

[CoD WW Modtools: Update auf Version 1.4](#)

2009-09-19 00:59

Treyarch hat gerade das Update für die Modtools released (Version 1.4)

Installation:

- Unzip the .zip file to a new folder.
- You will see three folders; "map_source", "raw", and "zone_source".
- Highlight all three folders and copy them into your "Call of Duty - World at War" root game directory.
- You will be asked if it is okay to overwrite folders and files. Click "Yes to All" for this operation and any subsequent requests.

You have now successfully installed Mod Tools 1.4.

Below you will find a list of the updated files included with Mod Tools 1.4.

This package has almost 3000 assets to help you create your own Der Riese-style levels in conjunction with Patch 1.6.

Please visit <http://wiki.treyarch.com> for a brand new tutorial that gives step-by-step instructions on how to take advantage of these new assets.

As always, we are excited to see new, fan-made zombie maps created by the community. Have fun!

Neue Files:

- DLC3 zombie .map prefabs.
- DLC3 zombie zone_source files.
- DLC3 Updated new scripts.
- DLC3 xmodel, xmodelparts, and xmodelsurfs files.
- DLC3 xanim files.
- DLC3 materials and material_properties files.
- DLC3 FX files.
- DLC3 weapons, vision, ui_mp, maps, collmaps, and animtrees files.

Downloads:

[Modtools @ sanjose.gcops.com](#)

[Modtools @ mycallofduty.com](#)

[Modtools im Forum diskutieren](#)

2009-09-19 00:59 von wally