

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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Last update: **2010/11/04 13:40**

