

How to make DivX video work in your mod

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1. Changes to the C++ code

1.1 In **ProjectDefines.h** line 37:

```
code:
1: Comment out
2:
3: #define NOT_USE_DIVX_SDK
4:
5: i.e.
6:
7: // #define NOT_USE_DIVX_SDK
8:
```

1.2 In **UIVideoPanel.cpp** line 41:

```
code:
1: Change
2:
3: m_DivX_Active=0;
4:
5: to
6:
7: m_DivX_Active=1;
8:
```

1.3 As the code currently stands, Far Cry will only look in the regular directories for video files, not the mod directories, so it won't find the custom video files for your mod. You can change this by hard coding your mod directory name at an appropriate place in either the C++ or Lua code. There might be a better, dynamic way to get the mod name, but as long as your mod gets installed in the expected directory name this shouldn't be a problem (that's what installers are for!).

Note that this change will make your mod ONLY search for video files inside your mod directories, so if you still need to play any video files that come with Far Cry, you'll need make some extra changes to check both paths, which I won't discuss here.

I like to use a #define for my mod name, so it's only specified in one place. I'd suggest adding a line to **ProjectDefines.h** at around line 20:

```
code:
1: #define FARCRY_MOD_NAME "Mods/<MyMod>"
2:
3: where <MyMod> is the name of your mod directory.
4:
5:
```

Now go to **UI DivX_Video.cpp** line 52:

```
code:
1: After the line:
2:
3: FileName[size-1]=(char)'i';
4:
5: Add this line:
6:
7: FileName = string(FARCRY_MOD_NAME) + "/" + FileName;
8:
9:
```

Your code is now ready to compile.

2. Fixing your DivX file

2.1 After you encode your DivX file, you need to change the FourCC codes in it using avic.exe, available **here**

Change both the description code and the used code to **DXGM**. This is not an option available in the drop down lists, so you have to type it in manually.

Your video files should now work in your mod!