

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

Setup

Before doing anything, you need to know how to set things up!

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.

Dialog Handler

A higher level system that creates dialogs using functionality from the Voice Handler.

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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