

Documentation

Here are the documents provided by [Frictional Games](#). **Scroll down to find user created documentation.**

Getting started

This short [Getting started document](#) gives you a step by step guide to installing and setting up everything the first time.

Content Creation Document

The [HPL-Engine© Content Creation](#) contains all the information one needs to create content for the HPL Engine. However, it's a small book so to make the best of it look things up when you need it and do not attempt to read it from start to end in one go.

Script Reference

The [Script Reference document](#) document contains all the scripts you can use.

Particle editor document

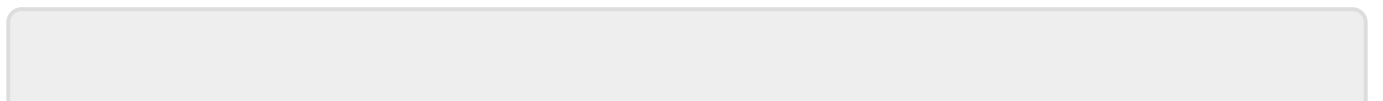
[HPL Particle Editor](#), everything you need to know to be able to create amazing particles using the HPL Particle Editor

User created documentation

CreativeMinds Community

An excellent [introduction to HPL](#) and also a very helpful video tutorial on how to create a [dynamic deformable object](#) for the HPL Engine.

[CreativeMinds Community](#)



From:

<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:

<https://wiki.frictionalgames.com/hpl1/documentation/start?rev=1288876130>

Last update: **2010/11/04 13:08**

