It's difficult to do anything with Penumbra: Overture, as 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

- satu dua tiga empat lima enam tujuh delapan sembilan sepuluh sebelas dua belas tiga belas empat belas lima belas enam belas tujuh belas delapan belas sembilan belas dua puluh.
  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 programing experience, no more than having done an introduction course or similar is required.

- You must have a 3D Accelerator as the engine and editors rely heavily on those, Integrated graphics do not work.

- 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