

# Changing Player Properties

In this tutorial, I will guide you on changing properties such as **leaning rotation and speed, health regeneration speed** and other cool tips to edit the player for your add-on/custom campaign.

It's important to know that you do not need a CodeLite SOMA workspace to edit these files.

## Setting up the Script Folder(s)

From here on out I'll assume that you followed the guide lines on how to make a mod in SOMA.

[wiki.frictionalgames.com/hpl3/community/other/cs\\_setup](http://wiki.frictionalgames.com/hpl3/community/other/cs_setup)

In your custom campaign folder make another folder called '**script**'. This will contain the files necessary for editing the player's properties. Open another window and search up **SOMA's main script folder** and find the folder '**player**'. If you want you can copy the entire folder to your mod's 'script' folder or you can make a 'player' folder in your mod's script folder and copy specific .hps files. You can now edit your mod's properties.

## Editing the Player Files

Open up the .hps file 'Player'. Using the find feature of your file editing software, find the following hotspots where you want to edit:

**Lean\_MaxMovement** or **MaxRotation** = Leaning motion and rotation

**mbLean\_Pressed** = The place where leaning motion and rotation speed is kept

**UpdateHealthRegeneration** = The place where the speed of health regeneration is kept

*More will be added as discovered...*

There is no need to update or change configuration files as the mod updates itself. Now the player's properties should be updated. Make sure to open your mod in the ModLoader otherwise the changes won't be noticed.

I hope this helps you in making complex custom content in SOMA with half the hassle!

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