

# 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!

## [Dev Features](#)

Goes through some of the development specific stuff that can be done in-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.

## [Gui](#)

The way the gui works and how it integrates into the game.

## [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.

## [Soundscape Area](#)

This is a special type of area that needs some explanation.

## [Guides](#)

A couple of guides with important information on some subjects.

## [FAQ](#)

Frequently asked question about anything to do with the game and engine.

# 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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