

Third Party Tools

In no specific order and not a full list, this we have only added to a bit here and there when we have had time.

COLLADA

All 3D models regardless of program used must be able to export to the [Collada](#) format.

3D Programs

Blender

[Blender](#) - Open-source 3D modeling program that comes with built-in support for [COLLADA](#).

2D programs

Gimp

[Gimp](#) - Open-source image editing.

Paint.NET

[Paint.NET](#) - Closed-source free image editor comparable to GIMP but easier, smaller, faster

Audio programs

Audacity

[Audacity](#) - Multi-channel sound editor.

OggDropXPD

[OggDropXPD](#) - Drag'n Drop your audio files to convert them to .ogg.

Text/Script coding programs

Notepad++

[notepad++](#) - Advanced text editor, crucial for script writing.

From:

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

Permanent link:

https://wiki.frictionalgames.com/hpl2/third_party_tools/start?rev=1288859609

Last update: **2010/11/04 08:33**

