

It's difficult to do anything with Penumbra: Overture, it requires using old software and learning a great deal before anything useful can be made. This documentation is only left here to give insight for those fiddling with the source code for Overture and the HPL1 engine.

## HPL1 Documentation:

- This wiki contains all the information you need to get started with modding [Penumbra: Overture](#) and the HPL engine. Before you begin remember that to work with the engine you will need experience with using a 3D editor, if you have none or little it is recommended you start learning one before trying to use the HPL engine.
- All game specific files that gives objects specific behavior is based on XML files, it's good to have some very basic knowledge of how XML files are structured and function.
- The HPL engine uses a C/C++ like script language called [Angel Script](#), as such it is a good idea to have some basic programming experience, no more than having done an introduction course or similar is required.
- If you are all set to go, head on to the [Getting started document](#) page!

## Resources in the wiki:

- [Getting started document](#)
- [Documentation](#) \* HPL-Engine© Content Creation
  - [Script Reference document](#)
  - [HPL Particle Editor](#)
- [Tutorials](#) \* TUTORIAL 1.1 - Introduction
  - [TUTORIAL 2.1 Level Creation](#)
  - [HPL Tutorial 3.1 Materials](#)
  - [TUTORIAL 4.1 - Particles](#)
  - [TUTORIAL 5.1 - Scripting a light](#)
- [Projects using the HPL engine](#)

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