CoD WW Modtools: Update auf Version 1.2
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Treyarch hat gerade das Update für die Modtools released (Version 1.2)

Hinweis:

- This Mod Tools update requires CoD:WaW patch 1.4.
- We recommend that you covert and recompile all mods and custom maps to ensure compatibility with CoD:WaW patch 1.4.
- Patch 1.4 recognizes IWD's in the /usermaps folder. In the case of duplicate files in both /usermaps and /mods folders, the files in /usermaps will take priority.
- This 1.2 update also includes the files from the "CoDWaW - Mod Tools Package 1.1" download that was released in January.

Fixes:

- Custom models no longer crash the lighting process in Launcher.exe when compiling a map that contains a custom model.
- Converter's "ERROR: dll version number does not match converter version" error has been resolved.
- Launching "mp_usermaps" in the /mods directory no longer causes clients to be kicked when joining the host's game.

Neu hinzugekommen:

- Added and Updated Files:- mp_castle.map and all .map prefabs associated with it.
- code_post_gfx_mp, flamethrower, mp_vehicle_fx, nazi_zombie_asylum, vehicles_drivable_mp, water, and zombiemode CSV files.
- ambient, attack, behind, crawl, death, elec, laugh, n/sprint, sprint, and taunt Zombie sound effects.
- destructibledef and destructiblepiece files.
- Updated dlls in the /deffiles folder.
- Updated new scripts.
- DLC xmodel, xmodelparts, and xmodelsurfs files.
- DLC xanim files.
- DLC materials and material_properties files.
- DLC weapons, vision, ui_mp, maps, collmaps, and animtrees files.
- mp_tool.exe and sp_tool.exe.
- asset_manager, AssetViewer, cod2map, cod2rad, CoDWaWRadiant, converter, EffectsEd3, Launcher, linker_pc, MODSound, and ShaderCompiler executibles.

Informationen und Downloadmöglichkeit im Forum
Quelle: FPS Admin

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