

# Tools

## Installation Instructions

### Windows

Download the [Windows HPL Editor Suite](#).

This file must be unpacked in one of two places depending on which version of the game you have.

For users who downloaded the game from the site, unpack the file to the redist folder, found in the game's root directory that you chose during installation (By default, C:\Program Files\Amnesia - The Dark Descent\redist). If you have no redist folder, unpack it to the main folder where you find amnesia.exe, all .dll files and folders with game data.

For steam users, unpack the files to C:\Program Files\Steam\steamapps\common\amnesia the dark descent\.

Keep in mind that these tools, while having been used to produce actual content and a lot of effort has been put on making them as stable as possible, are a constant work in progress, so bugs and the like may arise anytime. Make sure to back up your work often. You can always help with development, reporting crashes and bugs, and always including a description of the bug and any log output from BlackBox or the editors themselves (logs located in your <User Directory>/HPL2/ folder).

### Linux

Download the [Linux HPL Editor Suite](#).

**Updated 2011-02-19** Updated to fix crashes when selecting enemies.

Extract the zip and run the installer (hpl\_editor\_suite.sh).

The installer should automatically find your currently installed copy of Amnesia if you installed it in one of the common installation locations. If not, simply select the Amnesia folder where you installed the game.

**Note:** No menu items are created by the installer, it simply installs the editor data files and executables for your platform.

**Note:** The HplLangTool.exe is included in the Linux HPL editor suite, it is a .NET application that does run under mono.

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## Mac OS X

Download the [Mac OS X HPL Editor Suite](#) or the [Manual Install dmg](#). (Use the Manual Install only if you have issues with the automated installer, and be *SURE* to read the directions)

- **Update 2011-02-19** Includes fixes for crashes and “hangs”
- **Update 2011-03-19** Includes fixes for a crash that occurs when selecting entities to add to a level
- **NOTE**, This currently is not for the Mac App Store release.. As updates to amnesia will completely remove the Editor suite. Please read [support.frictionalgames.com/entry/103/](https://support.frictionalgames.com/entry/103/) for more information.

Extract the zip and run the installer (HPL2 Editor Suite Installer).

The installer should automatically find your currently installed copy of Amnesia no matter where you purchased it. (Yes, even Steam)

**Note** You must install the Amnesia 1.0.1.2 update for Mac OS X (this is a Mac OS X only patch).  
[Amnesia 1.0.1.2 Mac OS X Patch](#)

**Note** Steam users will get the update directly from the Steam client.

After installing the tools, simply run Amnesia and select the “Editor Suite” tab in the launcher to run the tools.

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## Editors

### General Editor setup

Every editor executable file must be located in the game redistributable folder. When first run, they create a folder in your personal directory where they will store logs, settings and temporary files. This folder will be named after a string set in the MainEditorSettings.cfg found in the game redistributable folder.

### Level Editor

[Level Editor](#) - Everything that you do in the other editors comes to use here.

### Model Editor

[Model editor](#) - Makes your 3D models come to life with ingame functions.

## Particle Editor

[Particle editor](#) - Create fire, smoke and other particles to spice up levels and models.

## Material Editor

[Material editor](#) - Should a texture come with normal, specular or illumination maps? Should the material be transparent or sound like metal?

## HPL Language Tool

[HPL Language Tool](#) - Helper tool to build,edit, and translate language files

## Viewers

### Map viewer

[Map viewer](#) - Gives extra information about the level and allows viewing without running the game. A useful tool for optimization.

### Model viewer

[Model viewer](#) - See how your model will look ingame without having to start the game or make game specific files.

From:

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

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<https://wiki.frictionalgames.com/hpl2/tools/start?rev=1394566220>

Last update: **2014/03/11 19:30**

