

HPL3 Documentation

Engine

[Rendering](#)

Overview of the different rendering techniques that happens.

[Materials](#)

Detailed information on the different material that can be used.

[Static Objects](#)

Some information specific to static objects that are used to build the base geometry of the levels.

[Entities](#)

Information regarding entities, which is used for all the interactive and dynamic objects in the world.

[Terrain](#)

Terrain is quite different from other parts and require some special explanations.

[Script](#)

Scripting is a big part of the engine and meant to implement most of the game related things.

[Optimizations](#)

This part discusses various important optimizations.

[Model Export](#)

How to properly export models from various programs.

[Sound](#)

How the sound system functions and on the needs of assets.

Tools

[Main Editors](#)

The main editor tools are the LevelEditor and the ModelEditor. Here is indepth information on these.

[Particle Editor](#)

Used to create particle systems.

[Material Editor](#)

Create the material files for models with this tool.

[Model Viewer](#)

The model viewer is used to generate material files and view created models.

[Map Viewer](#)

A tool for easy viewing of map files. Also good for optimization.

Game

[Commandline](#)

What different commands can be used in the command line.

[Entity types](#)

The different basic entity types that are in the game.

[Scripting](#)

Game specific information on the scripting.

[Event Database](#)

How the game handles the event database.

[Voice Handler](#)

The voice handler system used to handle, you guess it, voices.

Tutorials

[DDS Texture Export](#)

A tutorial on how to export a texture using the Nvidia textureTools

[Translucent Material](#)

Here is explained how to create a translucent material.

[Basic Modeling](#)

The basics on modelling.

3rd Party Tools

[CodeLite Script Editor](#)

Basic info on using CodeLite as a script editor for Angel Script.

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