.0>.
Q - Sides appear blank? Well, My sides now munge perfectly and that's all solved, but when I test them in game they appear blank.
A - Your textures didn't munge for some reason. Make sure they're located in the MSH folder and run clear textures.

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