

Getting started document

What you need

1. [Penumbra: Overture](#)
2. [Download The Tools](#)
3. [Download .NET](#) 1.1 and 2.0 should both work fine.
4. [Download COLLADA](#) for your editor. [Get Maya here](#) and [3DS Max here](#).
5. A 3D editor like Maya, 3D Studio or Blender.

Setup

1. Install Penumbra
2. Extract the tools archive and place the files directly in the “penumbra install directory/redist”, you should have the following .exe in the redist folder
 - [HplHelper.exe](#)
 - [HudObjectEditor.exe](#)
 - [ModelViewer.exe](#)
 - [ParticleEditor.exe](#)
 - [ParticleViewer.exe](#)
 - [SceneViewer.exe](#)
3. Install .NET
4. Install COLLADA for your 3D editor
 - Make sure your editor is set to unit = meter
 - make sure COLLADA is set to “export polygons as triangles” under export settings

Taking your first baby steps

1. Briefly read through the [documentation](#), mainly the [content creation document](#)
2. Use the [tutorials](#) to get the basic skills
3. Make your first level, make it really simple and create a basic scenario based on what you learned in the [tutorials](#)
4. Look at the Penumbra levels, objects and scripts for reference, use the documentation as a lexicon and you should be OK.

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