

File structur (EM4)

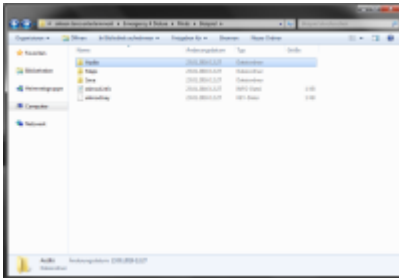
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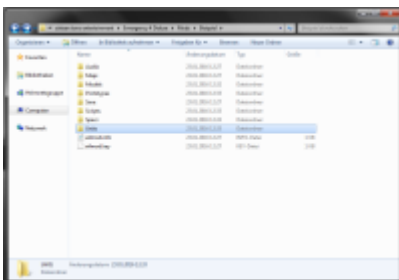
List of necessary folders and their naming in order to create modifications for EMERGENCY 4.

1 File structur

If you create modifications with the [EMERGENCY 4](#) editor, the editor creates the folders automatically in the mods folder of the game, containing several sub-folders and files.



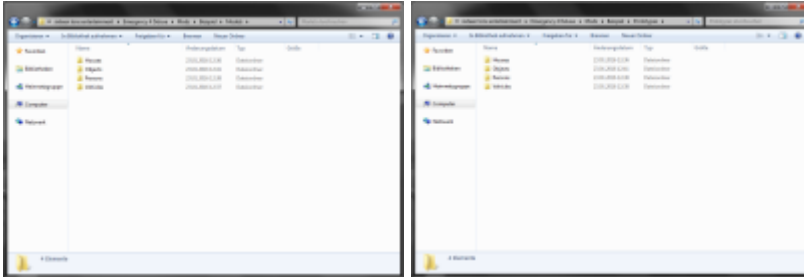
In order to create modifications, more folders are necessary. These can be created with right mouse click, New and a click on Folder. You can add all missing folders by this way.



1.1 Models & Prototypes

For the creation of persons, houses, vehicles and objects you need the folders Models and Prototypes. In

these two folders, there have to be four sub-folders.

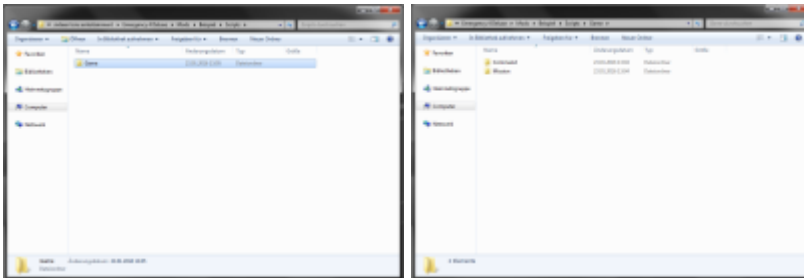


The structure of the folders can be chosen by yourself. The original game uses `Vehicles` and `Persons` and the sub-folders `Ambulance`, `Fire Department`, `Police`, `TEC` and `Civil`. But you can also name these folders by choice.

Whether you want to sort them by car brands (Audi, VW, Mercedes), organization (Police, fire department, rescue service etc.) or by every single vehicle, you can choose a proper system by your own. But you should use the same system in `Models` and `Prototypes`, in order to keep the system simple.

1.2 Scripts

In case of the scripts, you'll have to separate them by the type of the script. The folder `Scripts` contains the folder `Game`. In this folder you'll have to create the folders `Mission` and `Command`.



The folder `Command` contains all scripts used by persons and vehicles. The folder `Mission` contains all scripts used by missions or the freeplay mode.

1.3 Specs

The folder `Specs` contains several `.xml` files. These files are responsible for different settings in the game, the incident frequency and messages in the game.

1.4 UI

The folder `UI` contains several `.xml` and image files. These files are responsible for the creation of the in-game interface.

1.5 Units

The folder `Units` contains several `.xml` files responsible for the unit specs in the game. You also can place unit images files for the unit browser in this place.

1.6 Audio

The folder `Audio` contains all sound effects and voice samples.

1.7 Lang

The folder `Lang` contains written texts separated by the different language versions.