

# 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 [Content Creation Document](#) 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 contains all the scripts you can use.

## Particle editor document

[Particle editor document](#), 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](#)

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