Tools

Editors

You can get the latest version of the HPL Editor Package here (currently Windows only). This file must be unpacked in one of two places depending on which version of the game you have.

For users who downloaded the game from the site, unpack the file to the redist folder, found in the game's root directory that you chose during installation (By default, C:\Program Files\amnesia the dark descent[is this right?]). If you have no redist folder, unpack it to the main folder where you find amnesia.exe, all .dll files and folders with game data.

For steam users, unpack the files to C:\Program Files\Steam\steamapps\common\amnesia the dark descent\.

Keep in mind that these tools, while having been used to produce actual content and a lot of effort has been put on making them as stable as possible, are a constant work in progress, so bugs and the like may arise anytime. Make sure to back up your work often. You can always help with development, reporting crashes and bugs, and always including a description of the bug and any log output from BlackBox or the editors themselves (logs located in your <User Directory>/HPL2/ folder).

General Editor setup

Every editor executable file must be located in the game redist folder. When first run, they create a folder in your personal directory where they will store logs, settings and temporary files. This folder will be named after a string set in the MainEditorSettings.cfg found in the game redist folder.

Level Editor

Level editor - Everything that you do in the other editors comes to use here.

Model Editor

Model editor - Makes your 3D models come to life with ingame functions.

Particle Editor

Particle editor - Create fire, smoke and other particles to spice up levels and models.

Material Editor

Material editor - Should a texture come with normal, specular or illumination maps? Should the

material be transparent or sound like metal?

Viewers

Map viewer

Map viewer - Gives extra information about the level and allows viewing without running the game. A useful tool for optimization.

Model viewer

Model viewer - See how your model will look ingame without having to start the game or make game specific files.

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