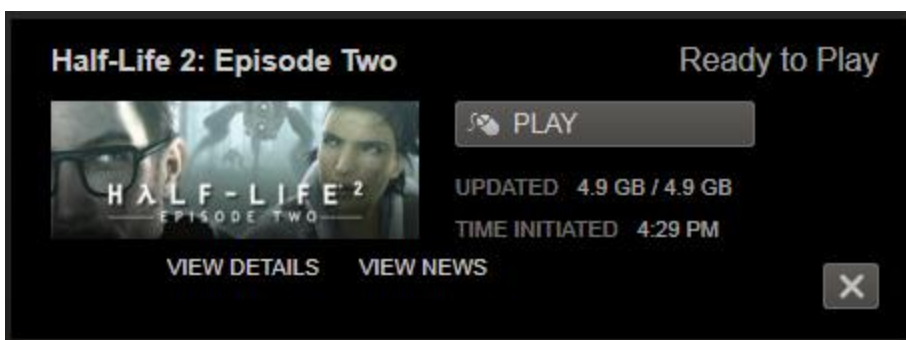
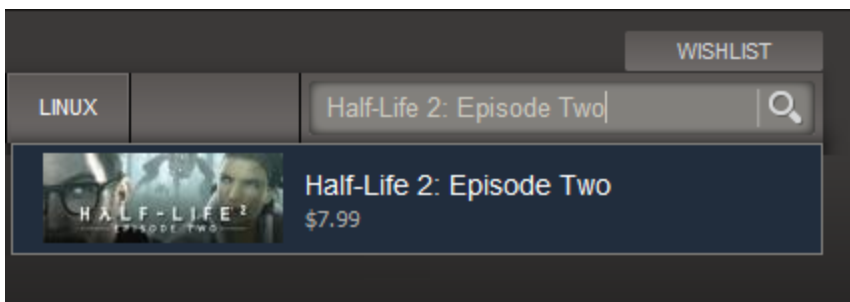
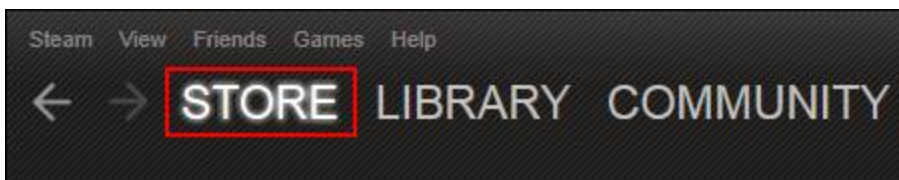
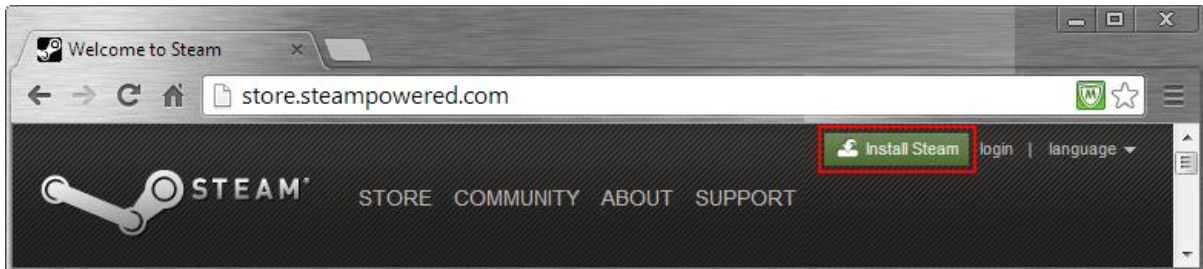
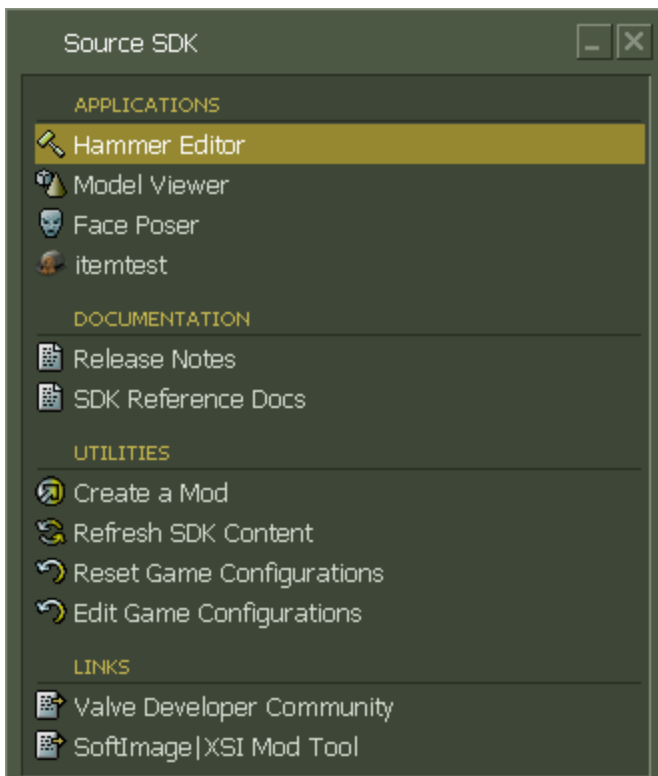
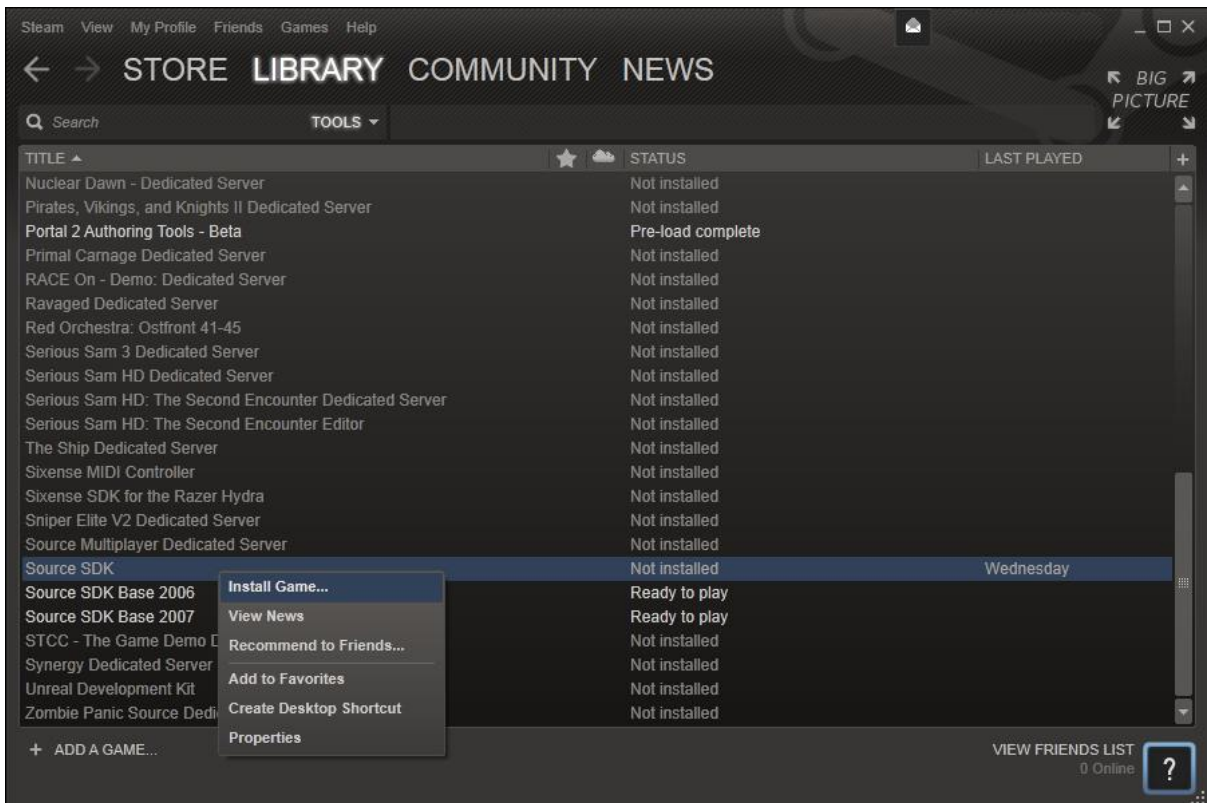


Chapter 1: Getting Started with the Source SDK





Mod Information ✕

Enter the directory you would like to install the mod into (eg. C:\MyMod). The source code for Half-Life 2 and a bare-bones mod will be copied into this directory.

C:\SLP\ Browse...

Enter the mod name. This will become a subdirectory under Steam's SourceMods folder, which will contain all of your mod's content files.

Samurai Laser Paratroopers

Click Next when finished, and the files will be copied.

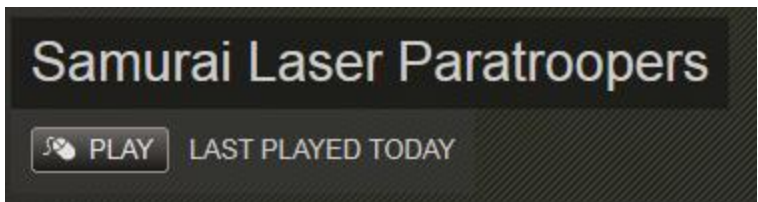
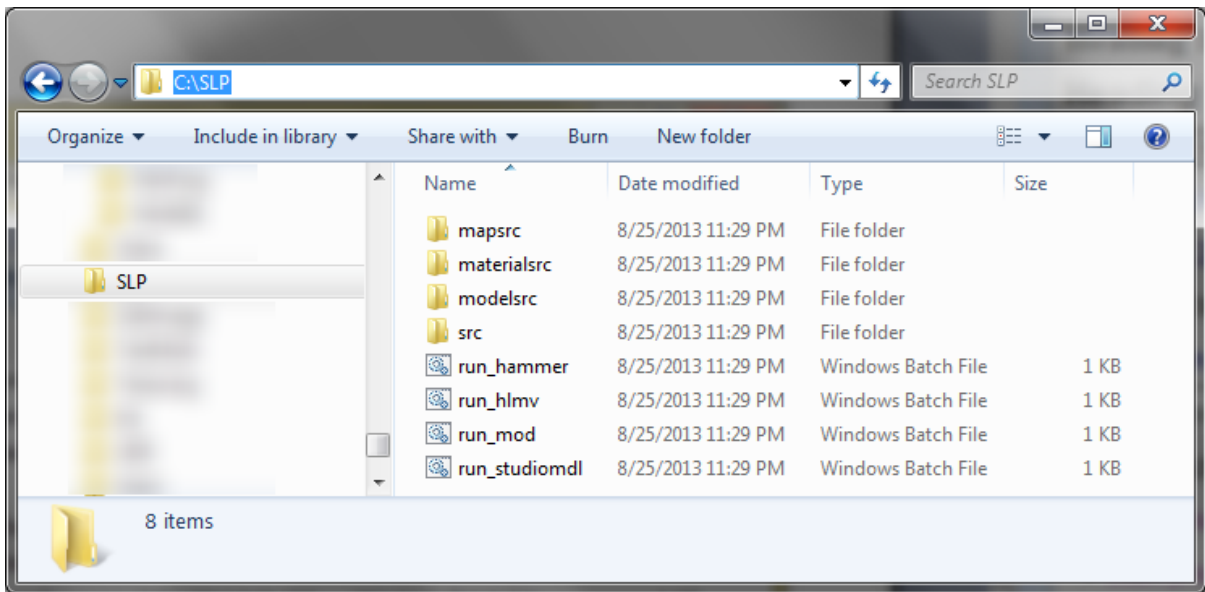
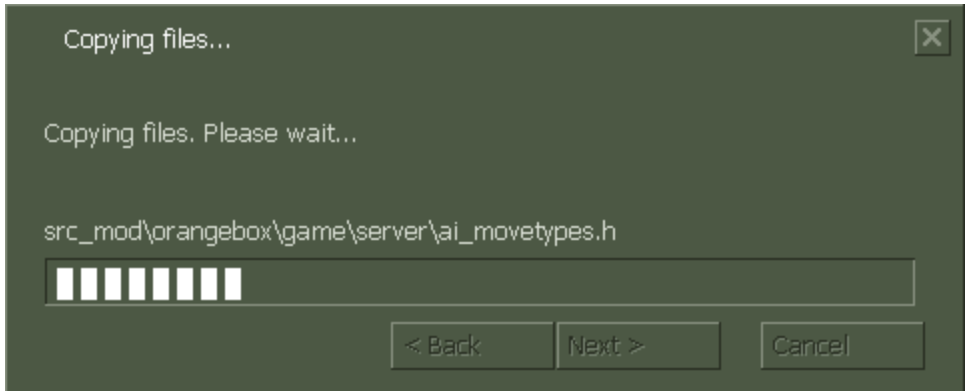
< Back Next > Cancel

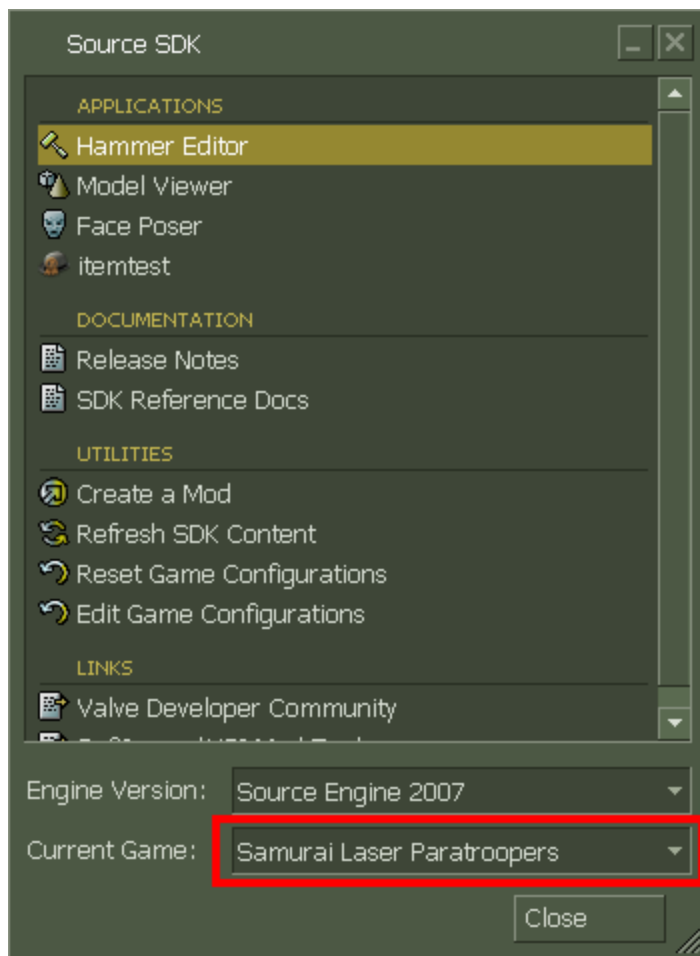
Template Options ✕

Choose the default options you'd like to be enabled in your new mod. You will need to build the dlls for it to take effect.

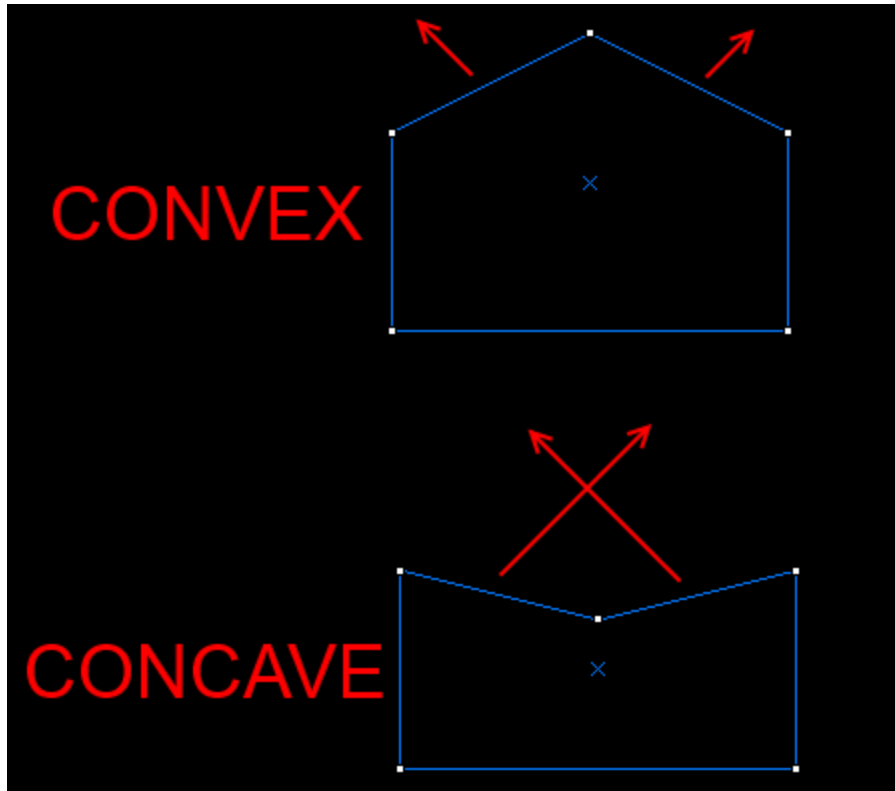
- Use teams (default Red Blue)
- Use player classes
- Use stamina
- Allow players to sprint
- Allow players to go prone
- Allow shooting while sprinting
- Allow shooting on ladders
- Allow shooting while jumping

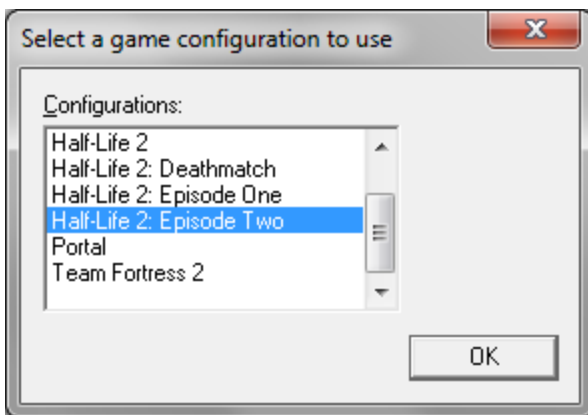
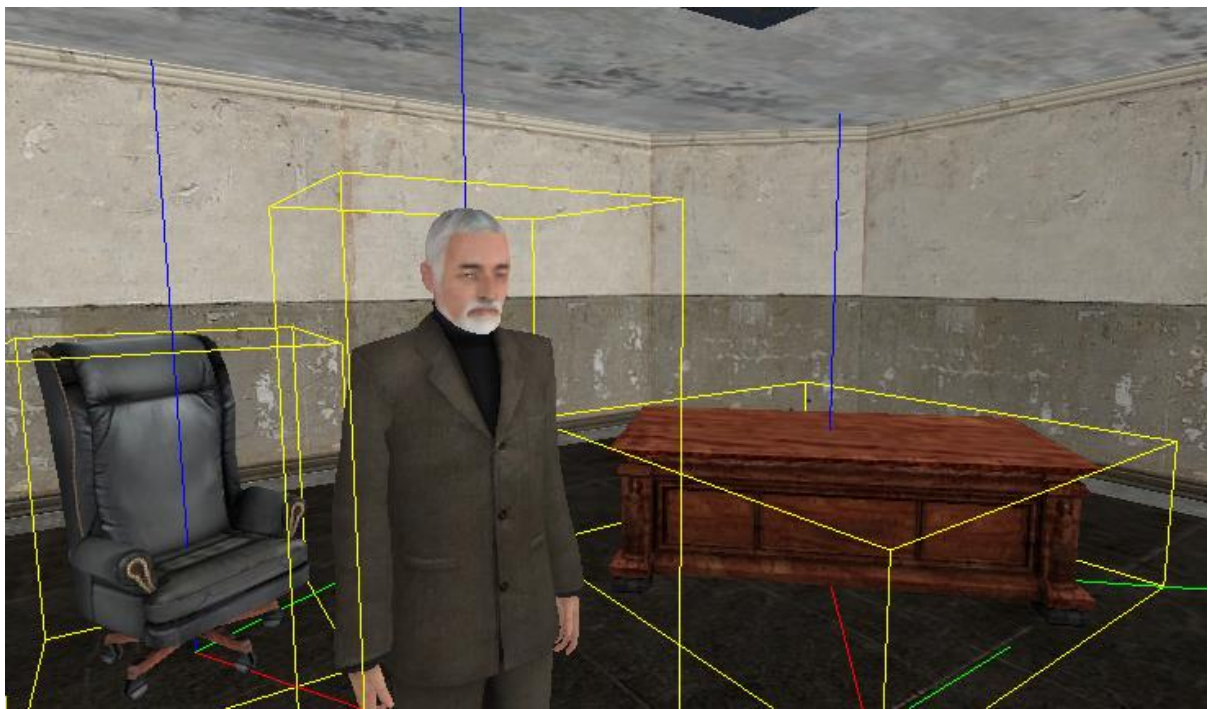
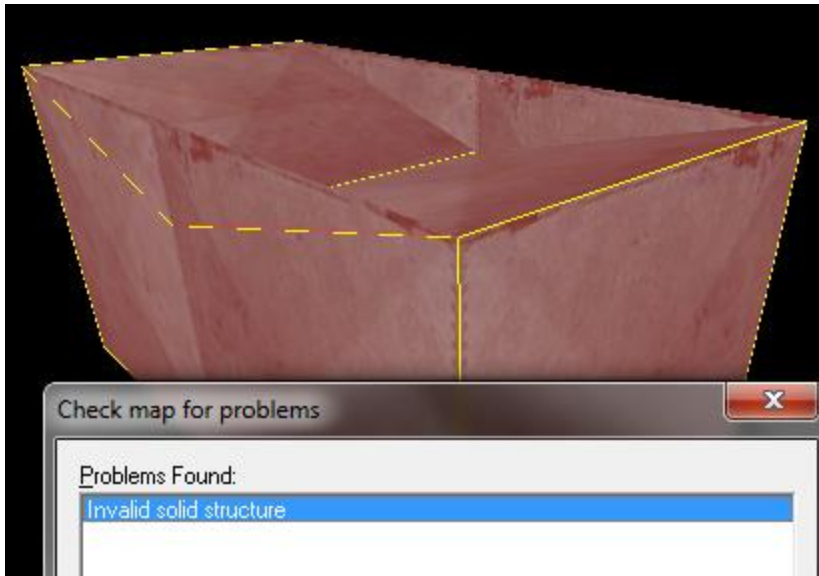
< Back Next > Cancel

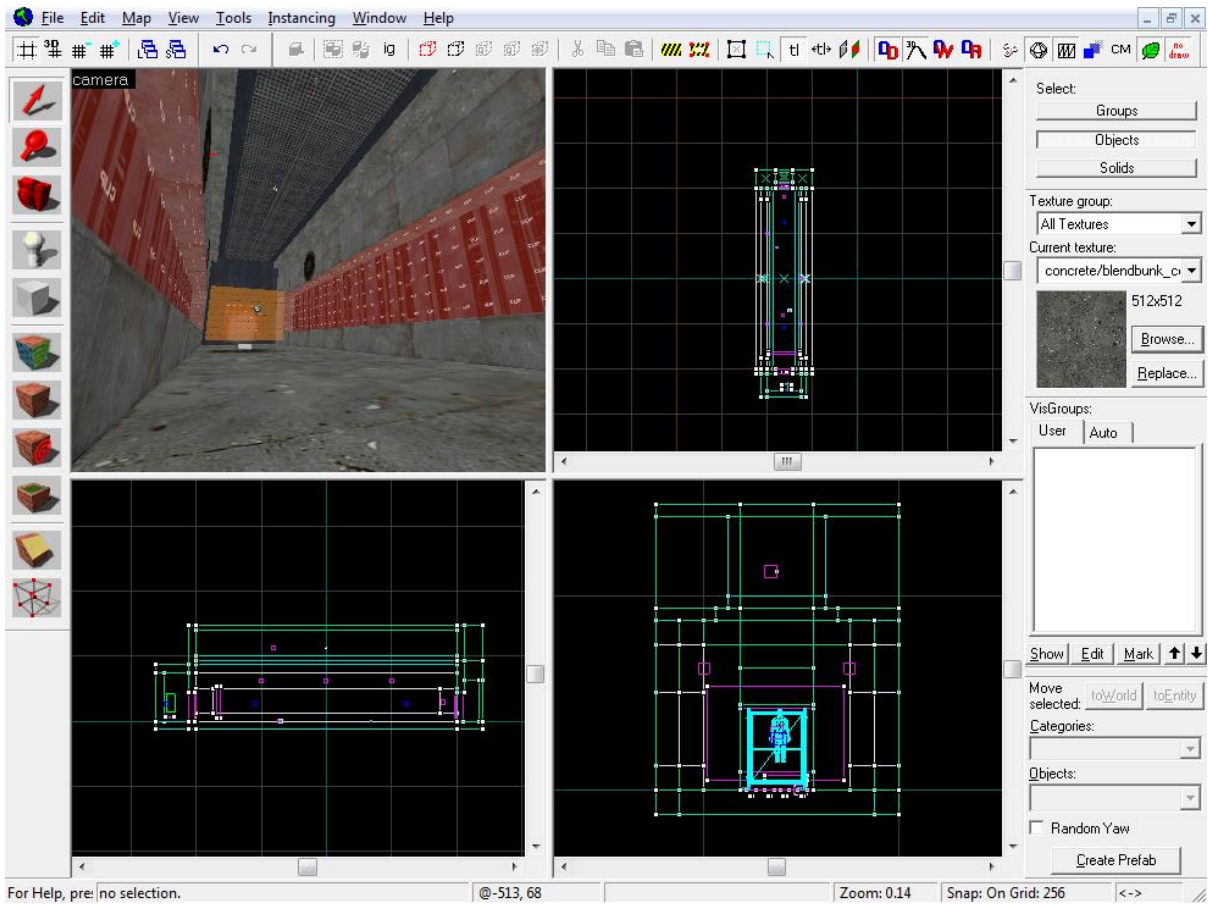
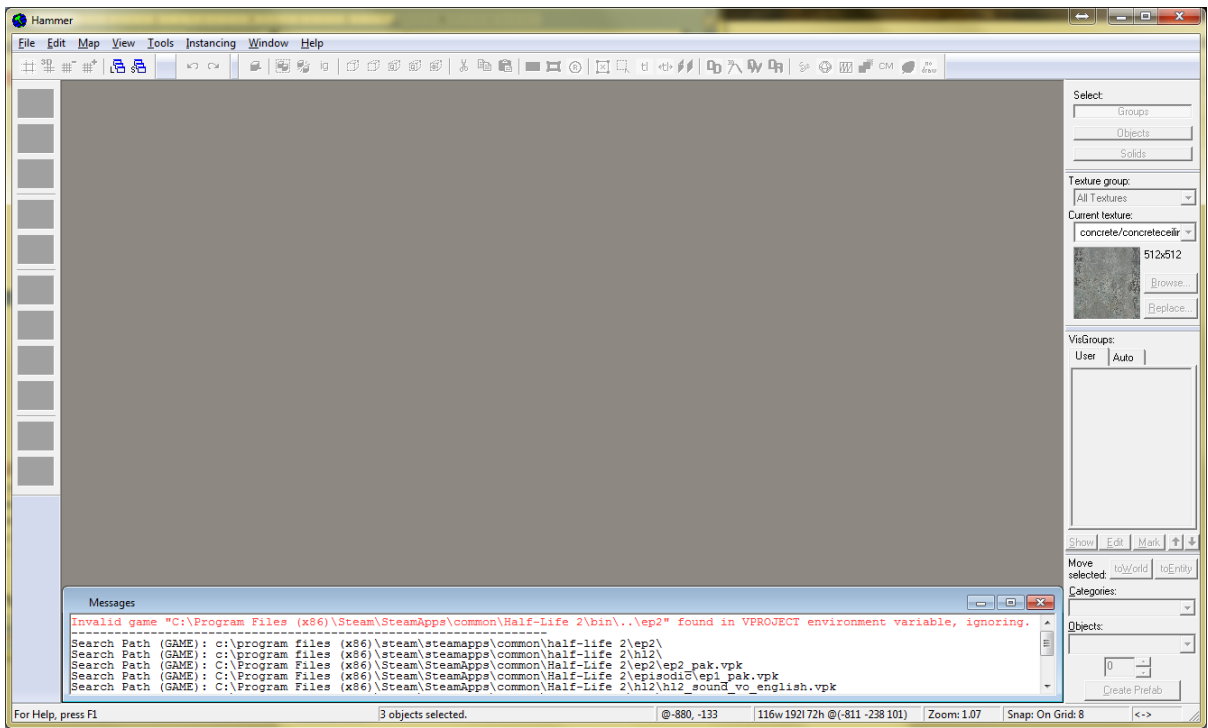


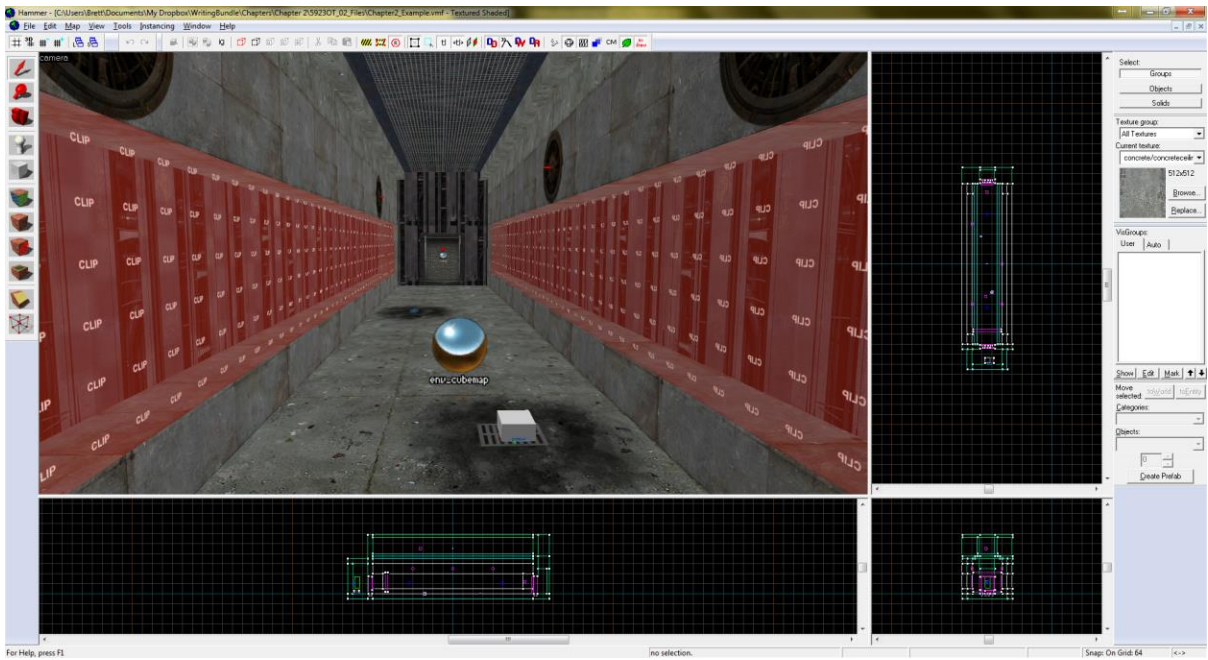
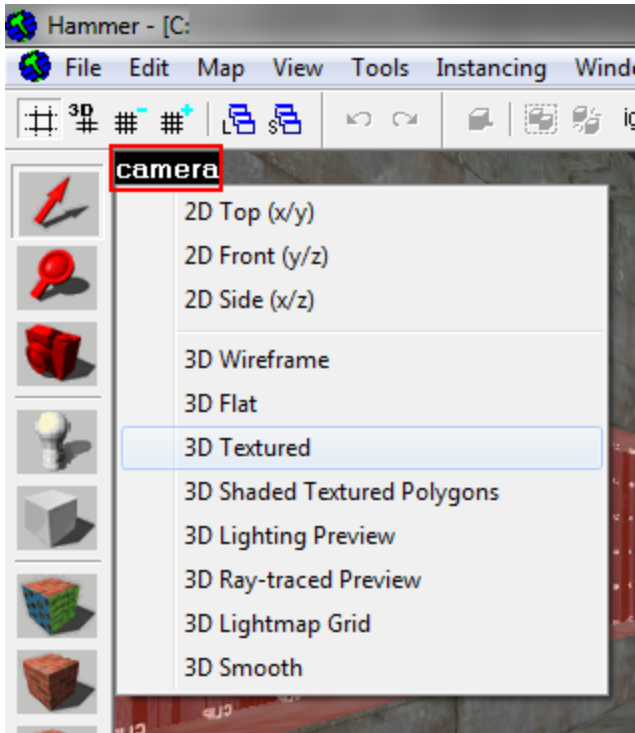


Chapter 2: Grasping Hammer





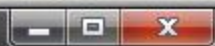















camera



LightingPreviewWindow




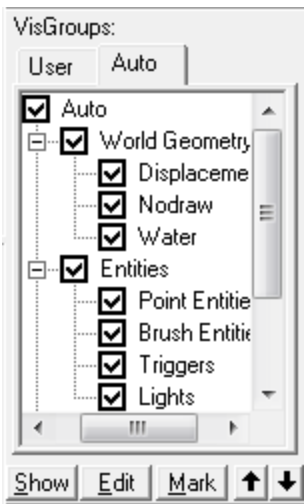
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	Magnify	[Shift + G]
	Camera	[Shift + C]
	Entity Tool	[Shift + E]
	Block Tool	[Shift + B]
	Texture Tool	[Shift + A]
	Apply Current Texture	
	Decal Tool	[Shift + D]
	Overlay Tool	[Shift + O]
	Clipping Tool	[Shift + X]
	Vertex Tool	[Shift + V]

Select:

Texture group:

Current texture:

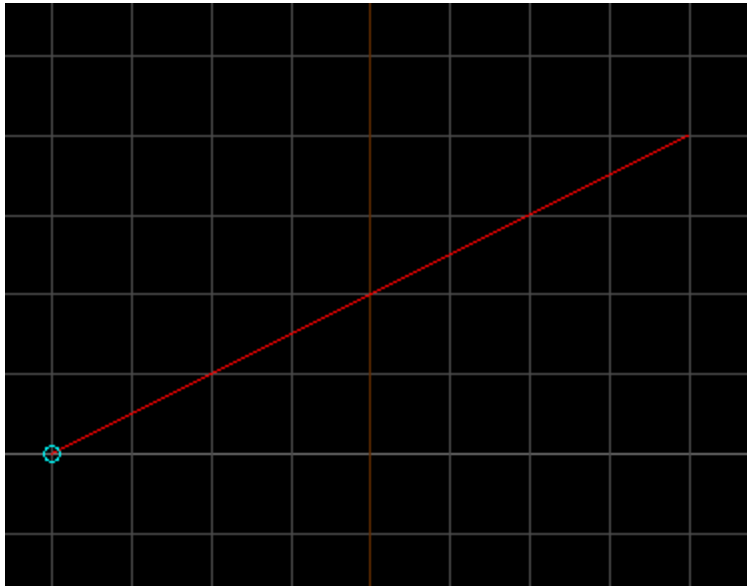
 512x512



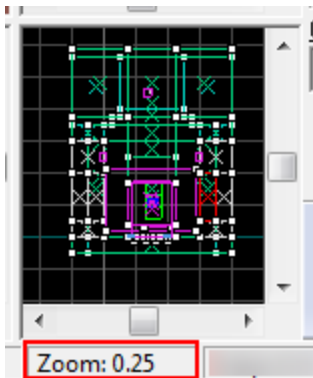
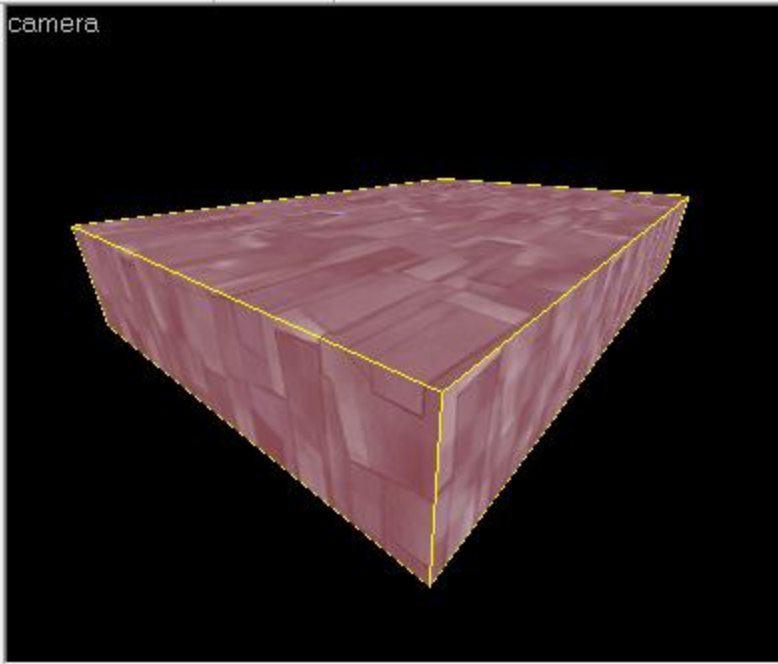
Move selected:

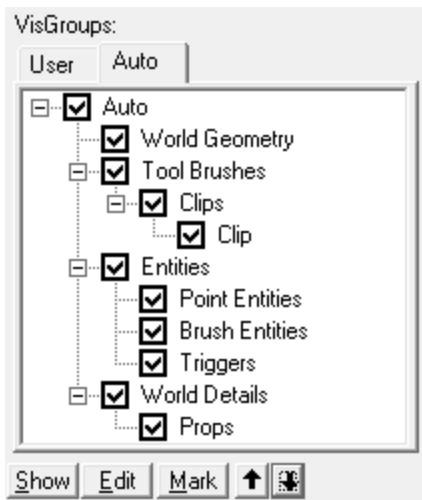
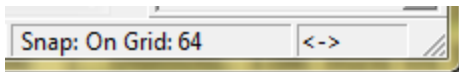
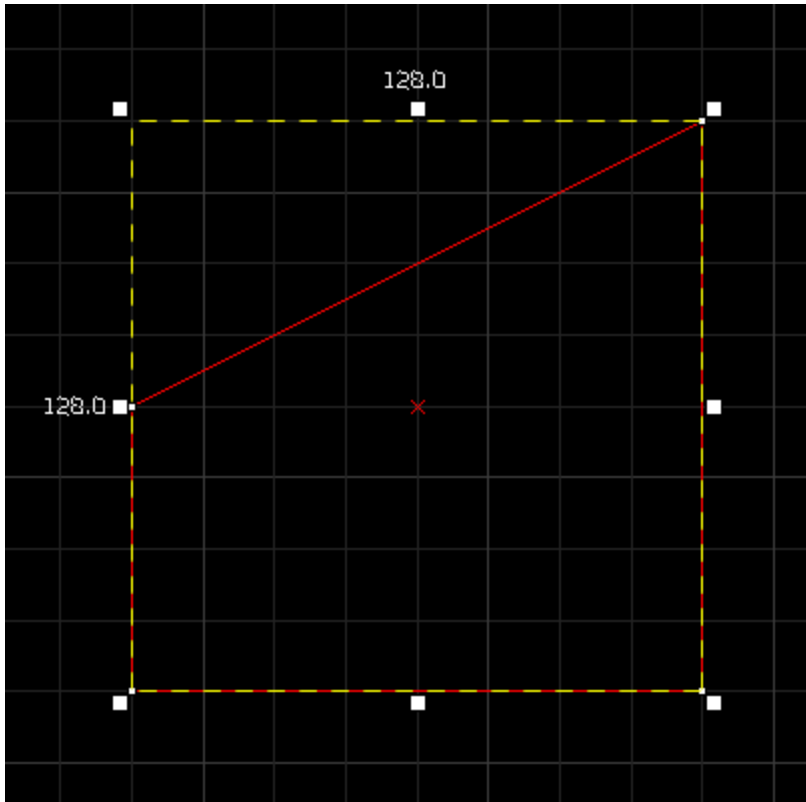
Categories:

Objects:



camera

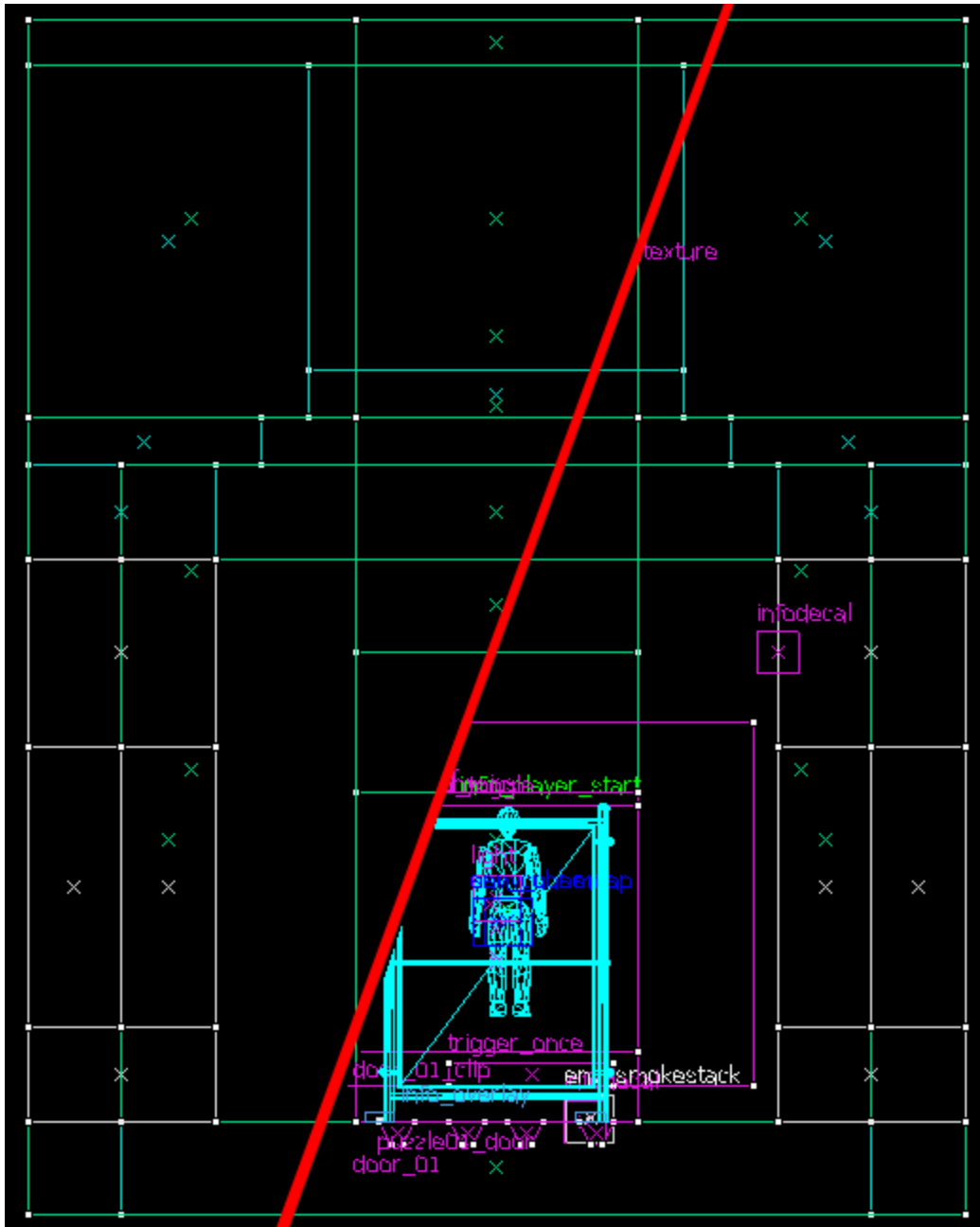




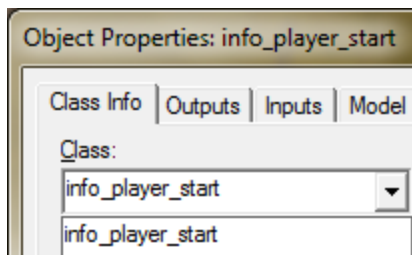
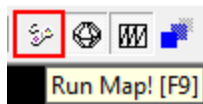
EVERYTHING VISIBLE

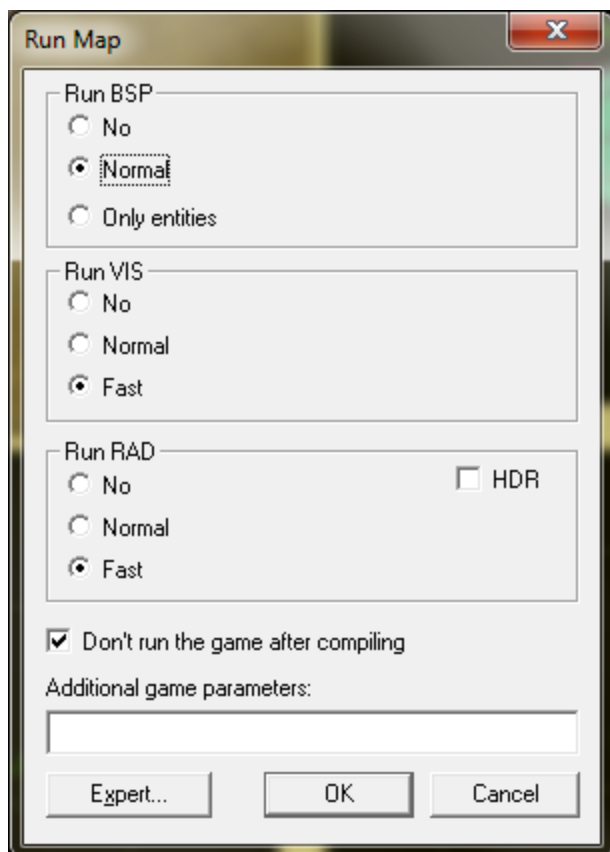
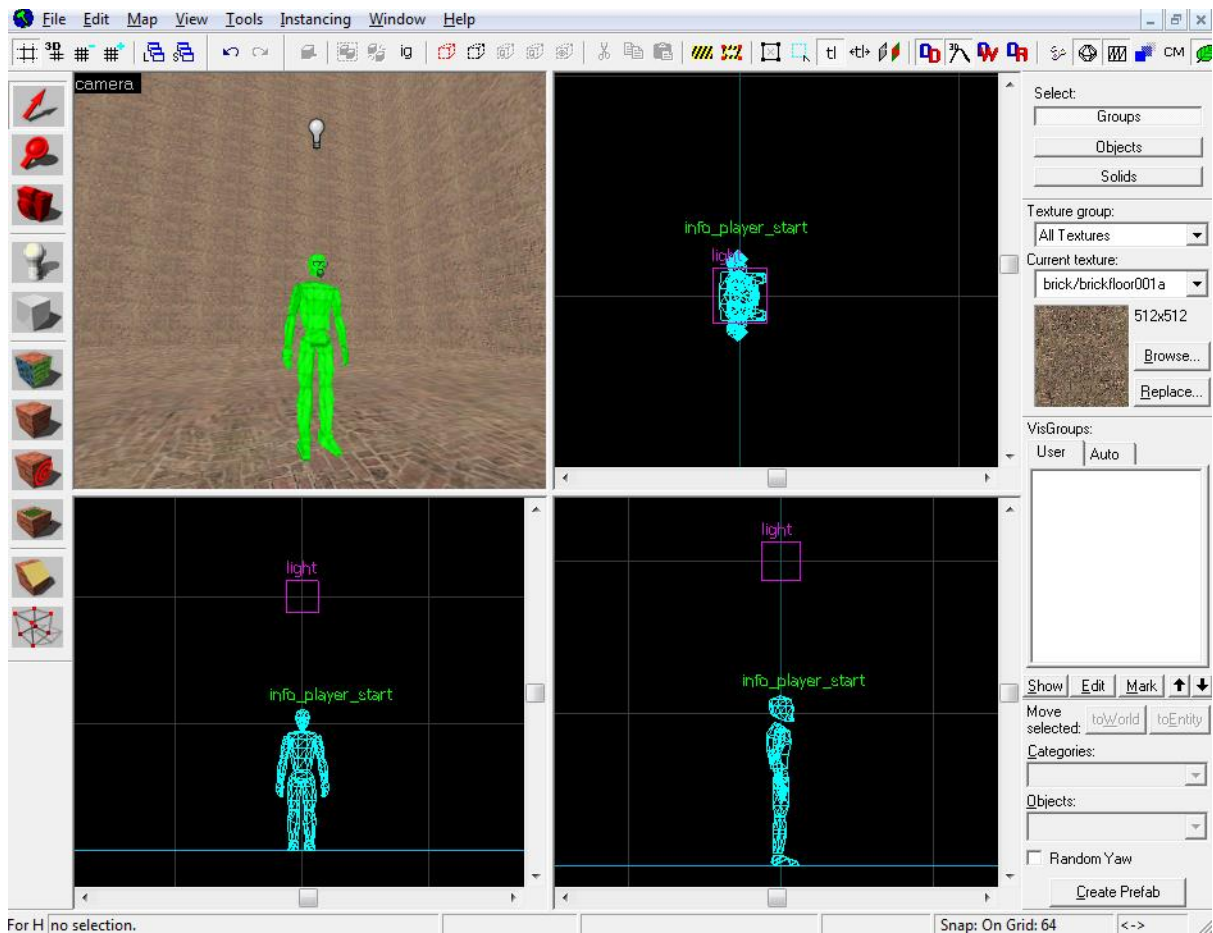
WORLD BRUSHES

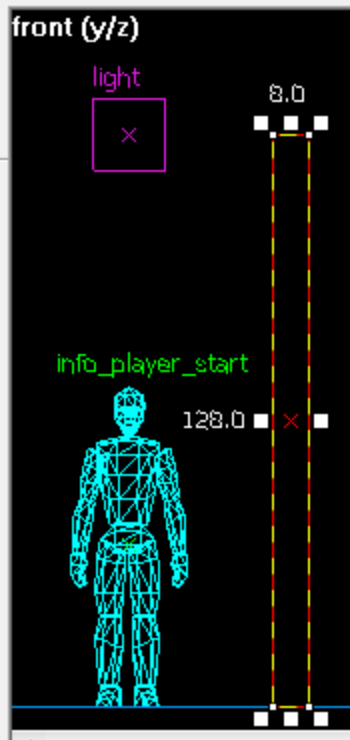


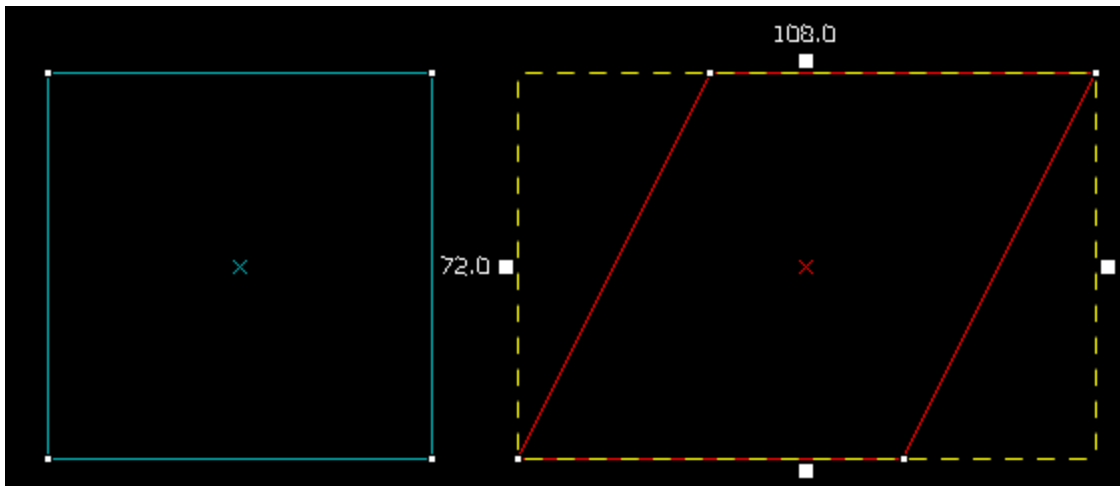
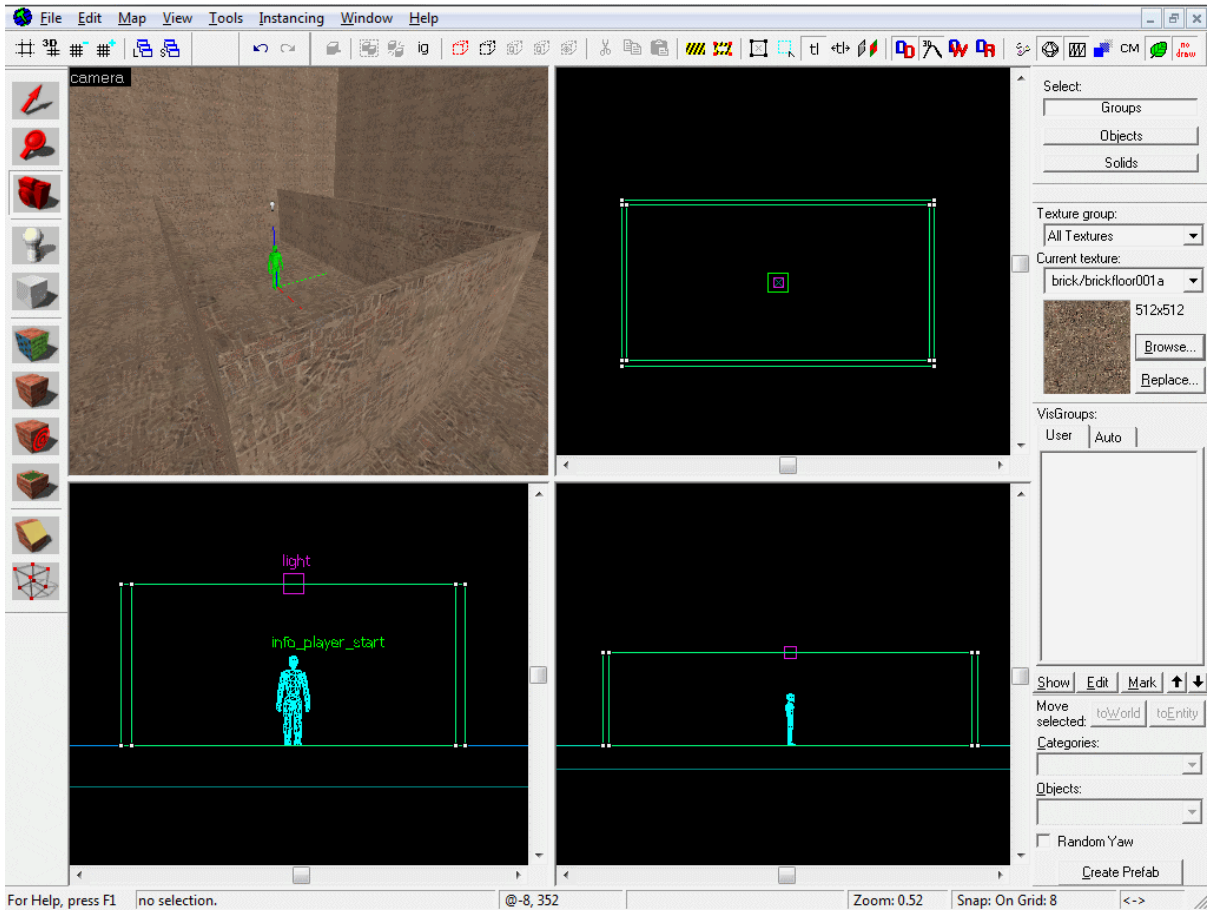


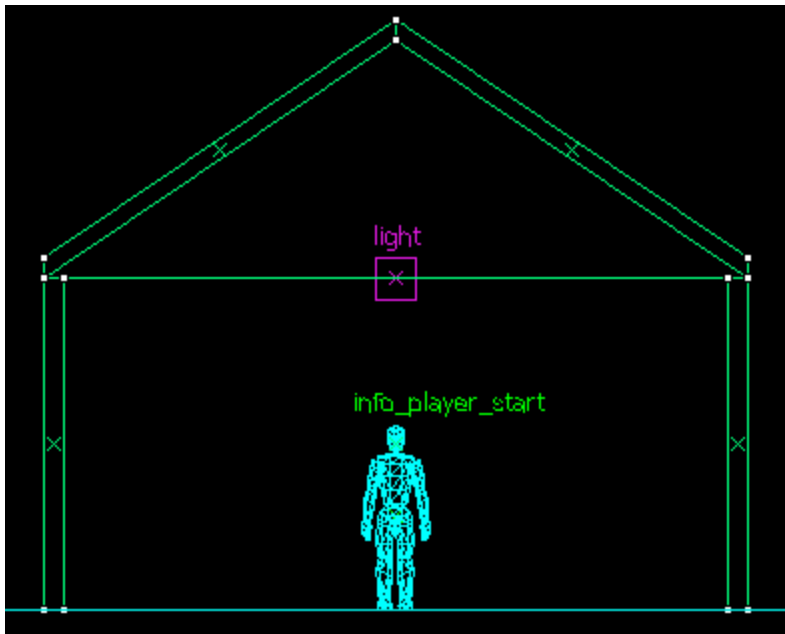
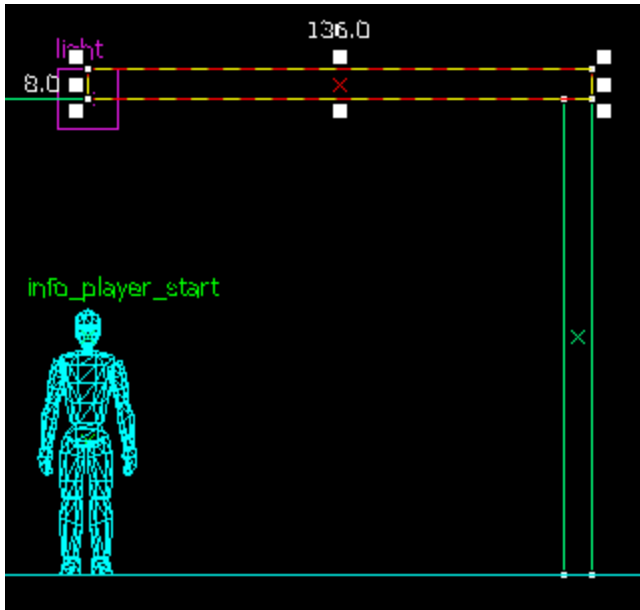
Chapter 3: Shaping Your World

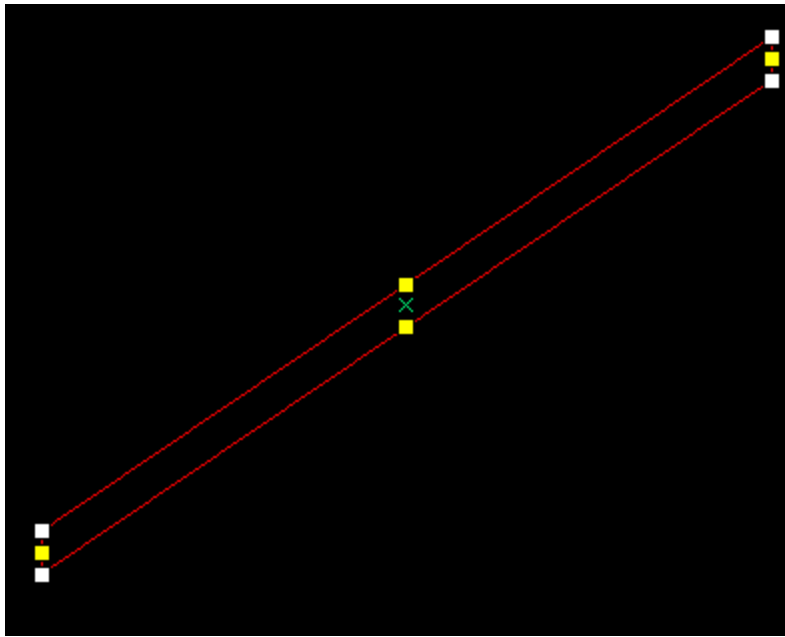






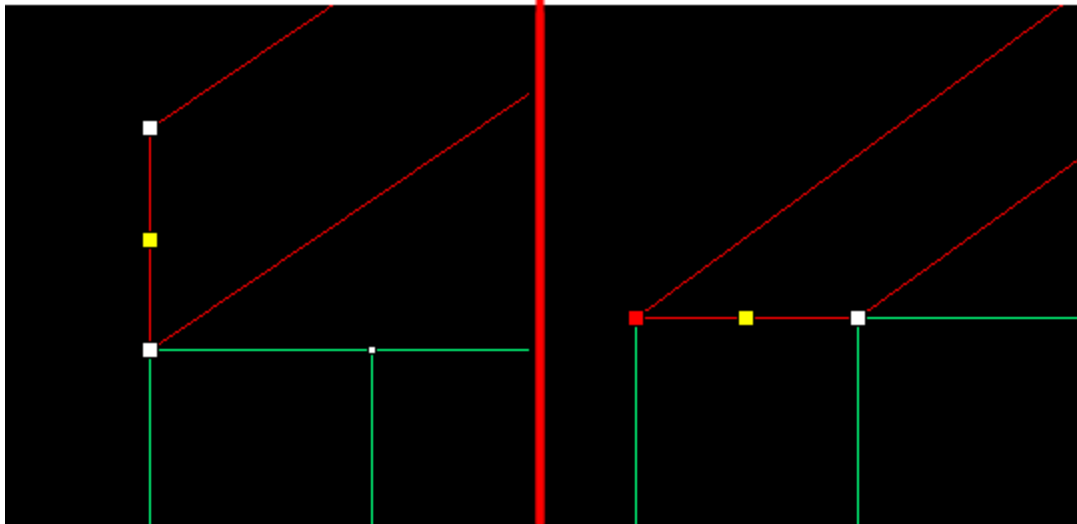


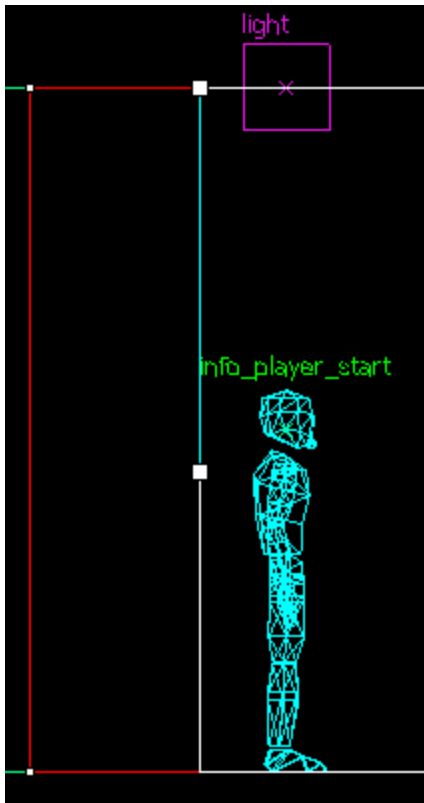
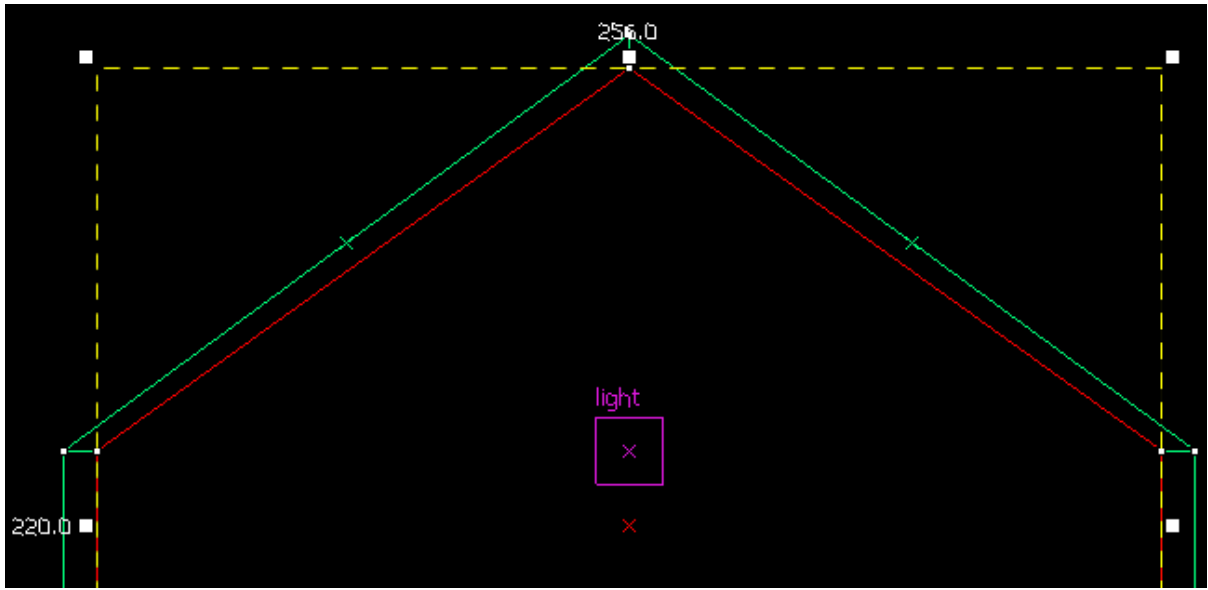


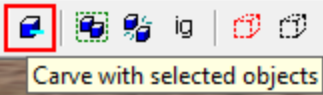
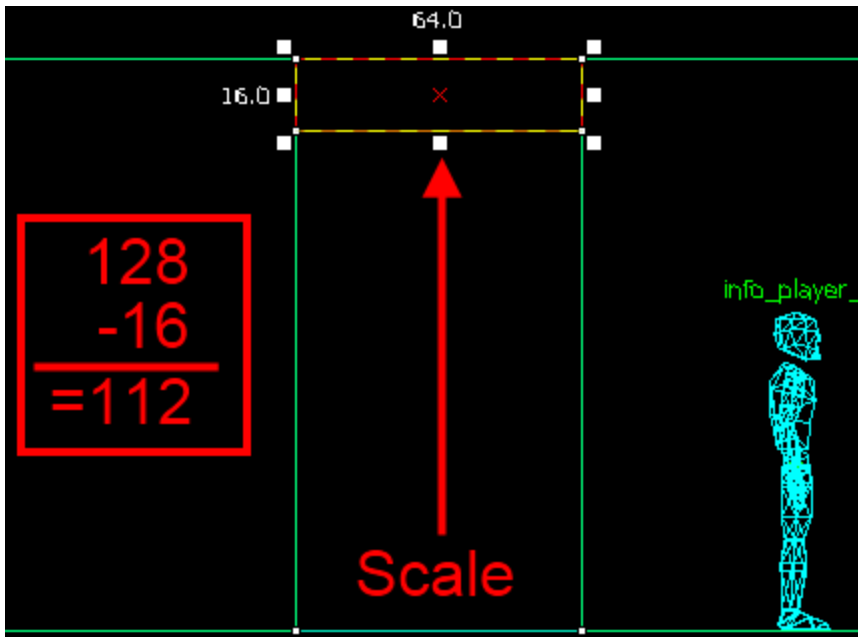
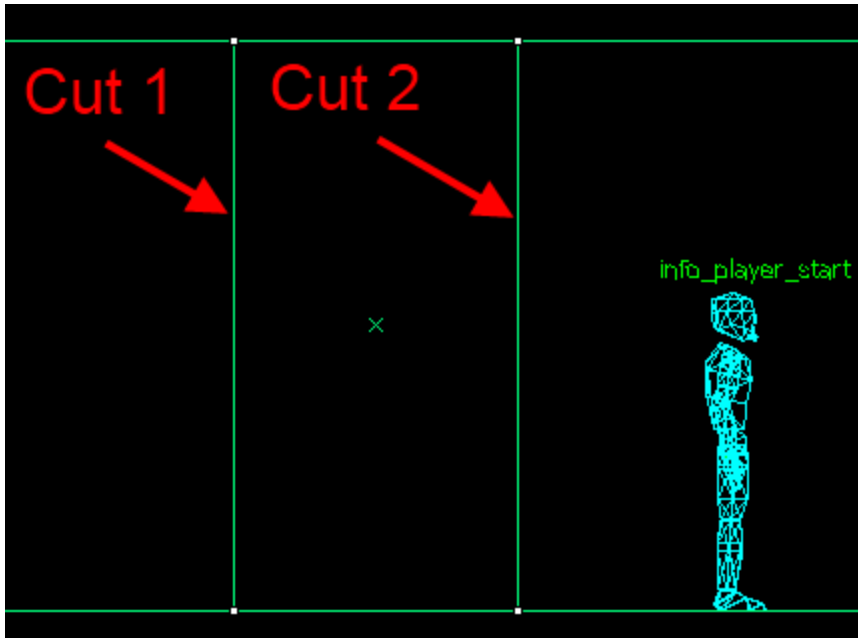


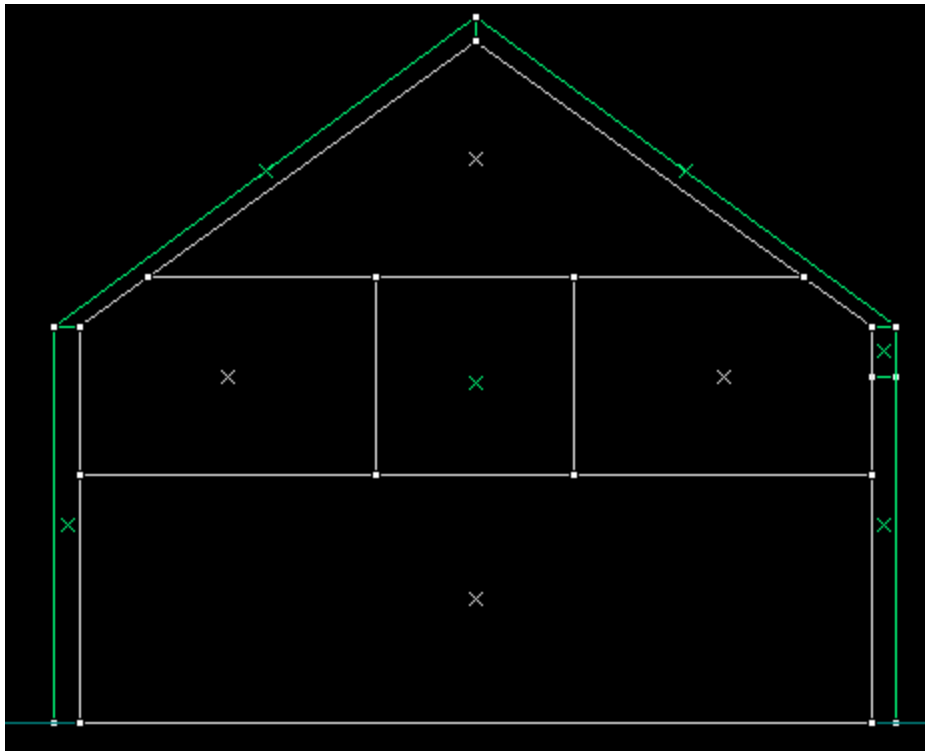
Before
Vertex
Manipulation

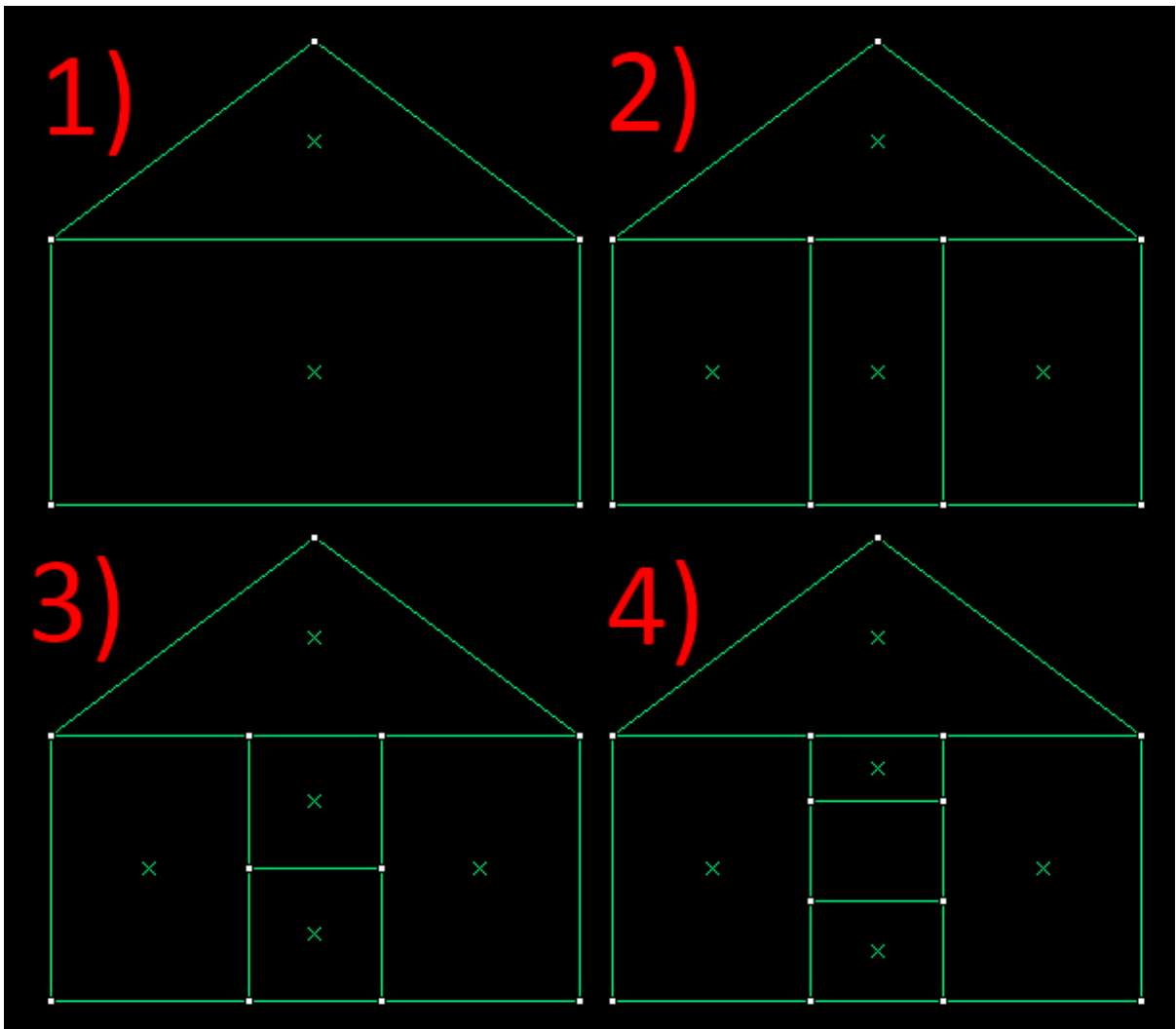
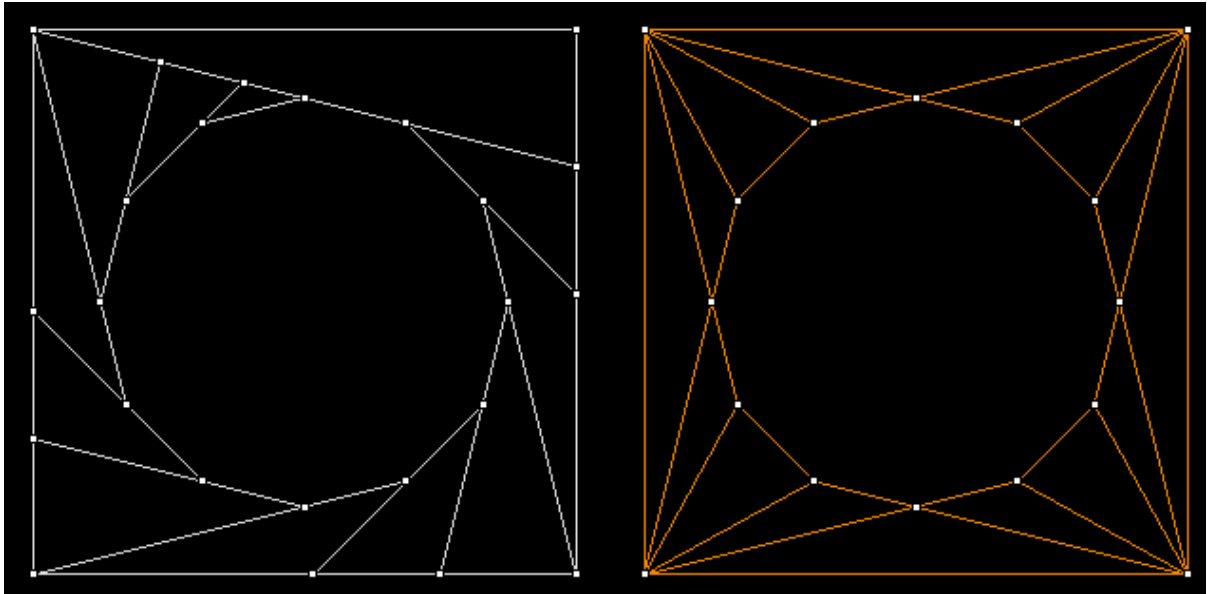
After
Vertex
Manipulation







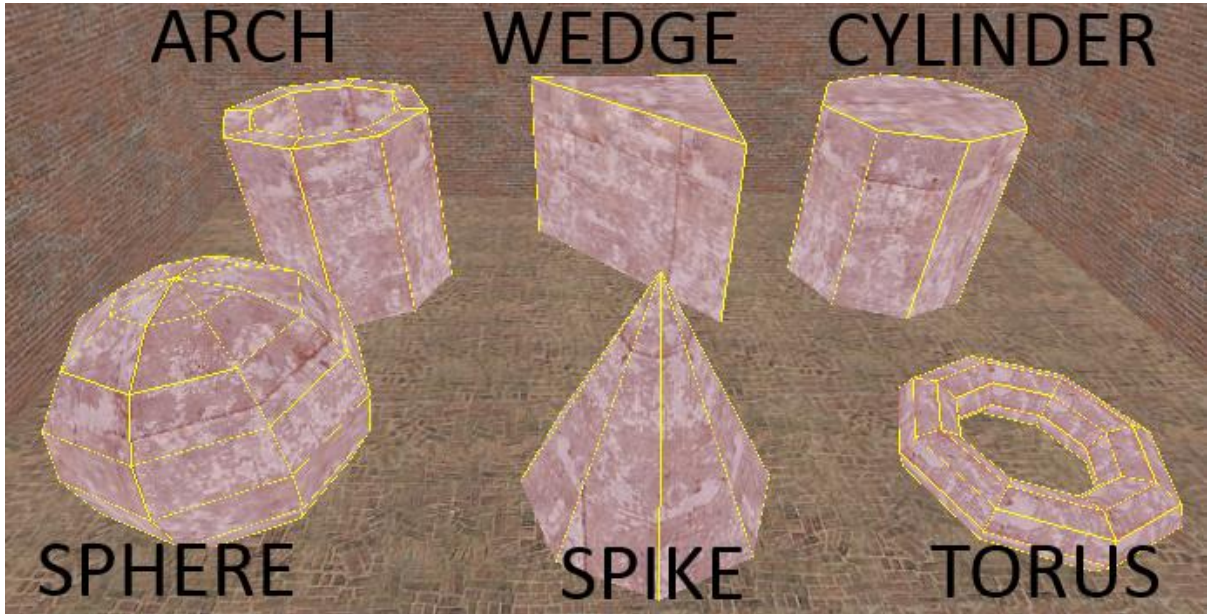


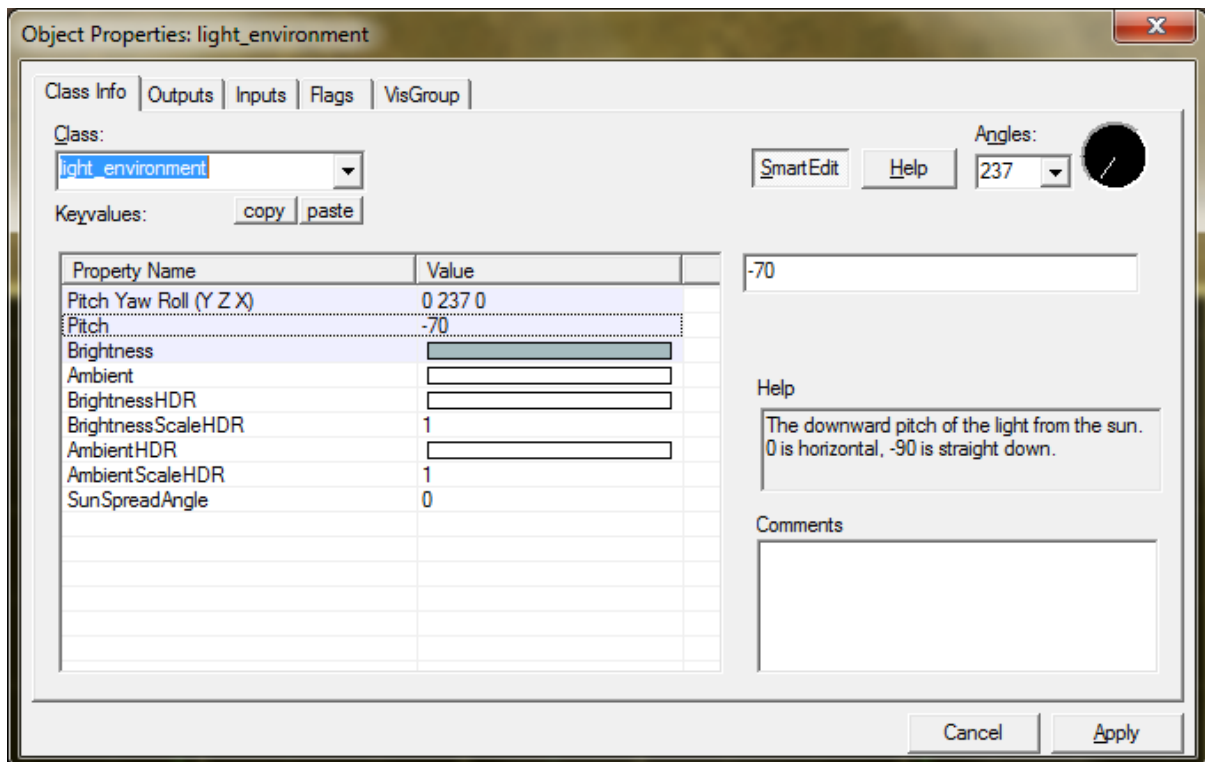
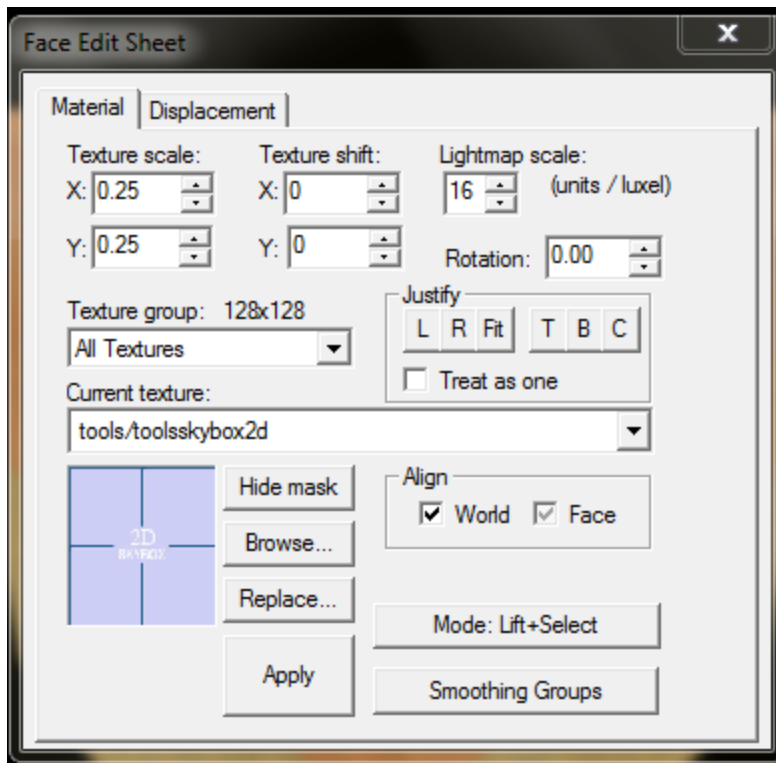


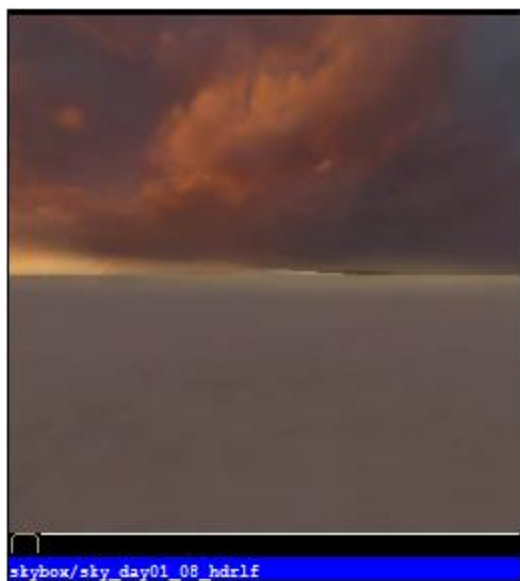
Move selected:

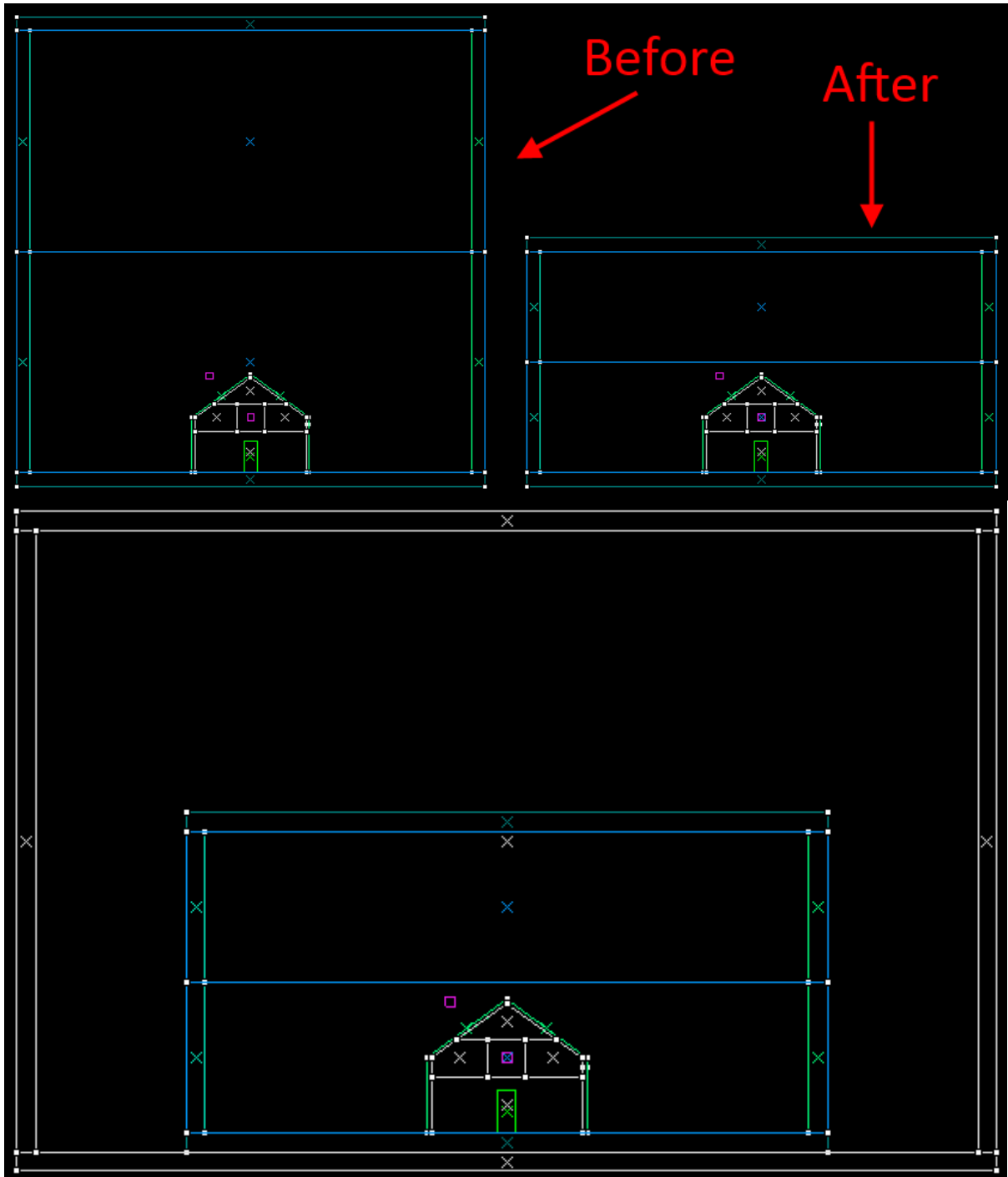
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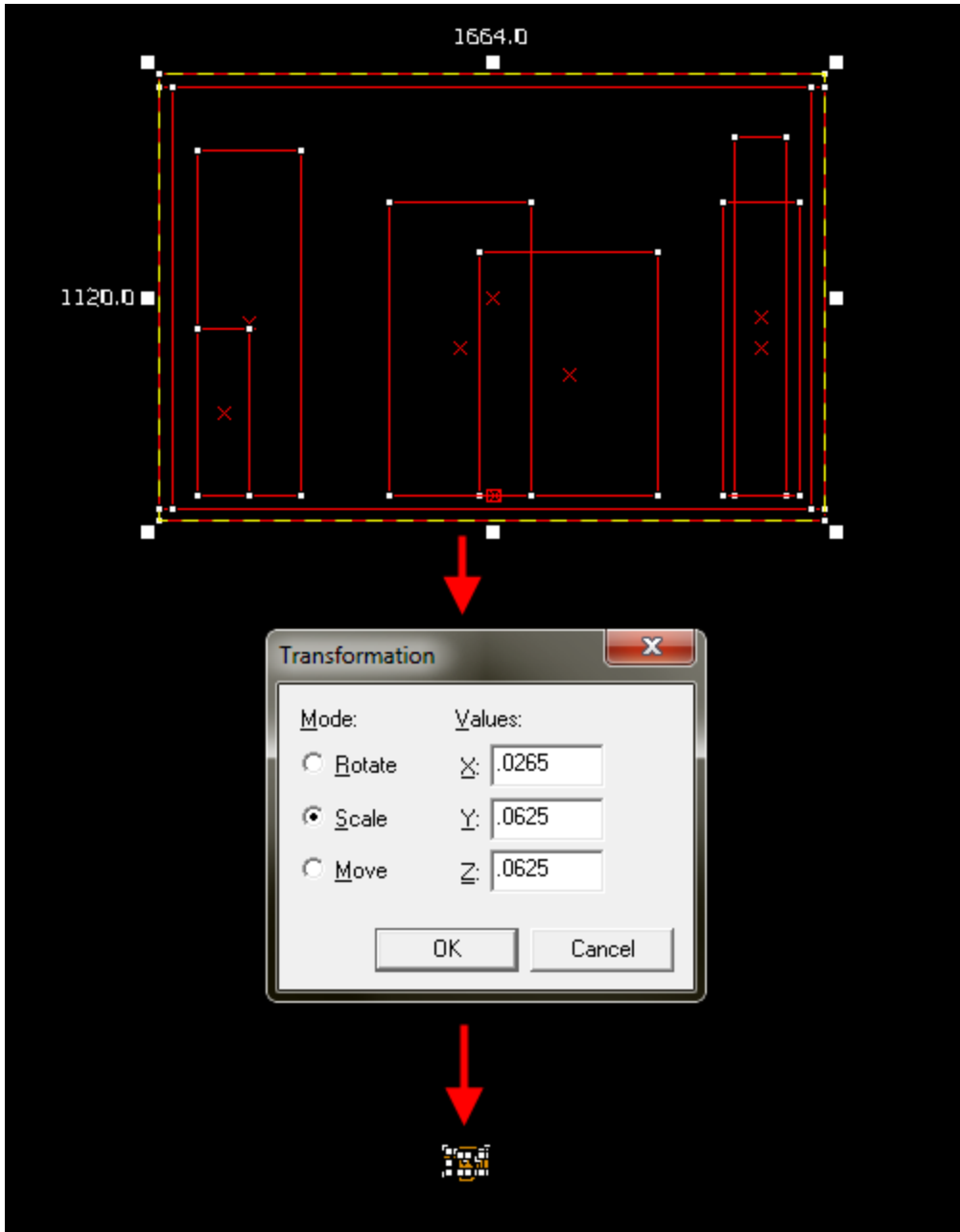
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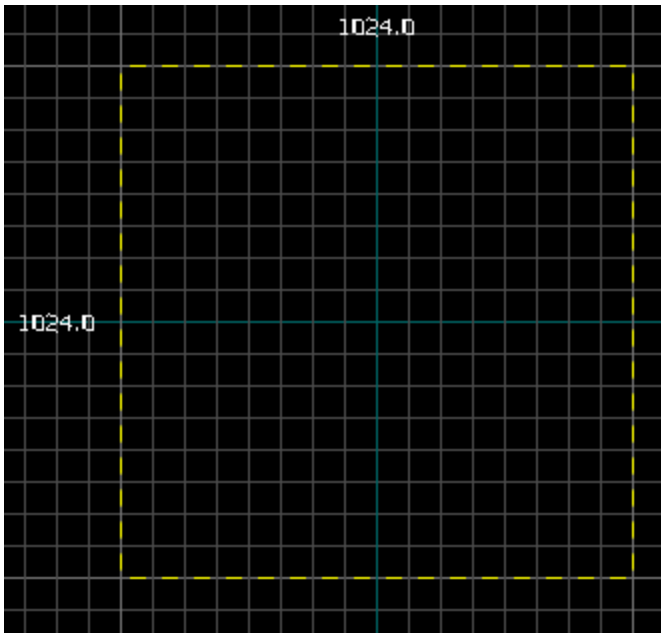
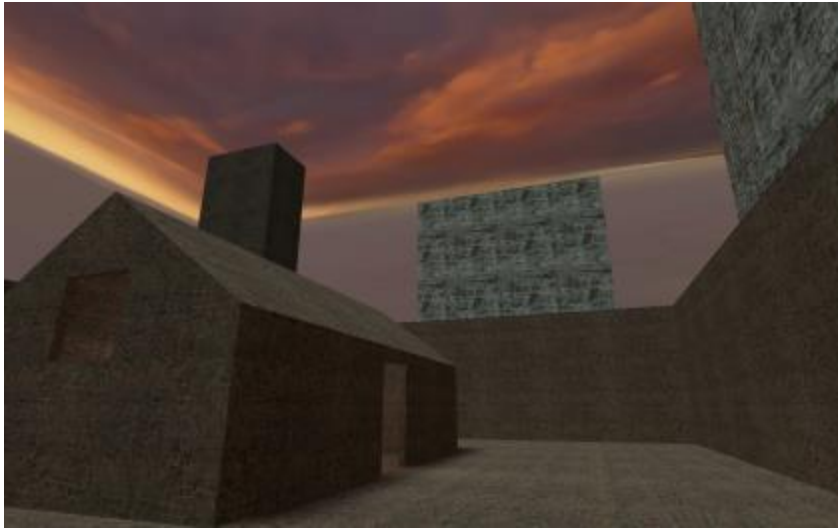


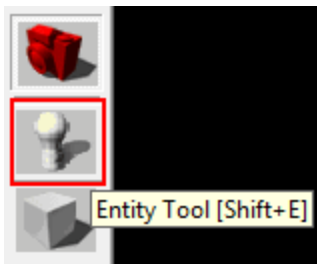
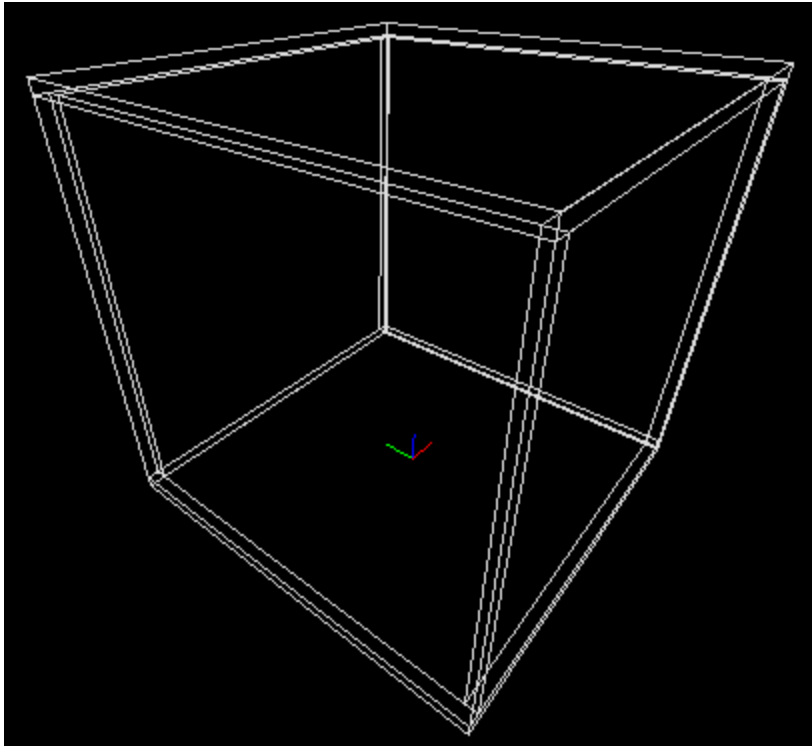


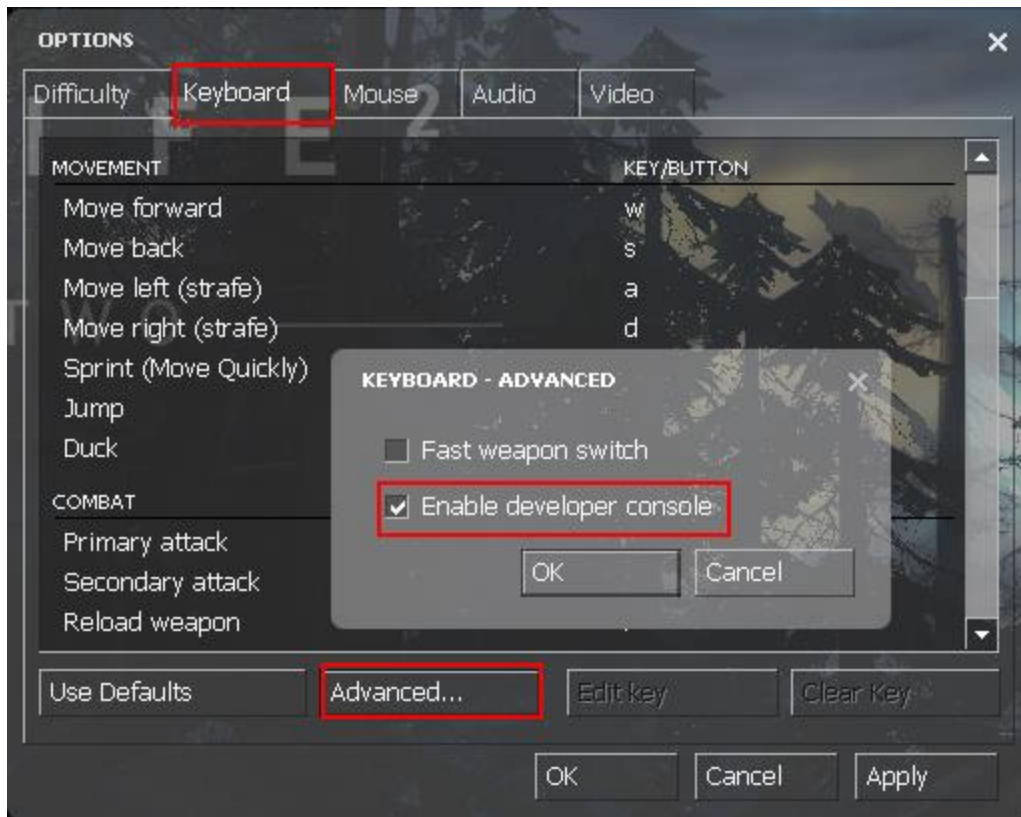


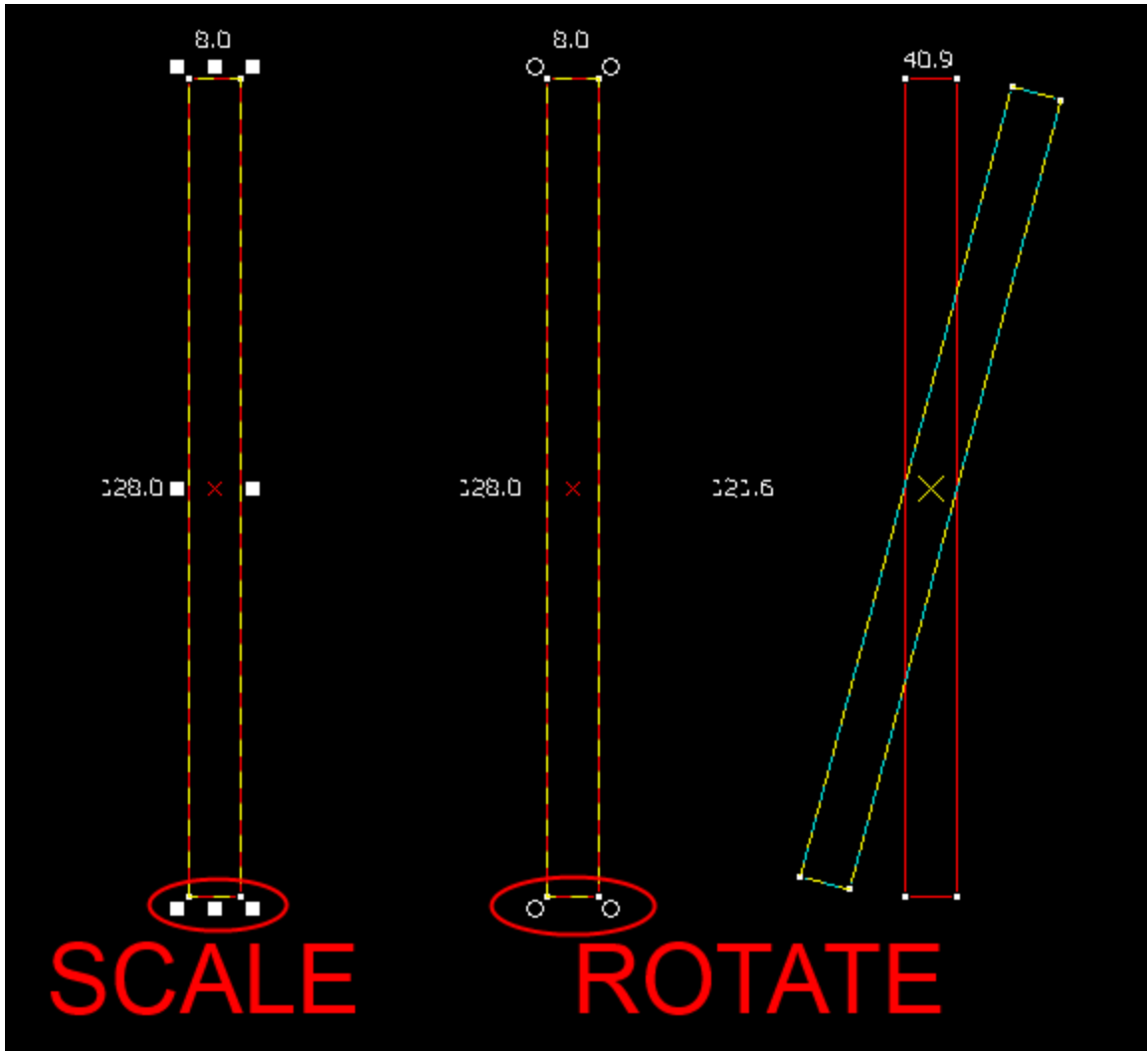


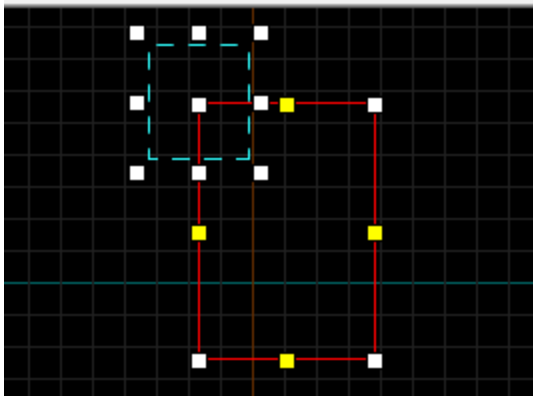
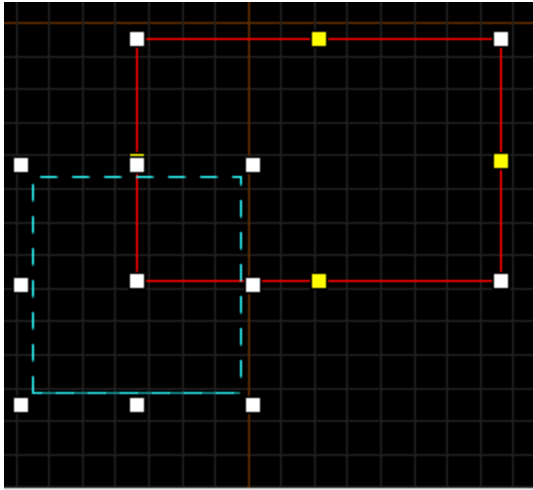


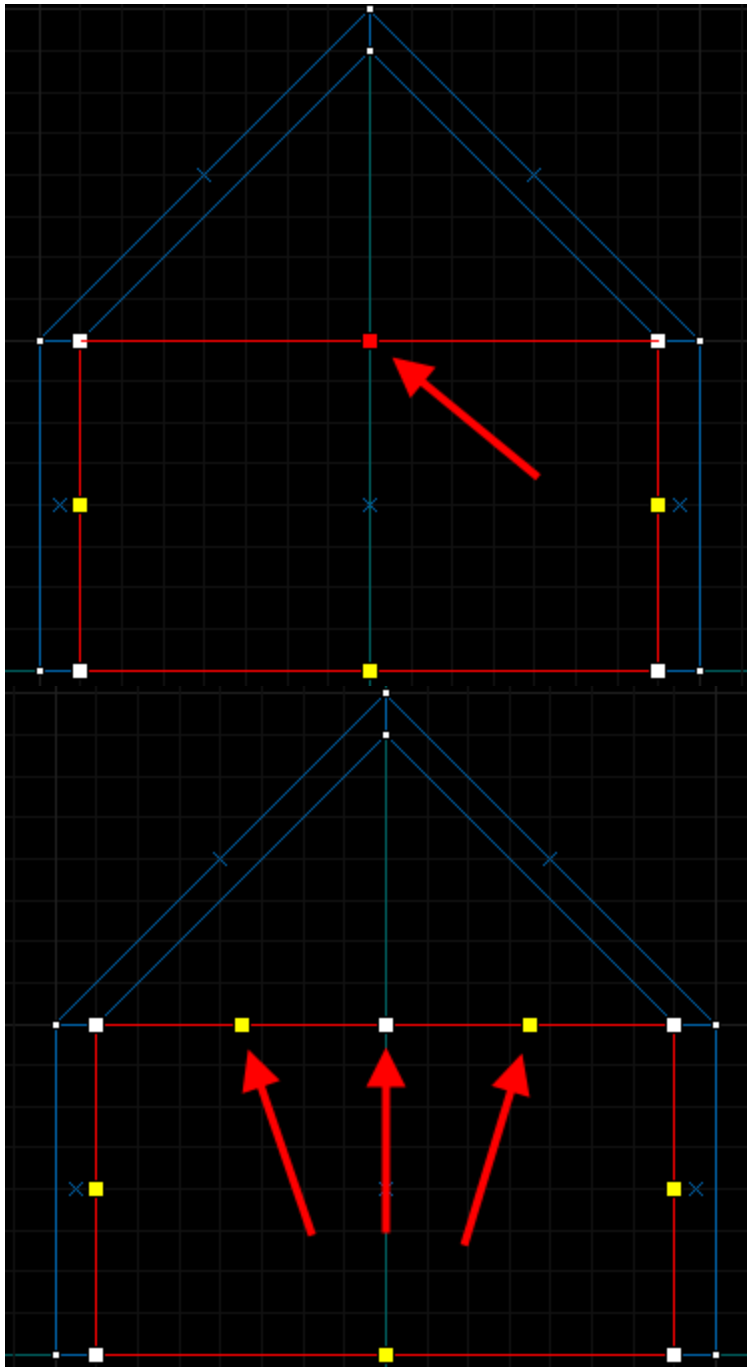


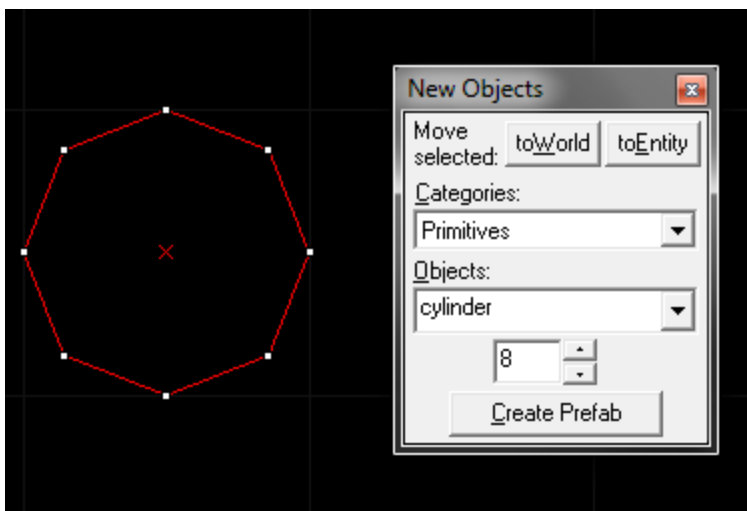
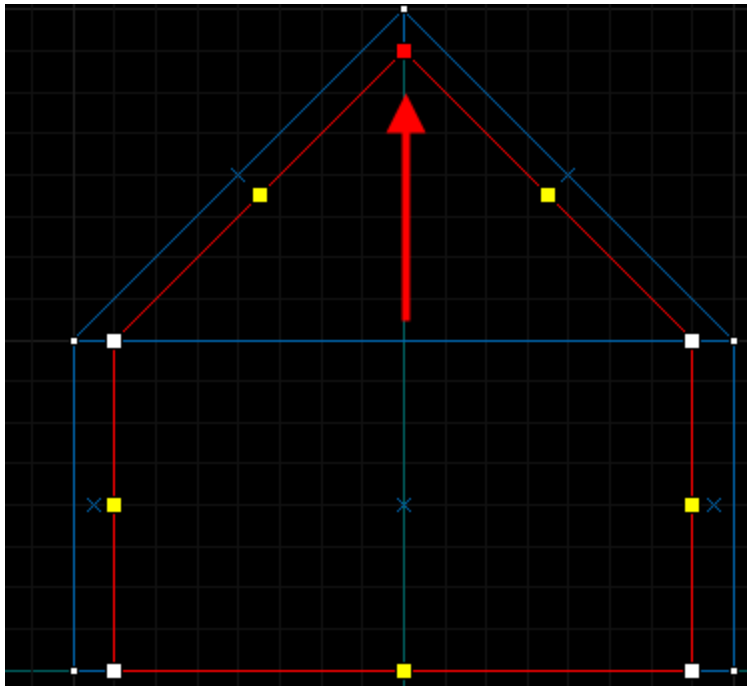


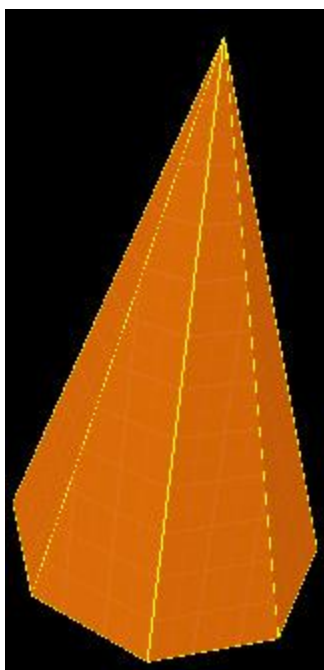
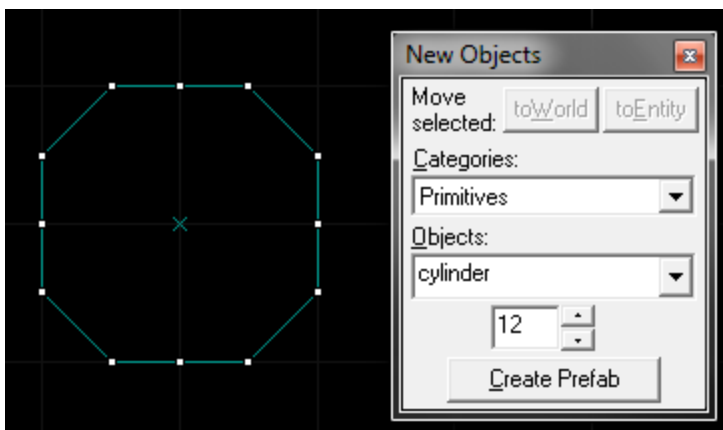
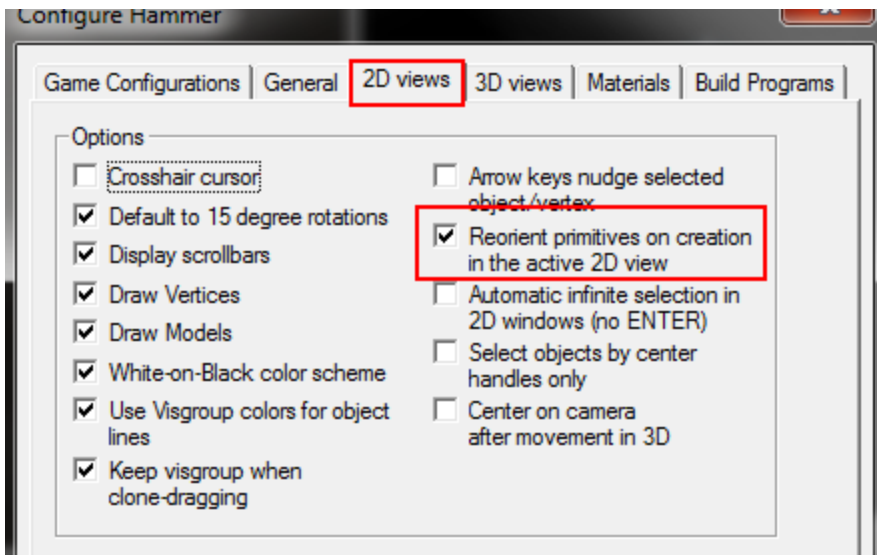


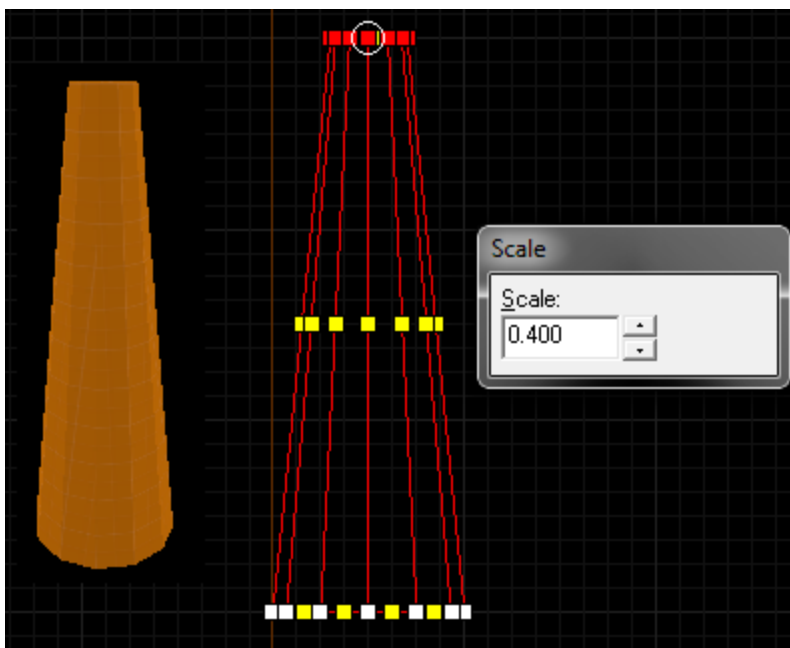
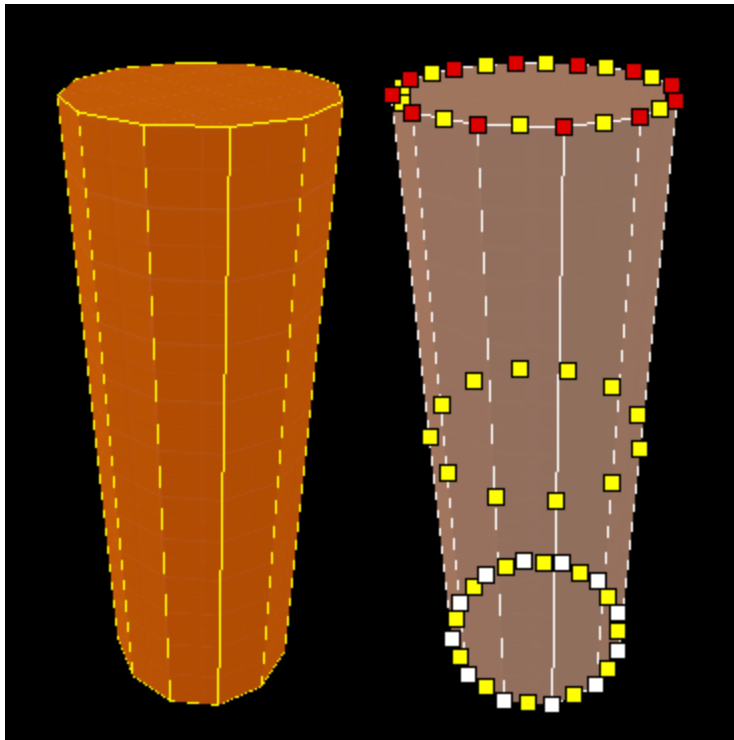


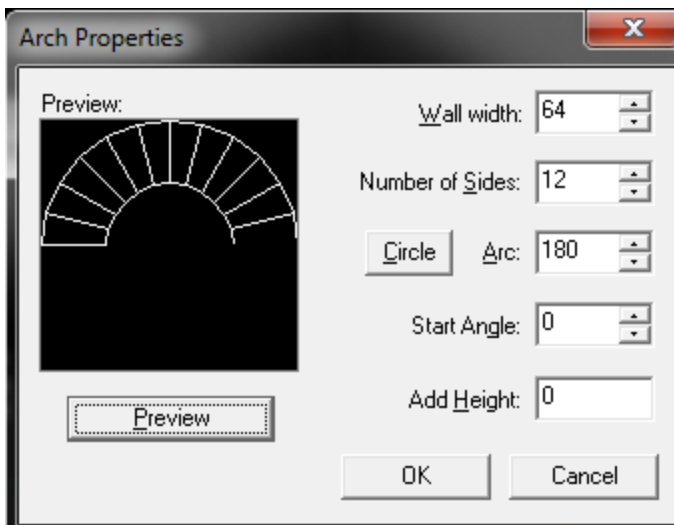
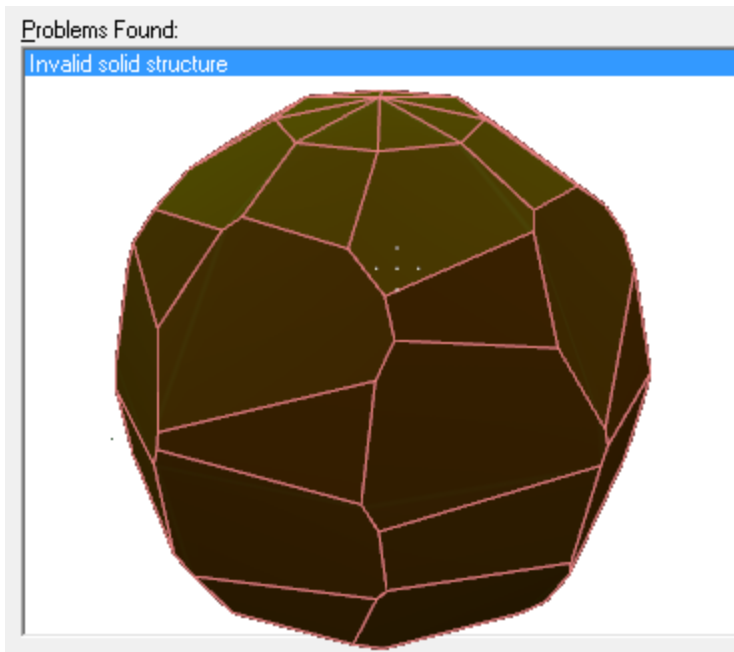
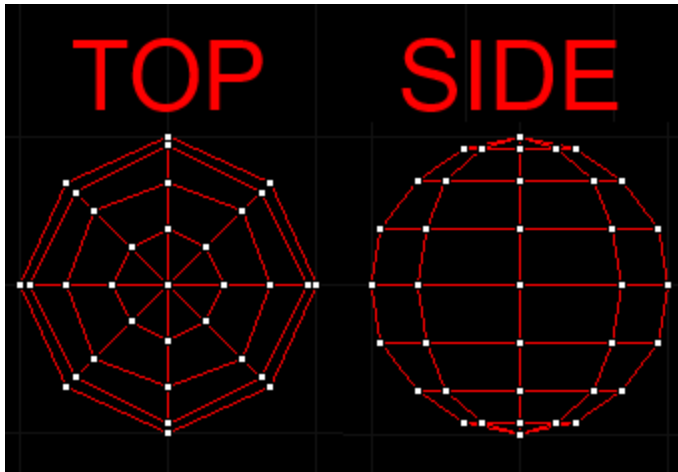


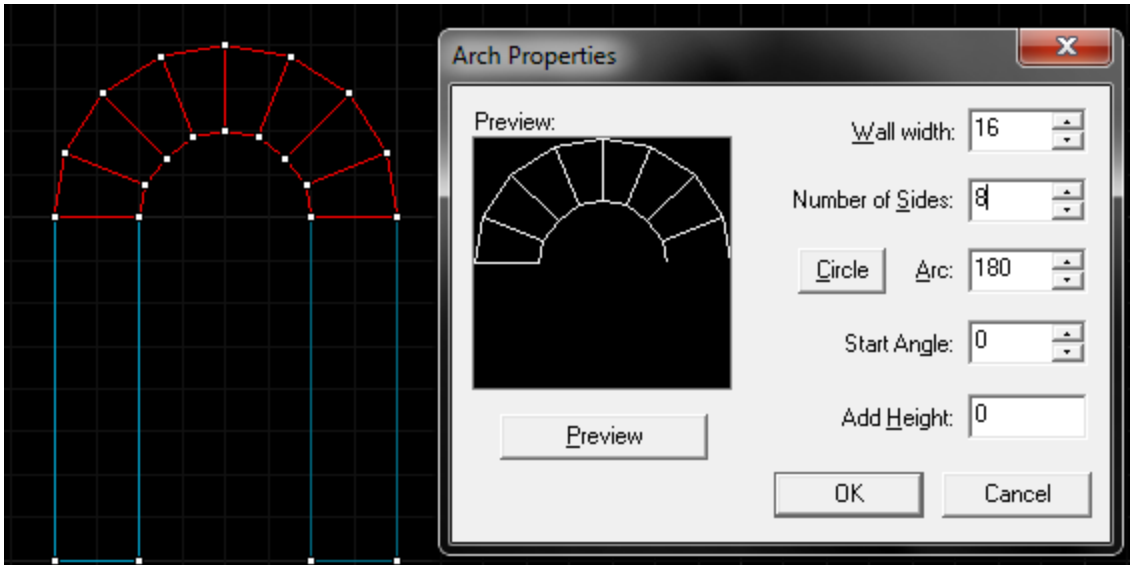
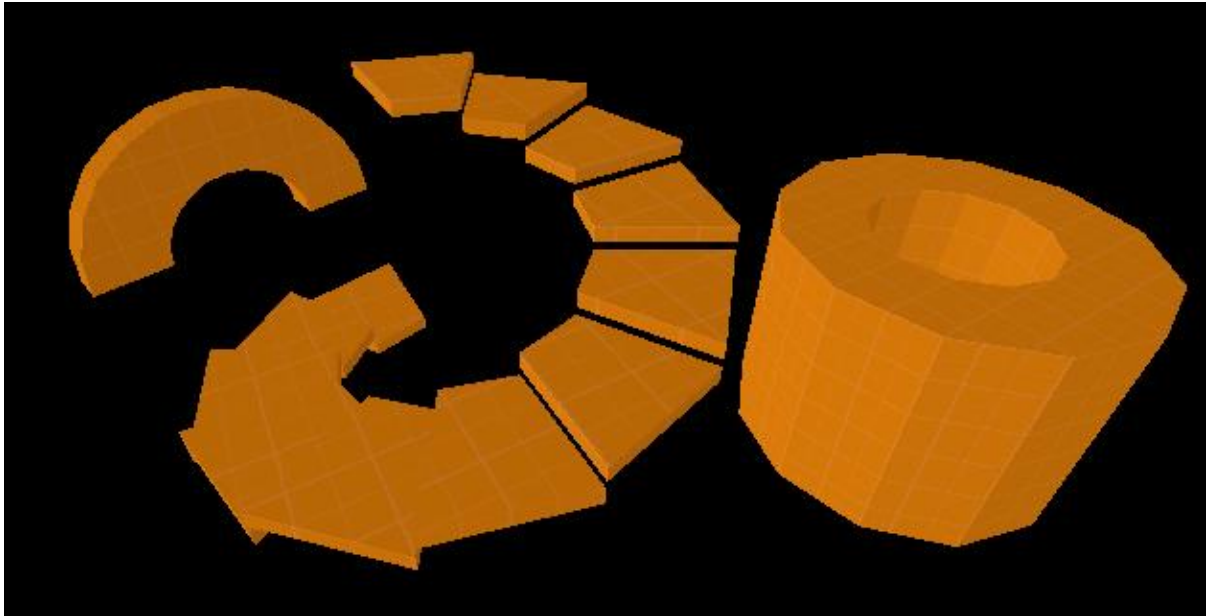


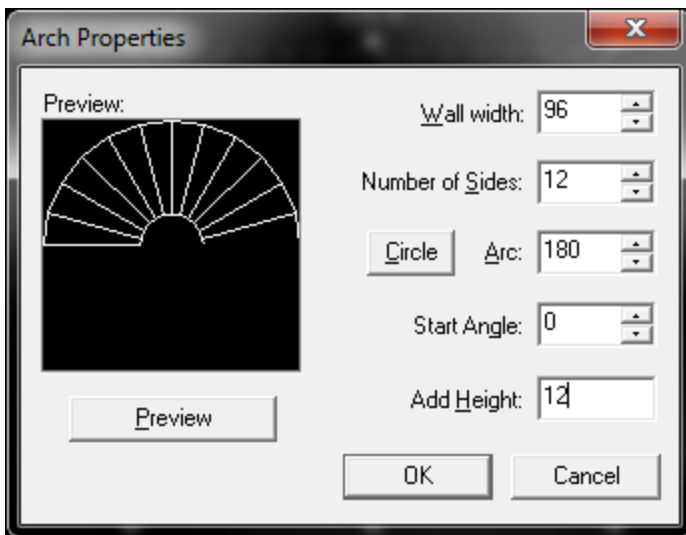
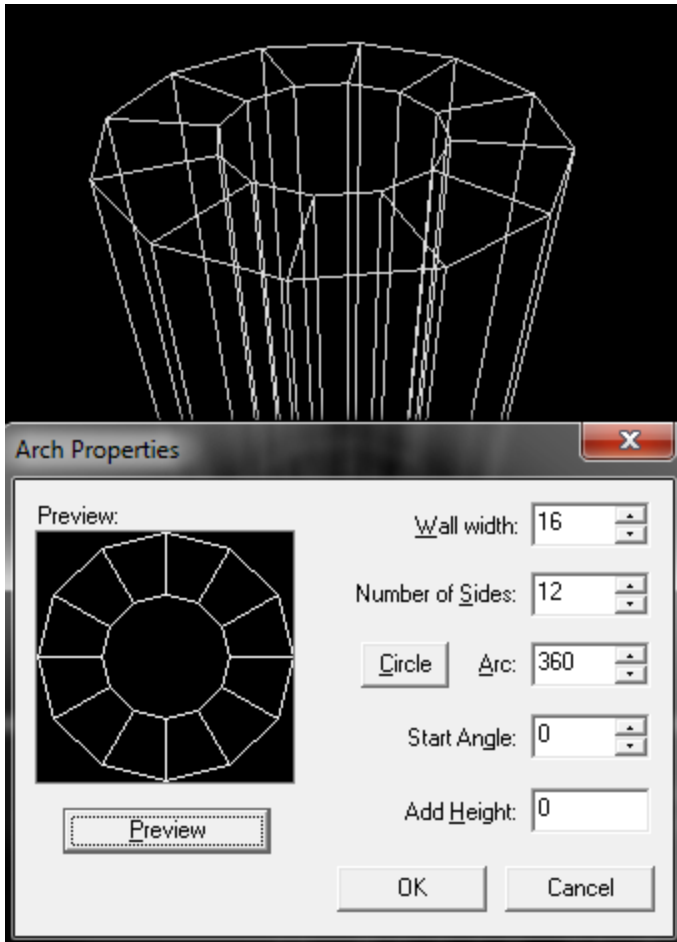


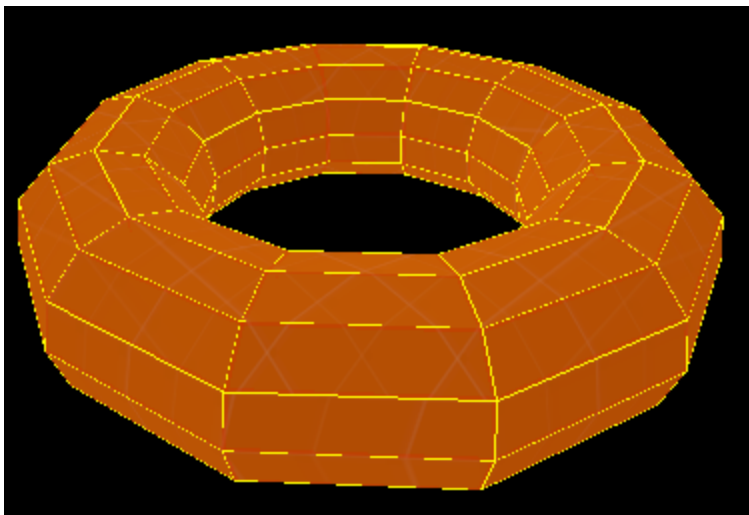
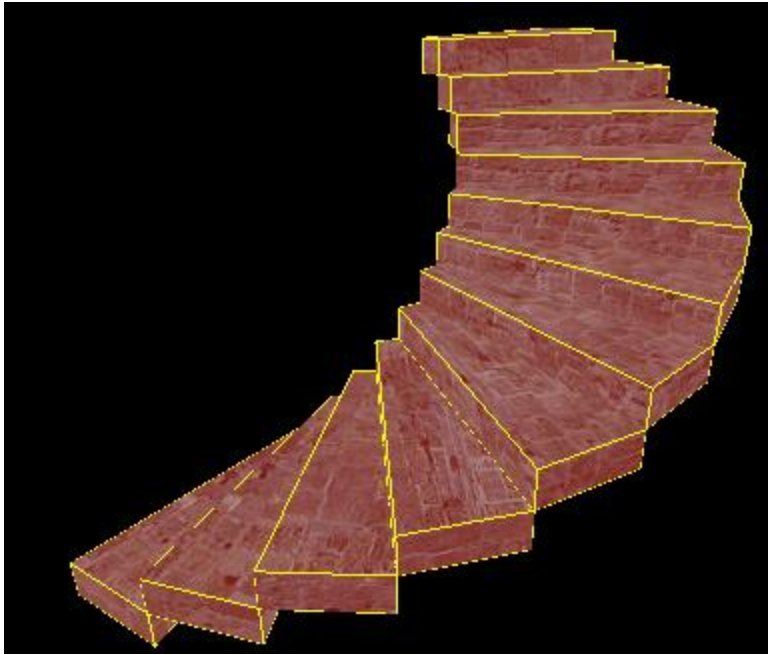


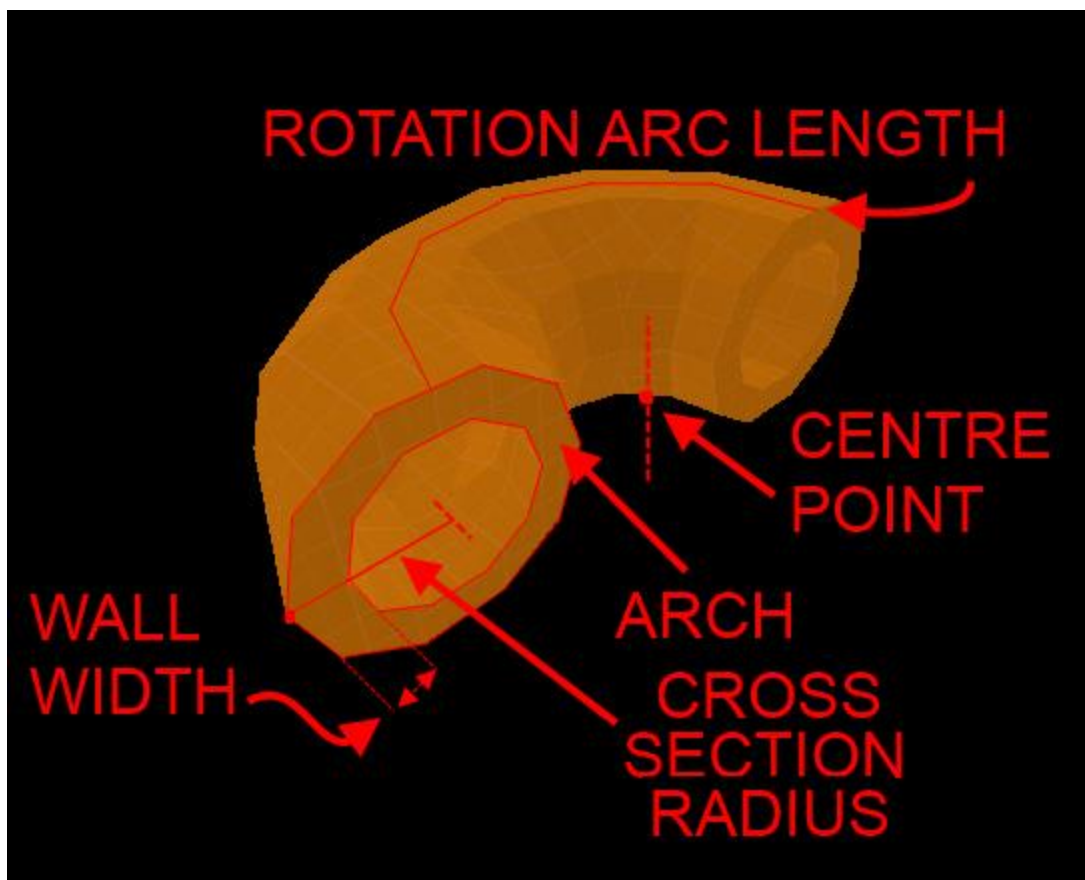
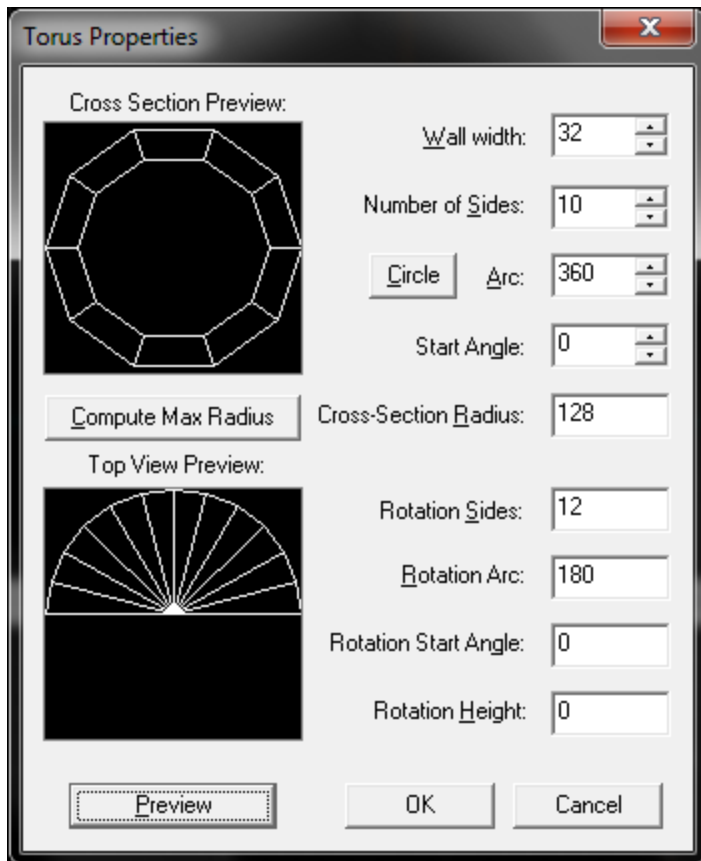


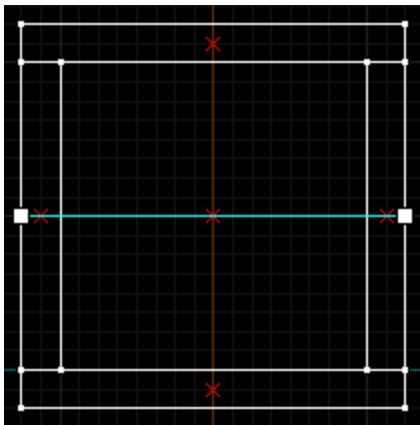
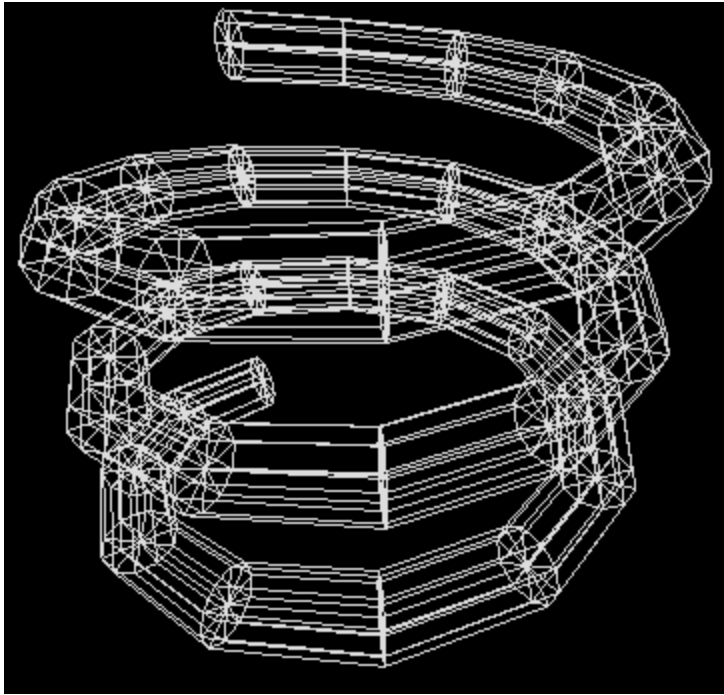










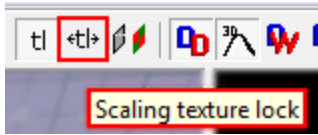


Angles:

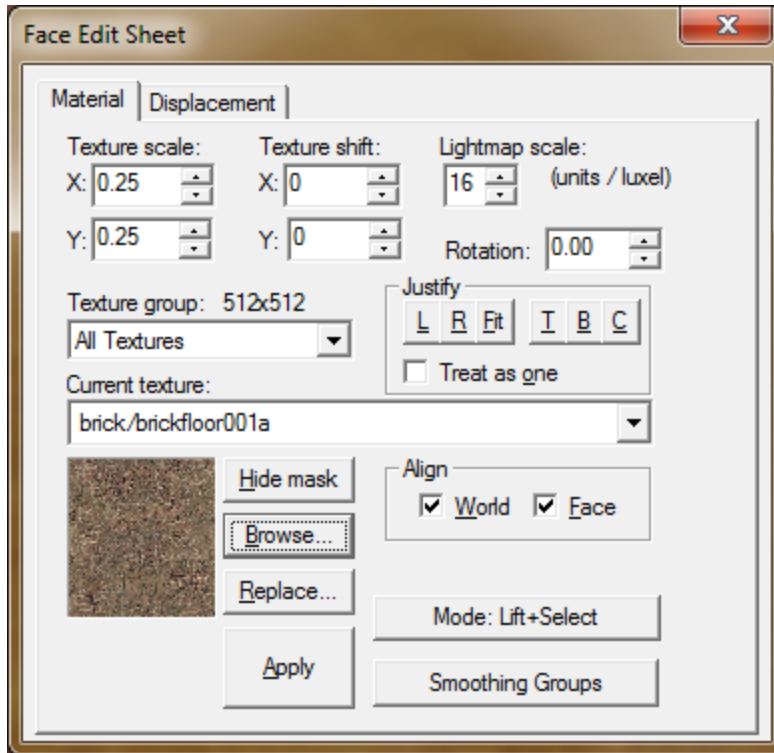
Class:

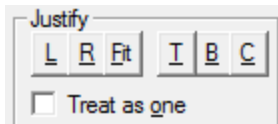
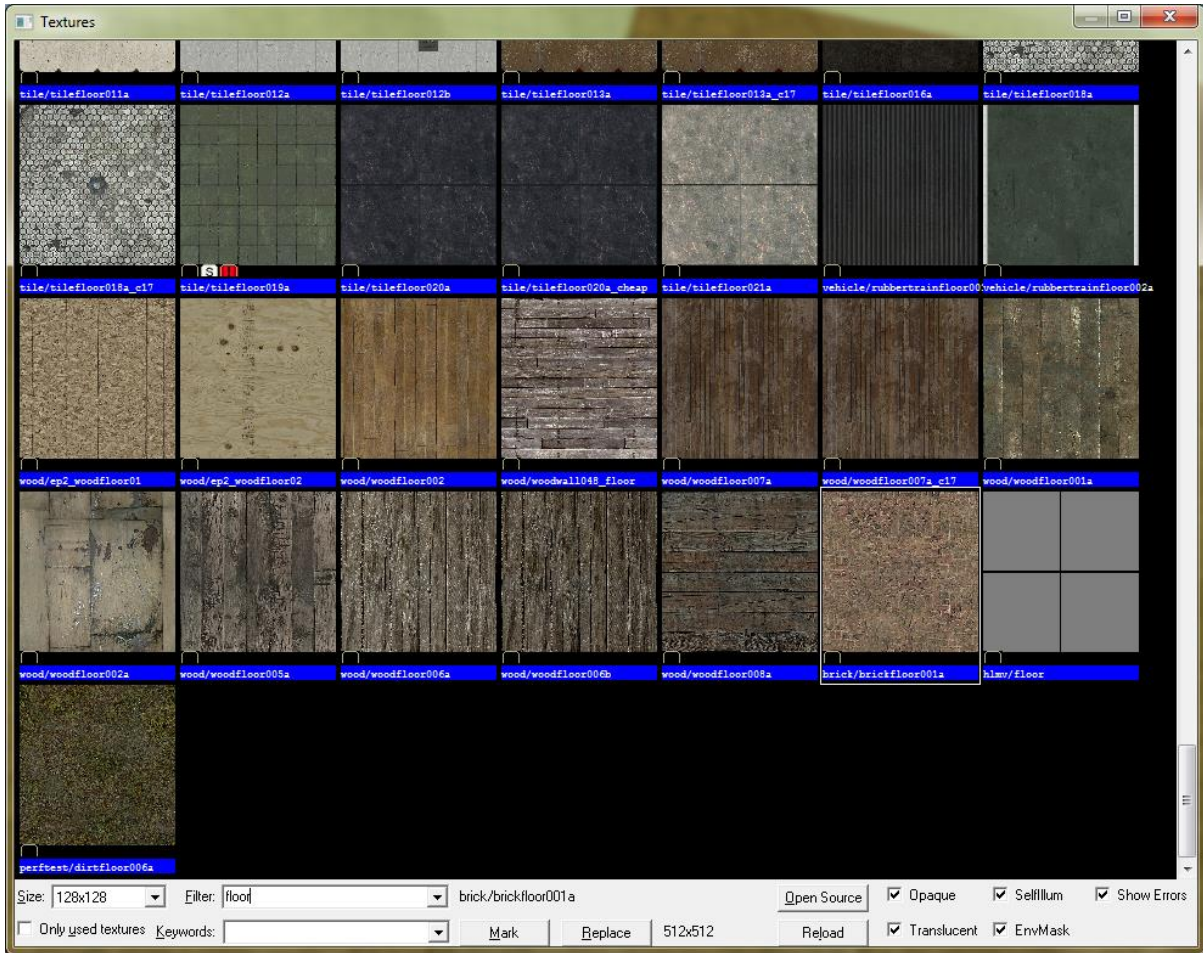
Keyvalues:

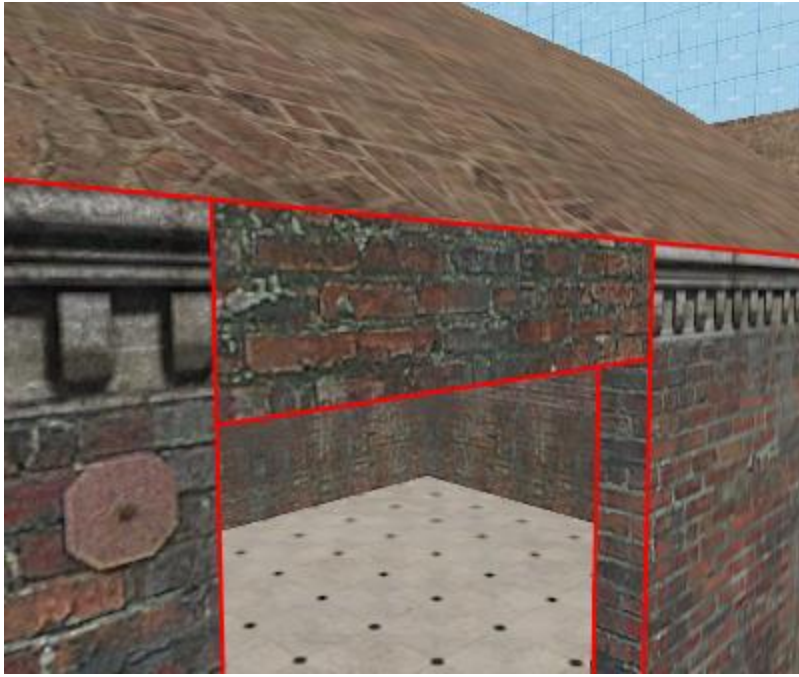
Property Name	Value
Pitch Yaw Roll (Y Z X)	0 327 0
Pitch	-70
Brightness	<input type="text"/>



Chapter 4: Textures, Terrain, and Props

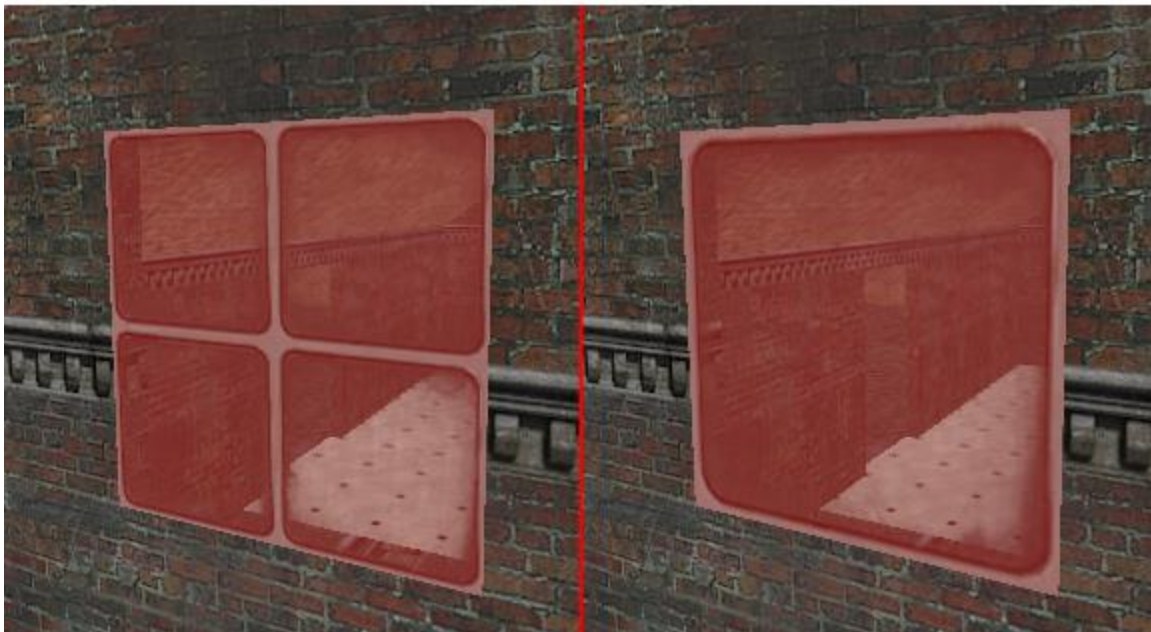


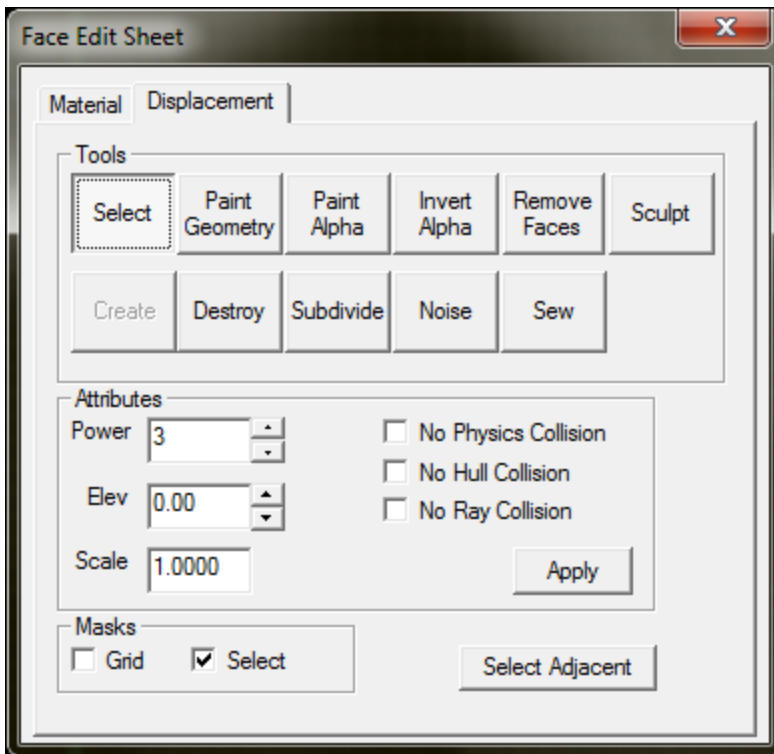
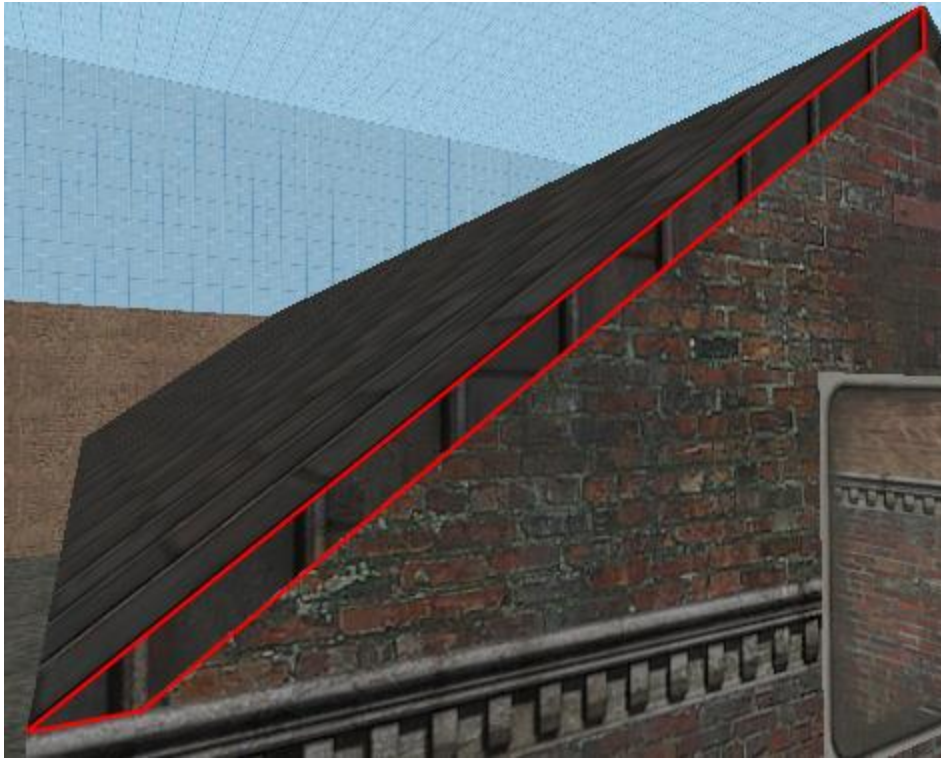


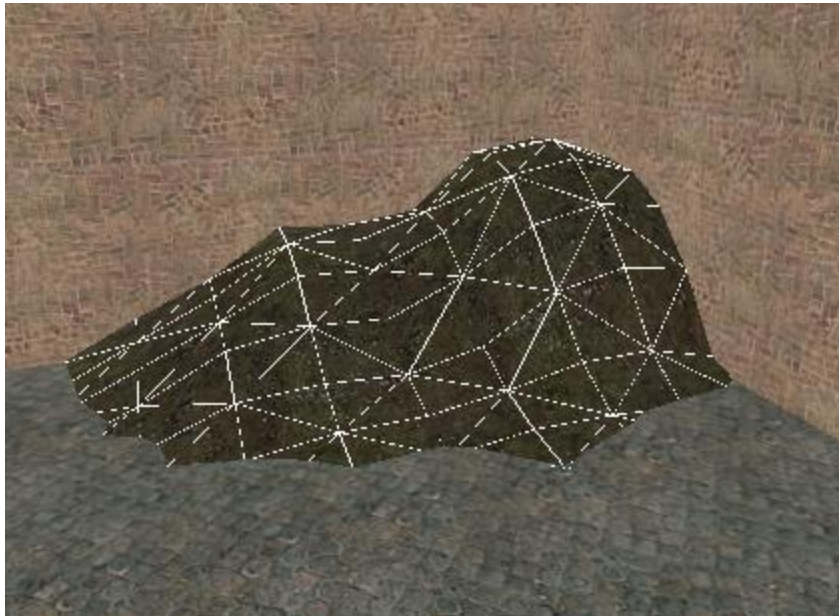
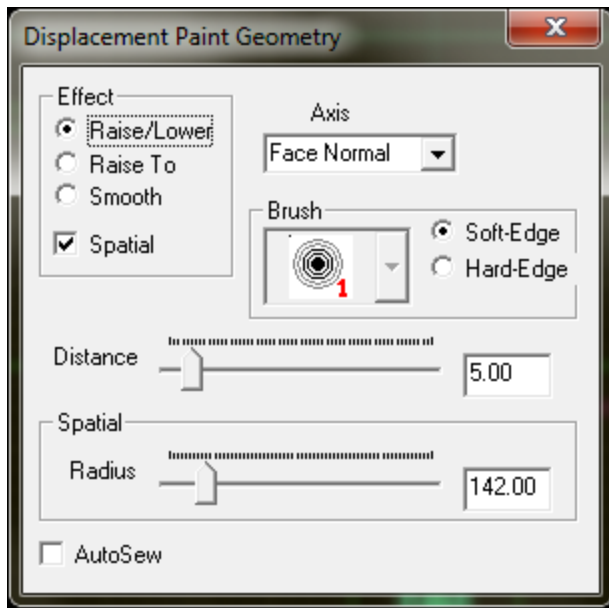


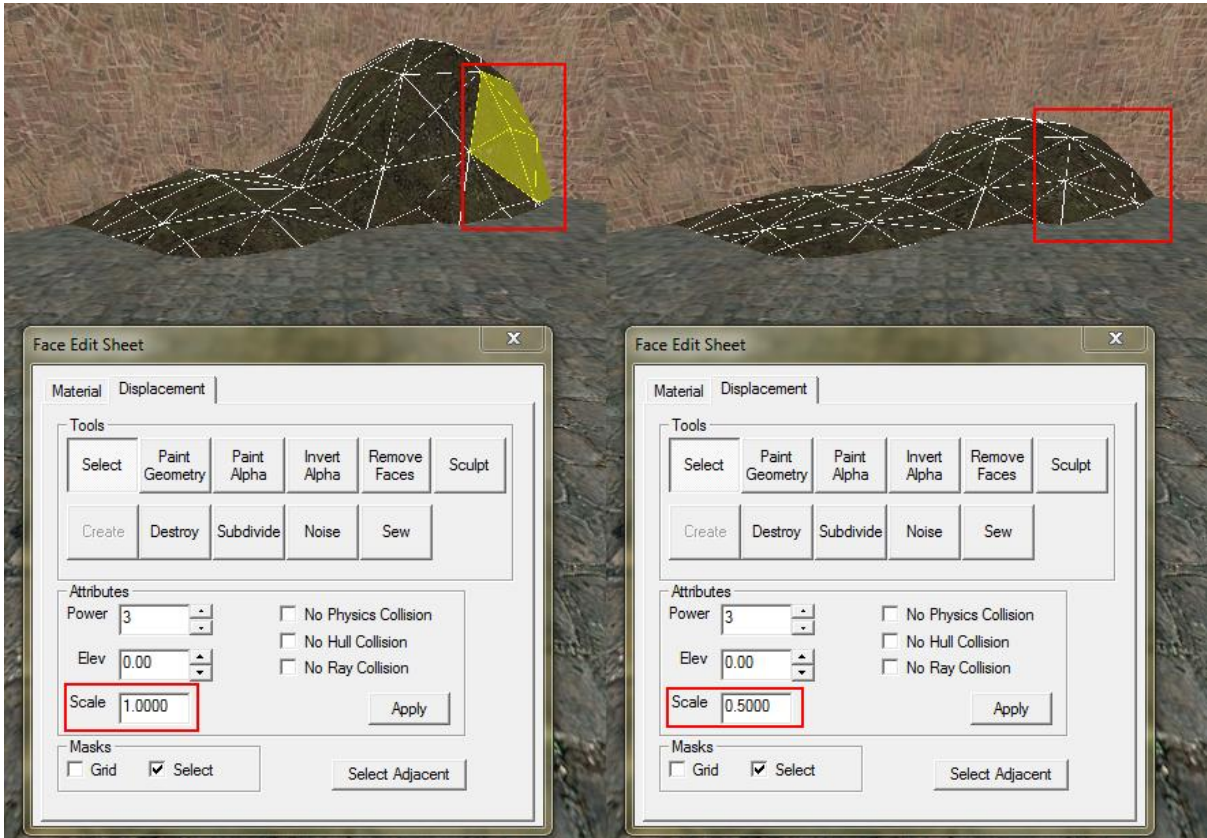
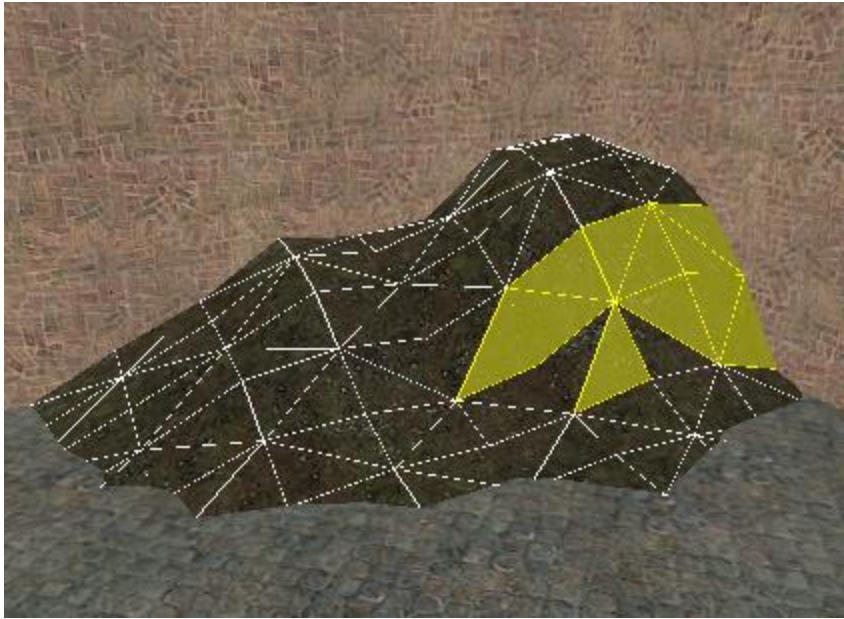
Normal

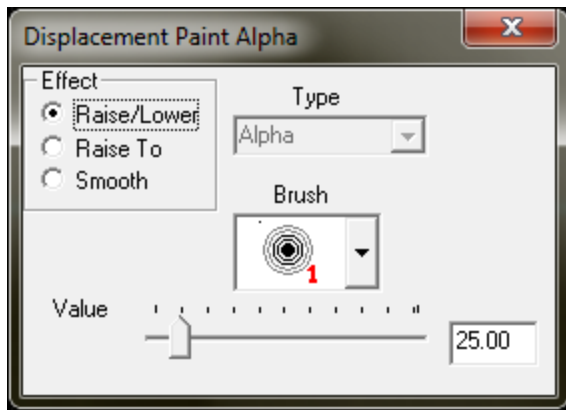
Fit



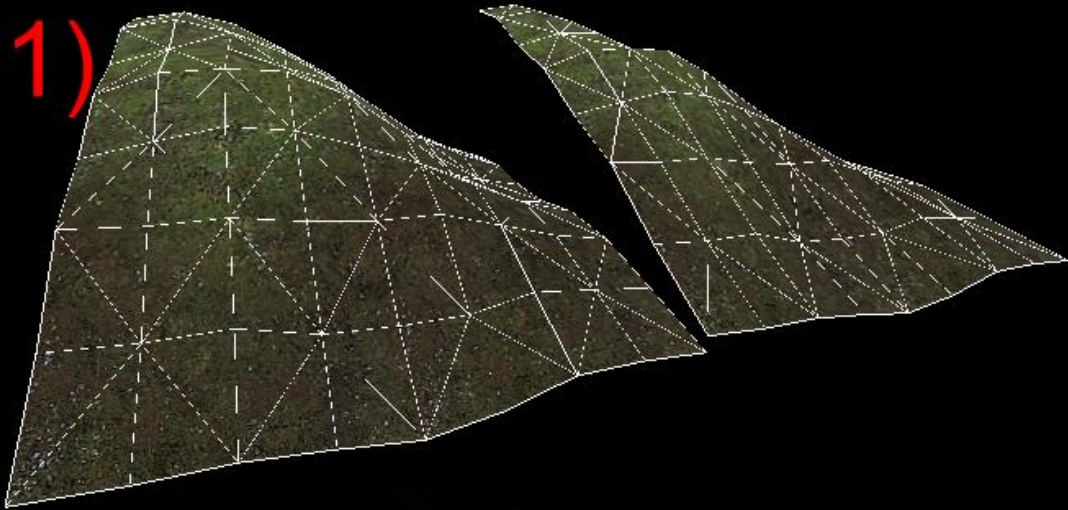






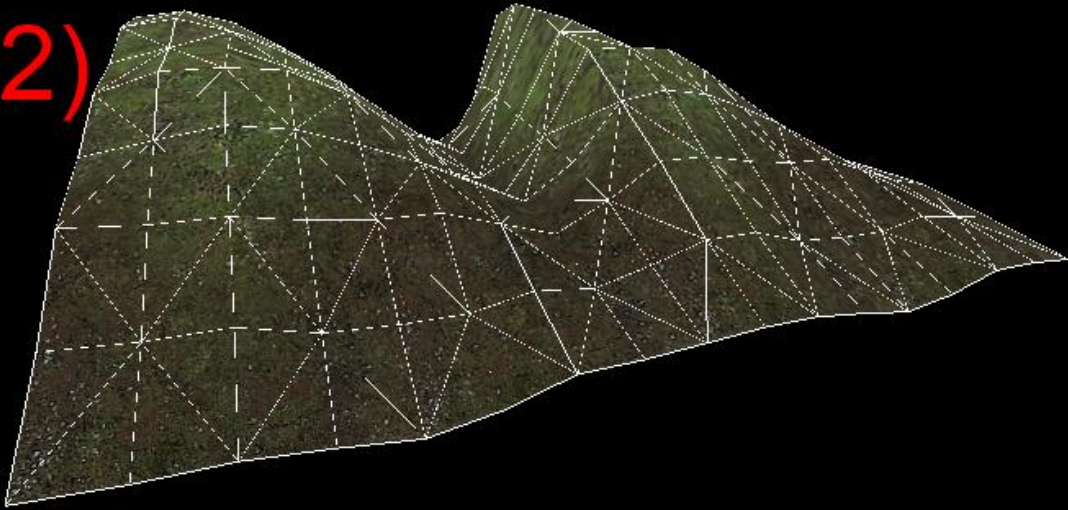


1)



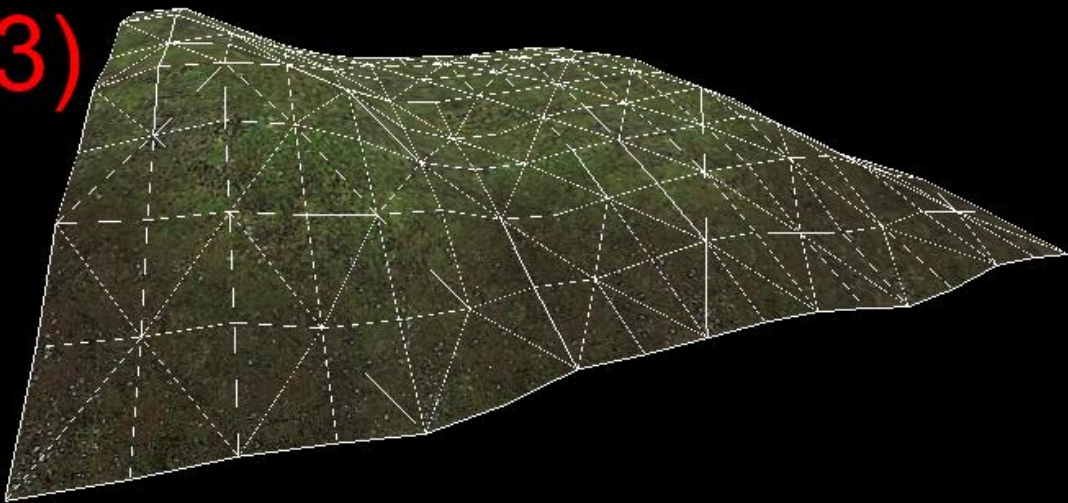
SEW

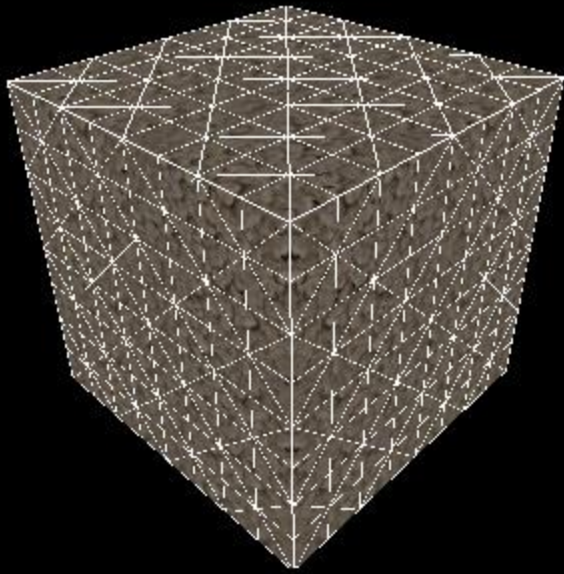
2)



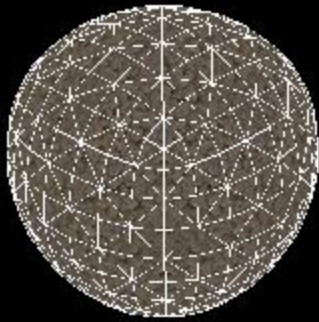
Smooth & Touch-Up

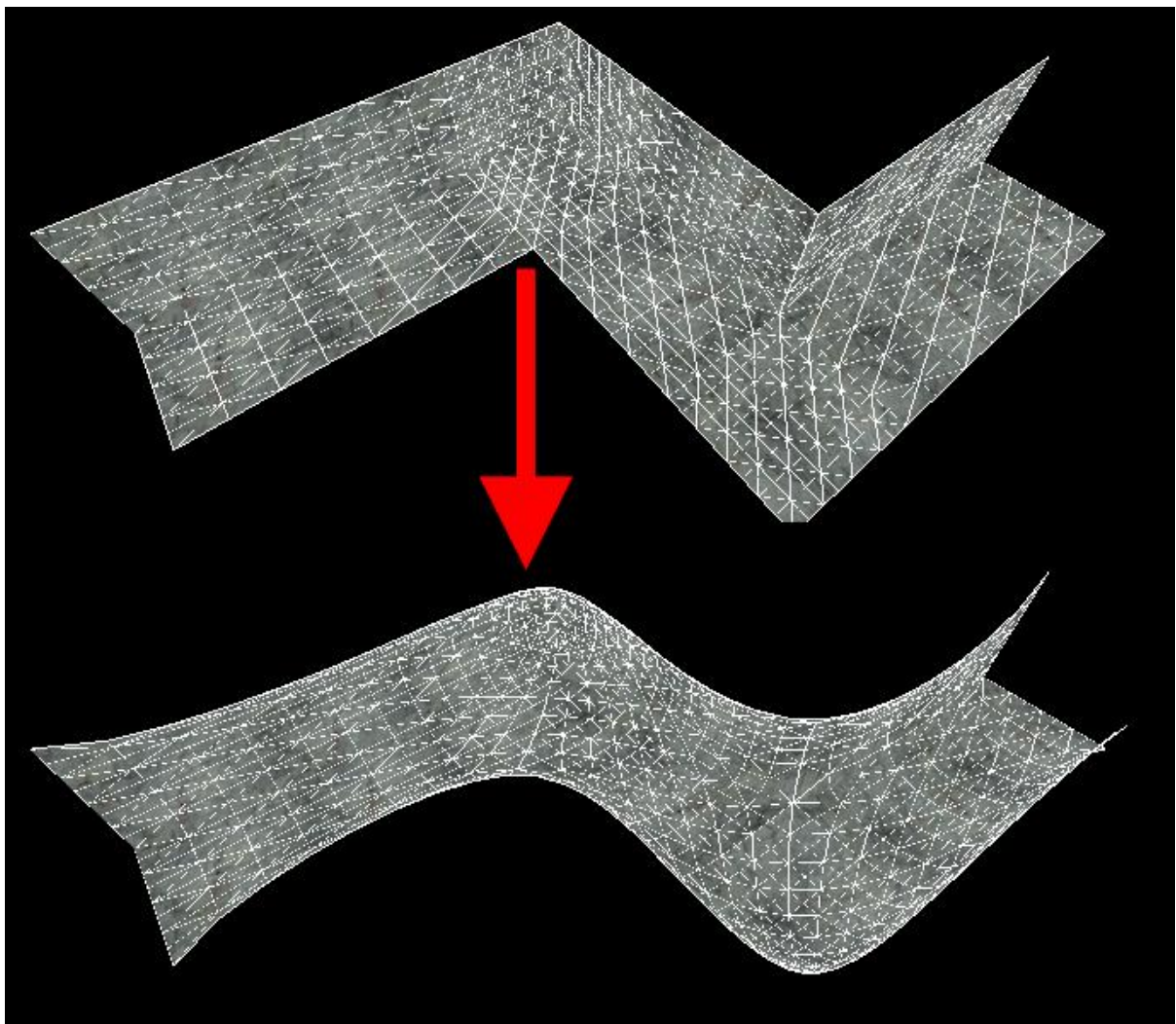
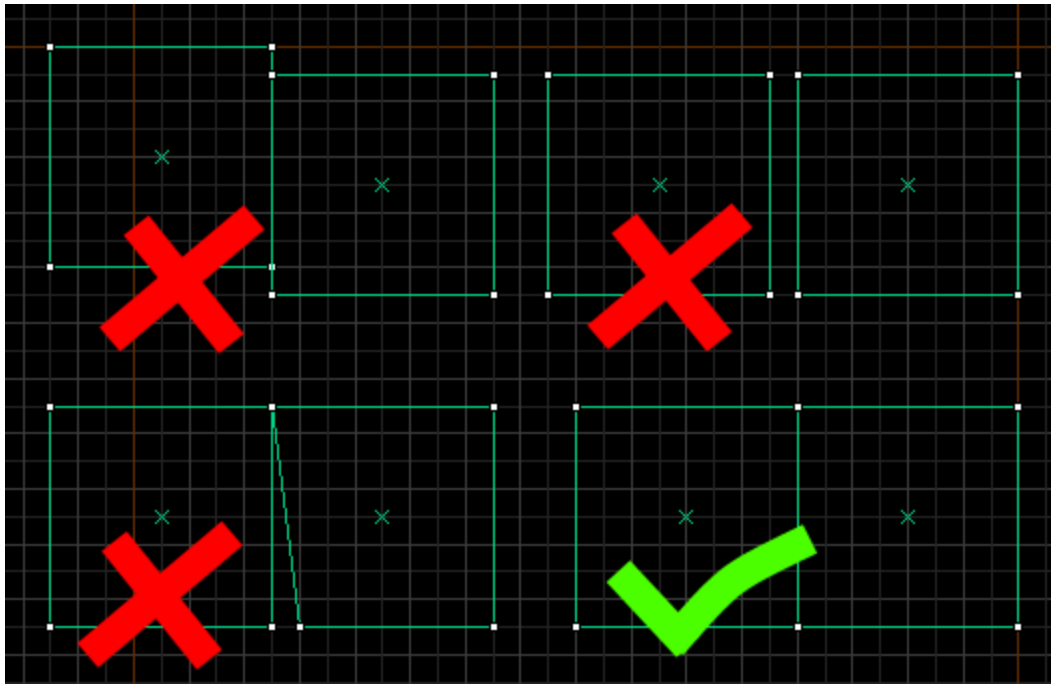
3)



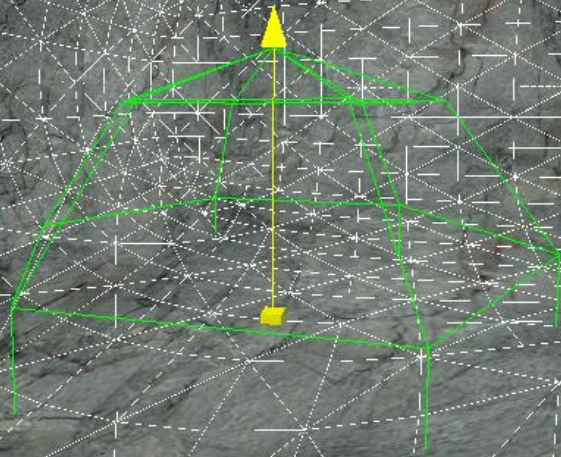


Subdivide





1) Default axis

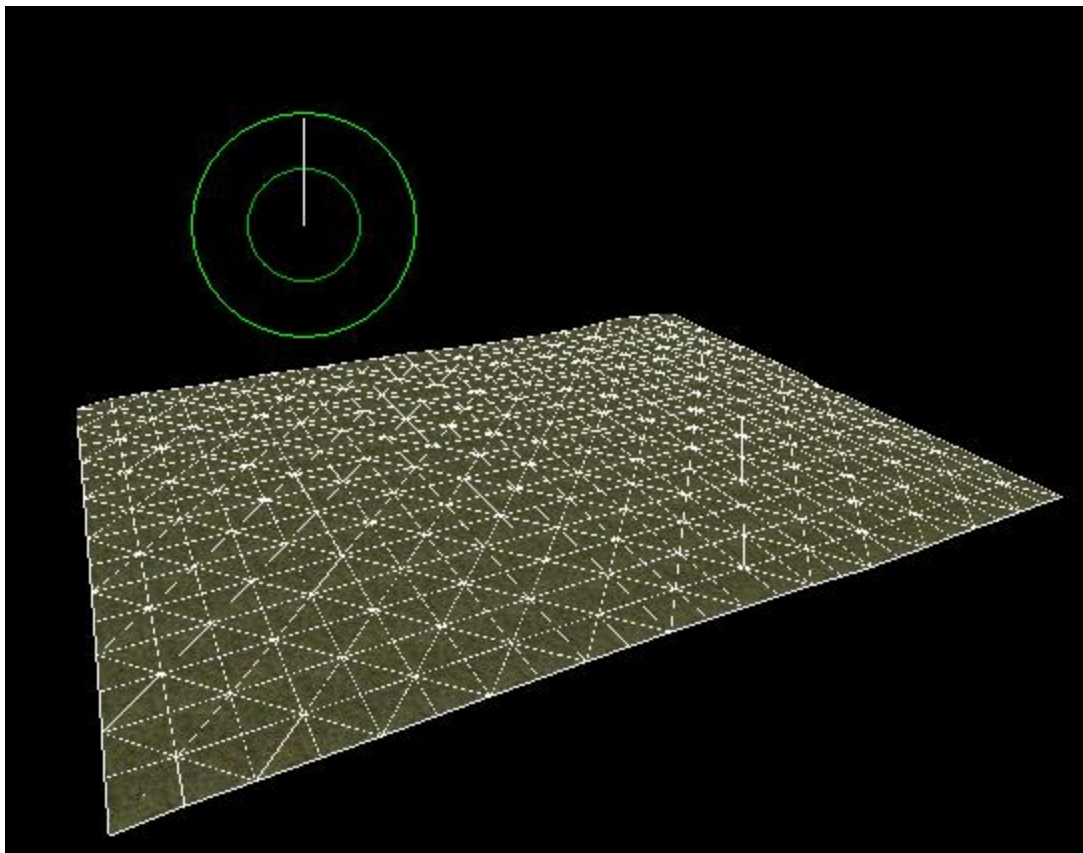
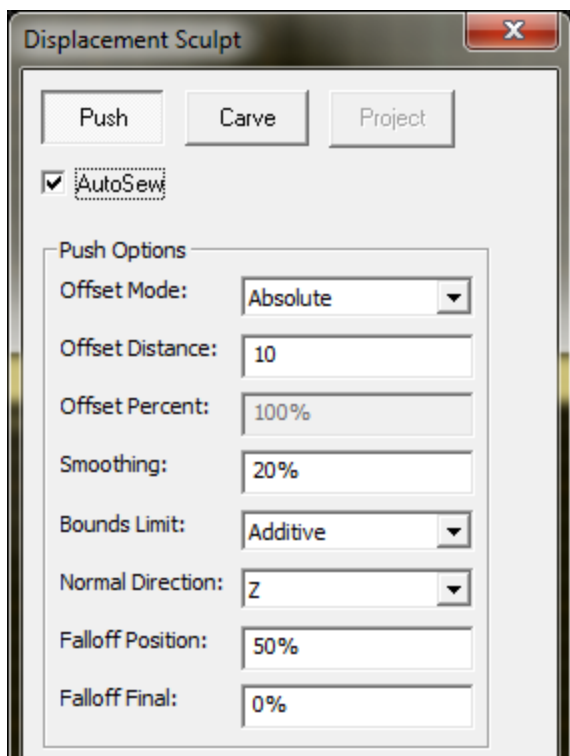


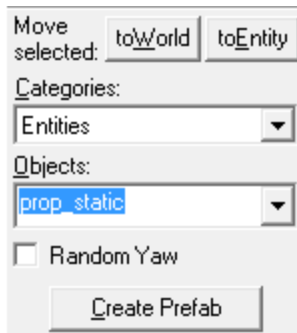
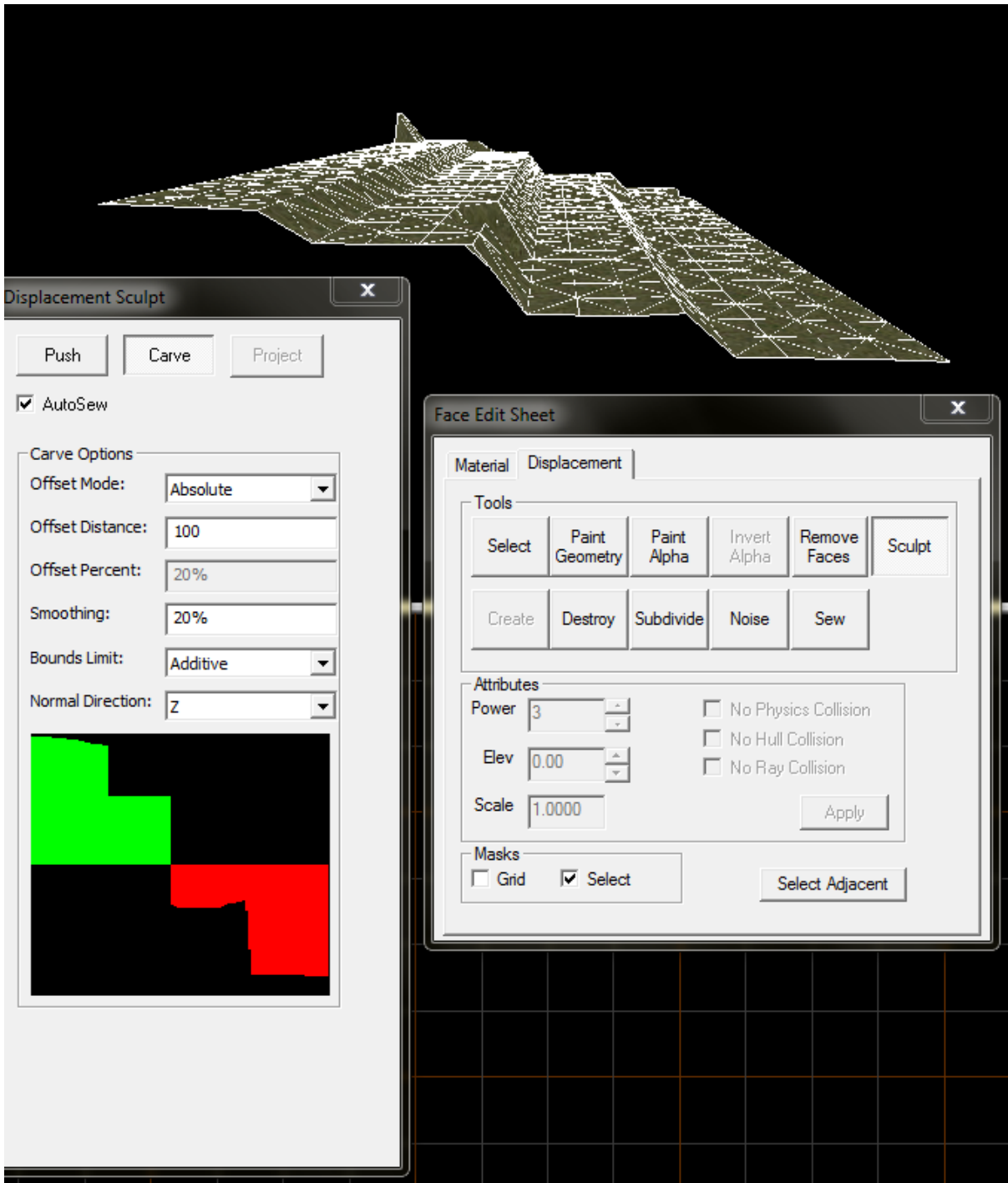
2) Alt+Right-Click

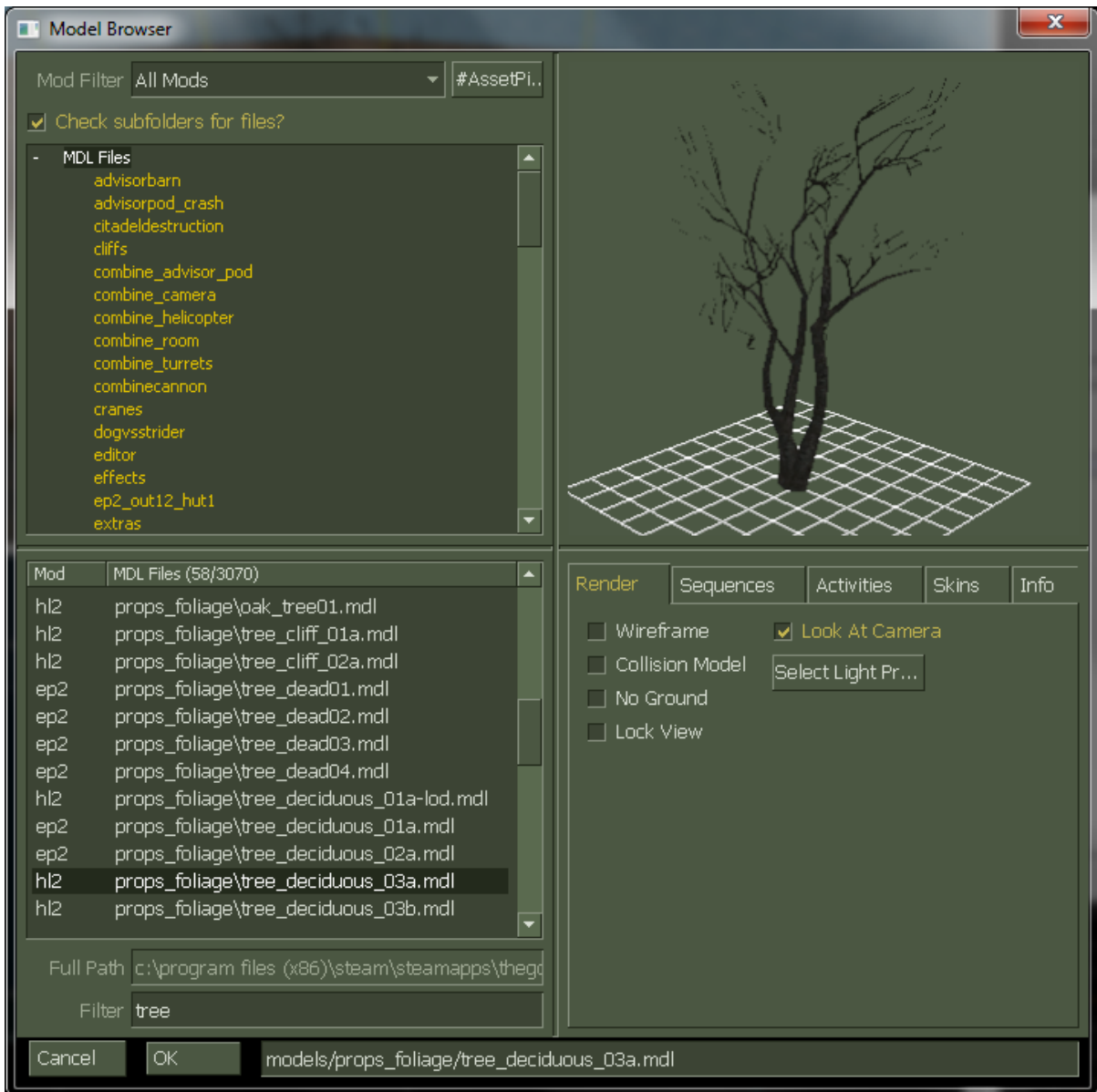


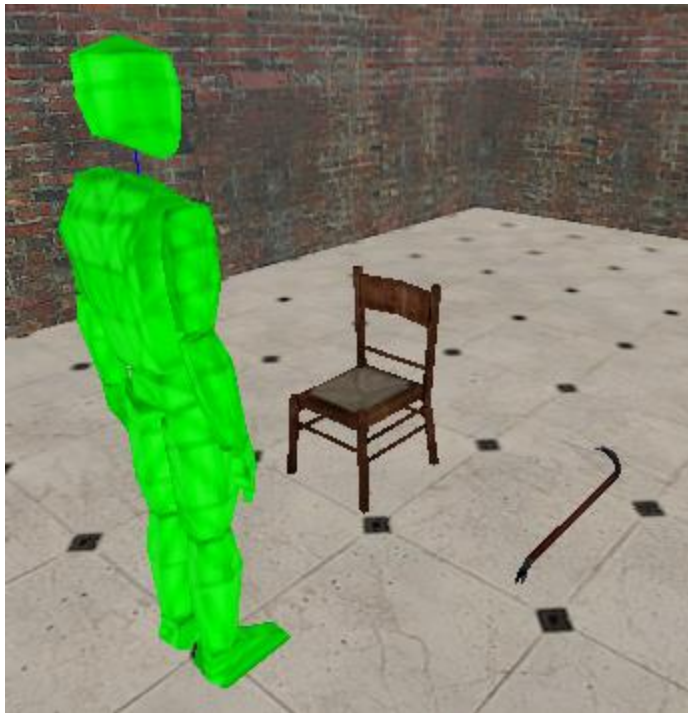
3) Shift+Drag



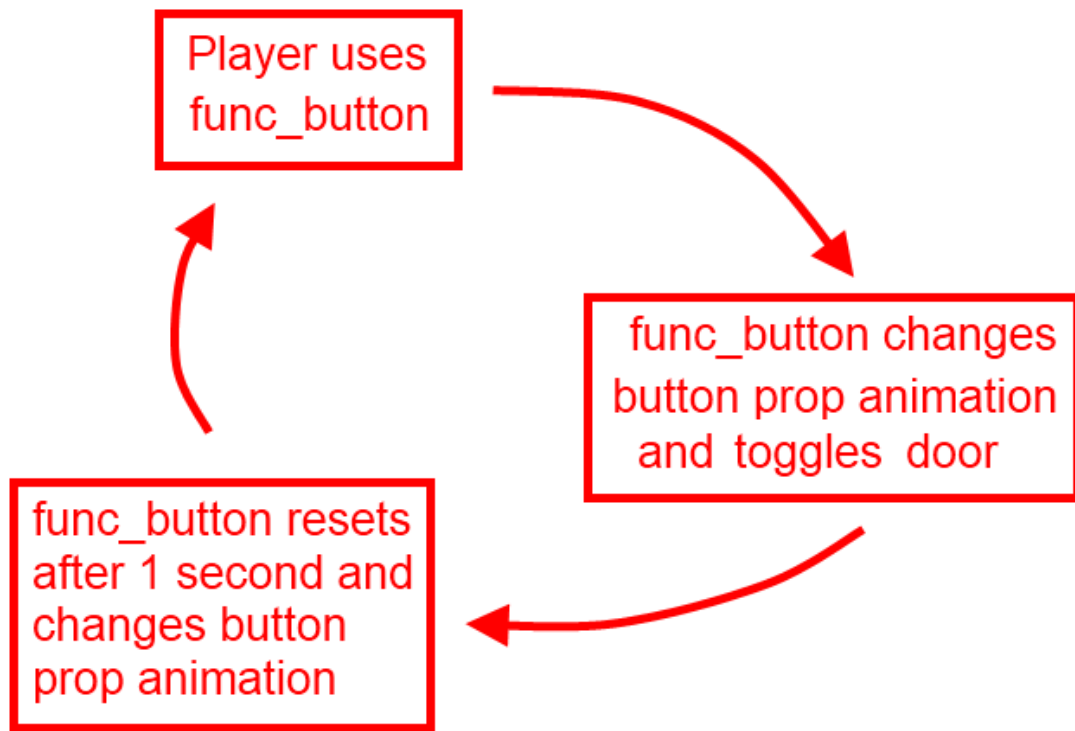


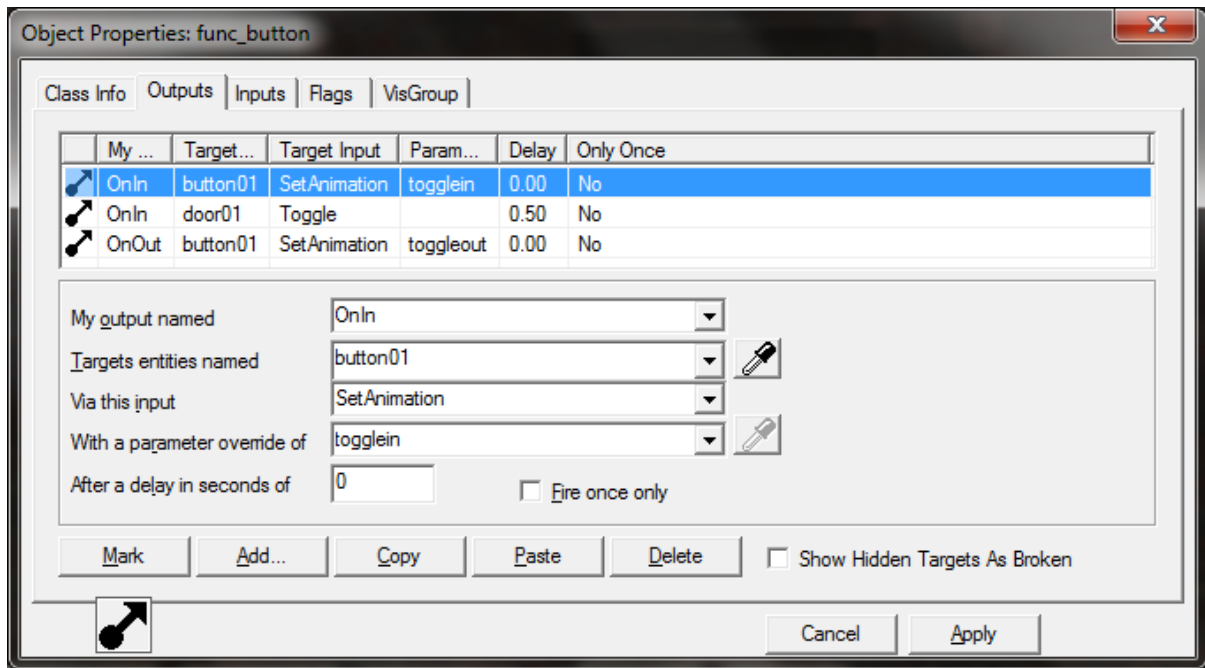


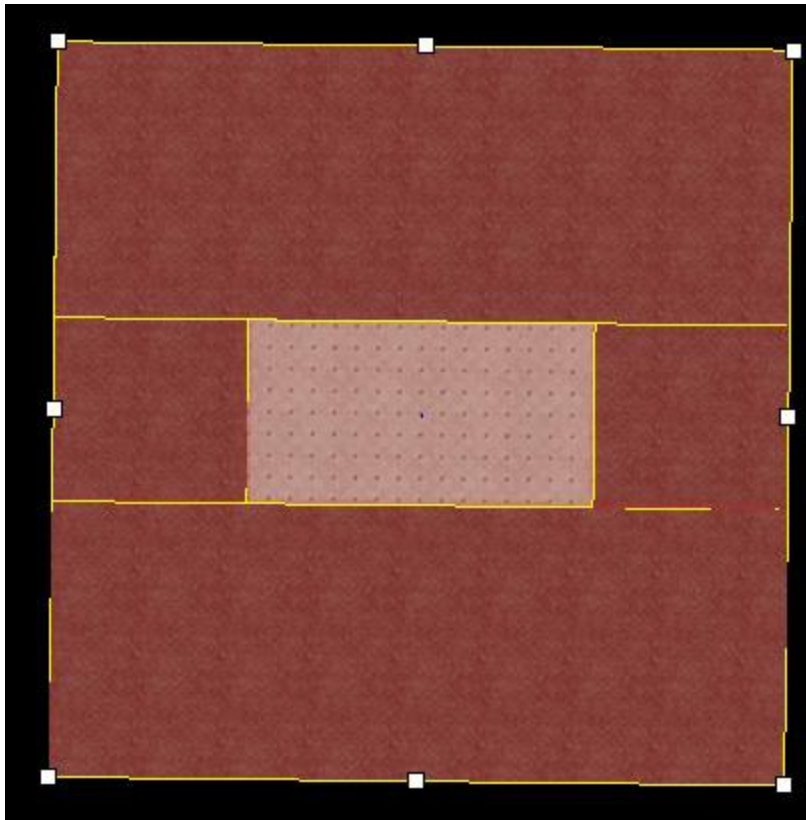


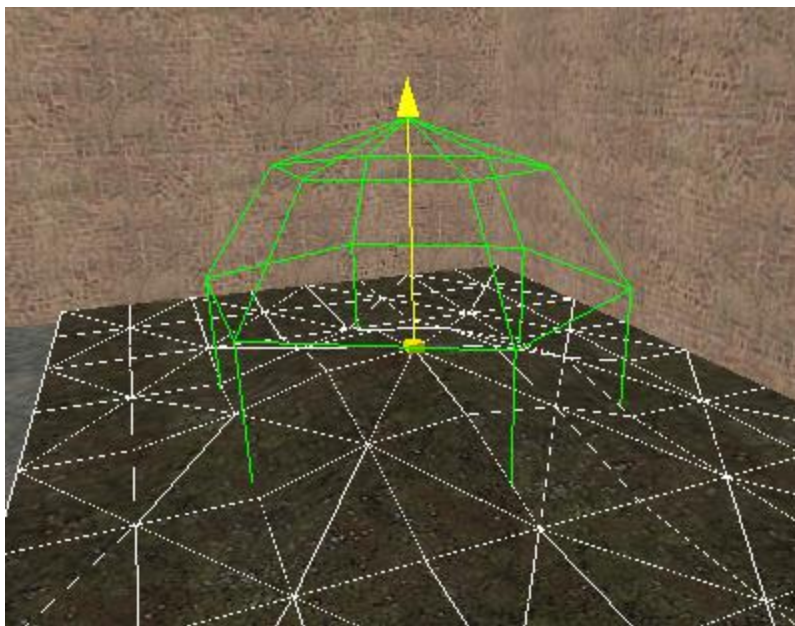
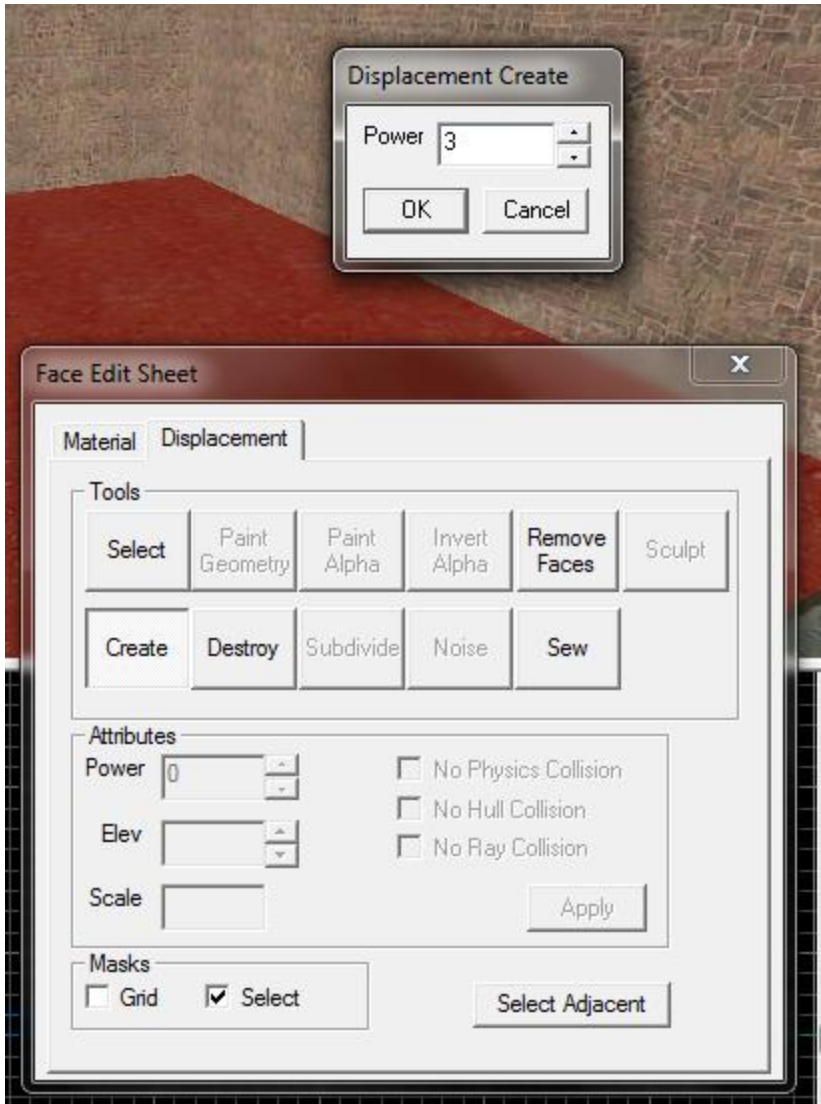


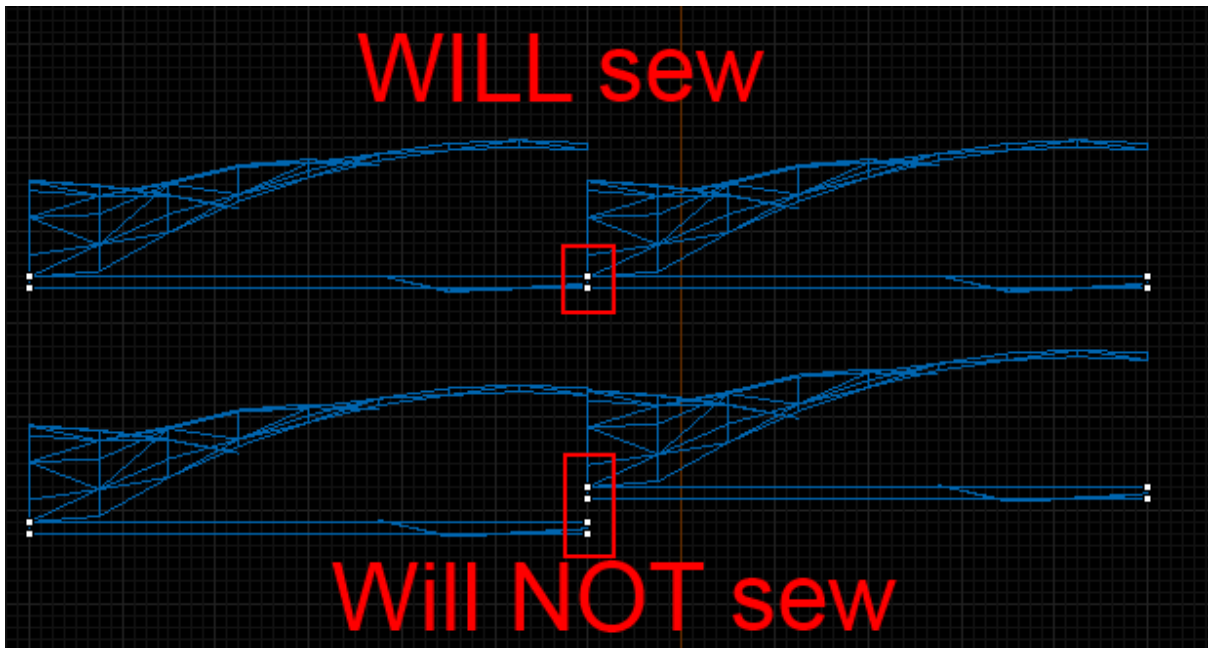
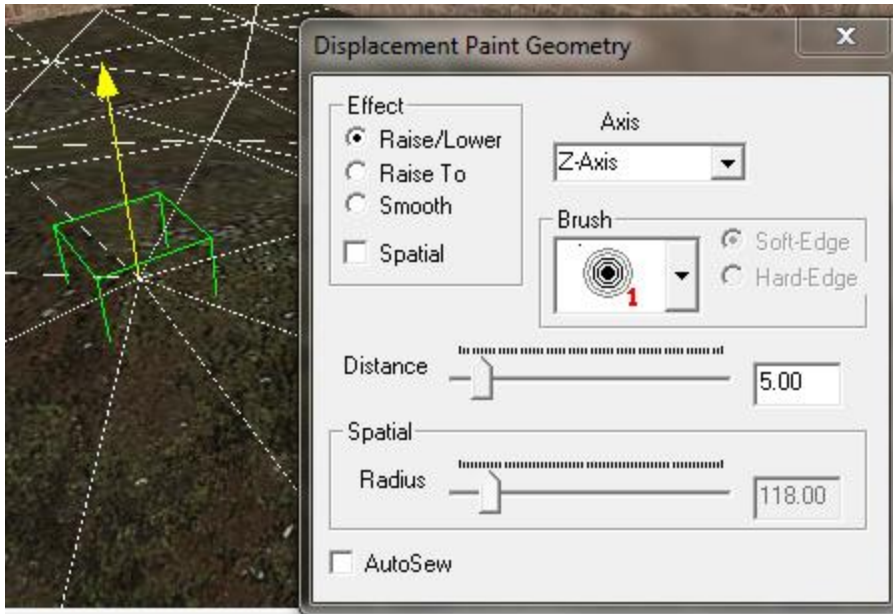


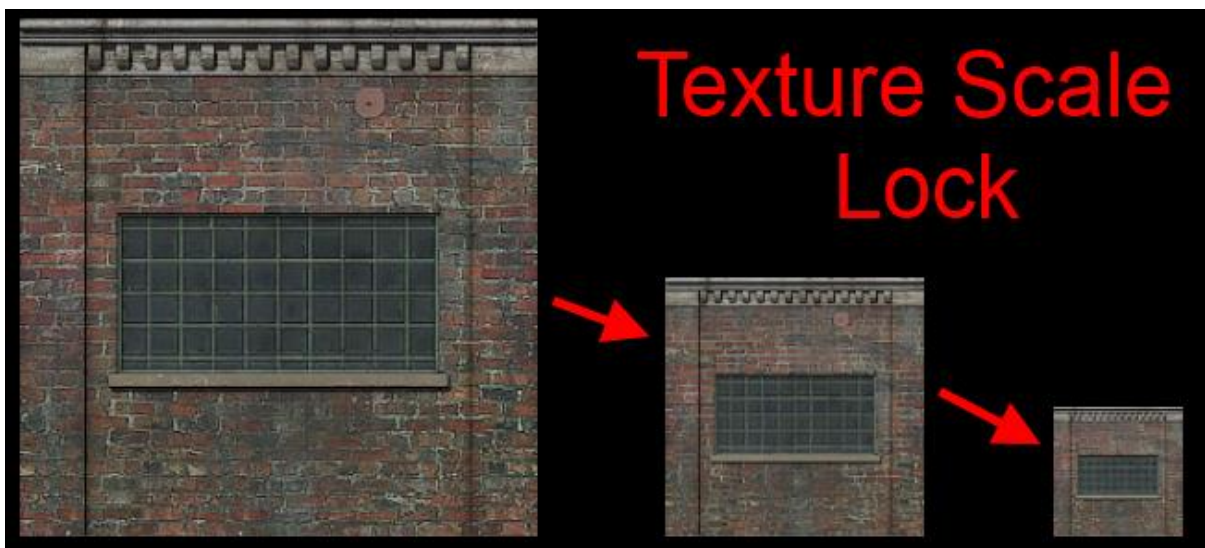
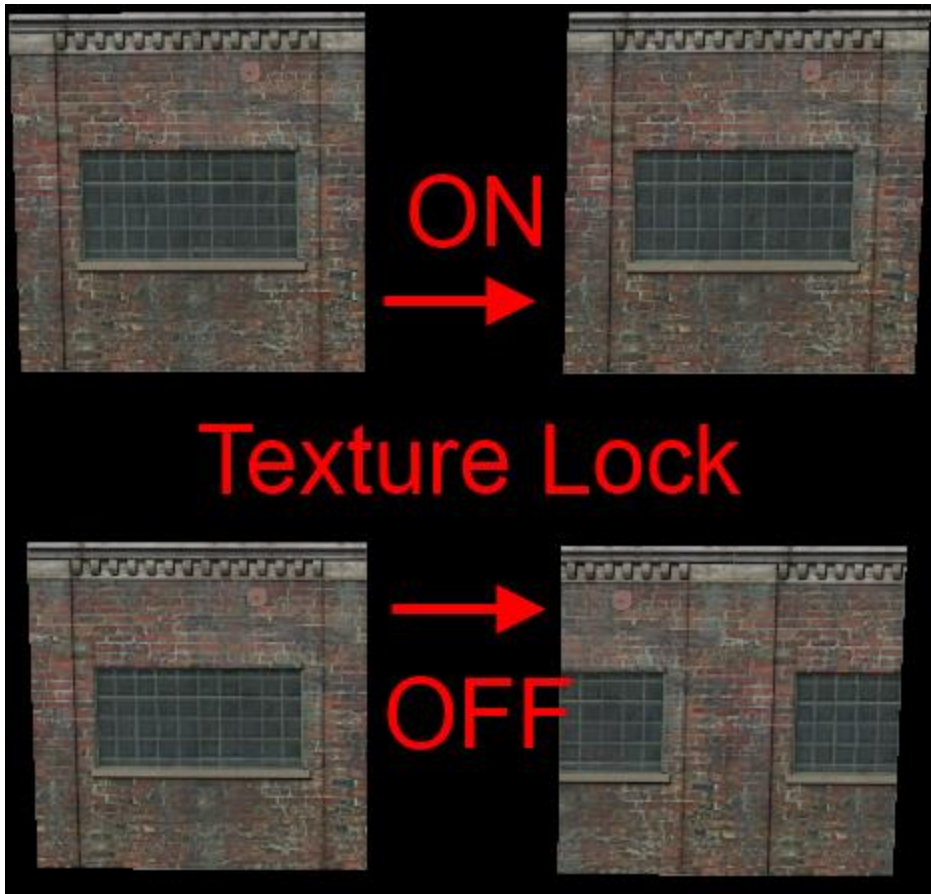


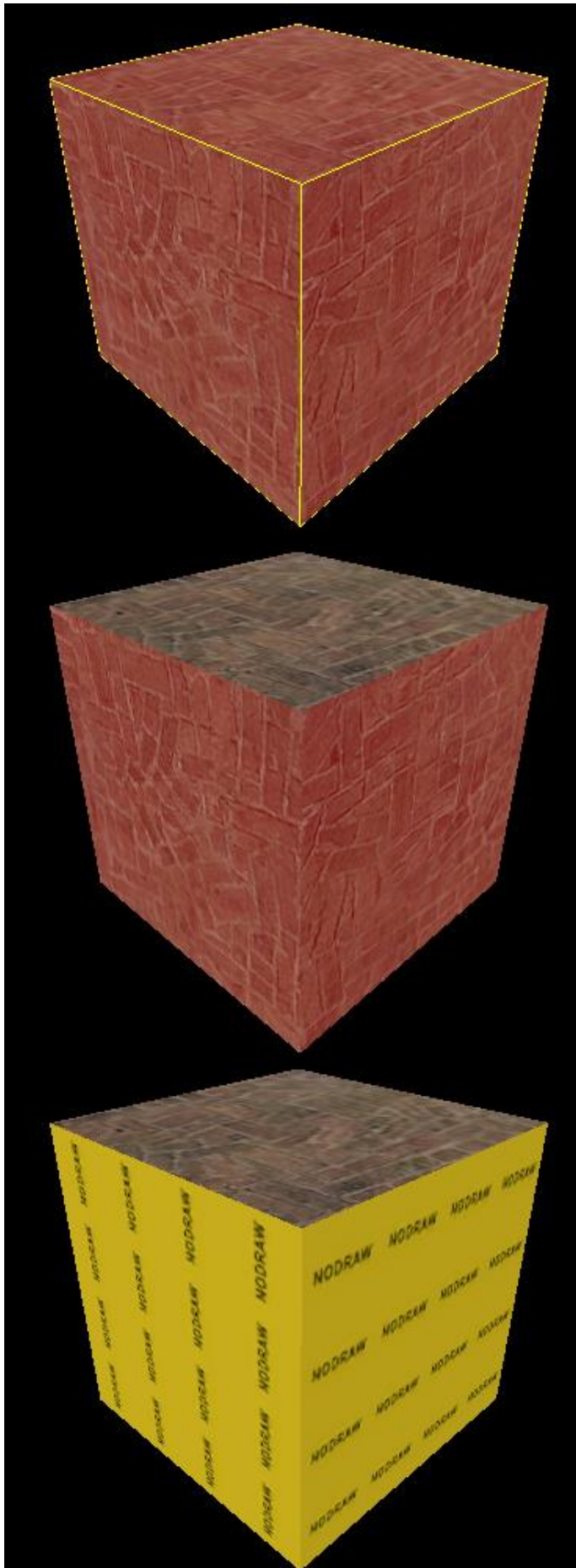


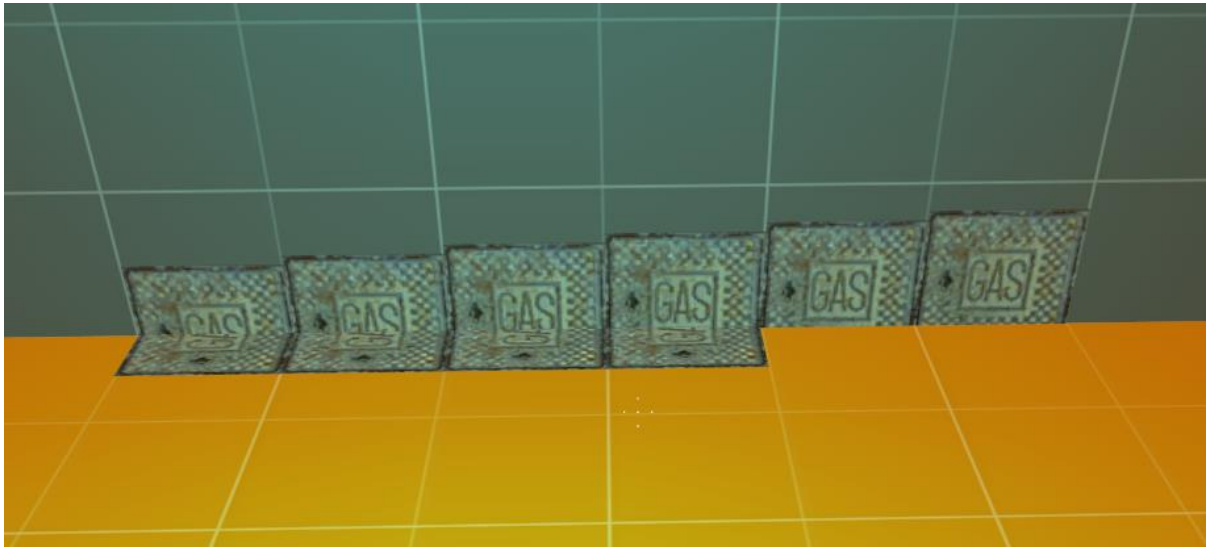










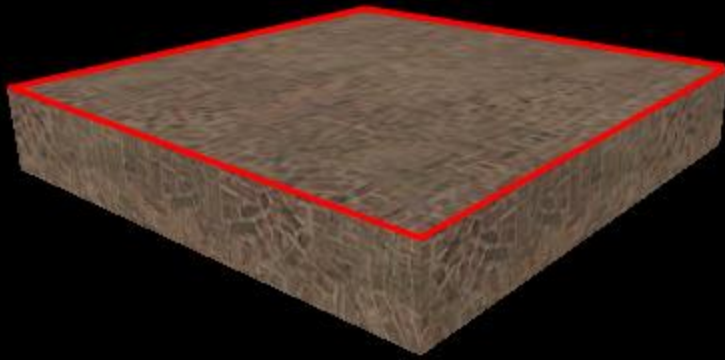


HAMMER

GAME



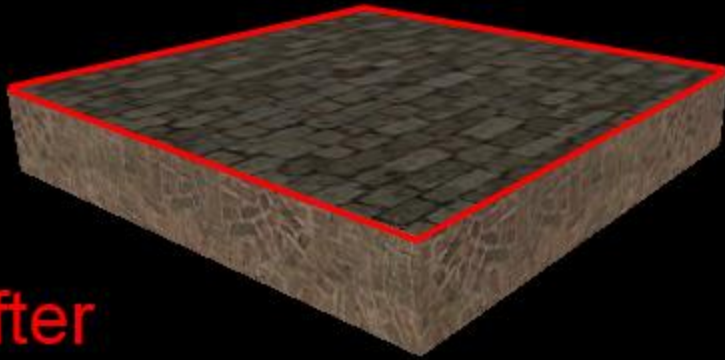
Before



Right-Click



After



Edge Not Aligned

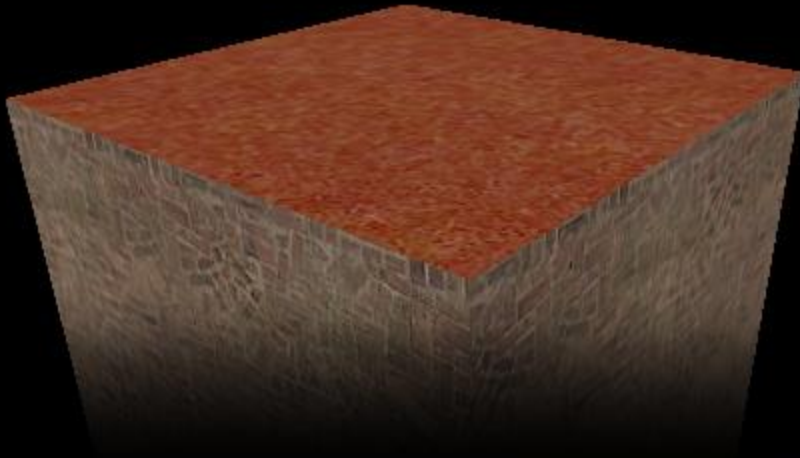


Alt+Right-Click

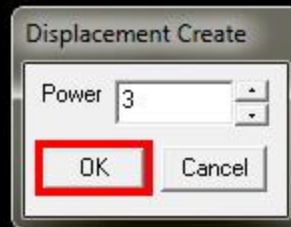


Aligned

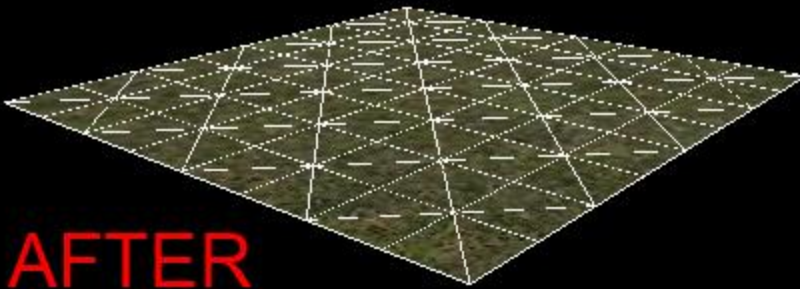
BEFORE



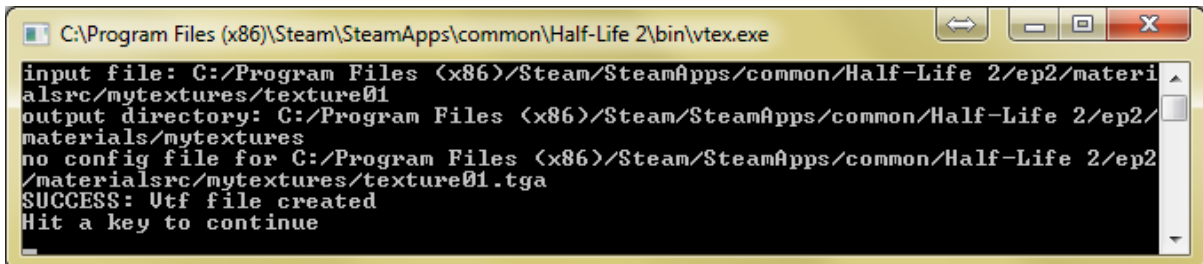
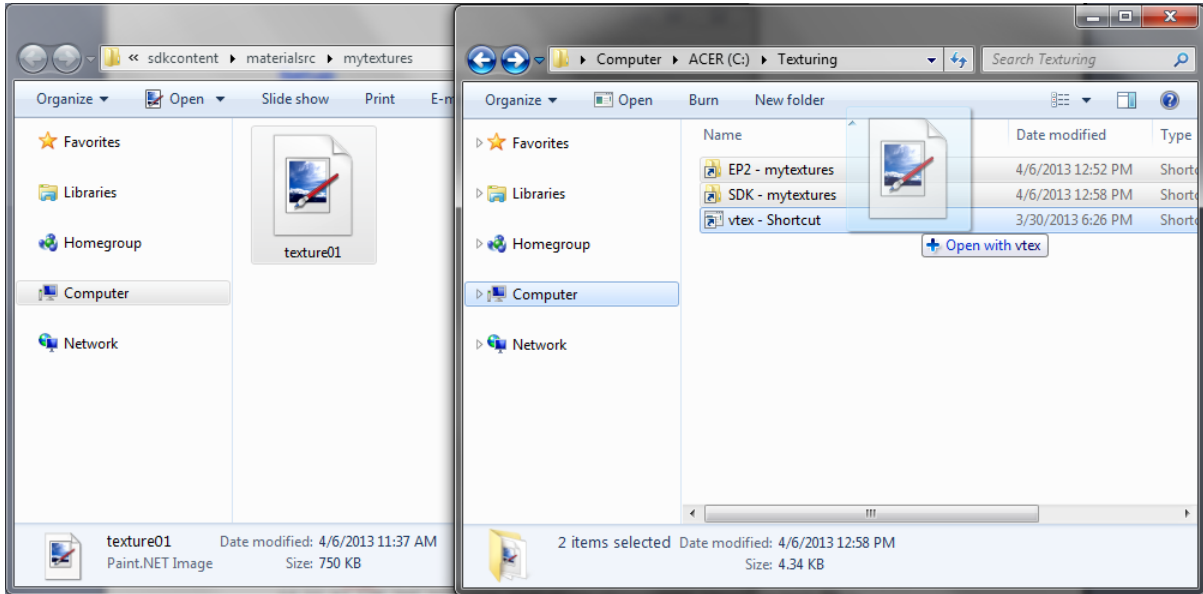
CREATE

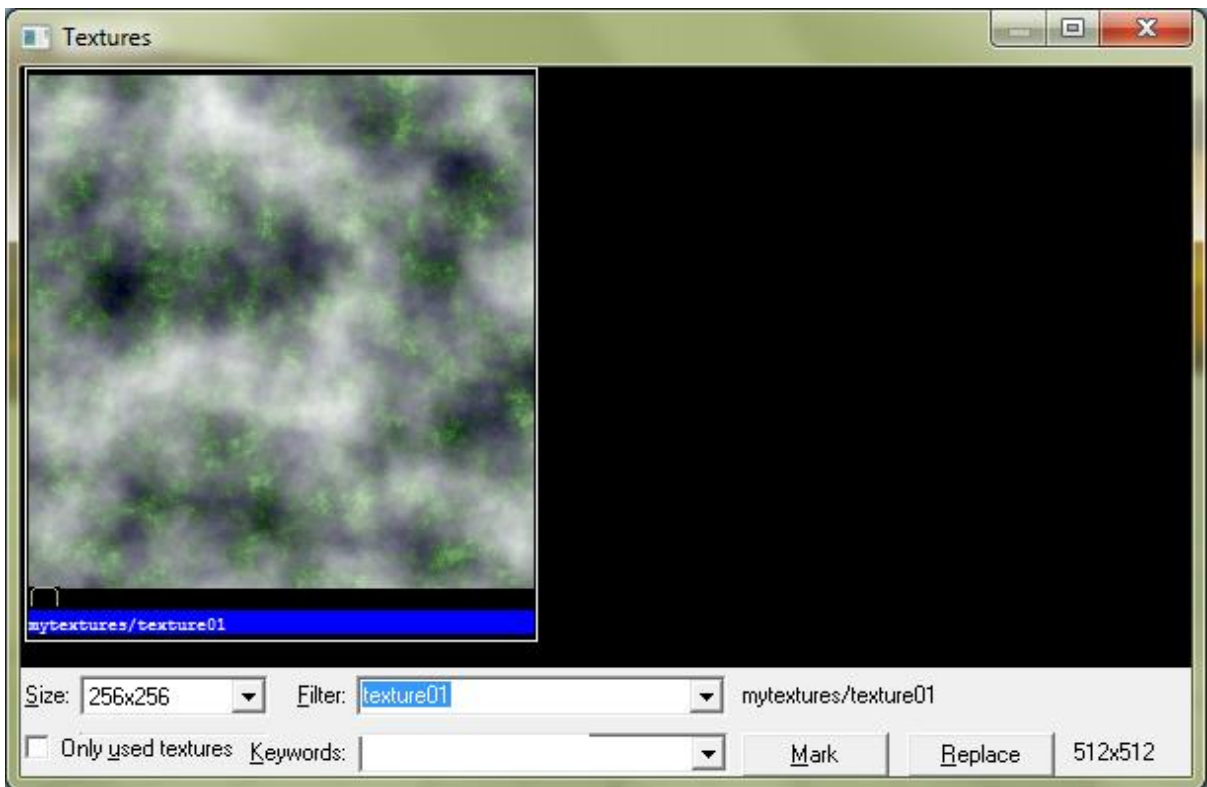
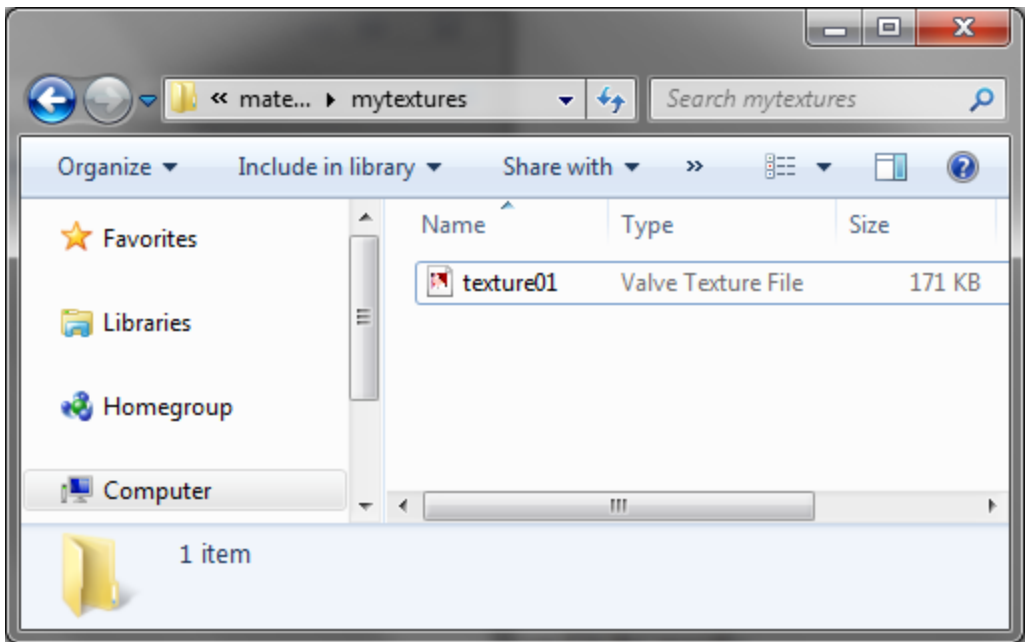


AFTER

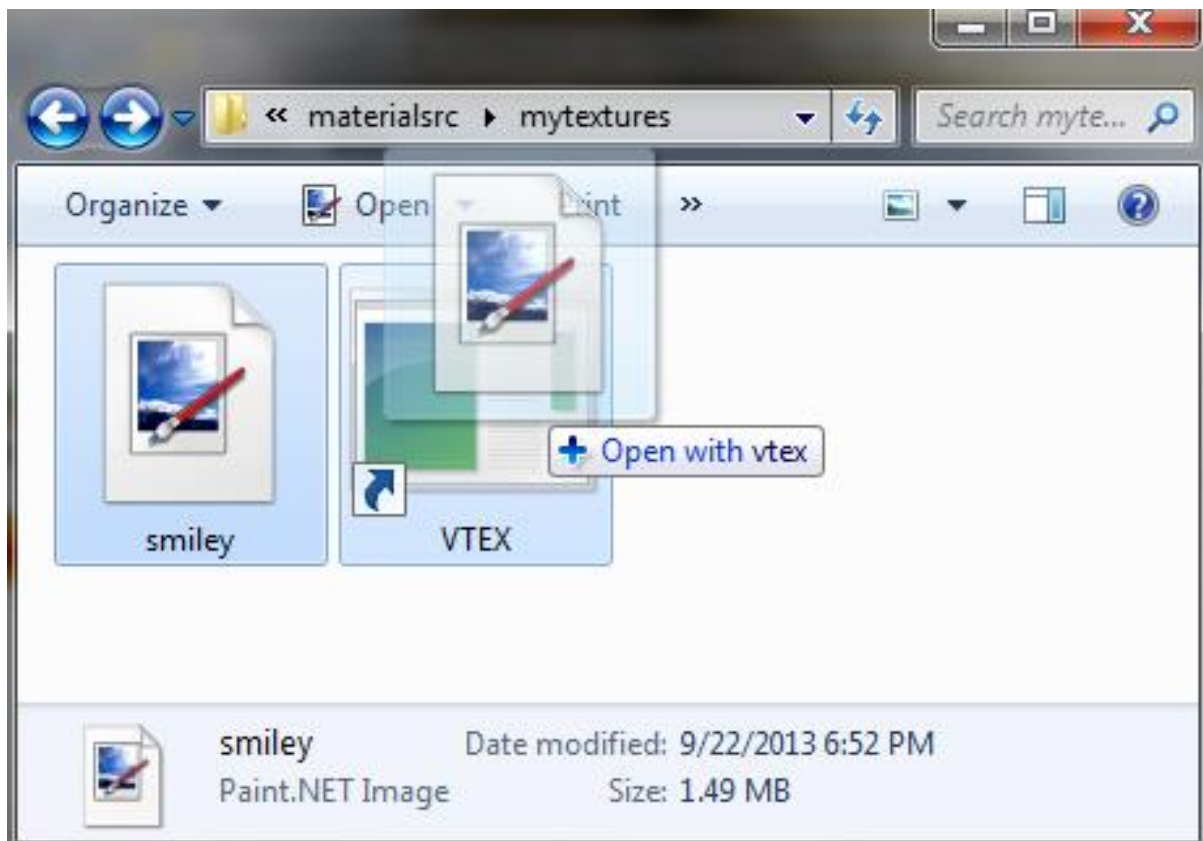


Chapter 5: Importing Custom Content

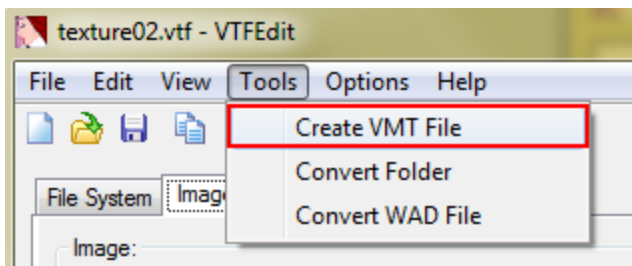
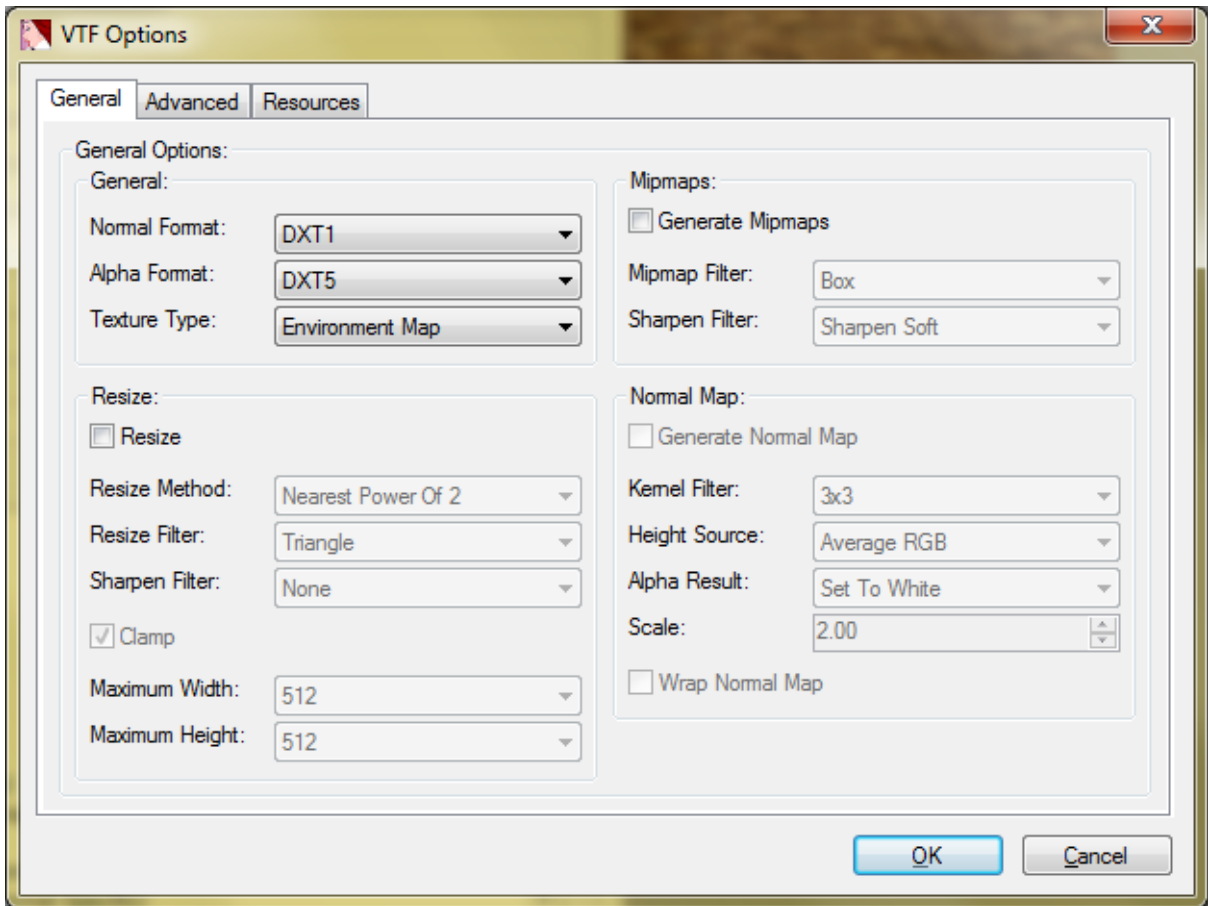
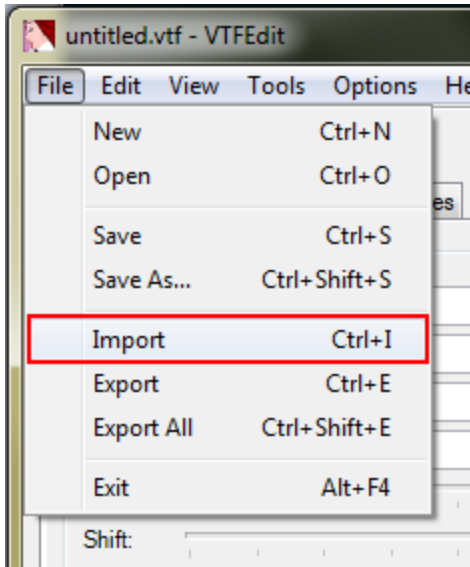


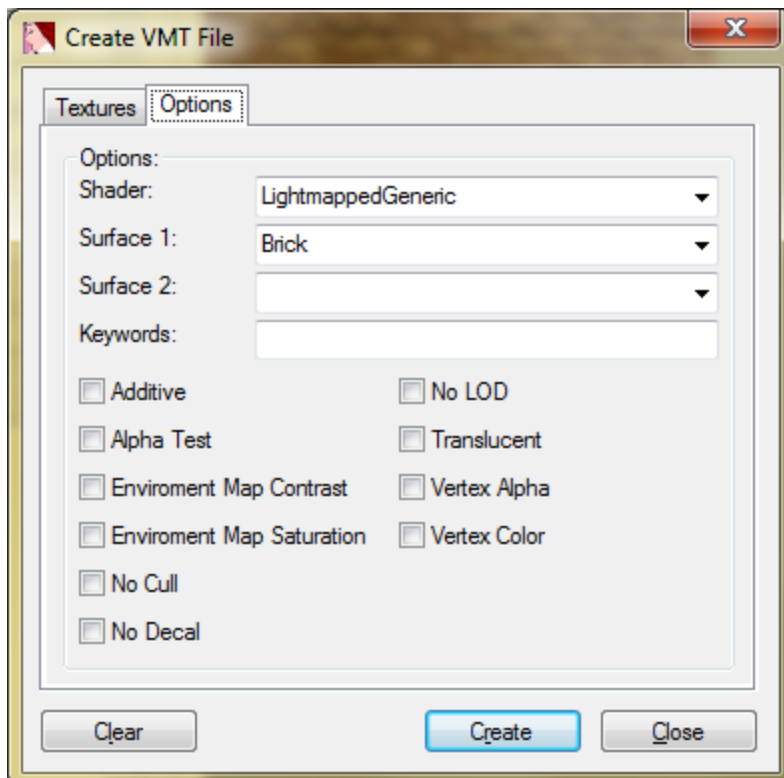
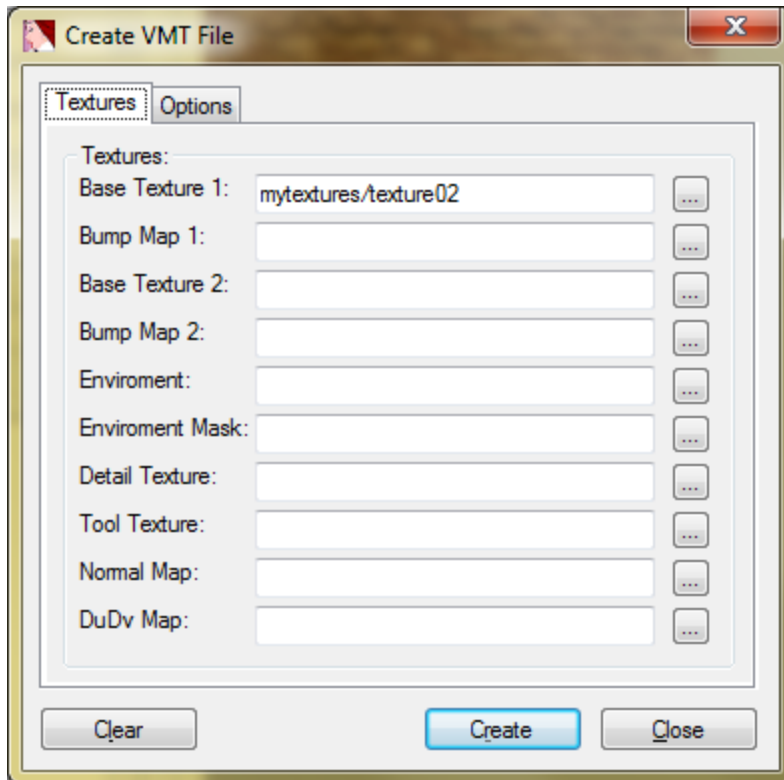




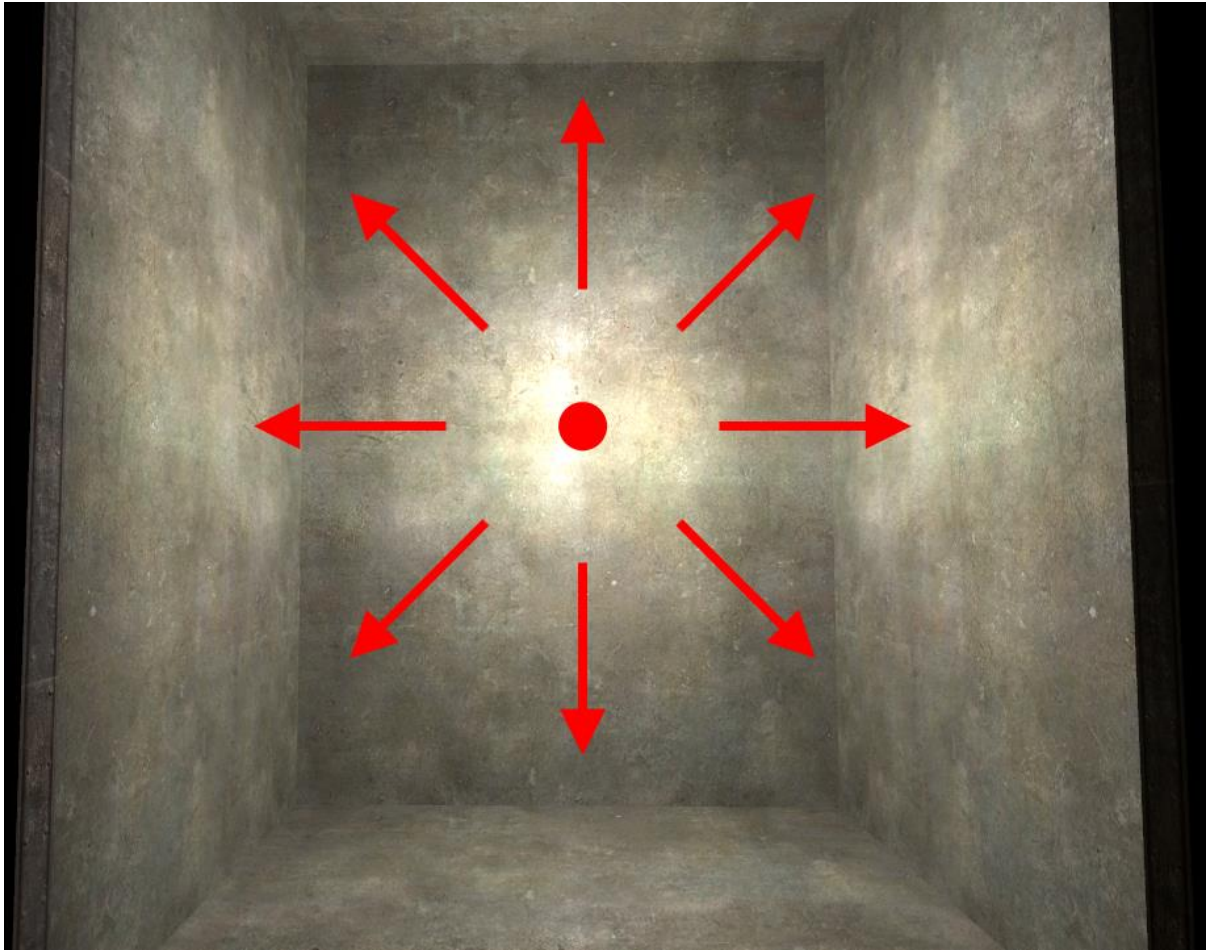


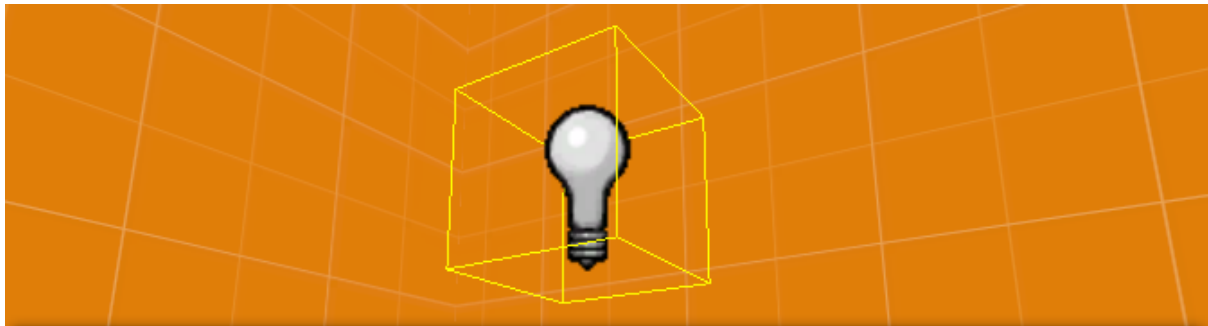
```
C:\Program Files (x86)\Steam\steamapps\common\Half-Life 2\bin\vtex.exe
input file: C:/Program Files (x86)/Steam/steamapps/common/Half-Life 2/ep2/materialsrc/mytextures/smiley
output directory: C:/Program Files (x86)/Steam/steamapps/common/Half-Life 2/ep2/materials/mytextures
no config file for C:/Program Files (x86)/Steam/steamapps/common/Half-Life 2/ep2/materialsrc/mytextures/smiley.tga
SUCCESS: Utf file created
Hit a key to continue
-
```





Chapter 6: Lighting and Compiling





Object Properties: light

Class Info | Outputs | Inputs | Flags | VisGroup

Class: light

Keyvalues:

Angles: 0

255 255 255 200

Help

Comments

Property Name	Value
Name	light01
Brightness	
BrightnessHDR	
BrightnessScaleHDR	1
Appearance	Normal
Custom Appearance	
Constant	0
Linear	0
Quadratic	1
50 percent falloff distance	0
0 percent falloff distance	0
hard falloff	0
Entity To Point At	
Maximum Distance	0

Color

Basic colors:

Custom colors:

Define Custom Colors >>

OK Cancel

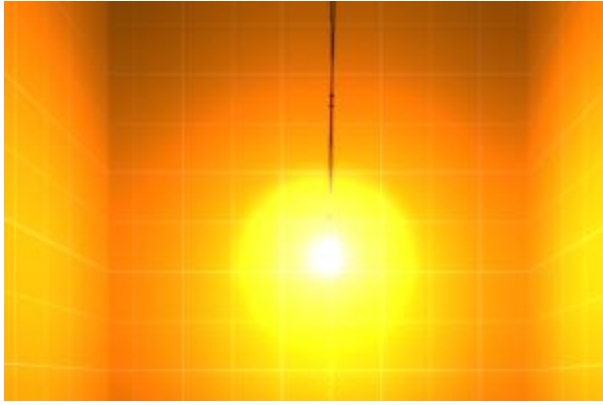
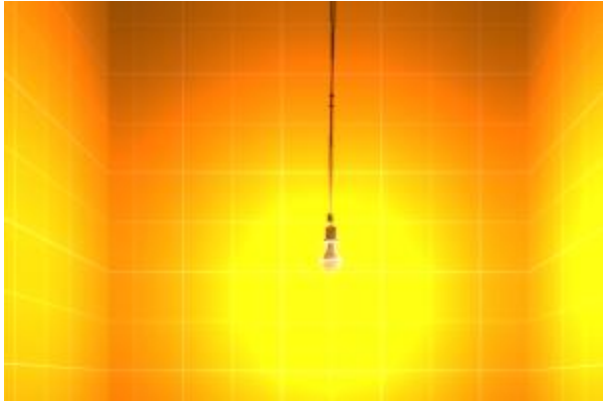
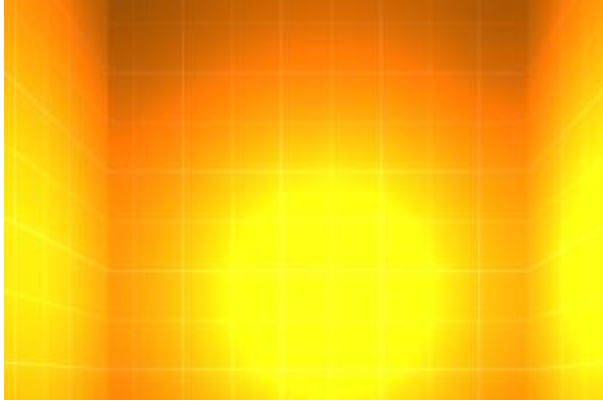
Hue: 129 Red: 29

Sat: 181 Green: 163

Lum: 108 Blue: 201

ColorSolid

Add to Custom Colors



Light only

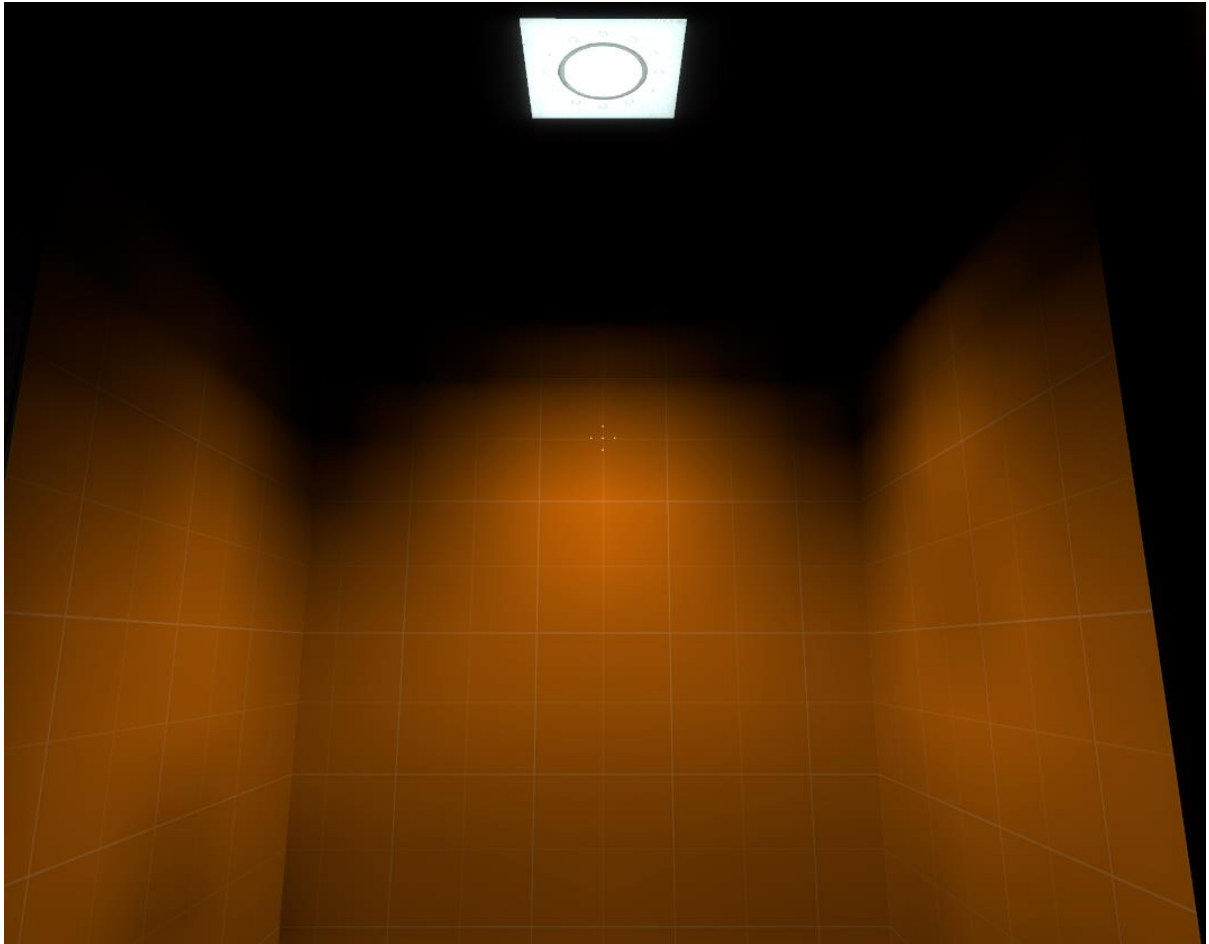


Light and Prop

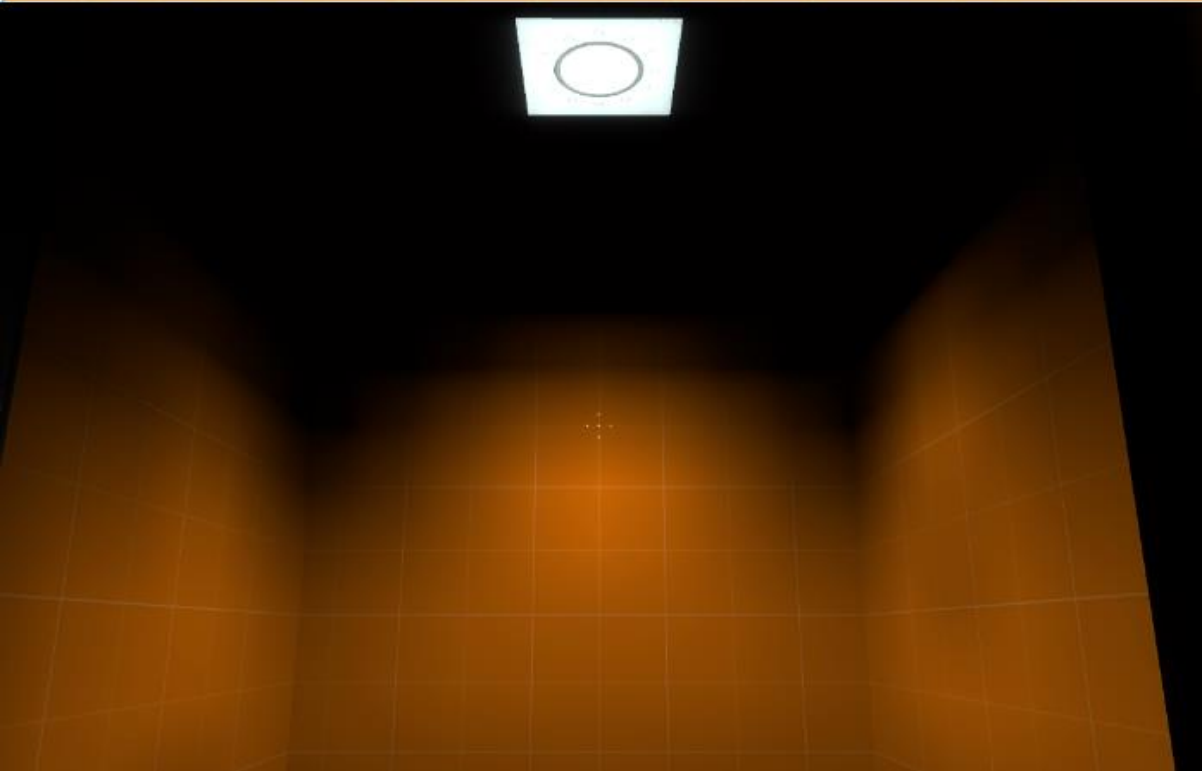
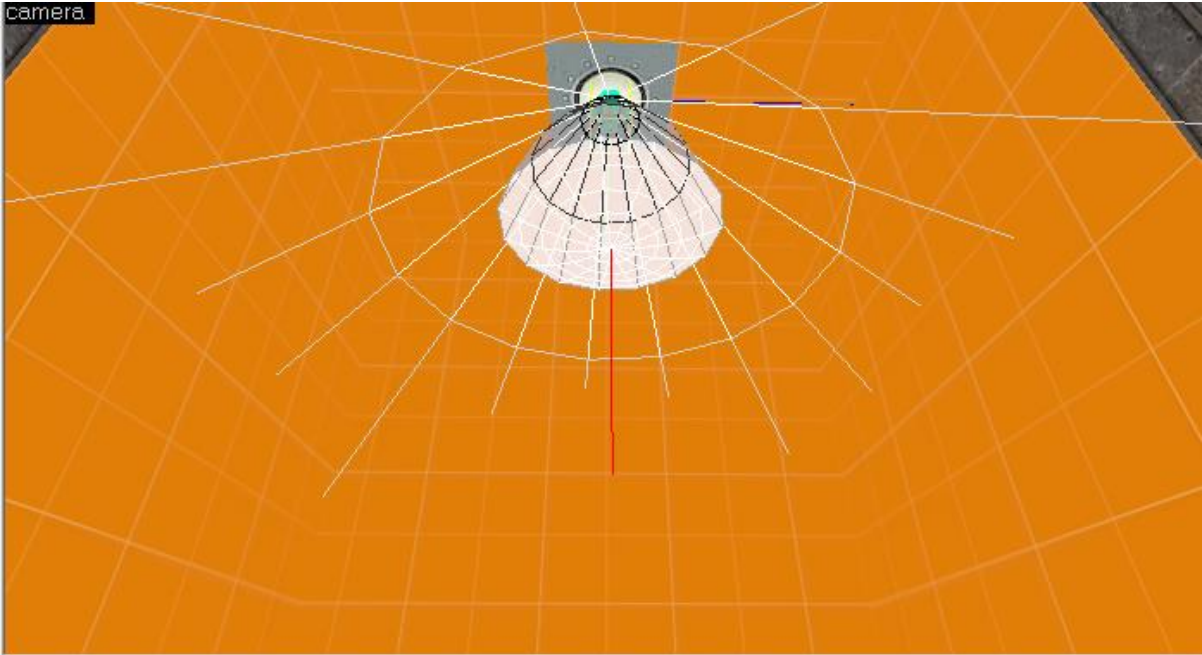


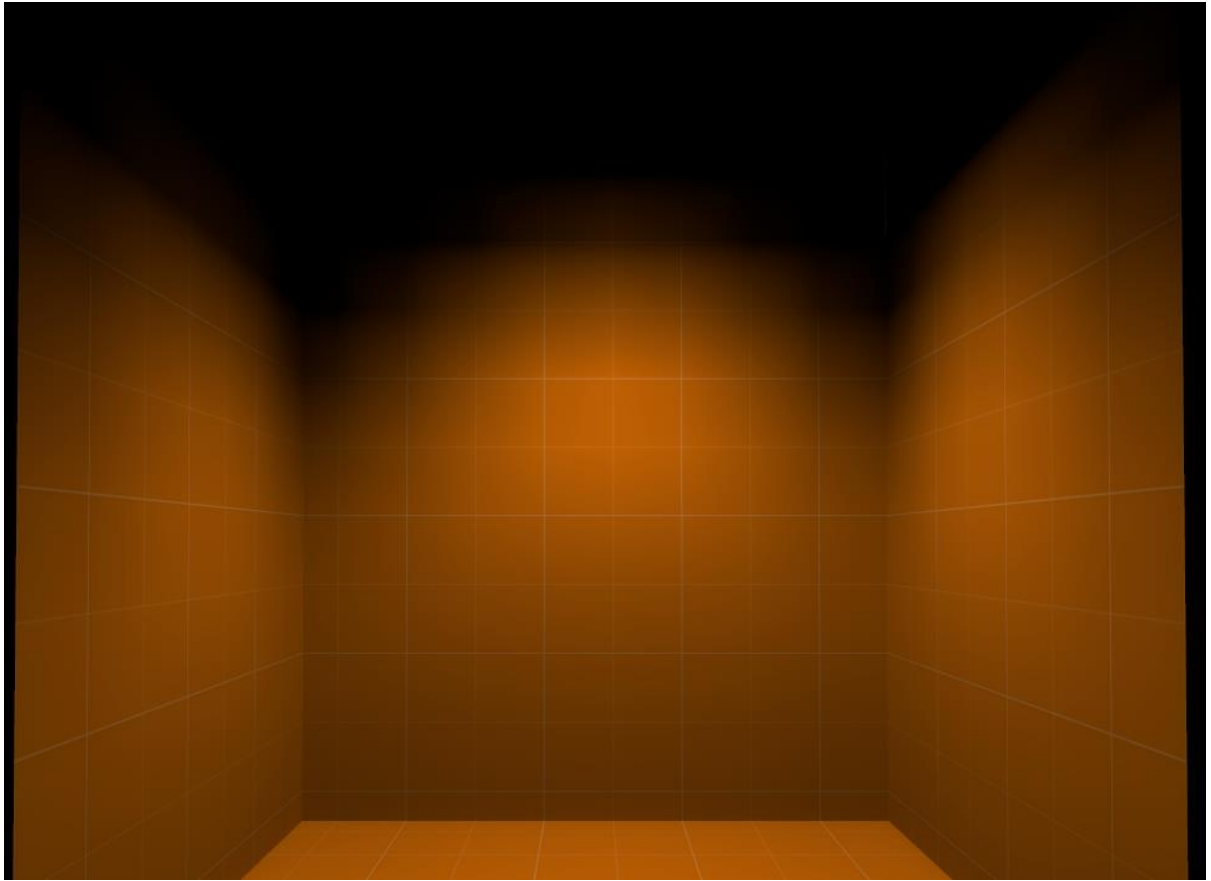
Light, Prop and Sprite



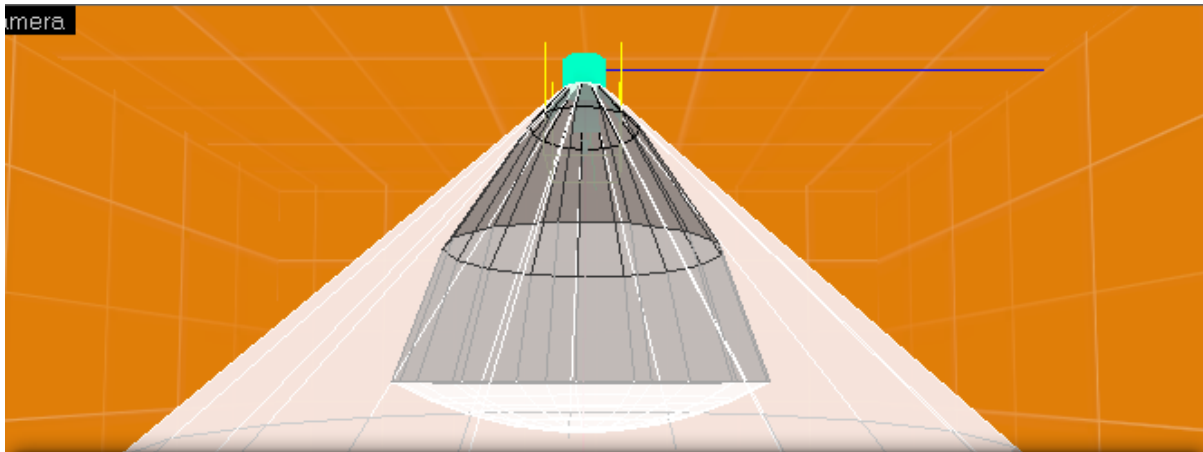


camera





amera



Object Properties: light02 - light_spot

Class Info | Outputs | Inputs | Model | Flags | VisGroup

Class: light_spot

Keyvalues: copy | paste

SmartEdit | Help | Angles: Up

Property Name	Value
Name	light02
Pitch Yaw Roll (Y Z X)	-90 0 0
Brightness	
BrightnessHDR	
BrightnessScaleHDR	1
Appearance	Normal
Custom Appearance	
Constant	0
Linear	0
Quadratic	1
50 percent falloff distance	0
0 percent falloff distance	0
hard falloff	0
Entity to point at	
Inner (bright) angle	30
Outer (fading) angle	45
Focus	1
Maximum distance	0
Pitch	-90

light02

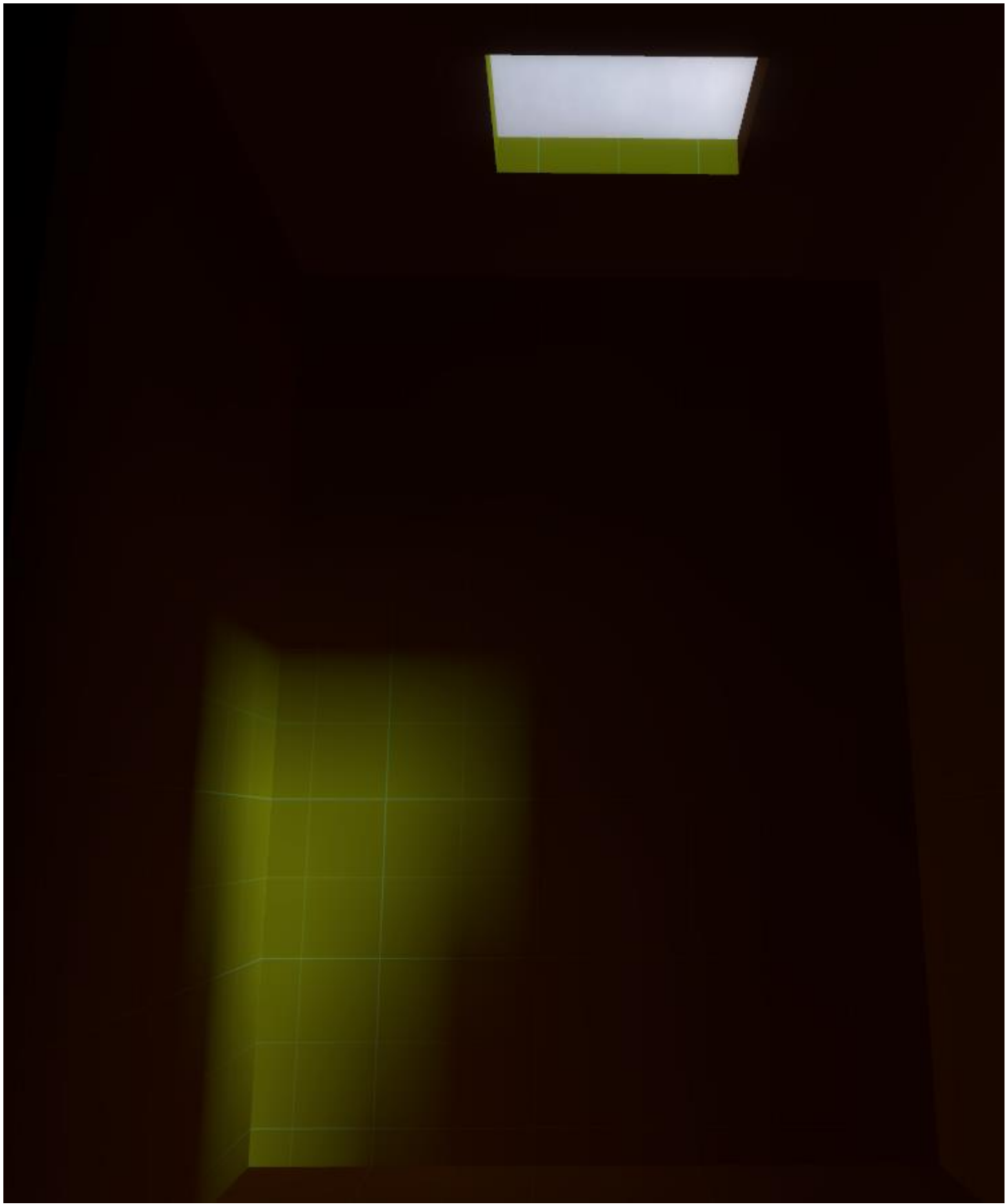
Mark | Mark+Add |

Help

The name that other entities refer to this entity by.

Comments


Cancel | Apply



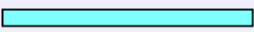





Object Properties: light_environment X

Class Info | Outputs | Inputs | Flags | VisGroup

Class: light_environment SmartEdit Help Angles: 142 

Keyvalues: copy paste

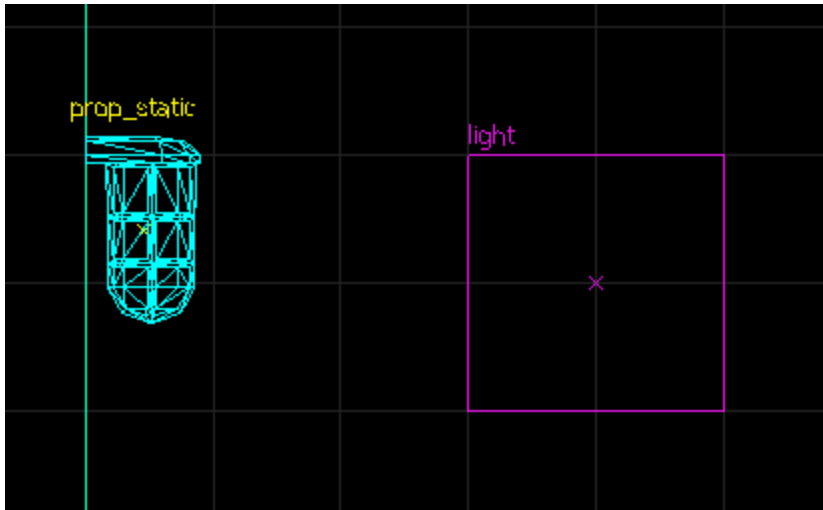
Property Name	Value
Pitch Yaw Roll (Y Z X)	0 142 0
Pitch	-60
Brightness	
Ambient	
BrightnessHDR	
BrightnessScaleHDR	1
AmbientHDR	
AmbientScaleHDR	1
SunSpreadAngle	0

1

Help
Amount to scale the light by when compiling for HDR.

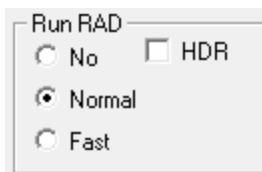
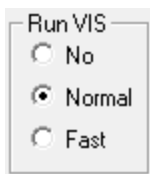
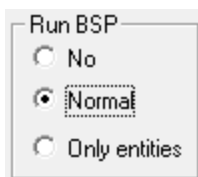
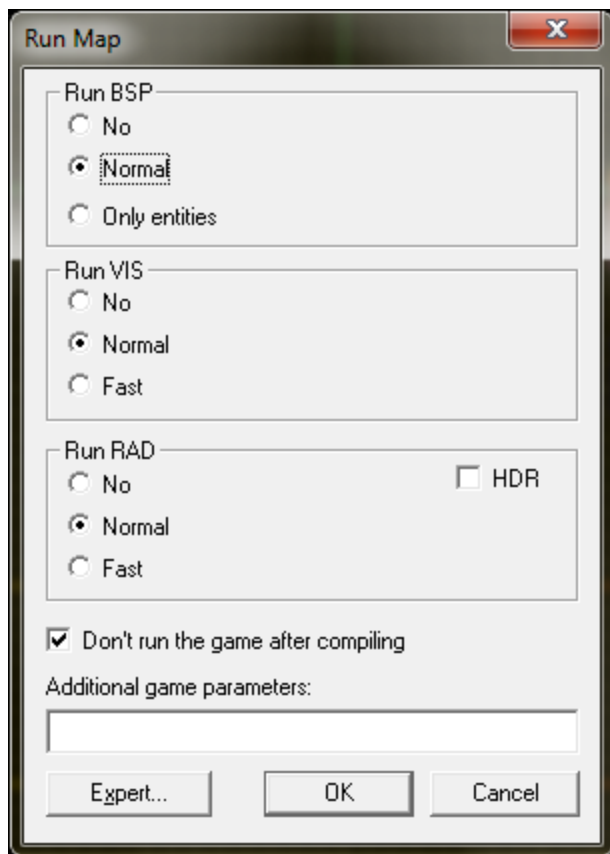
Cancel Apply

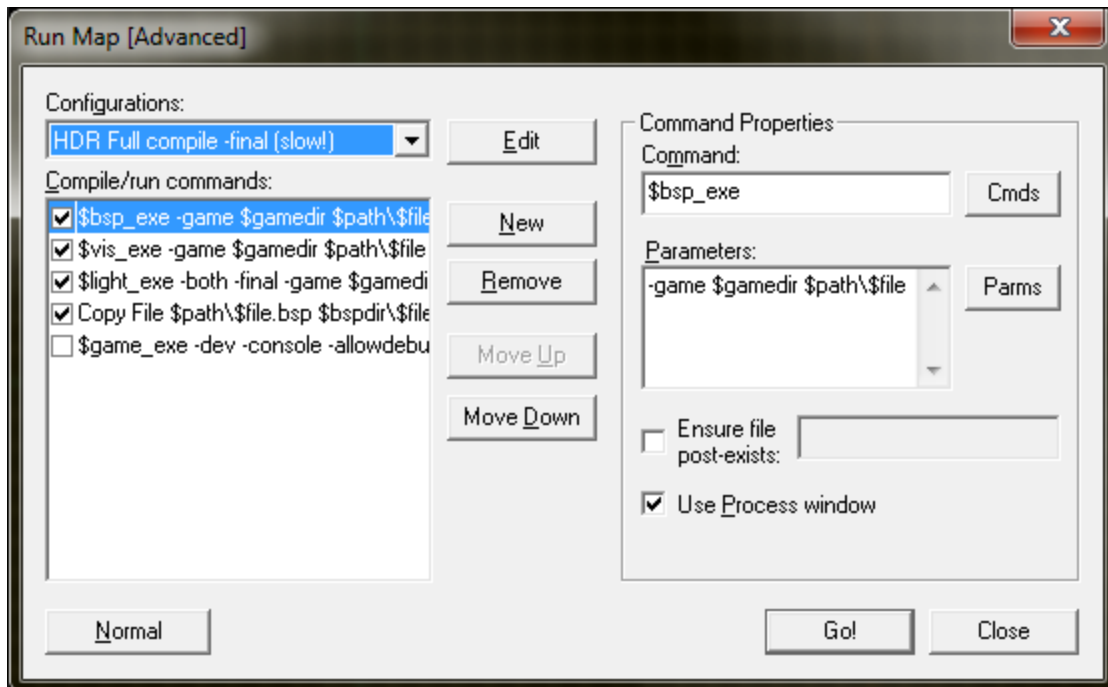




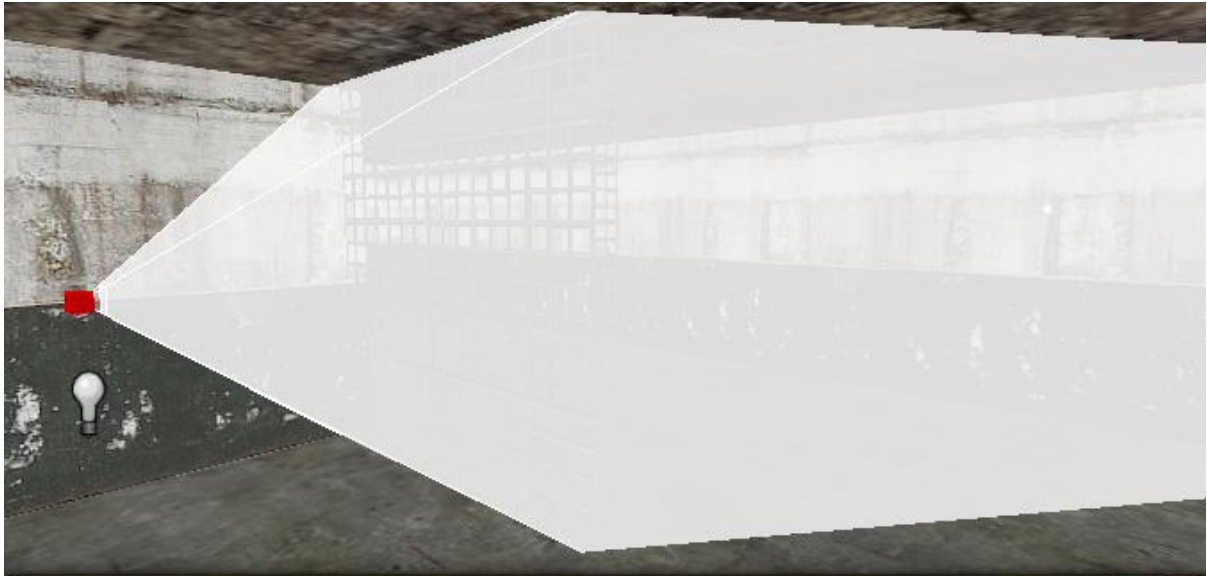


```
CH6_vis - Notepad
File Edit Format View Help
0...1...2...3...4...5...6...7...8...9...10**** leaked ****
Entity info_target (-544.00 -32.00 64.00) leaked!
```









Object Properties: env_projectedtexture

Class Info | Outputs | Inputs | Flags | VisGroup

Class: env_projectedtexture

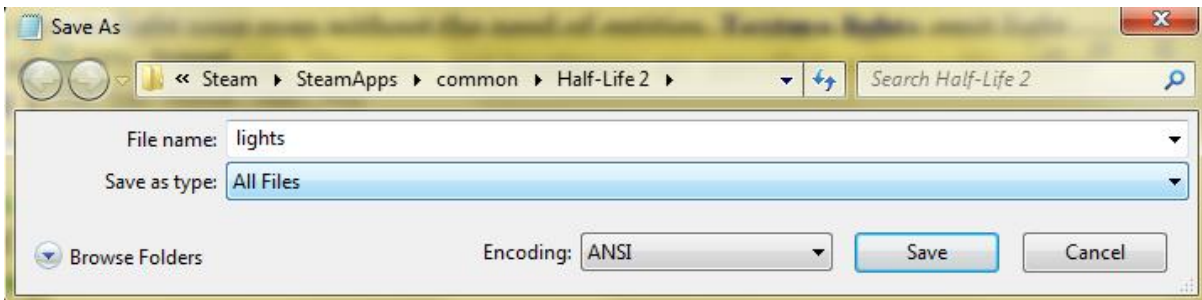
Keyvalues:

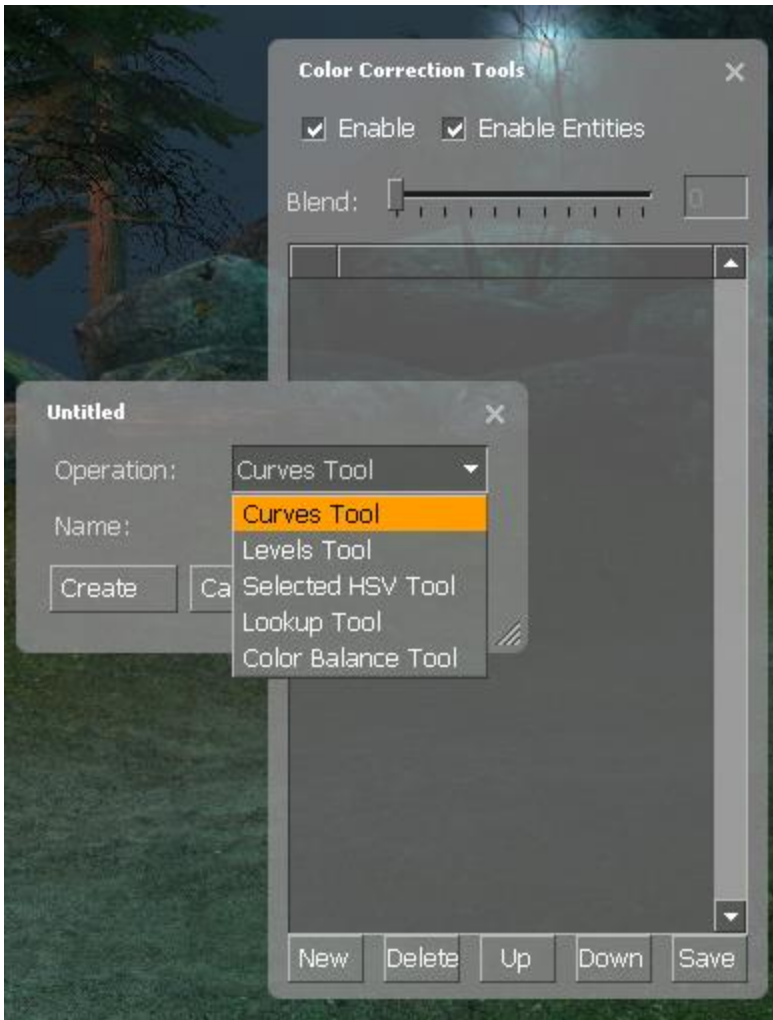
Angles: 180

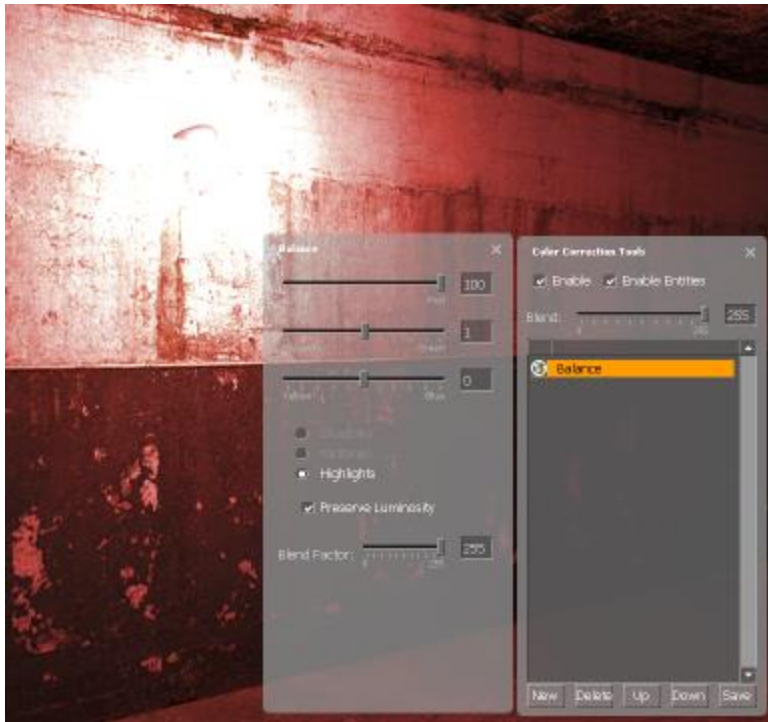
Property Name	Value
Name	
Parent	
Pitch Yaw Roll (Y Z X)	0 180 0
target	
FOV	75
NearZ	4.0
FarZ	300
Enable Shadows	Yes
Shadow Quality	High
Light Only Target	No
Light World	Yes
Light Color	<input type="text"/>
Camera Space	0

Help

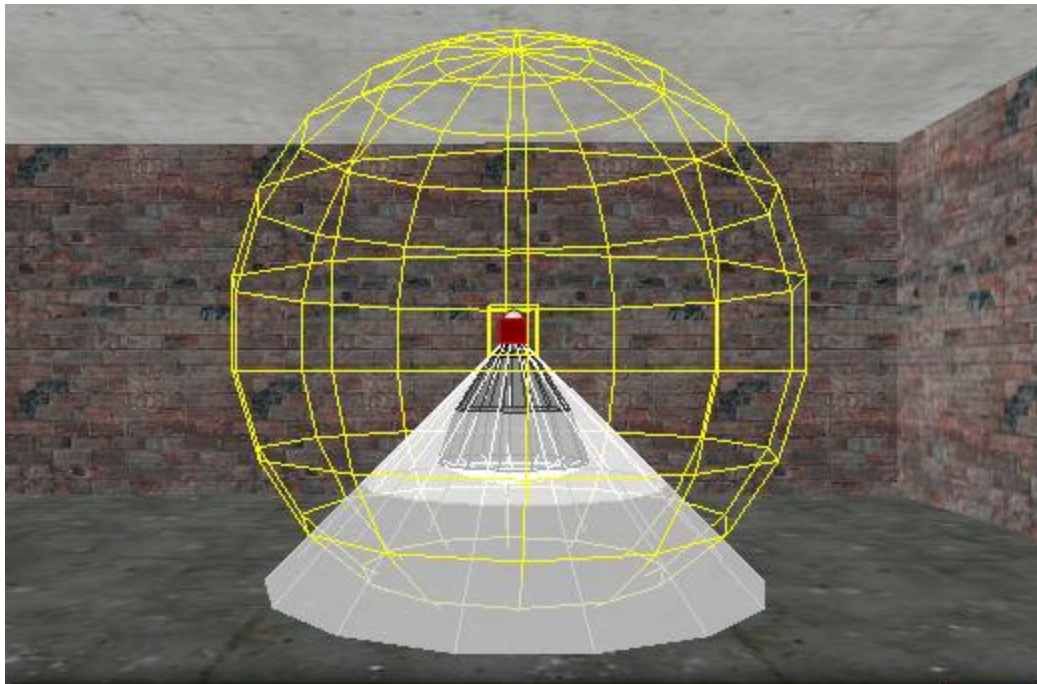
Comments












Object Properties: dynamic_one - light_dynamic


Class Info | Outputs | Inputs | Flags | VisGroup

Class: light_dynamic

Keyvalues:

Angles: 

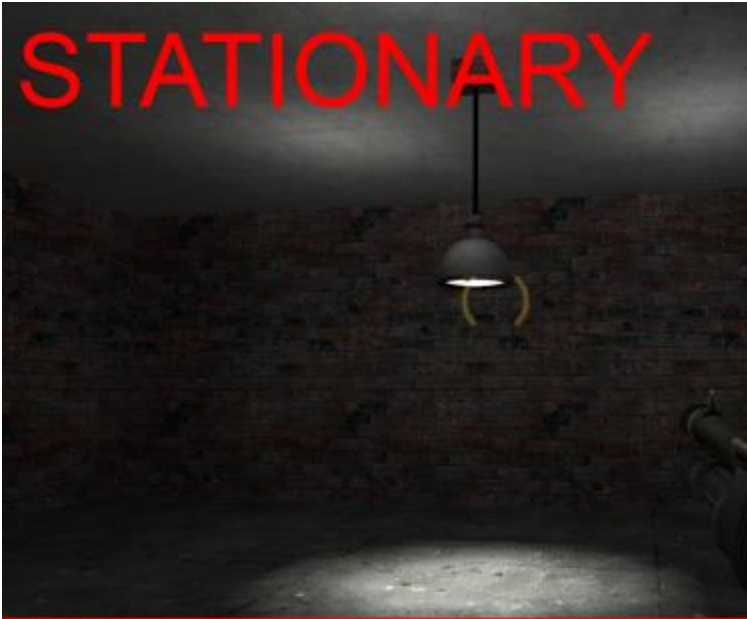
Property Name	Value
Name	dynamic_one
Parent	
Pitch Yaw Roll (Y Z X)	90 0 0
Entity to point at	
Light color	<input type="text"/>
Light brightness	10
Inner (bright) angle	30
Outer (fading) angle	45
Pitch	-90
Maximum distance	93
Spotlight end radius	80
Appearance	Normal



Help

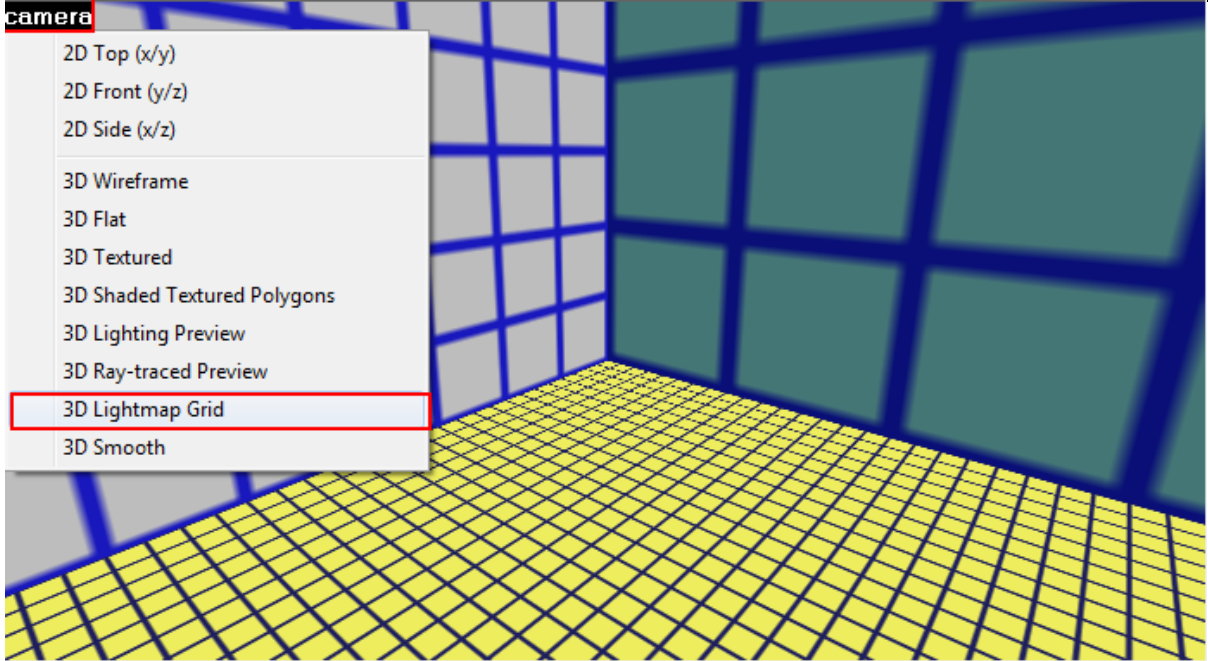
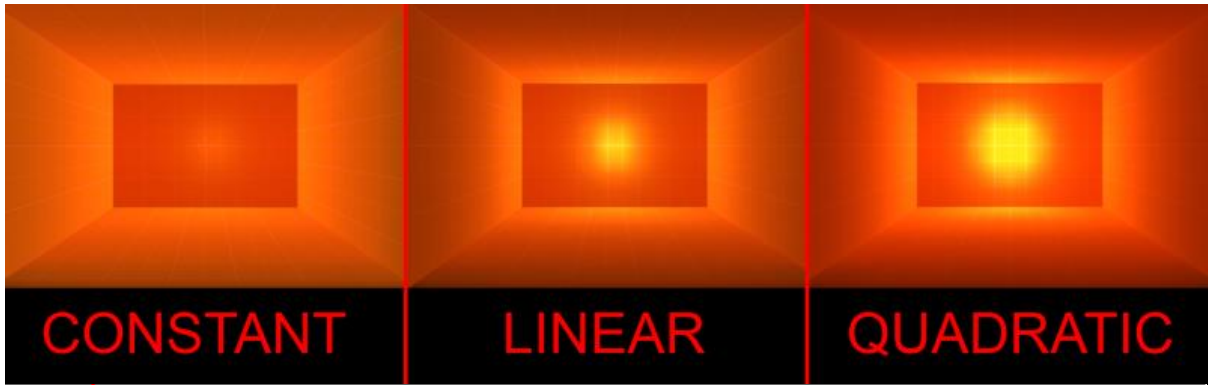
Comments

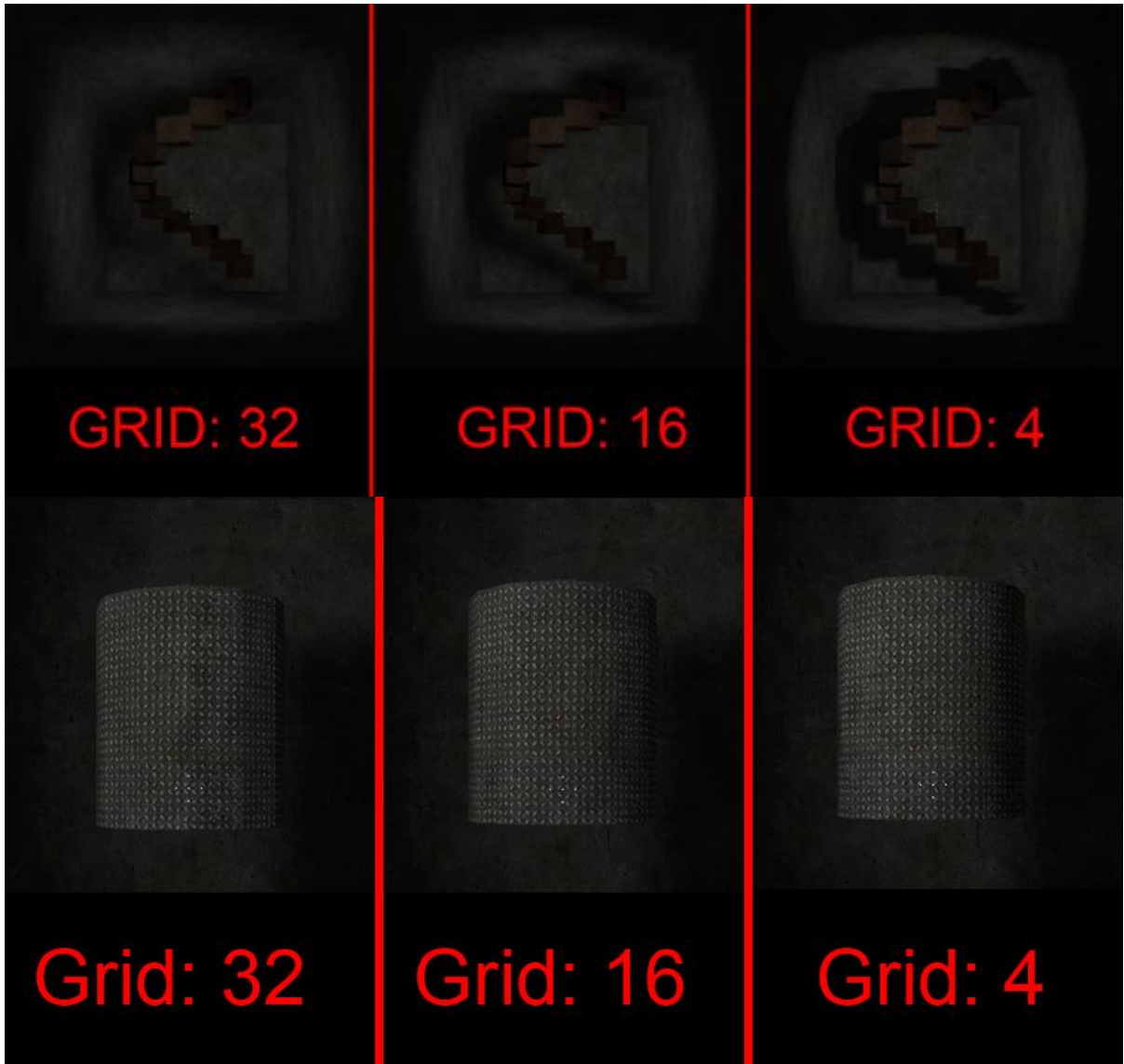
STATIONARY



SWINGING









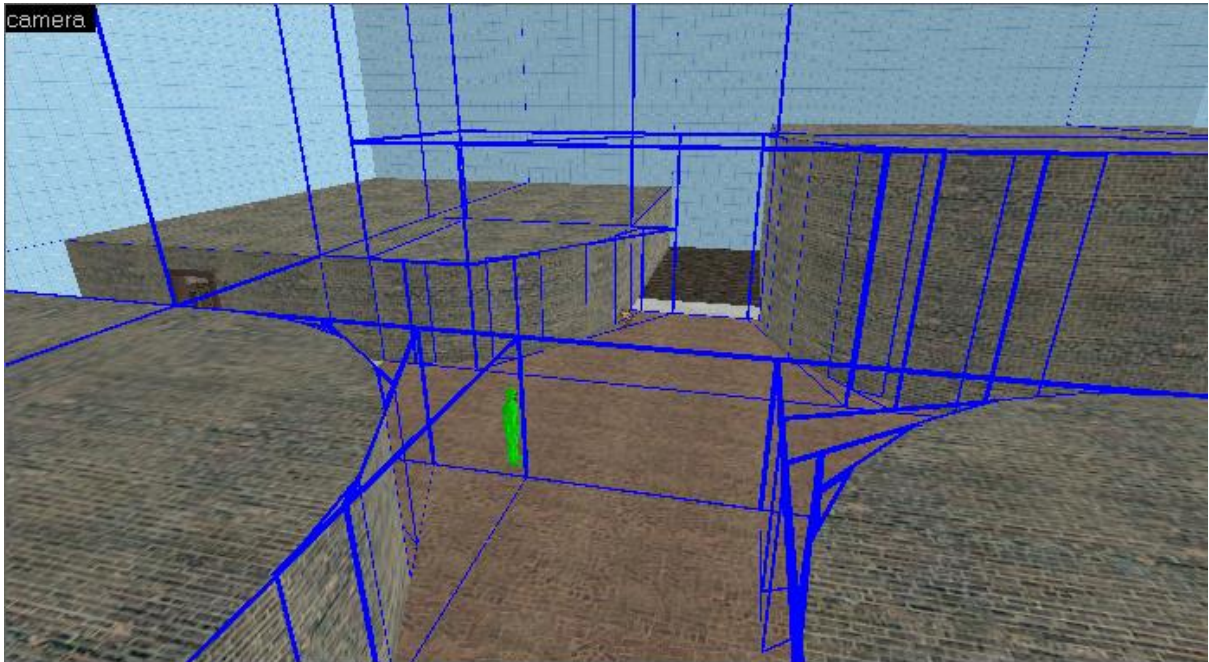
Smoothing Groups X

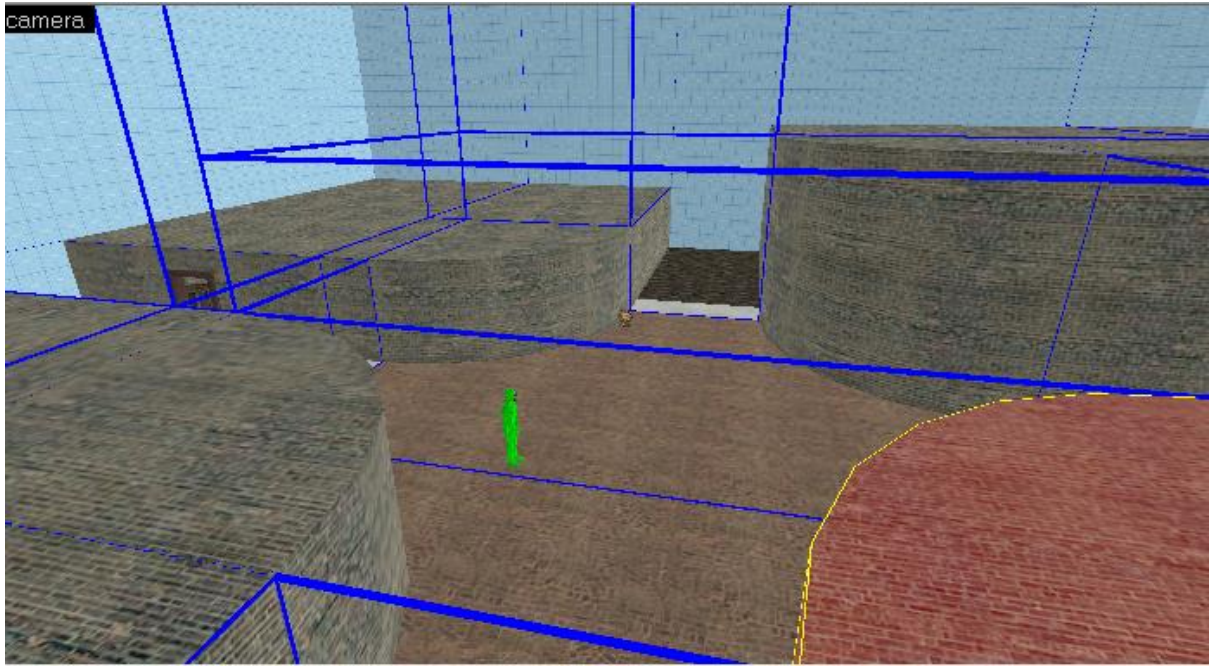
Smooth

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24

Hard

25	26	27	28	29	30	31	32
----	----	----	----	----	----	----	----



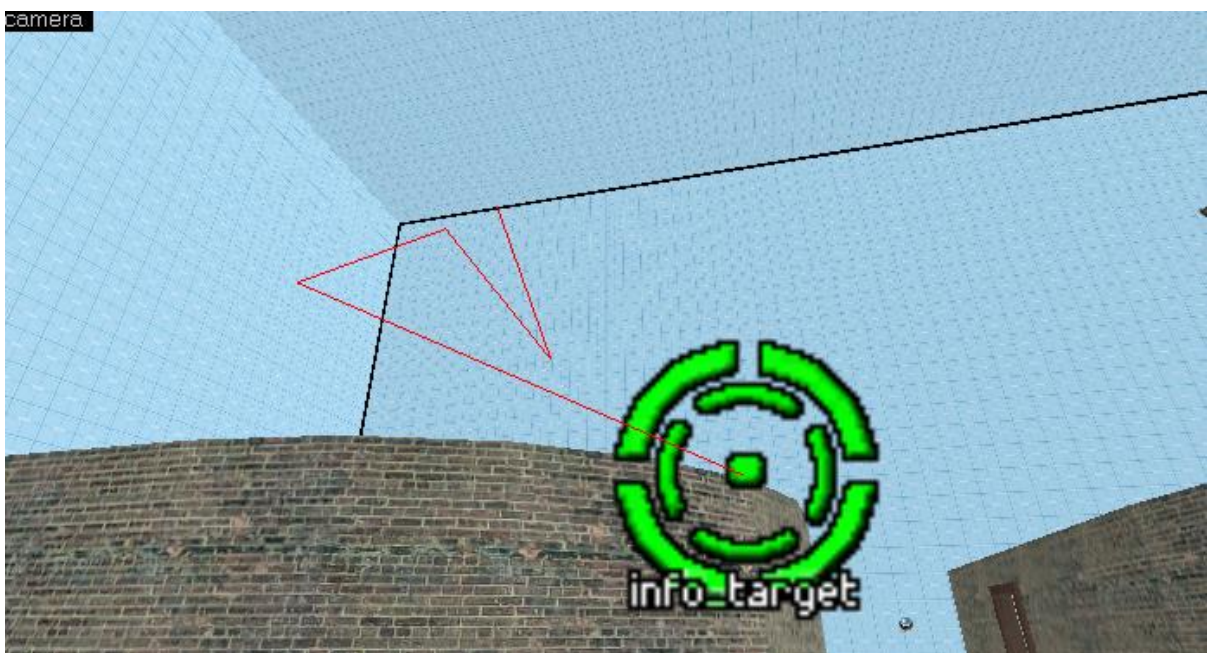


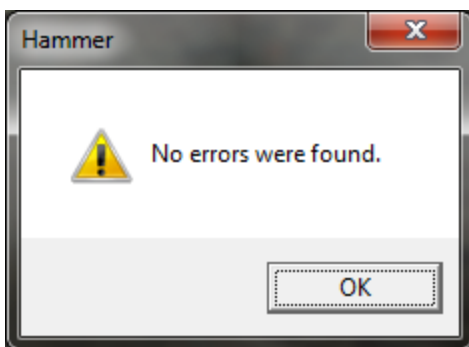
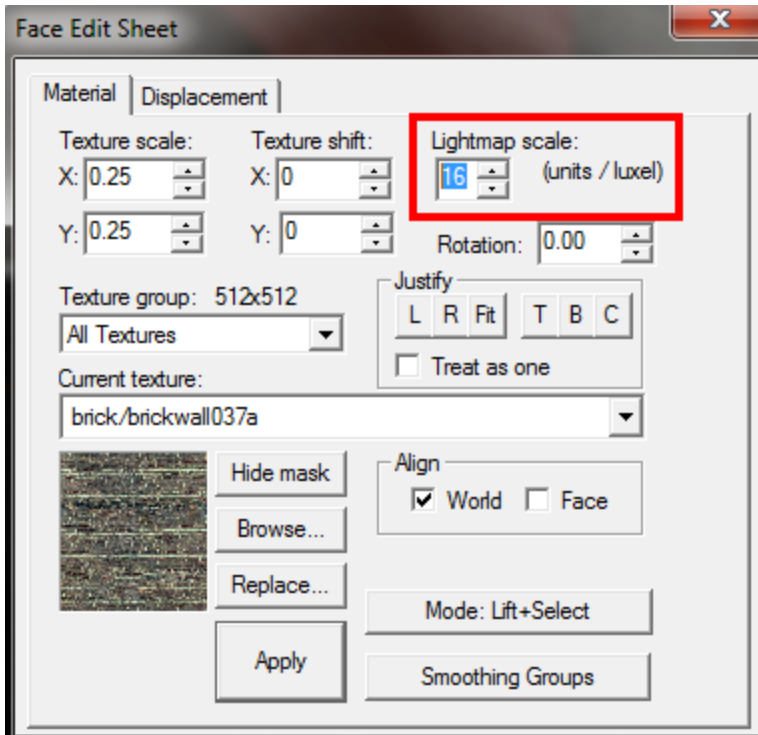
LDR

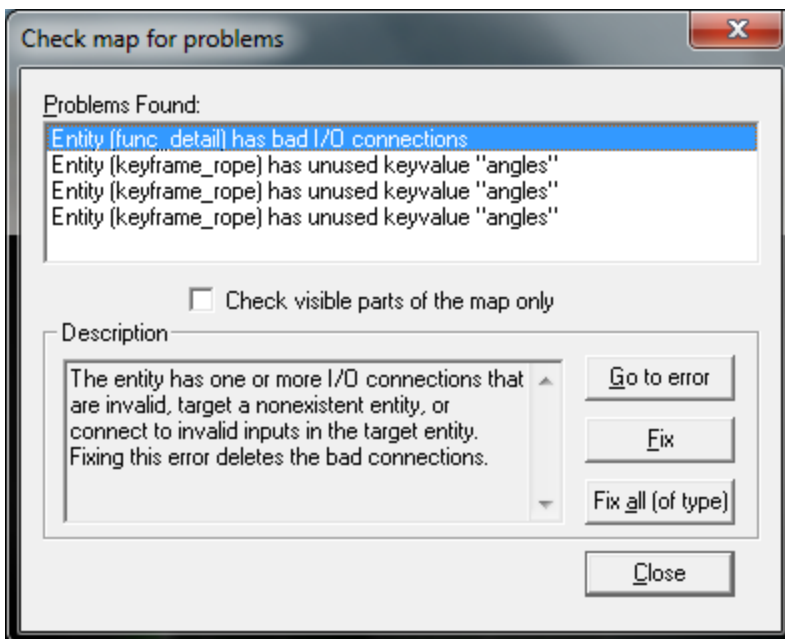


HDR



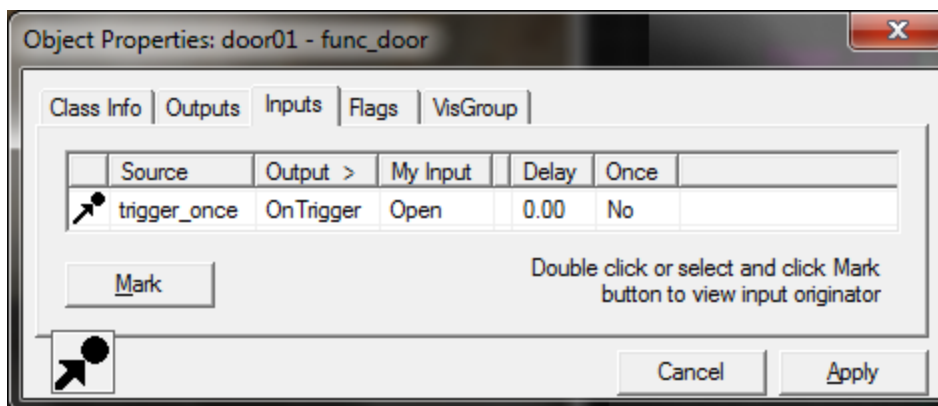
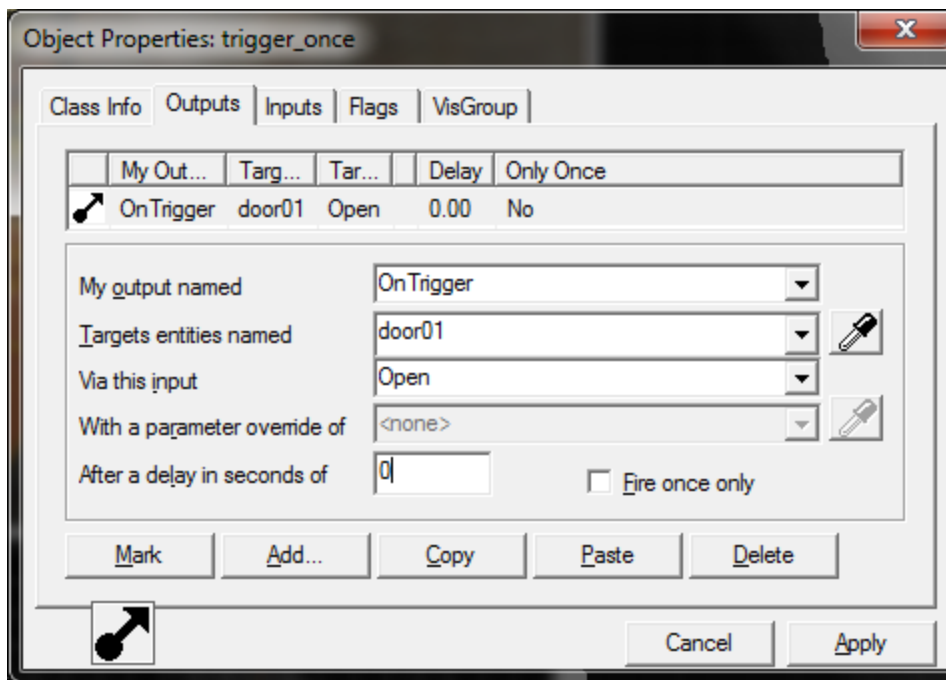




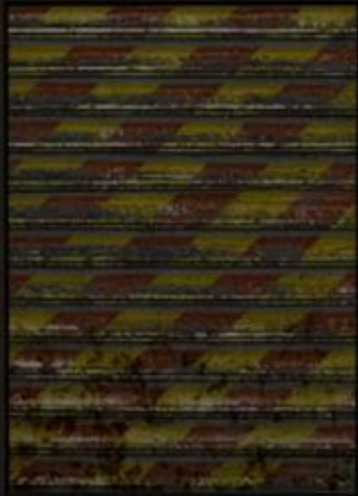


Chapter 7: Triggers and the Input/Output System





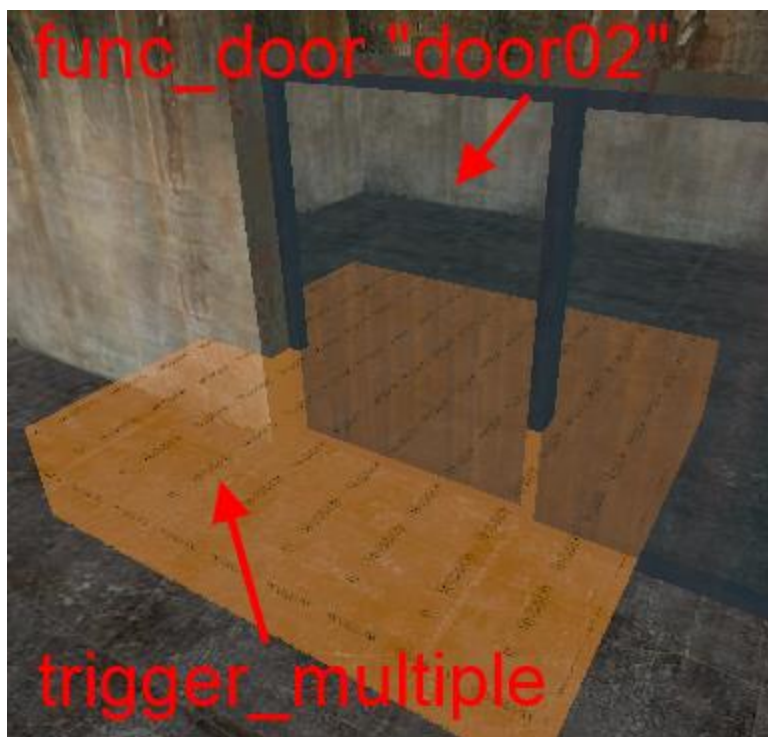
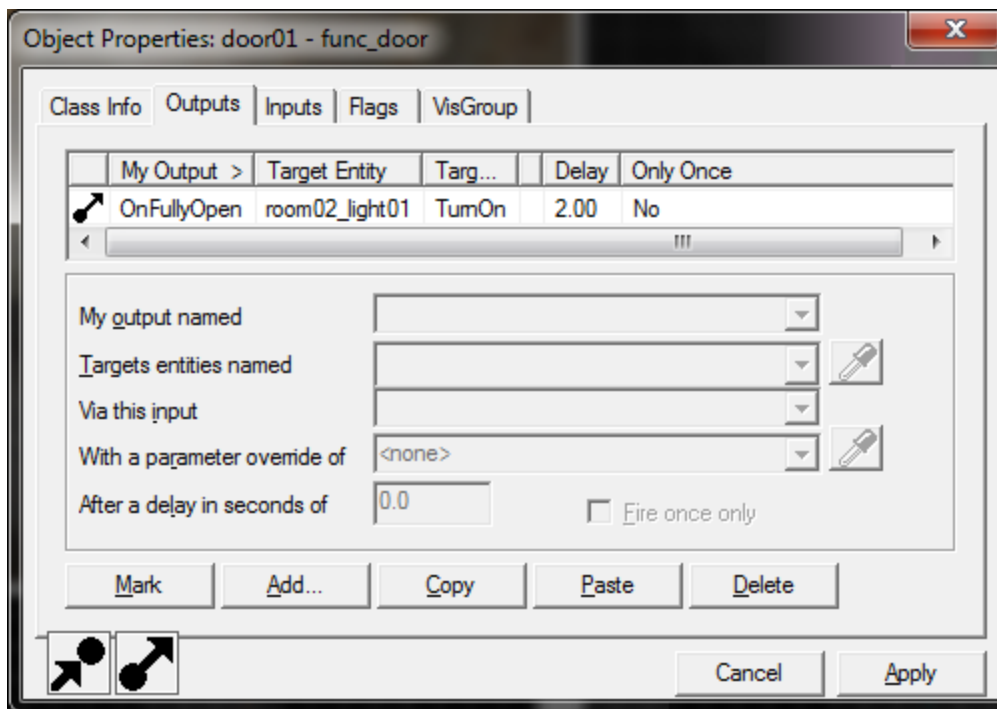
CLOSED

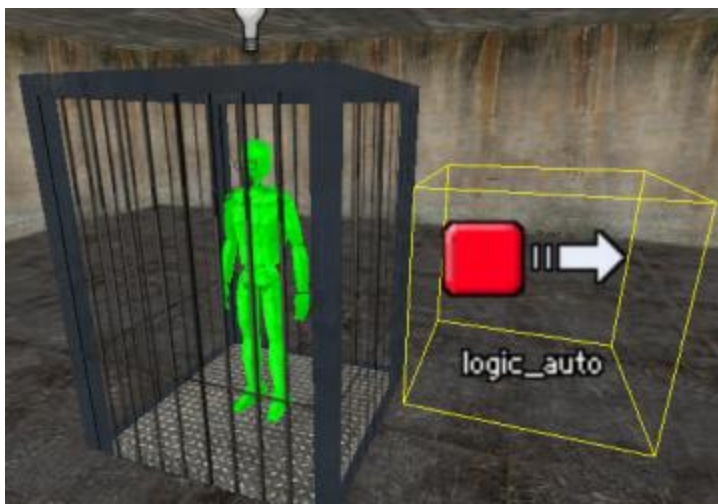
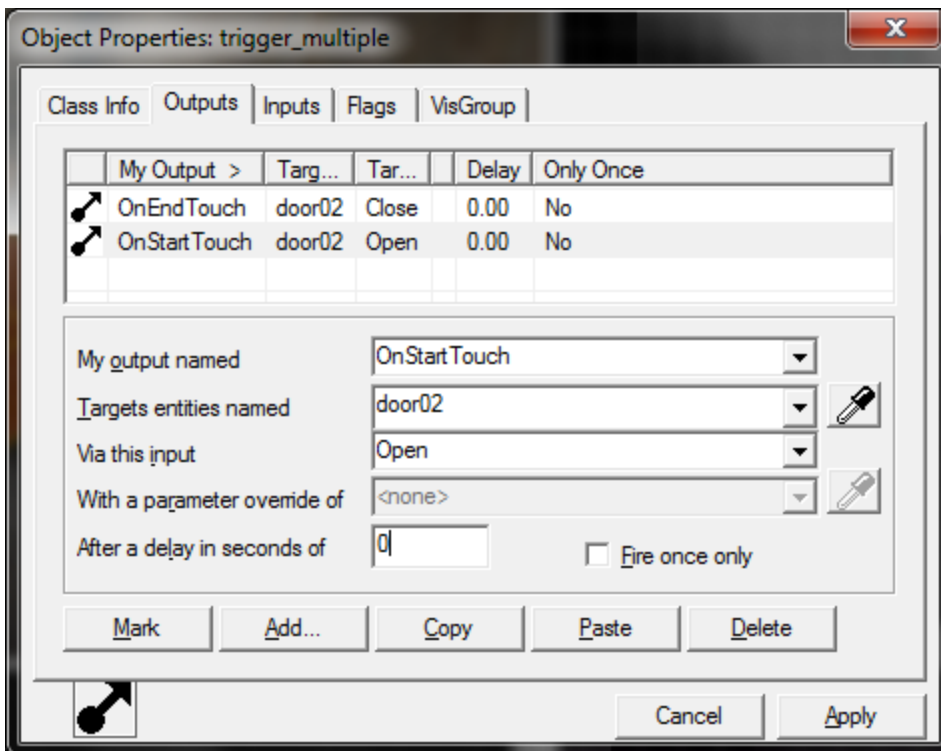
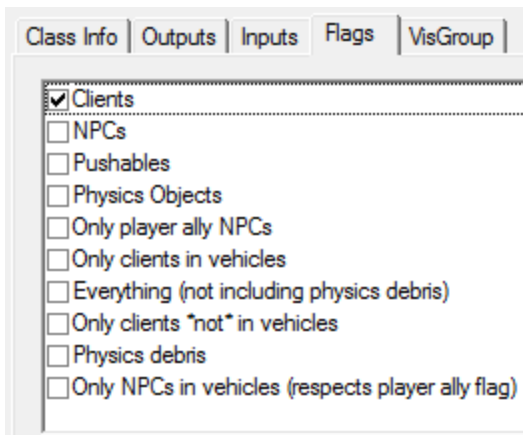





OPEN



LIP

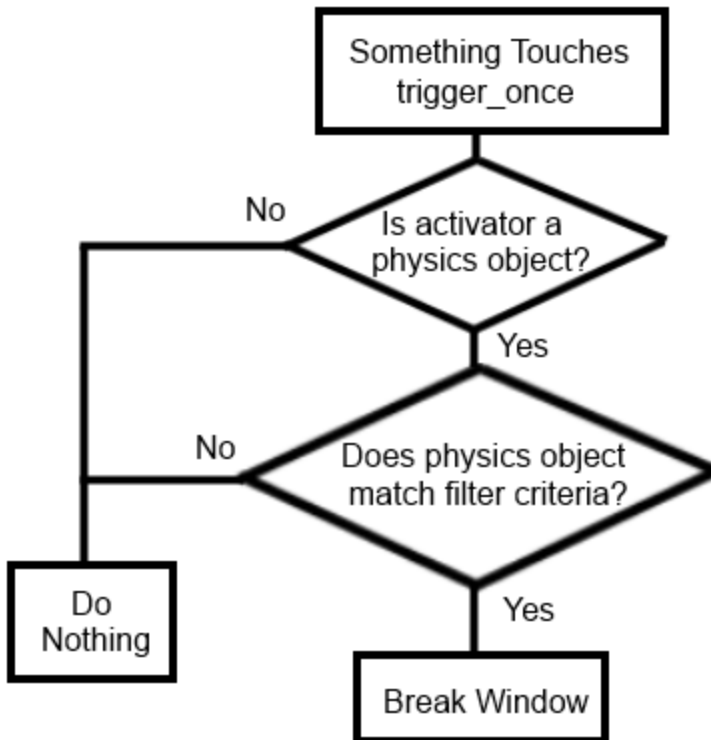
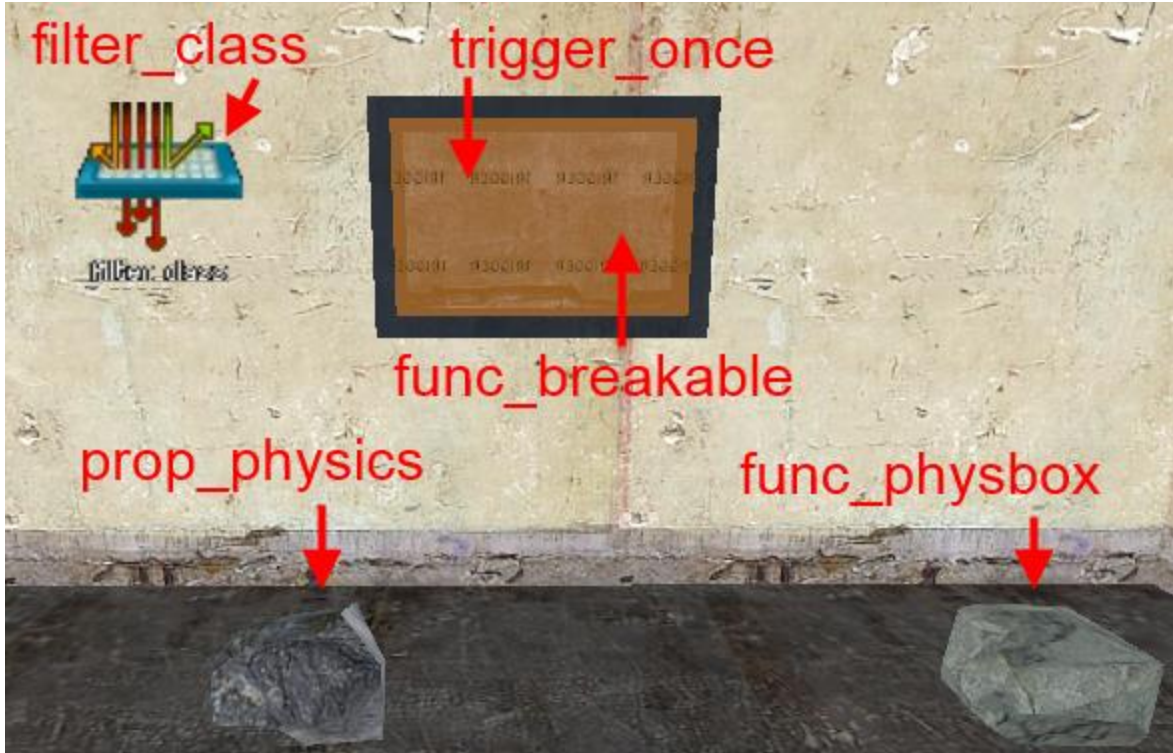


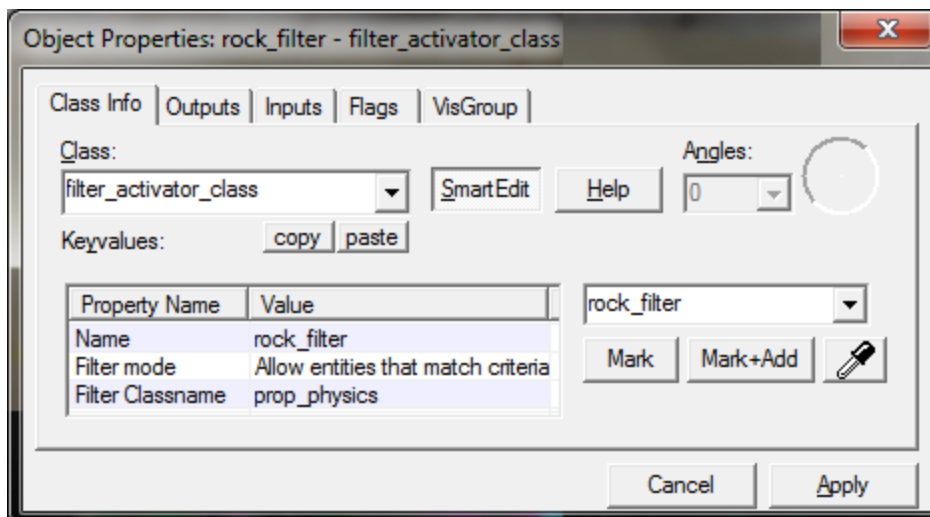


	My Output >	Target Entity	Targ...	P...	Delay	Only Once
	OnFullyOpen	room02_light01	TurnOn		2.00	No
	OnFullyOpen	room02_light01_md1_off	Alpha	0	2.00	No
	OnFullyOpen	room02_light01_md1_on	Alpha	255	2.00	No



	My Output >	Targ...	Tar...	Delay	Only Once
🔑	OnMapSpawn	cage01	Open	5.00	No





Object Properties: gnome_sequence - trigger_multiple

Class Info | **Outputs** | Inputs | Flags | VisGroup

	My Ou...	Target Entity	Targe...	Delay	Only Once
	OnUser1	gnome_reset	Teleport	0.00	No
	OnUser1	gnome_explode	Explode	0.50	No
	OnUser1	gnome_explode	Explode	1.00	No
	OnUser1	gnome_explode	Explode	1.25	No
	OnUser1	gnome_explode	Explode	1.50	No

My output named: OnUser1

Targets entities named: gnome_explode

Via this input: Explode

With a parameter override of: <none>

After a delay in seconds of: 0.50 Fire once only

Mark | Add... | Copy | Paste | Delete

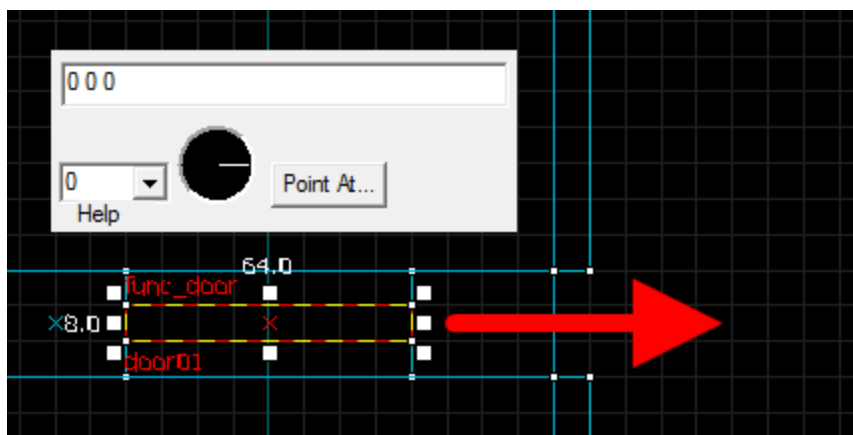
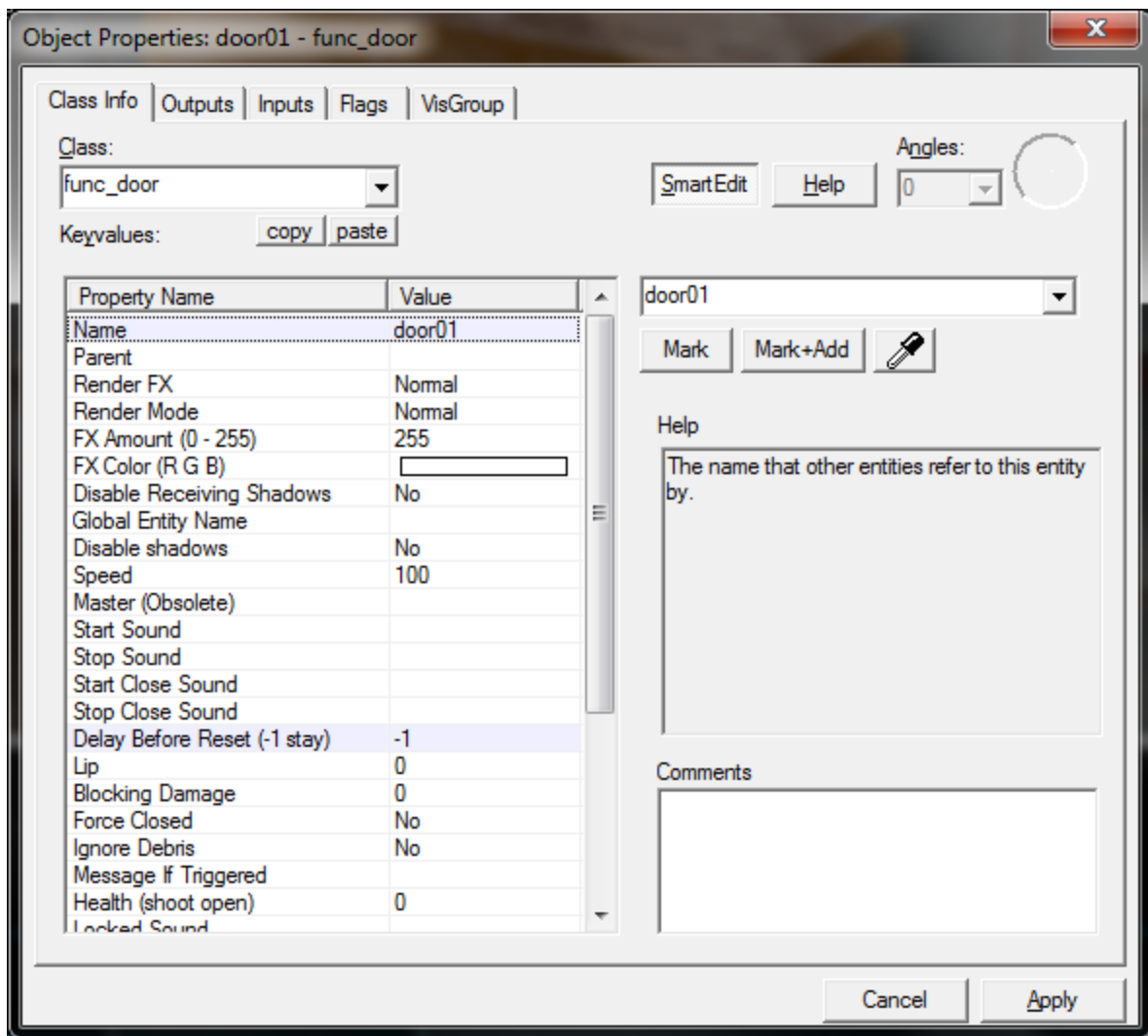
Cancel | Apply

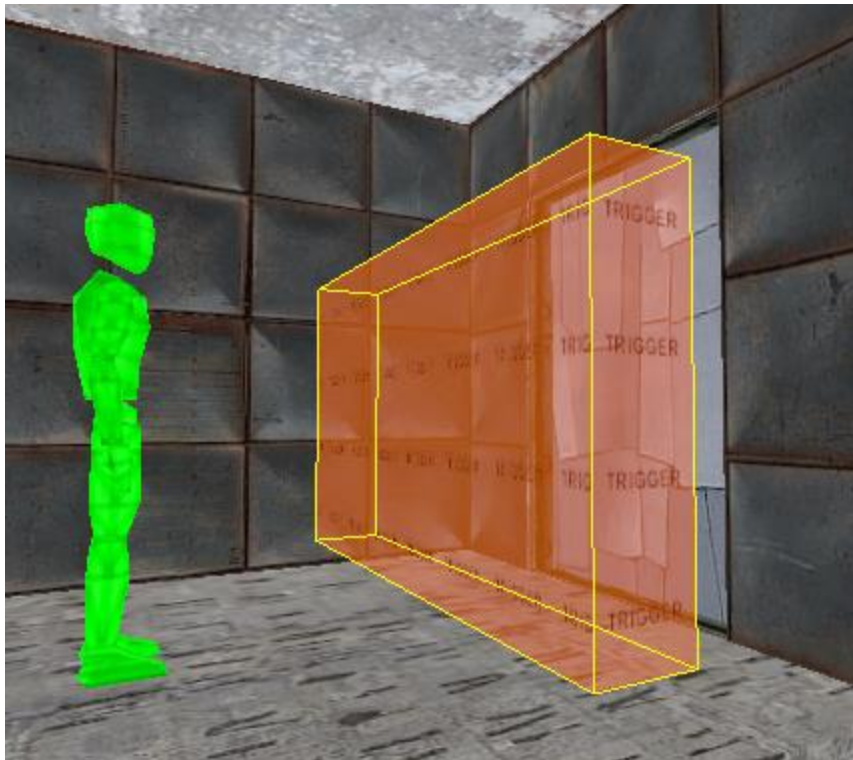
**PLAYER WALKS
INTO TRIGGER**



**TRIGGER TELLS
DOOR TO OPEN**







Object Properties: trigger_once

Class Info | Outputs | Inputs | Flags | VisGroup

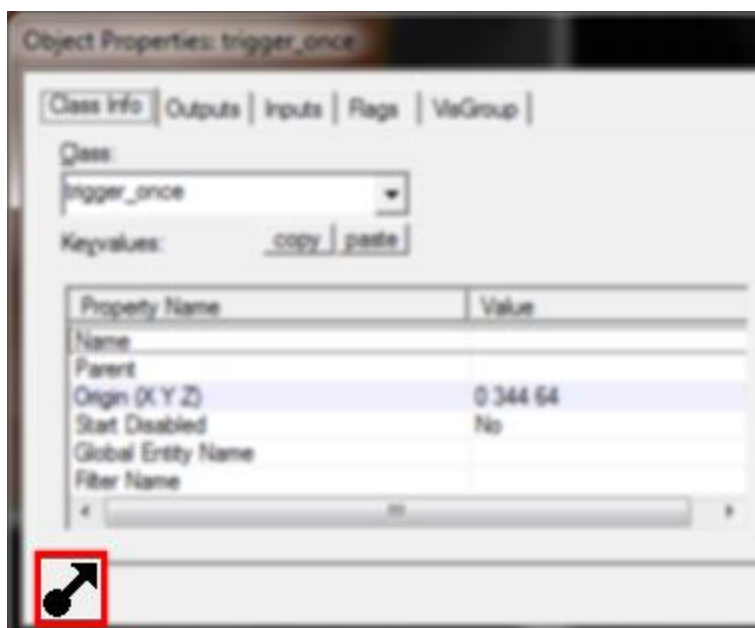
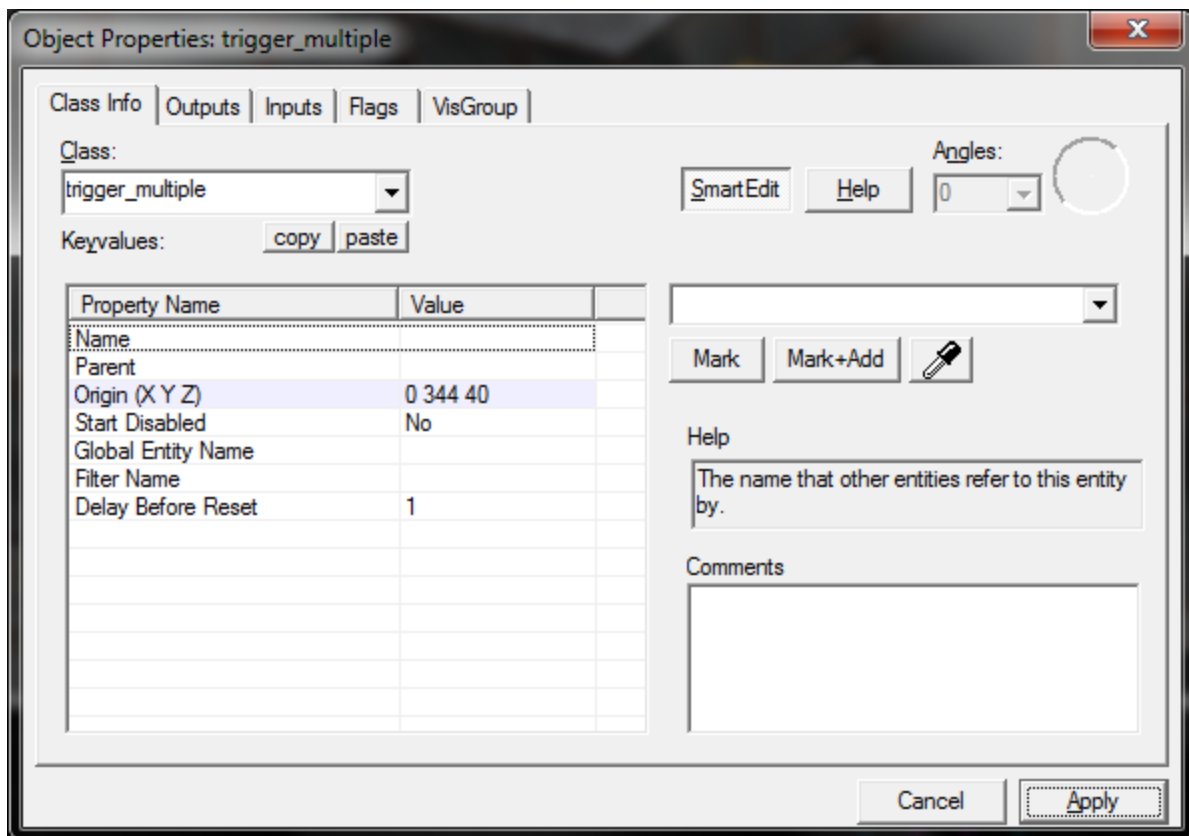
Class: SmartEdit Help Angles:

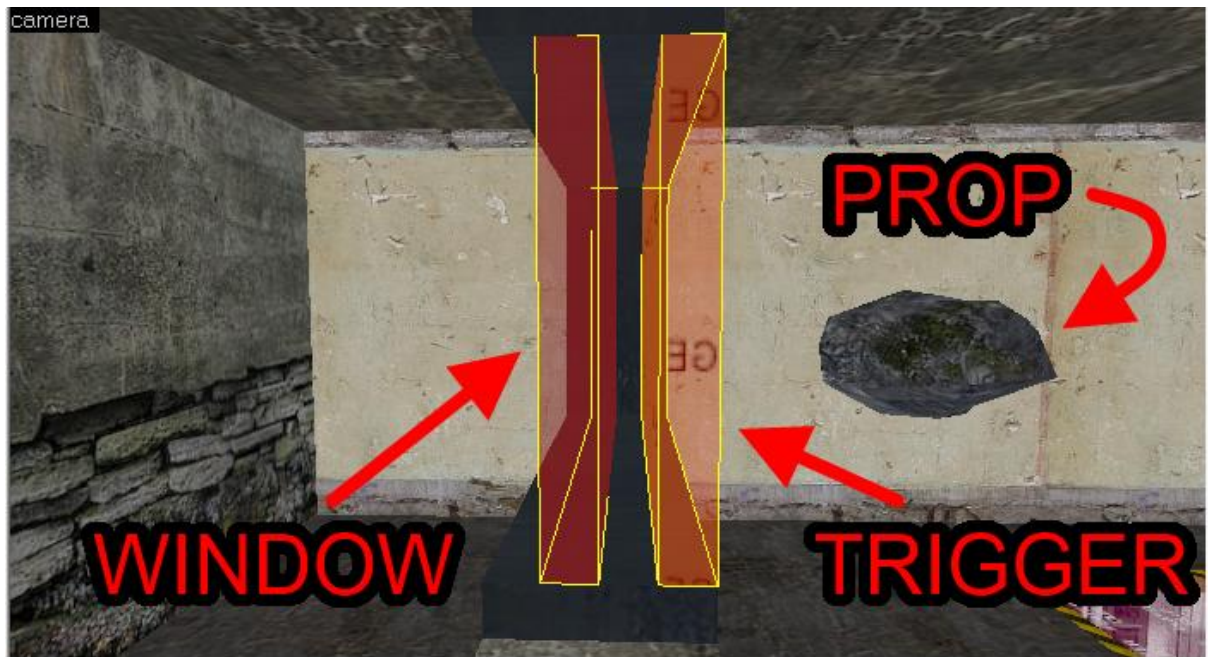
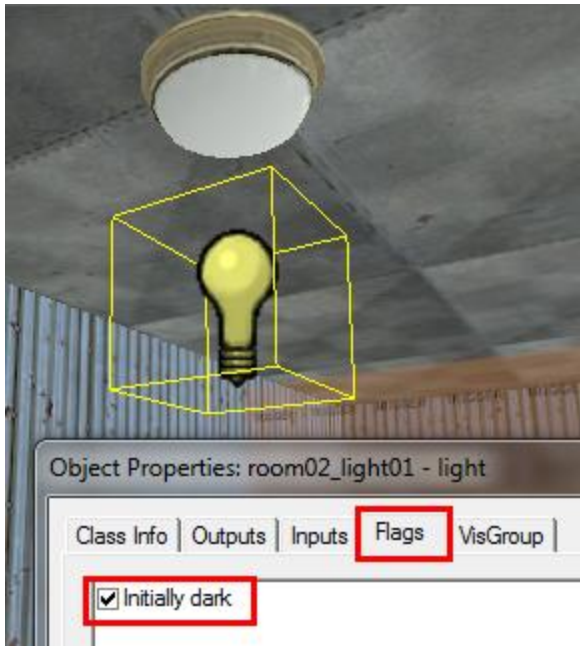
Keyvalues:

Property Name	Value
Name	
Parent	
Origin (X Y Z)	0 344 40
Start Disabled	No
Global Entity Name	
Filter Name	

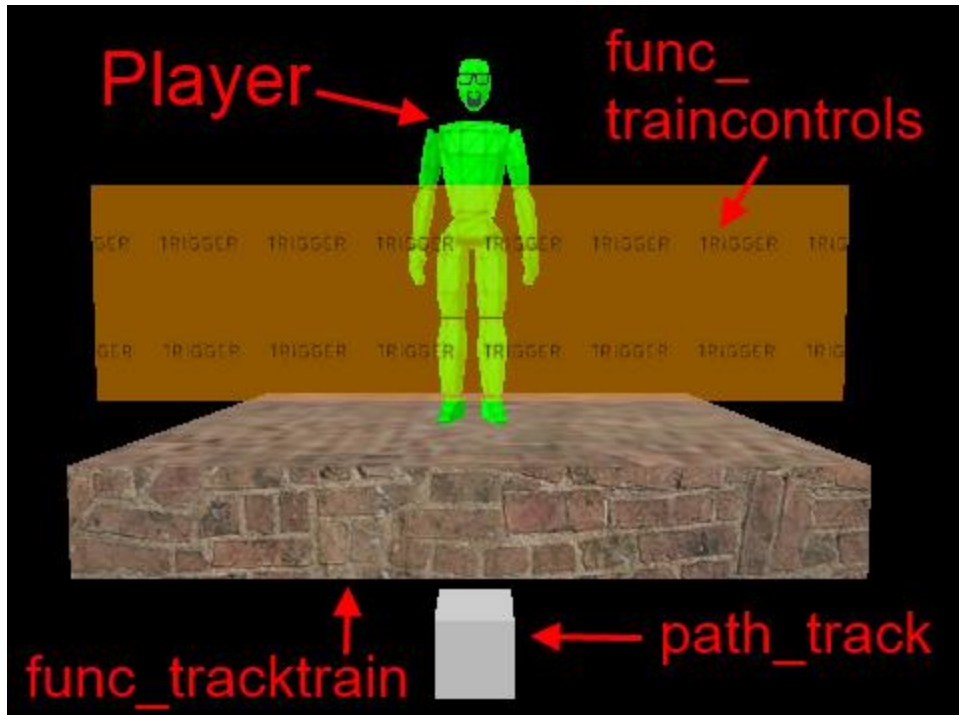
Help

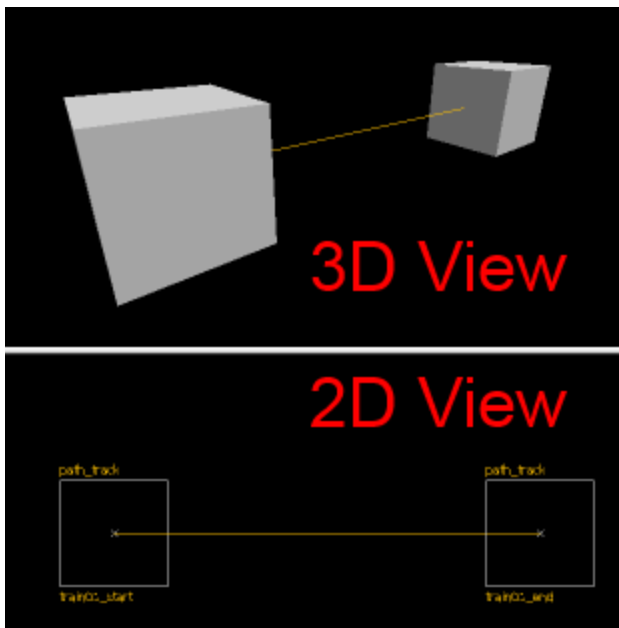
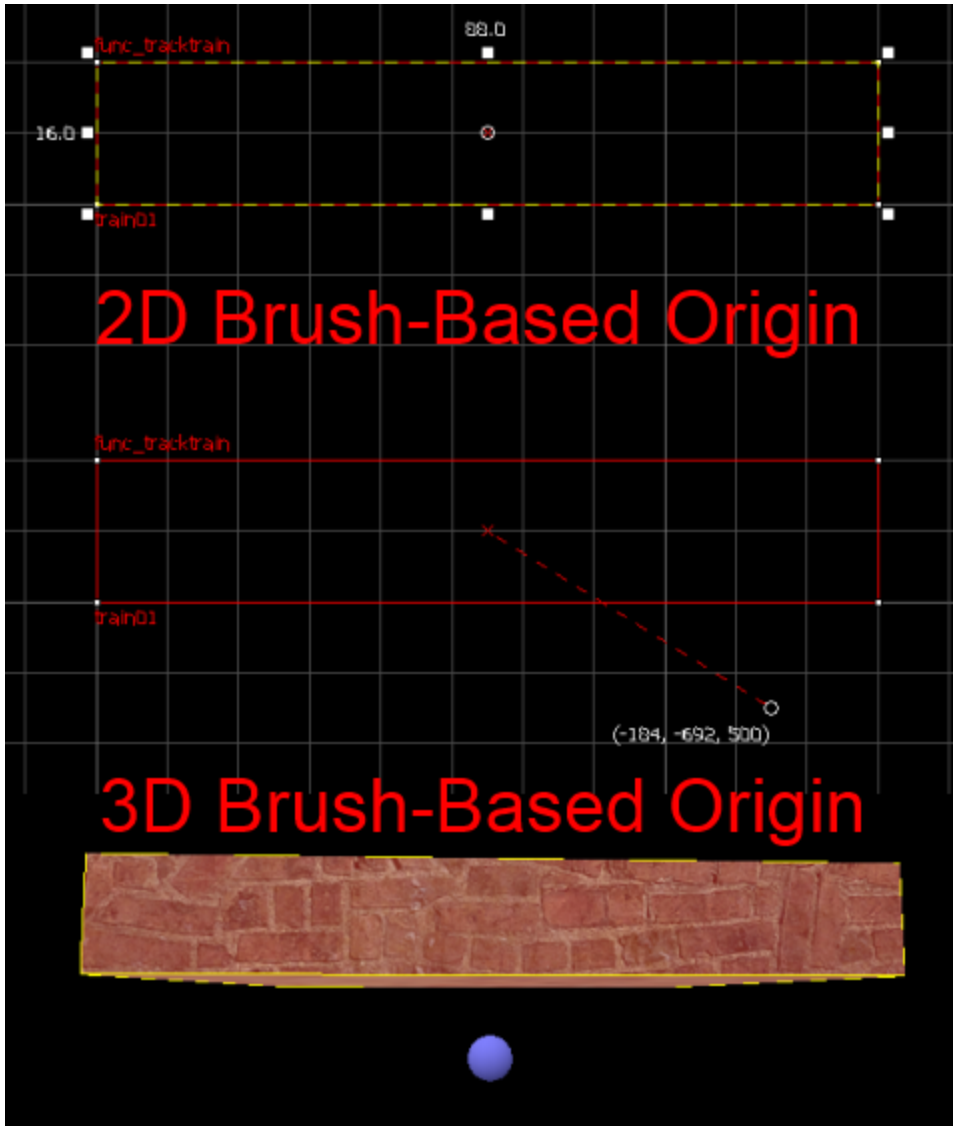
Comments

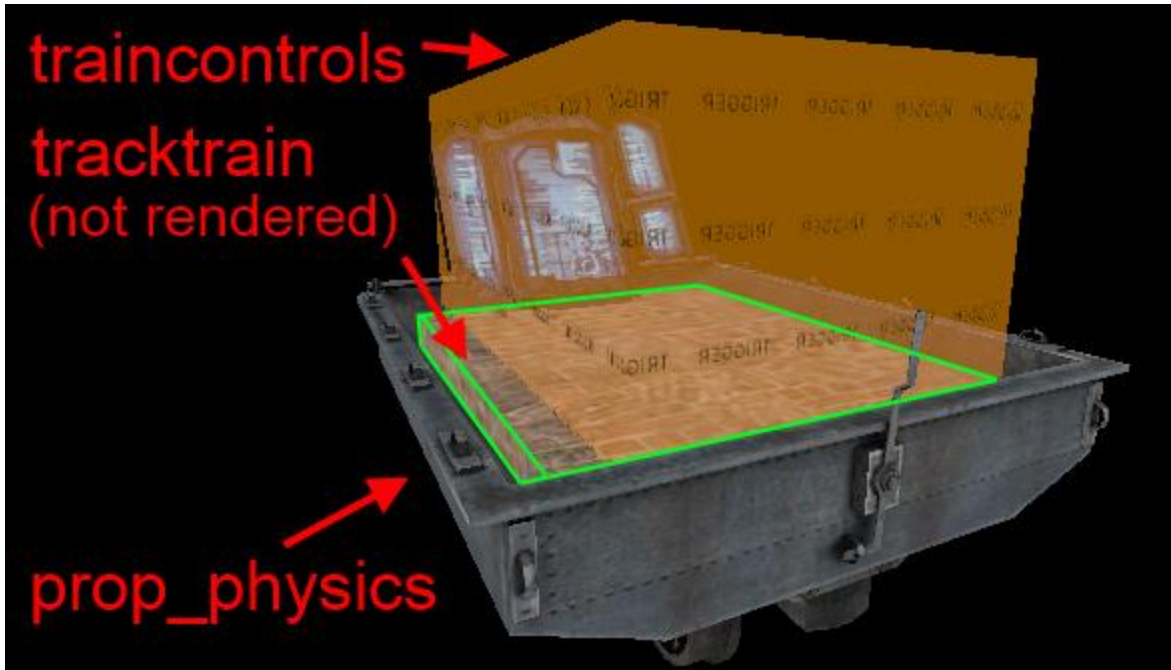
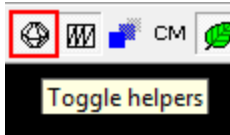


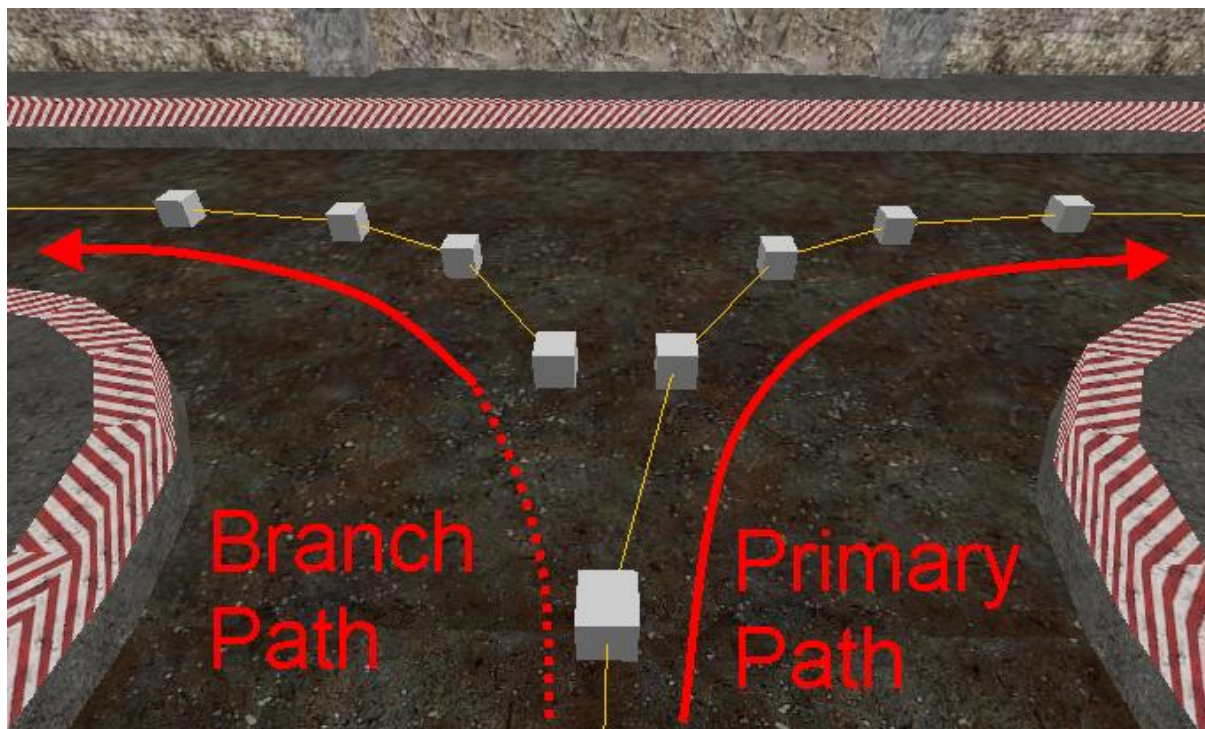
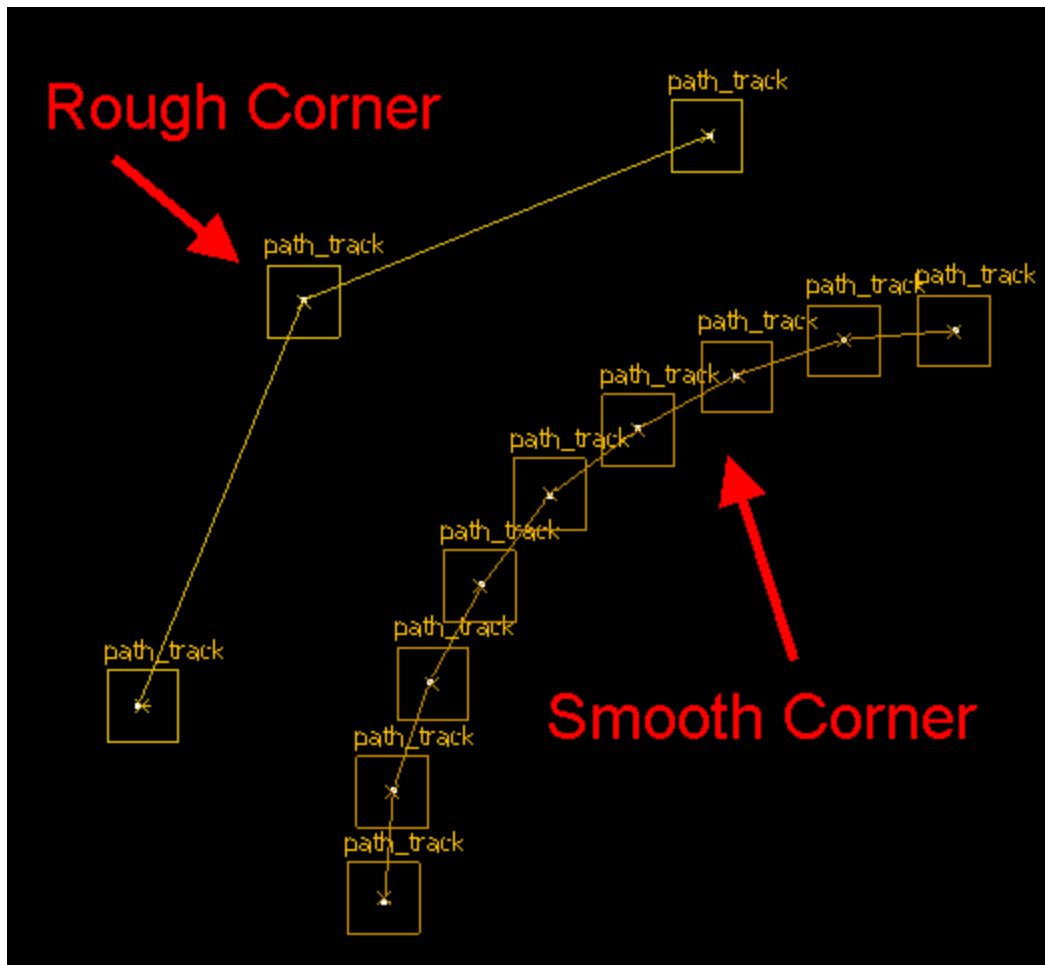


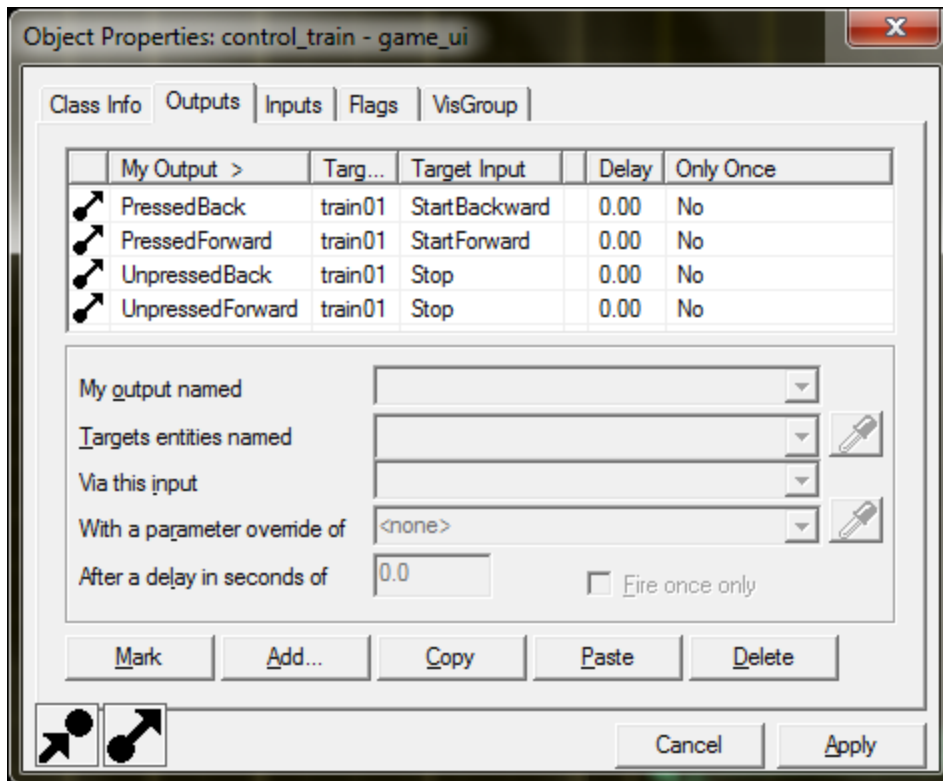
Chapter 8: Trains and Camera Systems

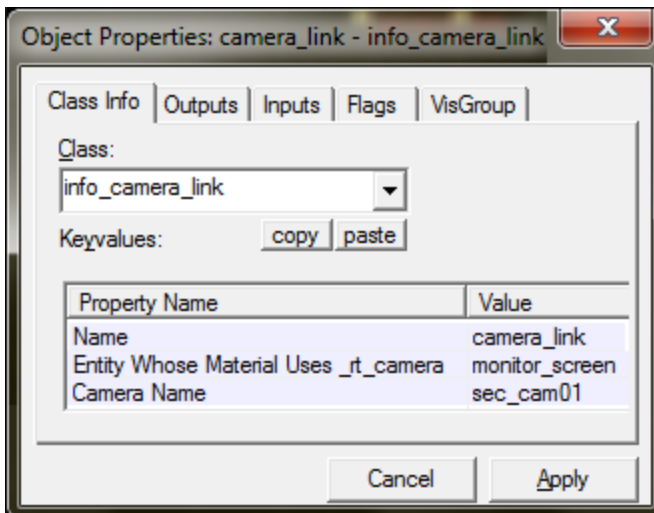
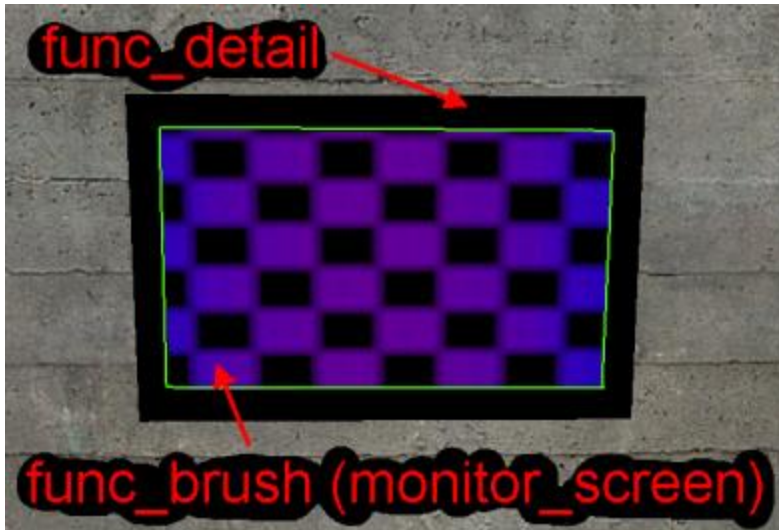


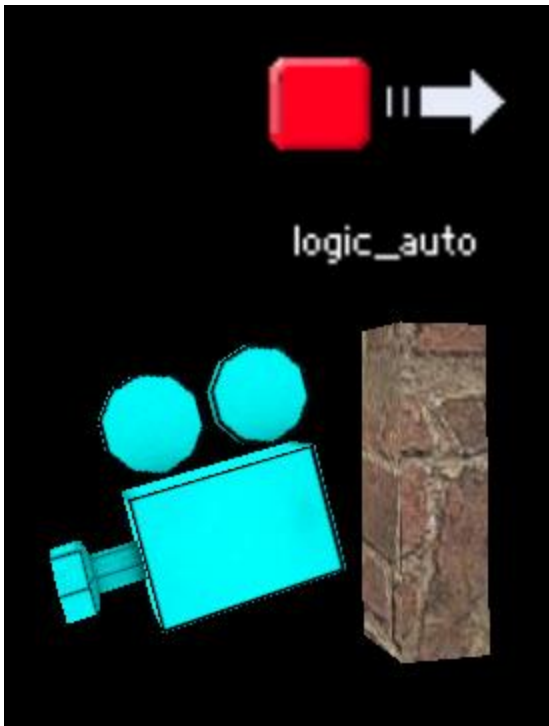
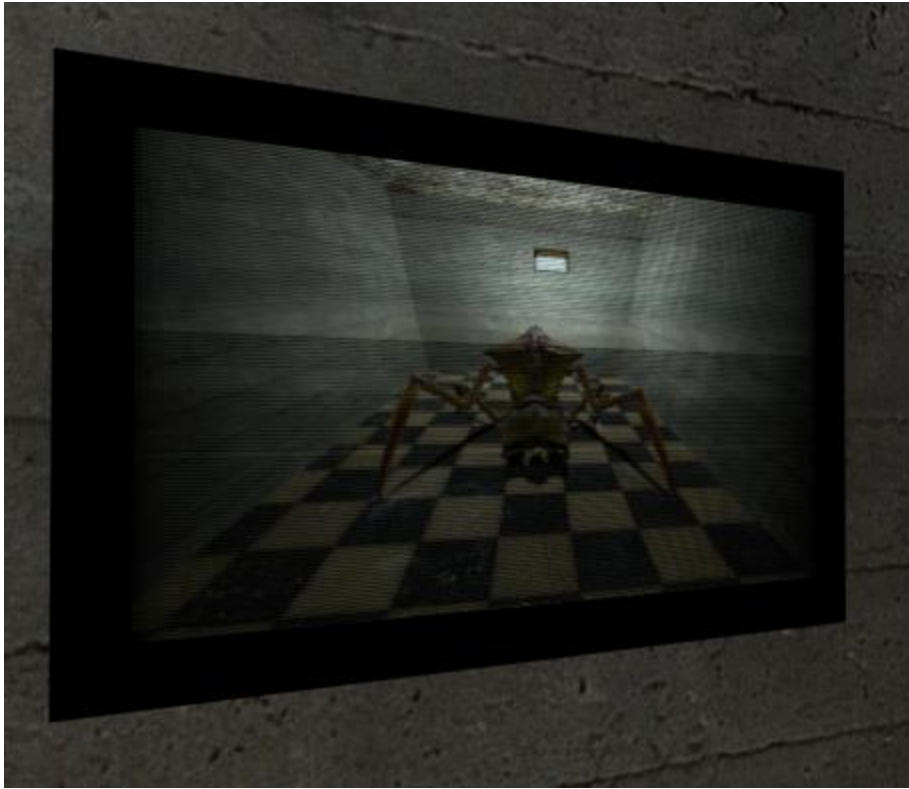


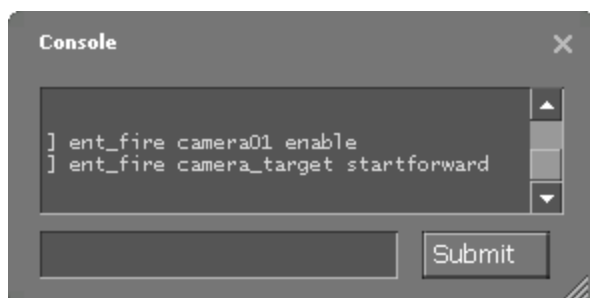
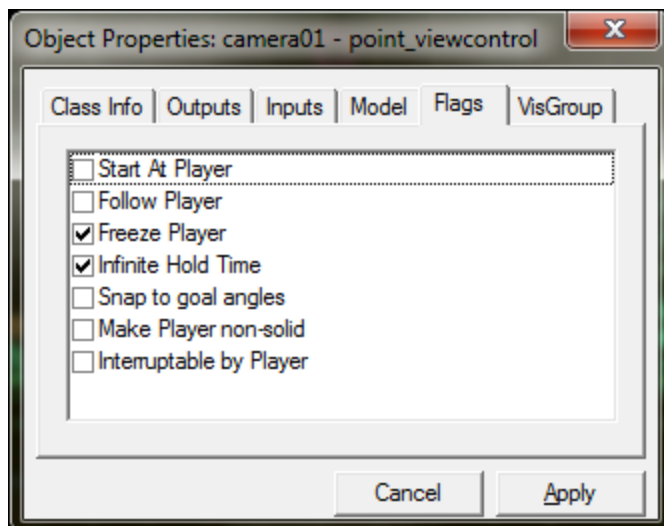
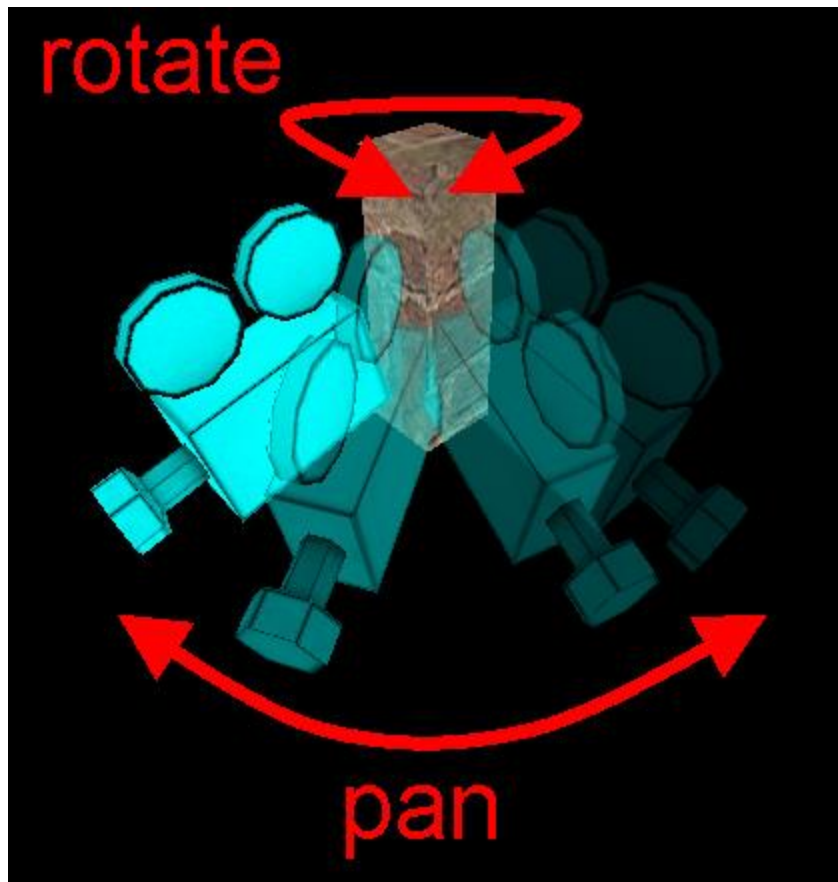


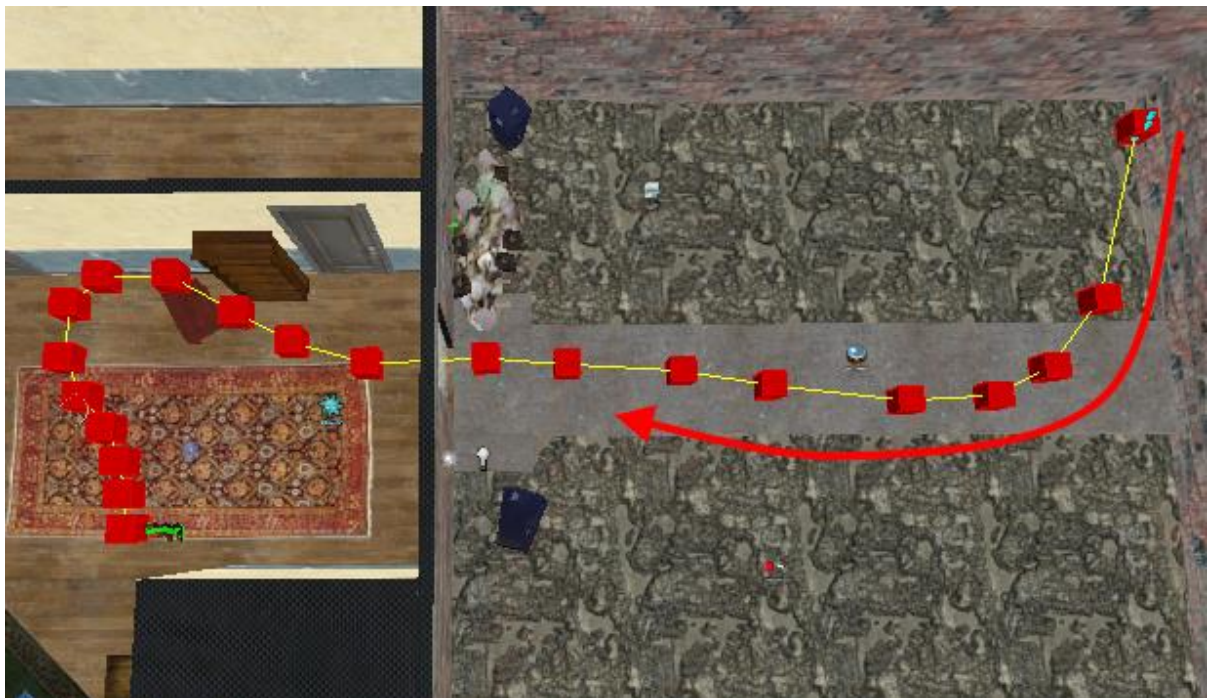
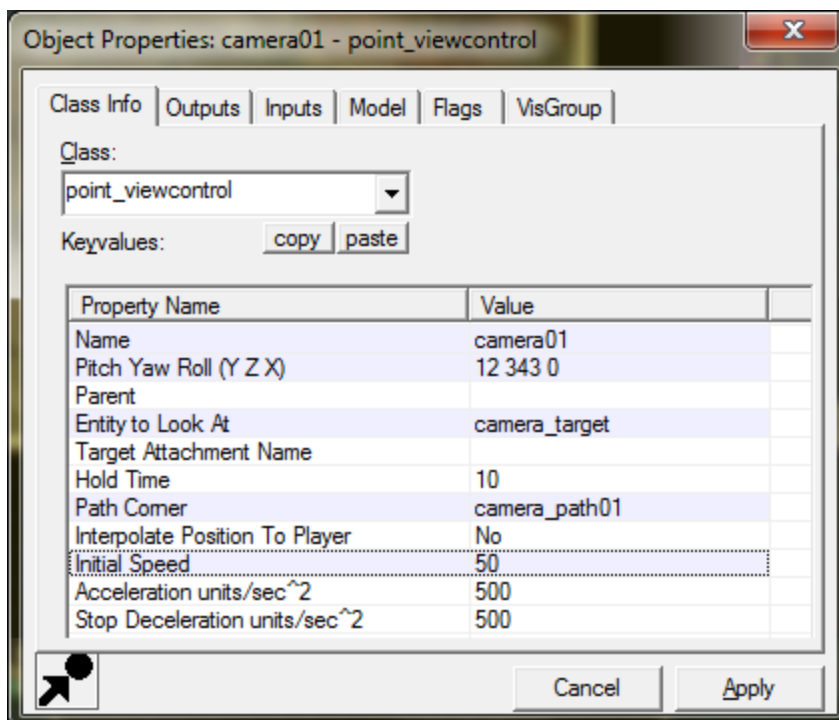


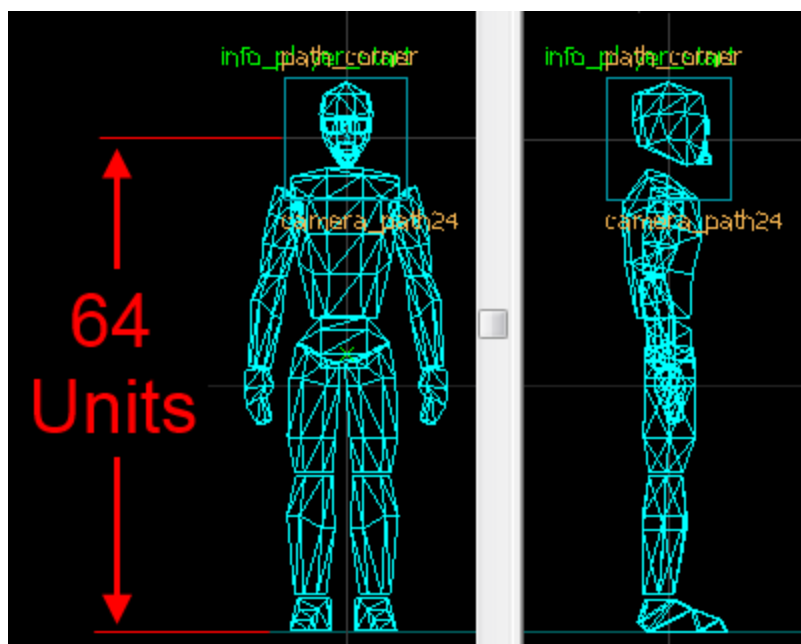




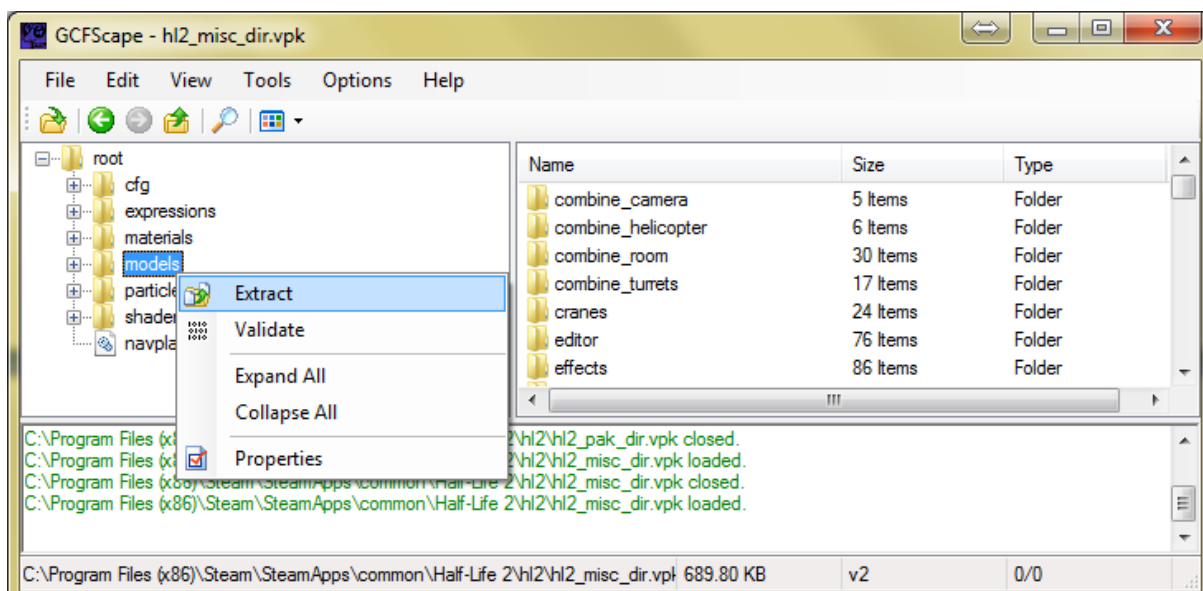
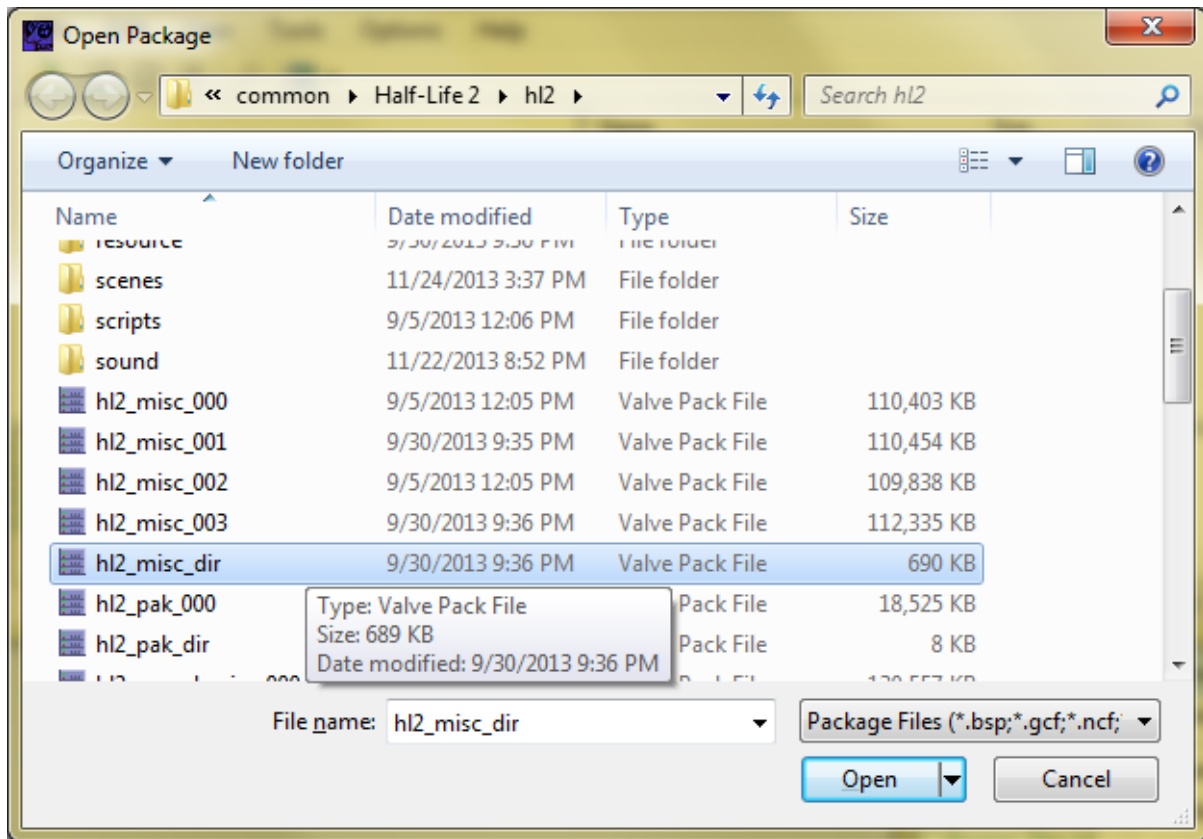


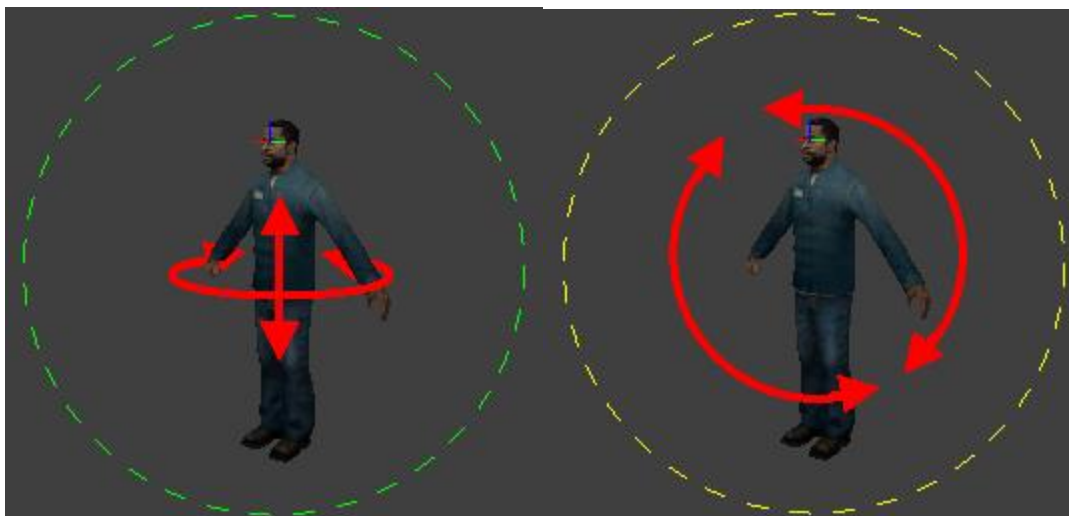
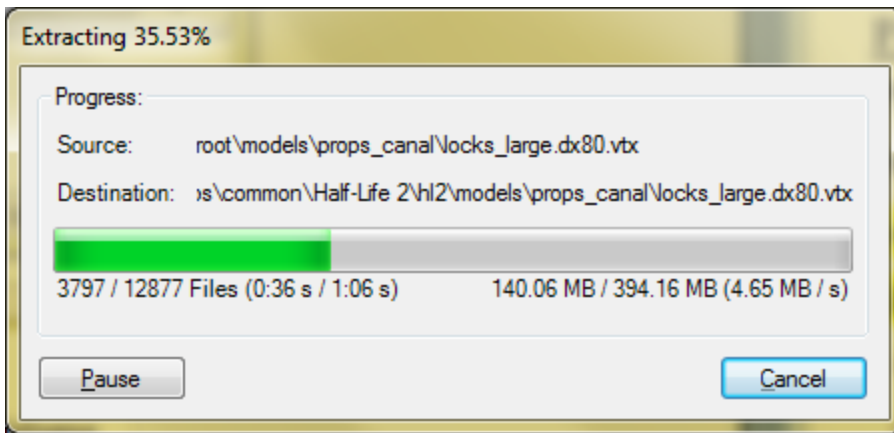






Chapter 9: NPC Movement Basics





C:\Program Files (x86)\Steam\SteamApps\common\Half-Life 2\hl2\models\humans\group01...

File Options View Help



Render Sequence Model Flex Physics Bones Attachments IKRule Events

Idle_to_Sit_Ground	Speed: 0.00	<input checked="" type="radio"/>	<input type="checkbox"/>	0.0	move_yaw
ragdoll		<input type="radio"/>	<input type="checkbox"/>	0.0	aim_yaw
ragdoll		<input type="radio"/>	<input type="checkbox"/>	0.0	aim_pitch
ragdoll		<input type="radio"/>	<input type="checkbox"/>	0.0	body_yaw
ragdoll		<input type="radio"/>	<input type="checkbox"/>	0.0	spine_yaw
				0.0	neck_trans
				0.0	head_yaw
				0.0	head_pitch

Blend Sequence Changes Blend Now 0.000

Frame _____ 53.5



Render Sequence Model Flex Physics Bones Attachments IKRule Events

run_holding_all	Speed: 178.24	<input type="radio"/>		0.0	move_yaw
swing		<input checked="" type="radio"/>		0.0	aim_yaw
ragdoll		<input type="radio"/>		0.0	aim_pitch
ragdoll		<input type="radio"/>		0.0	body_yaw
ragdoll		<input type="radio"/>		0.0	spine_yaw
				0.0	neck_trans
				20.8	head_yaw
				-10.3	head_pitch

Blend Sequence Changes Blend Now 0.000 0.18 s





Object Properties: meg_walk - aiscripted_schedule

Class Info | Outputs | Inputs | Flags | VisGroup

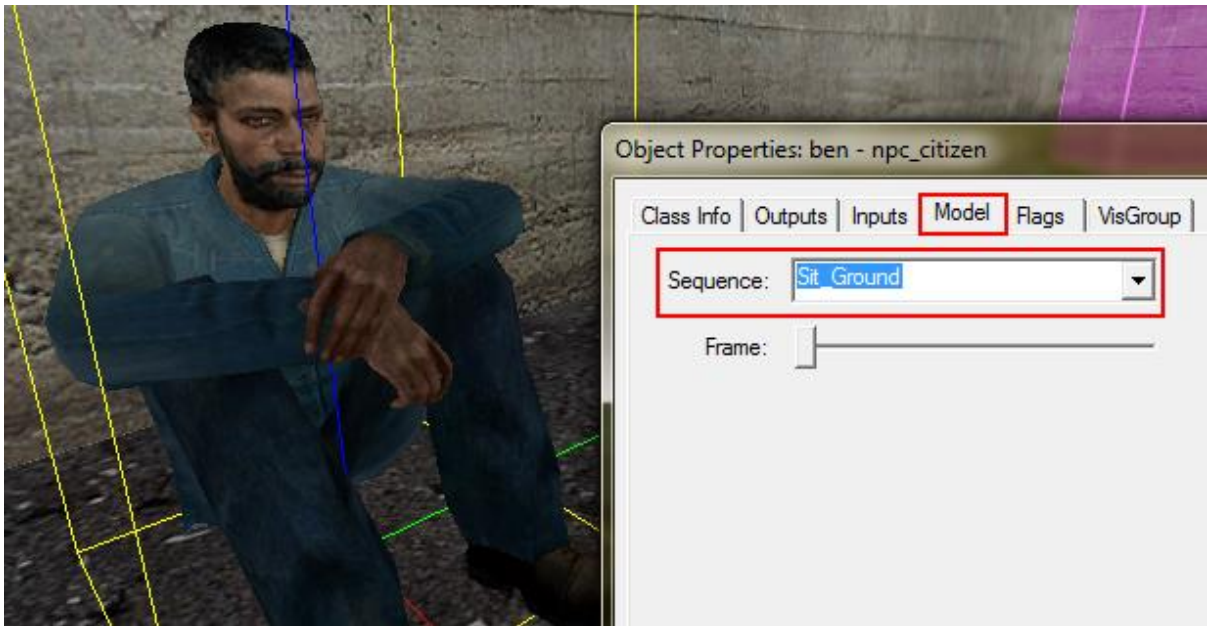
Class:

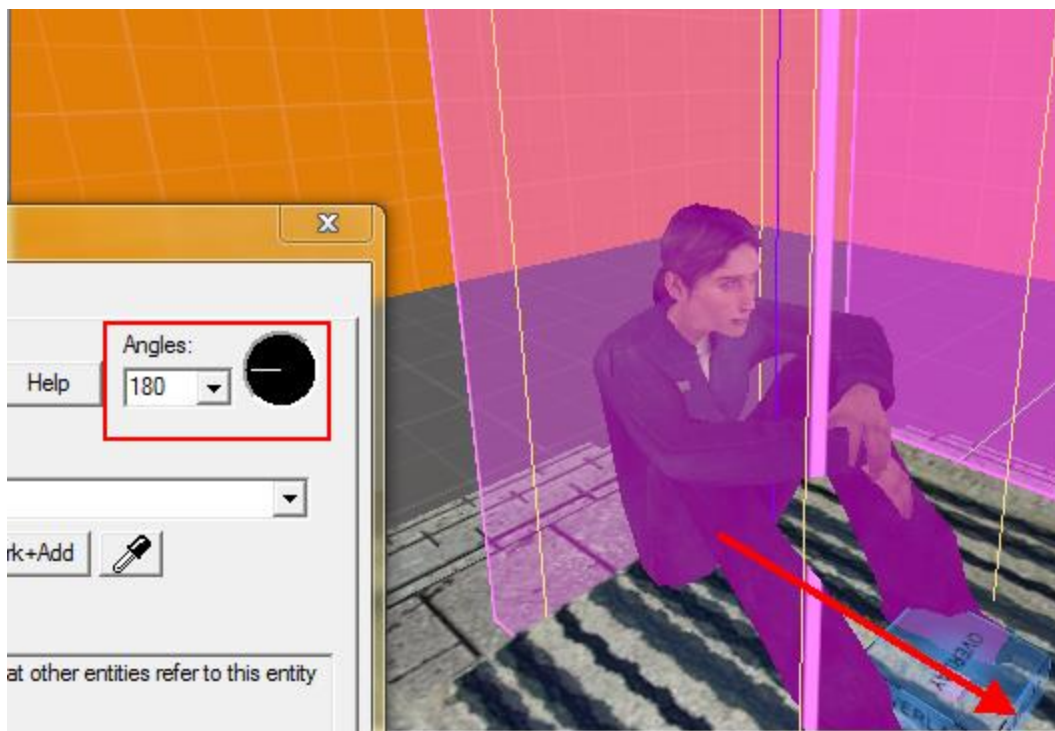
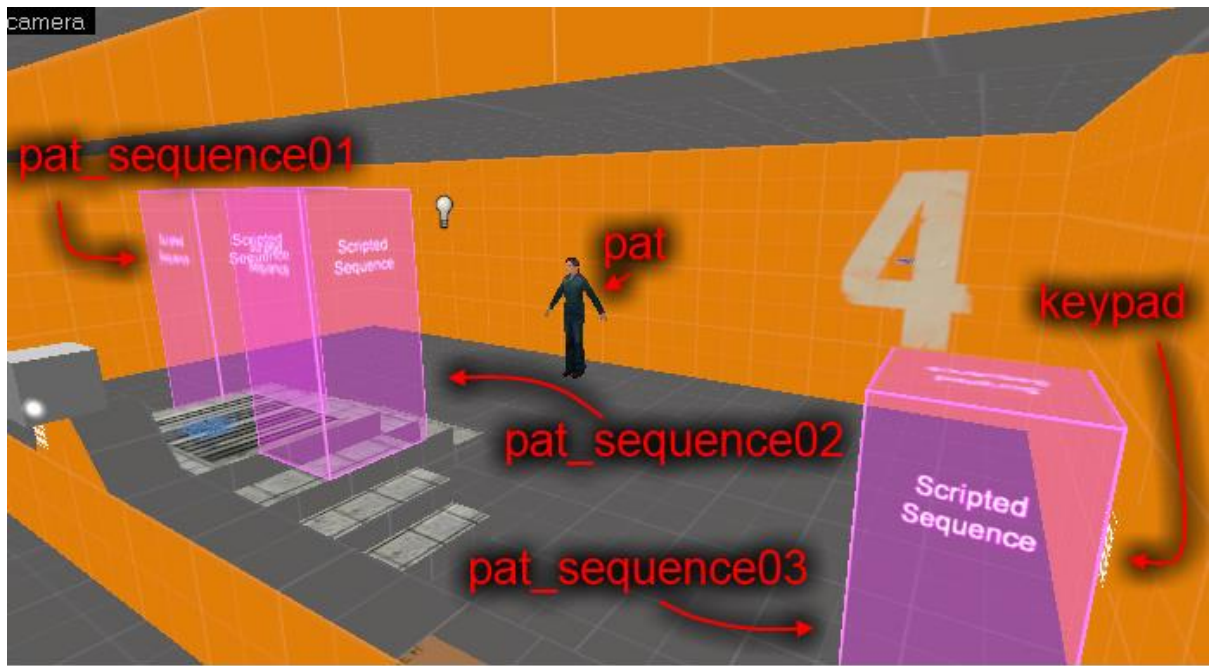
Keyvalues:

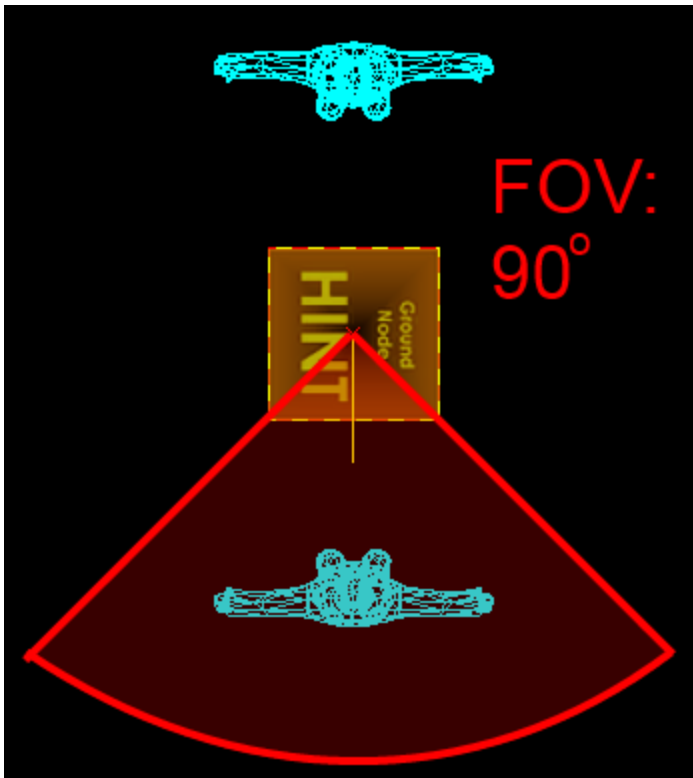
SmartEdit Angles:

Property Name	Value
Name	meg_walk
Target NPC	meaghan
Search Radius (0=everywhere)	0
All in radius	No
AI state to set	<None>
Schedule to run	Walk Goal Path
Interruptability	Death
Goal entity	meg_path_01

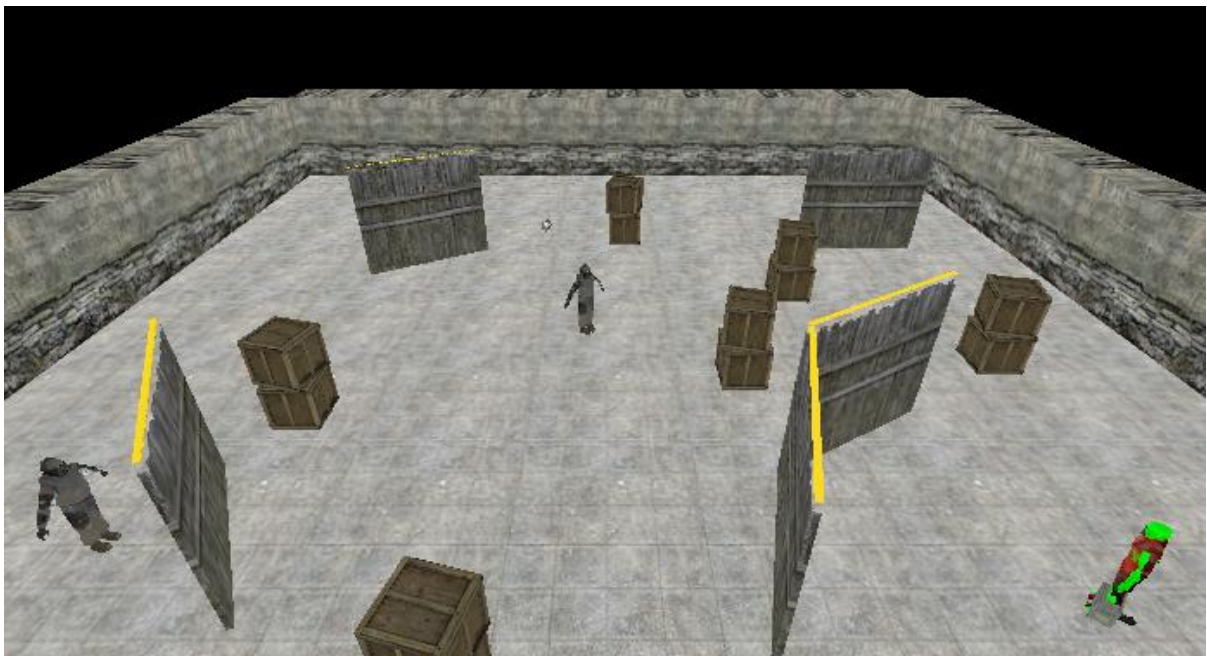
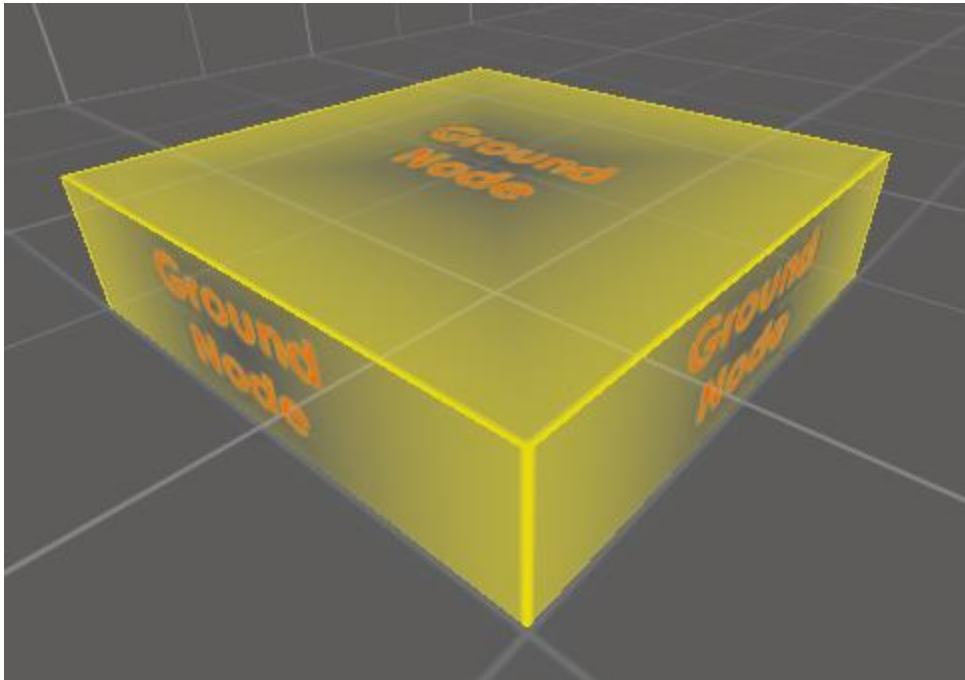
Comments







Chapter 10: Advanced NPC Scripting



**OUT IN OPEN
NO COVER**

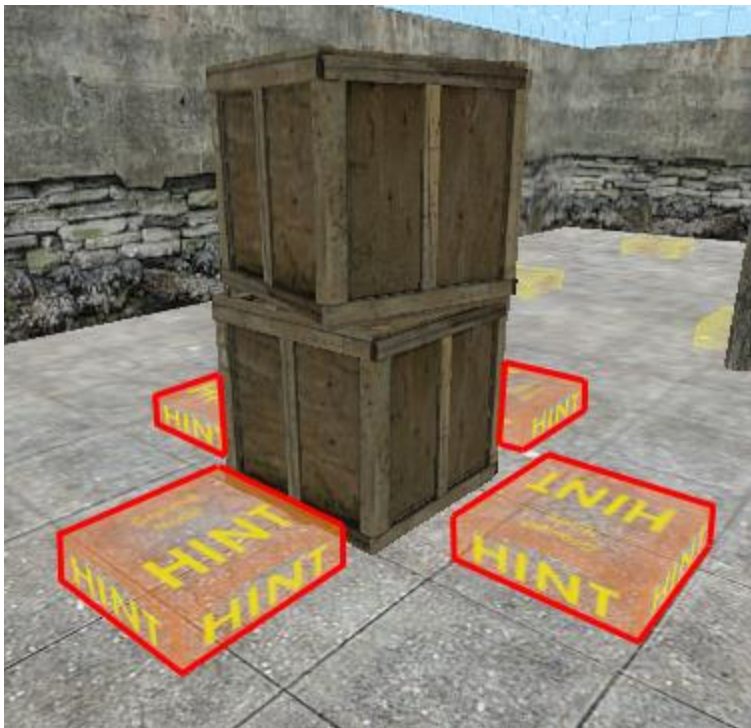


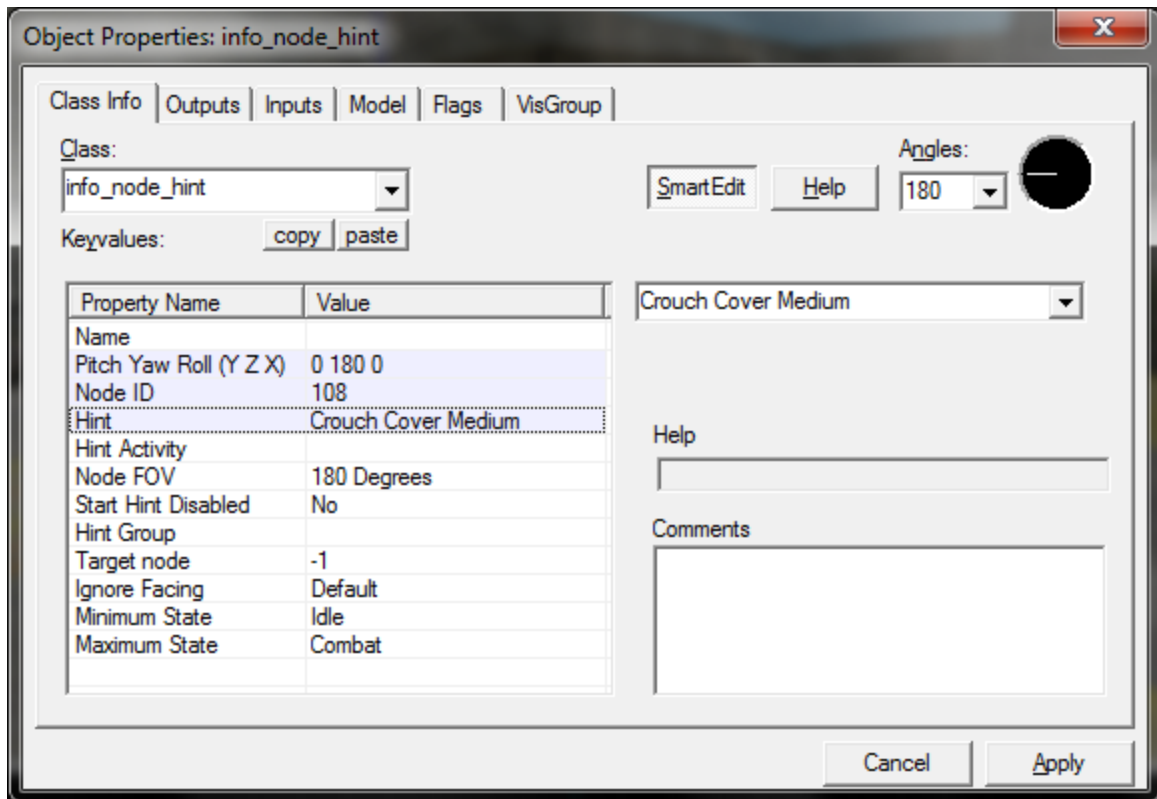
camera

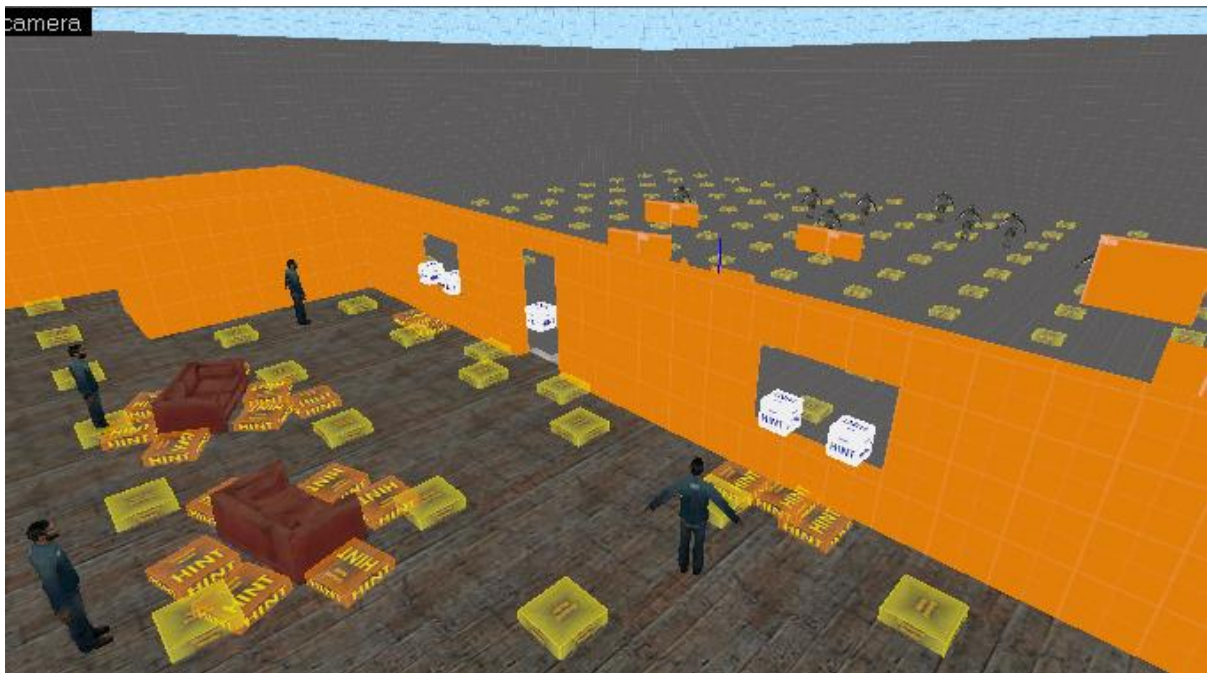
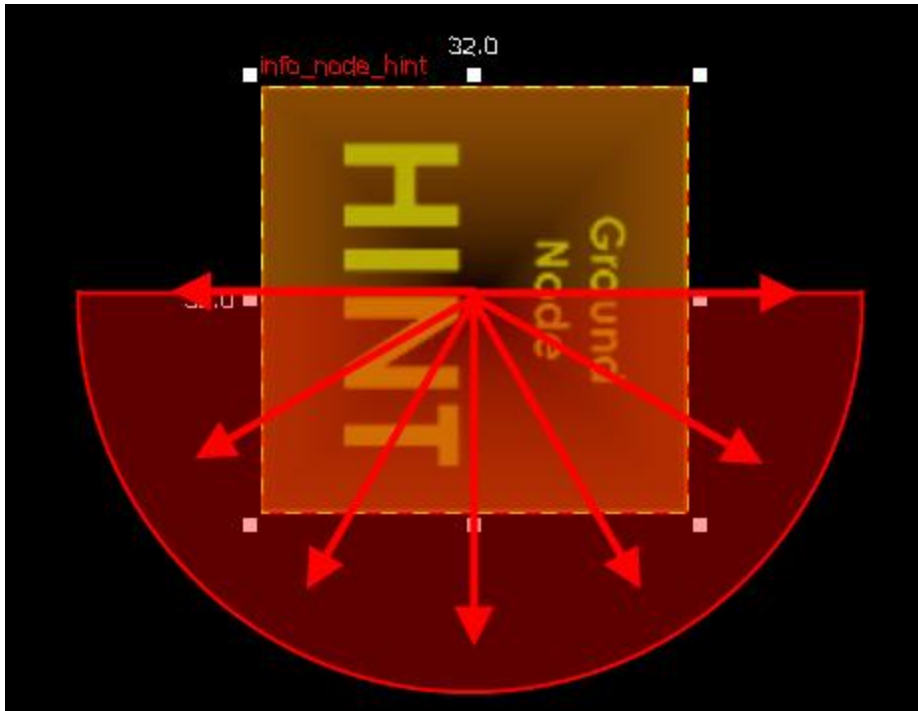


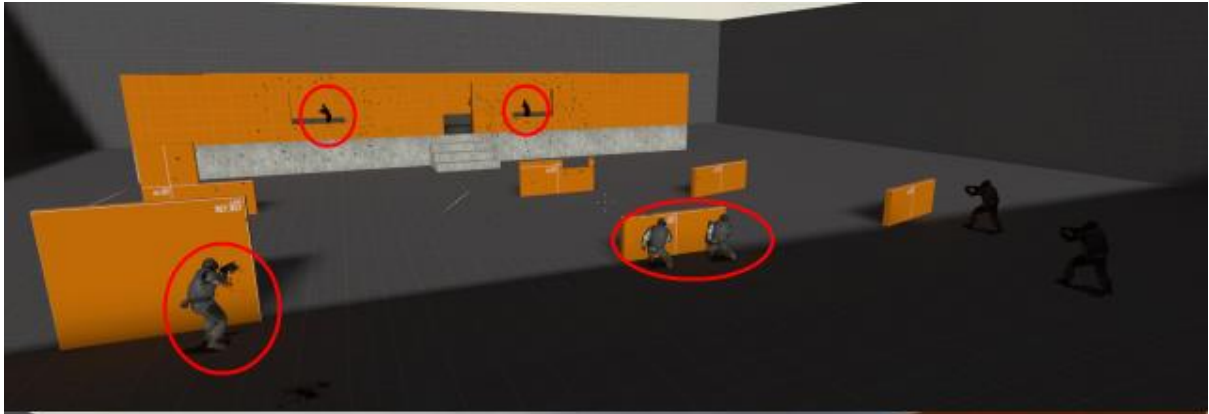


camera

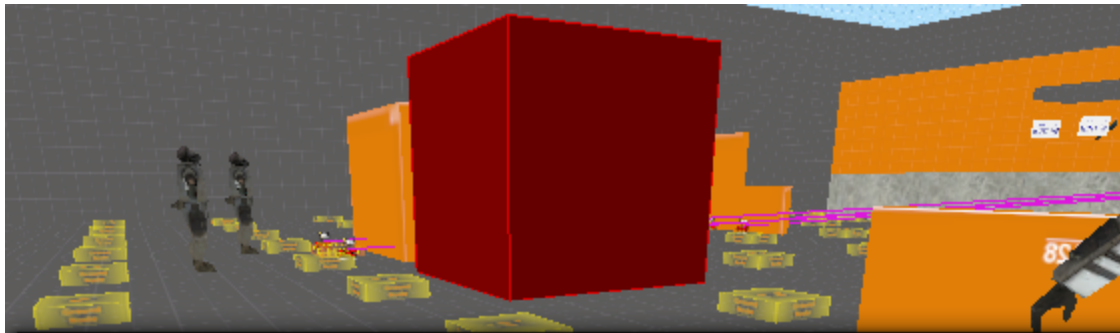












Object Properties: assault - ai_goal_assault

Class Info | Outputs | Inputs | Flags | VisGroup

Class: ai_goal_assault

SmartEdit Help Angles: 0

Keyvalues: copy paste

Property Name	Value
Name	assault
Actor(s) to affect	npc_combine_s
Rally Point Set	gather_here*
Search Type	Classname
Start Active	Yes
Assault Cue	Entity System Input
Rally Point Selection Method	Random

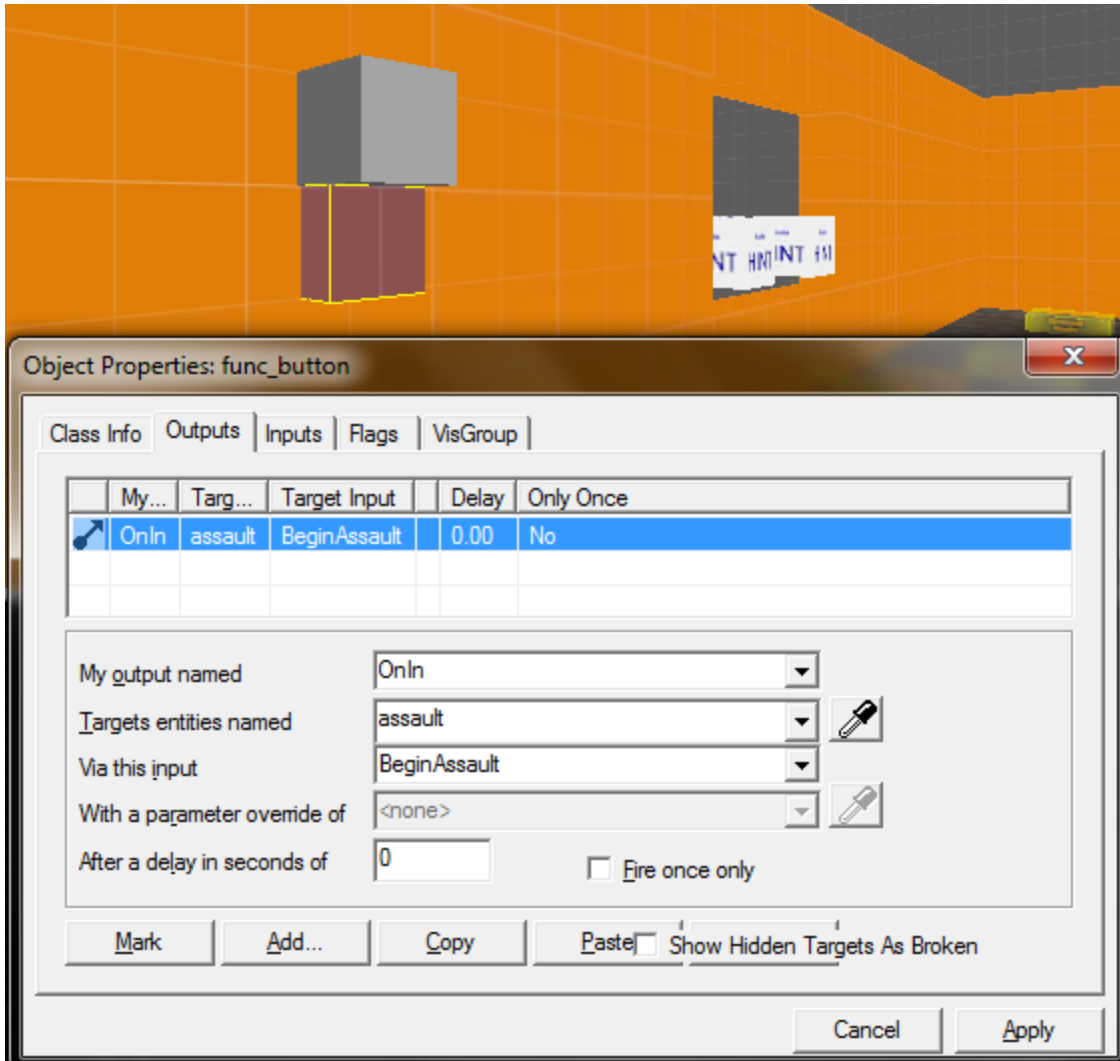
assault

Mark Mark+Add

Help

Comments

Cancel Apply



MOVING TO ASSAULT POINT



Object Properties: multiple objects

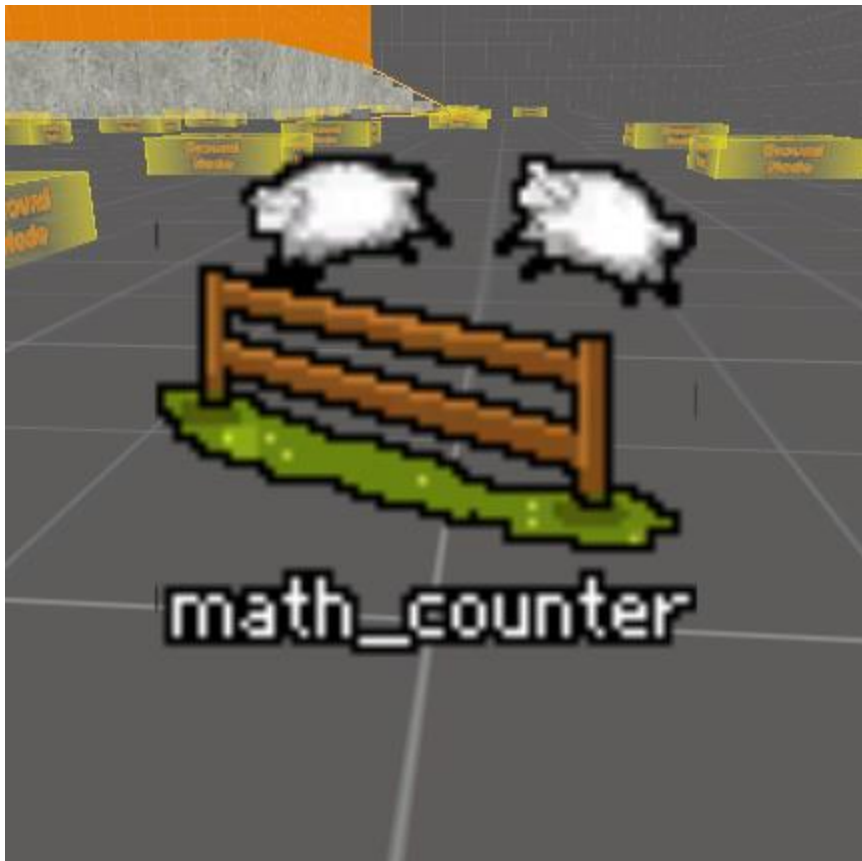
Class Info | Outputs | Inputs | Flags | VisGroup

Class: Angles: (diff)

Keyvalues:

Property Name	Value
Squad Name	defenders

defenders



Object Properties: alpha_killed - math_counter

Class Info | Outputs | Inputs | Flags | VisGroup

Class: math_counter

Angles: 0

Keyvalues: copy paste

Property Name	Value
Name	alpha_killed
Start Disabled	No
Initial Value	0
Minimum Legal Value	0
Maximum Legal Value	3

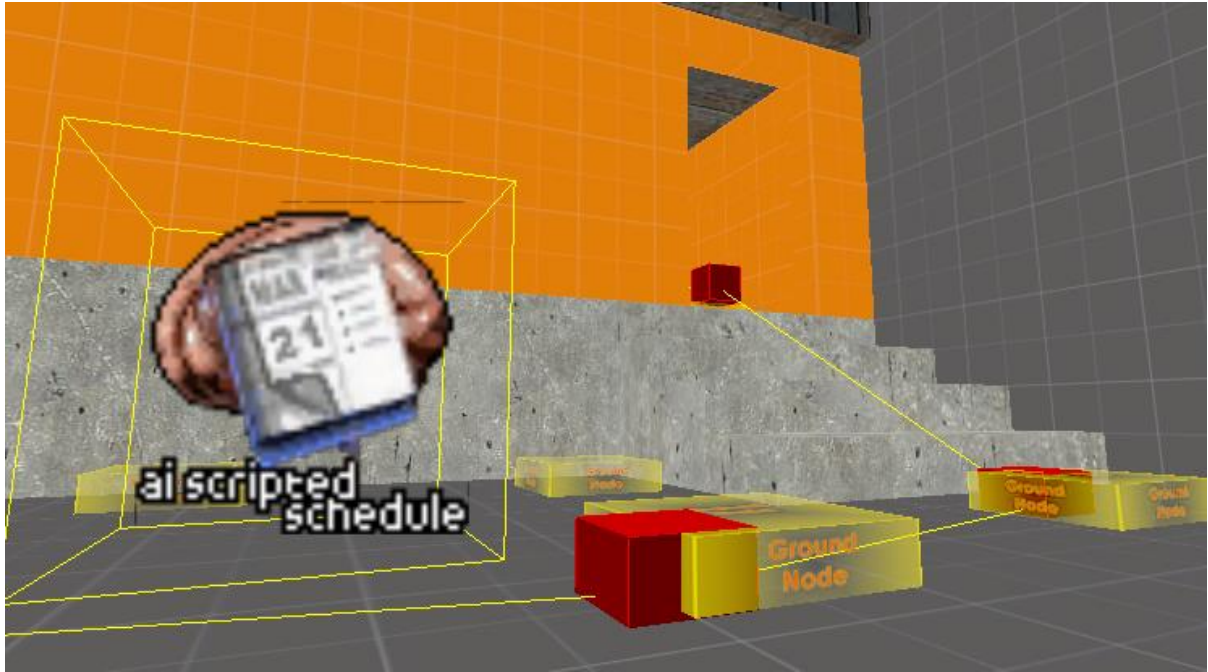
alpha_killed

Mark Mark+Add

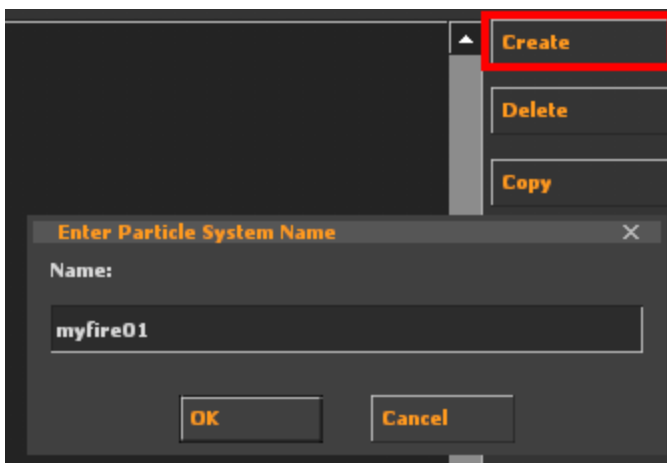
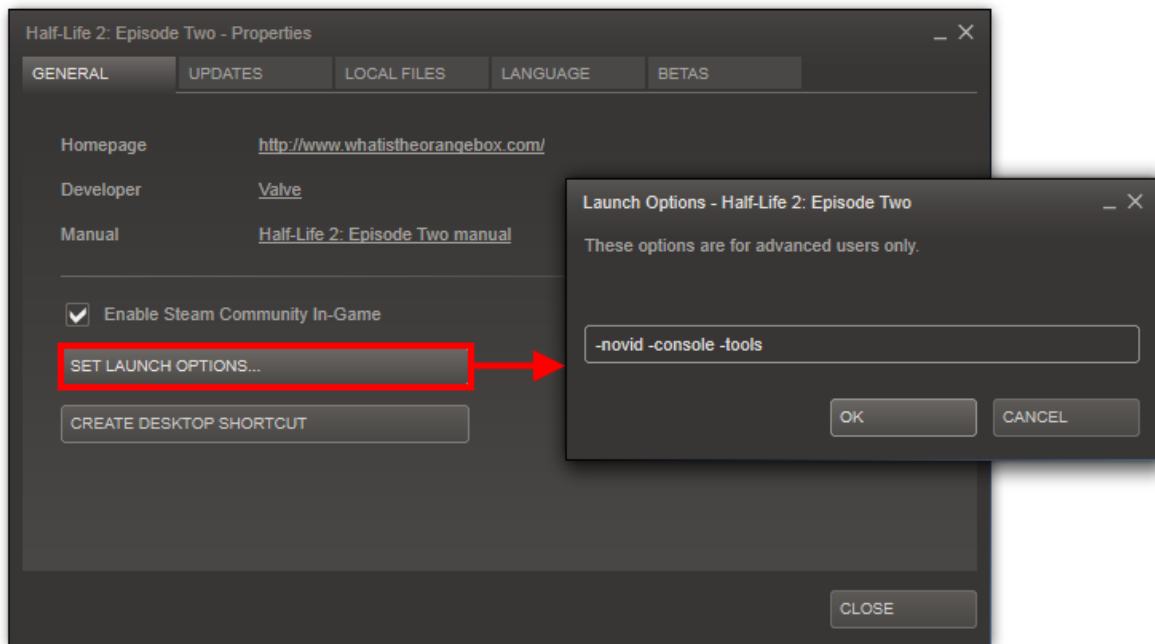
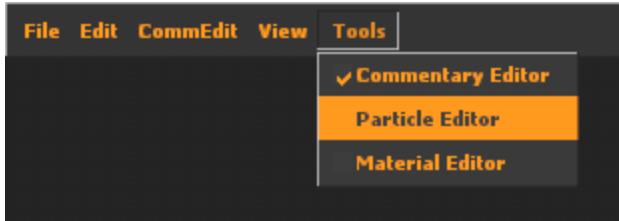
Help

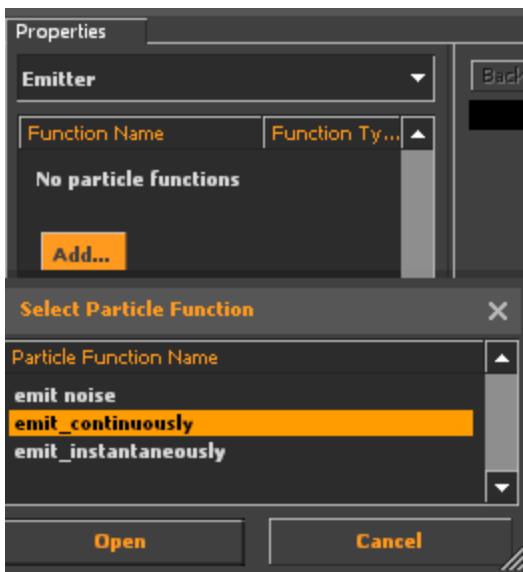
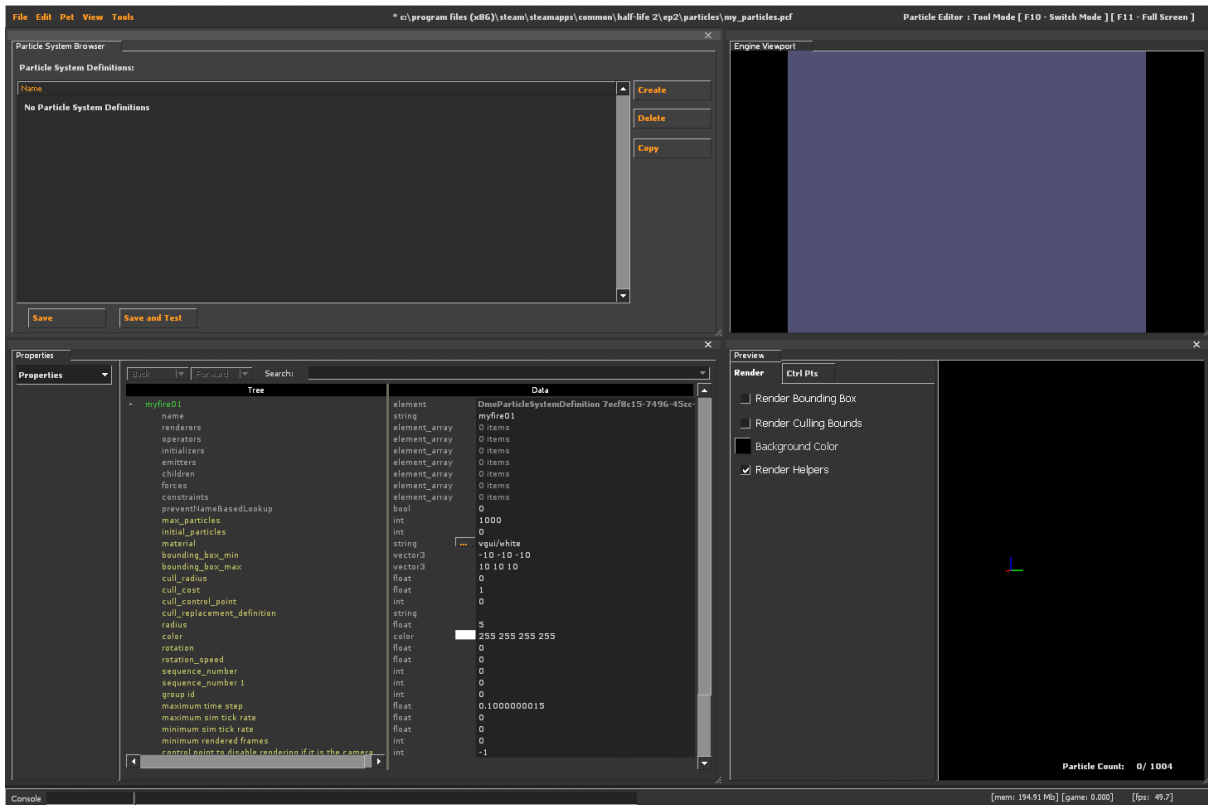
Comments

Cancel Apply



Chapter 11: Source Particle Editor





Properties

Emitter

Function Name	Function Ty...
emit_continuously	emit_conti..

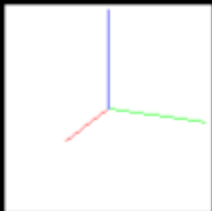
Back Forward Search:

Tree	element	Data
- emit_continuously		DmeParticleOperator
name	string	emit_continuously
functionName	string	emit_continuously
operator start fadein	float	0
operator end fadein	float	0
operator start fadeout	float	0
operator end fadeout	float	0
operator fade oscillate	float	0
emission_start_time	float	0
emission_rate	float	20
emission_duration	float	0
scale emission to used control points	float	0
use parent particles for emission scaling	bool	0

Properties

Renderer

Function Name	Function Ty...
render_animated_spr...	render_ani.



Properties

Initializer

Function Name	Fun...
Position Within Box Random	Pos..

Back Forward Search:

Tree	element	Data
- Position Within Box Random		DmeParticleOperator b570b3b...
name	string	Position Within Box Random
functionName	string	Position Within Box Random
operator start fadein	float	0
operator end fadein	float	0
operator start fadeout	float	0
operator end fadeout	float	0
operator fade oscillate	float	0
min	vector3	-10 -10 0
max	vector3	10 10 0
control point number	int	0

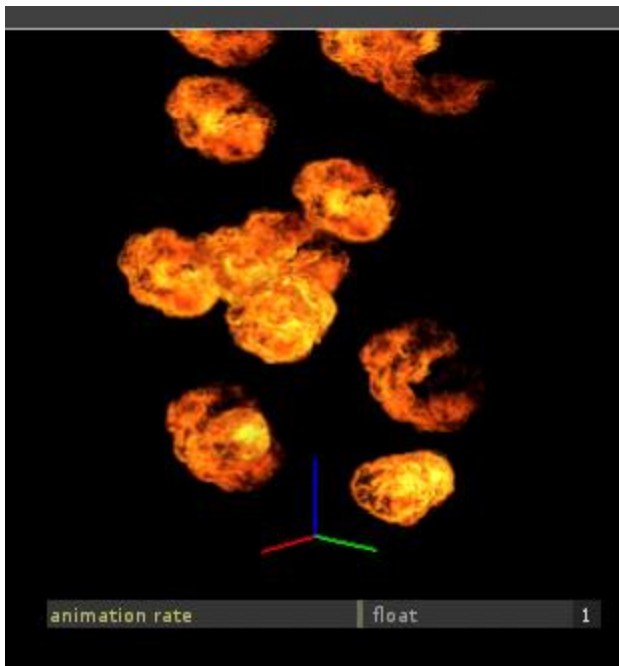
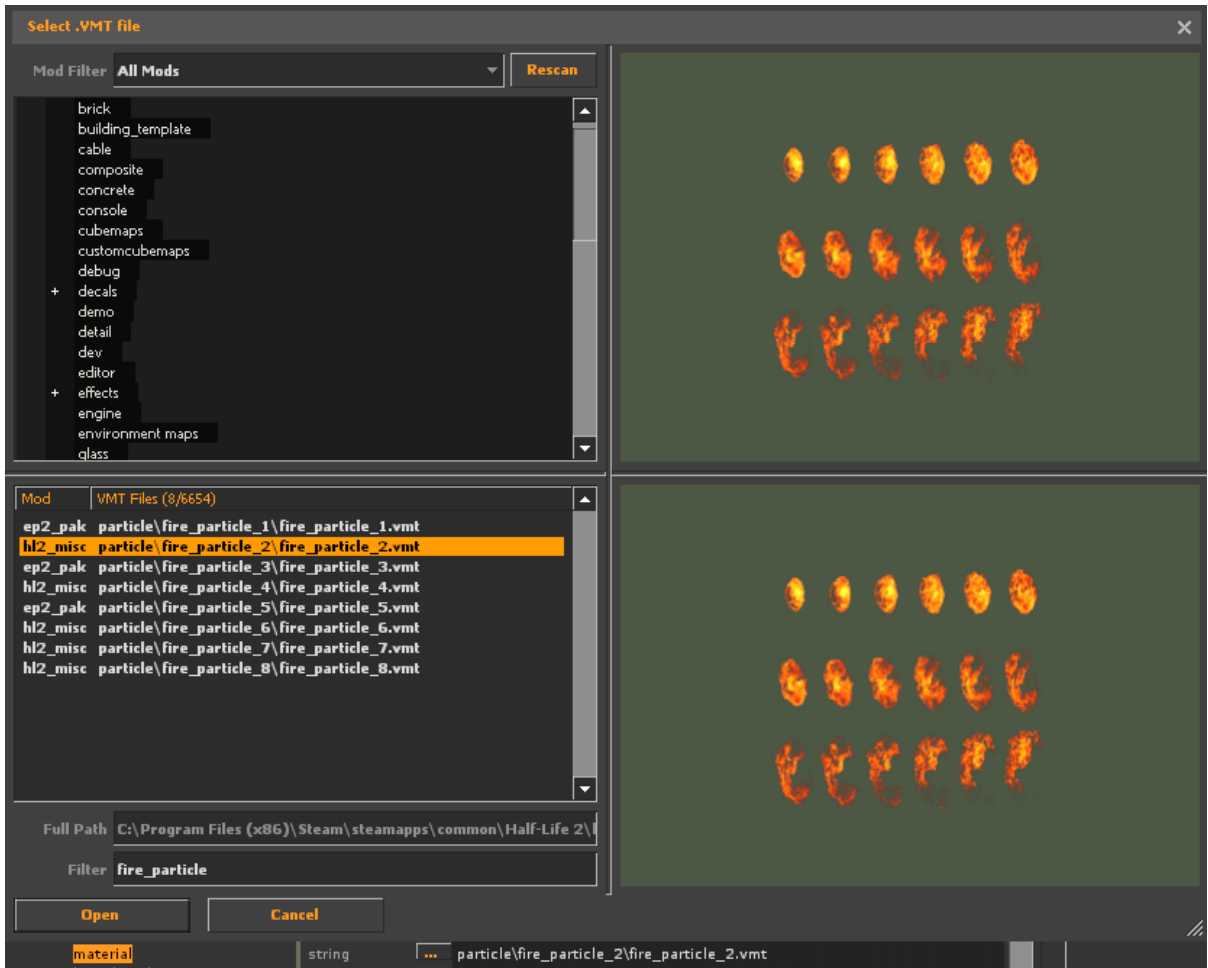
Properties

Initializer

Function Name	Fun...
Position Within Box Random	Pos..
Velocity Random	Vel..

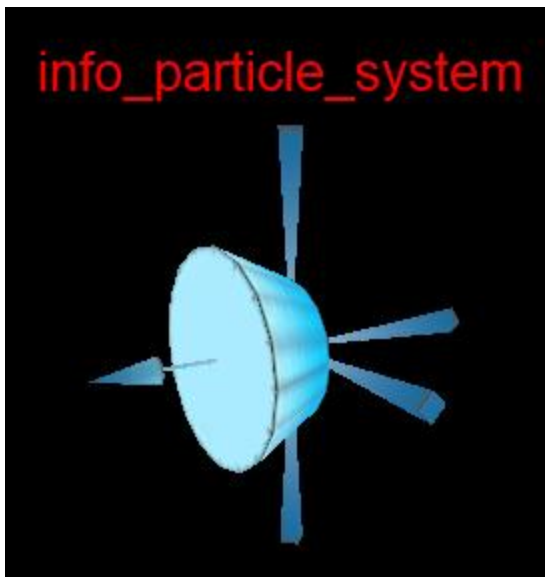
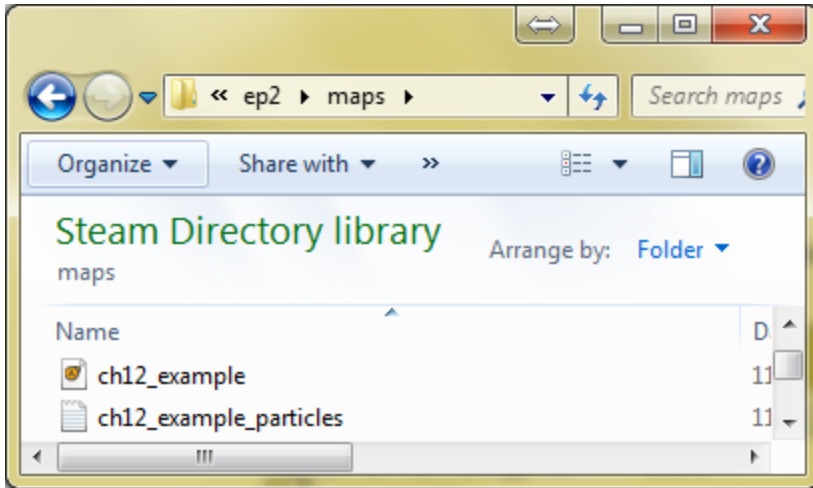
Back Forward Search:

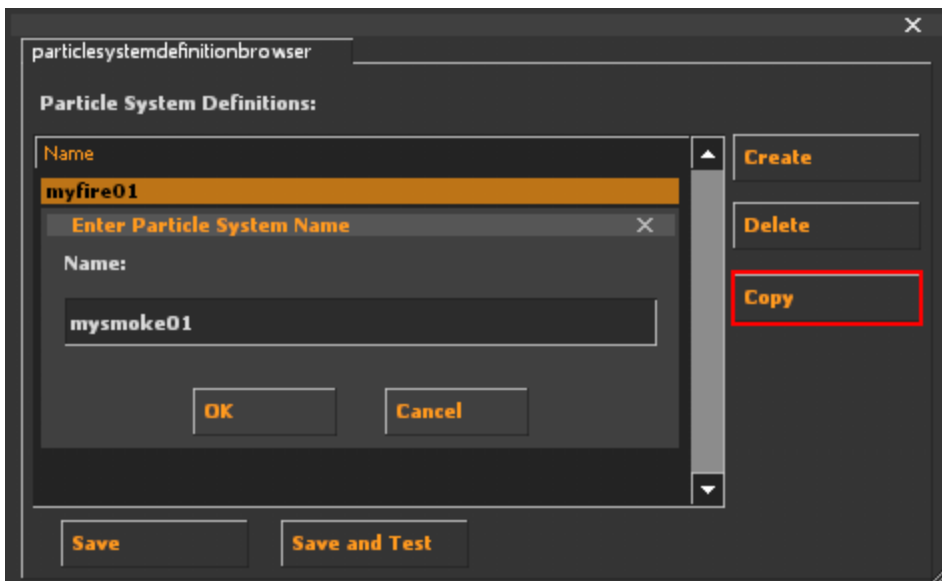
Tree	element	Data
- Velocity Random		afc78d11eeb
name	string	ocity Random
functionName	string	ocity Random
operator start fadein	float	0
operator end fadein	float	0
operator start fadeout	float	0
operator end fadeout	float	0
operator fade oscillate	float	0
control_point_number	int	0
random_speed_min	float	0
random_speed_max	float	0
speed_in_local_coordinate_system_min	vector3	0 0 30
speed_in_local_coordinate_system_max	vector3	0 0 90

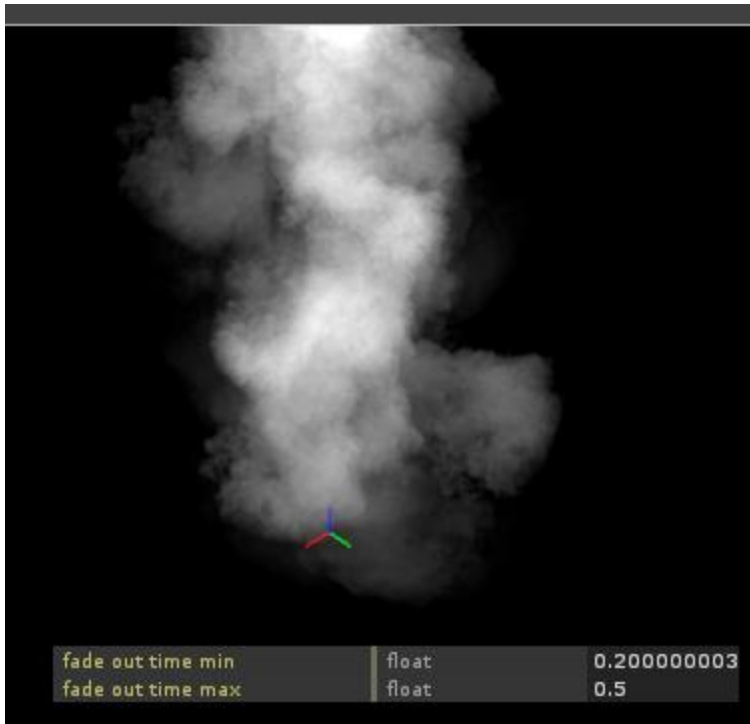




```
particles_manifest - Notepad  
File Edit Format View Help  
particles_manifest  
{  
    file "particles/my_particles.pcf"  
}
```







Properties

Emitter

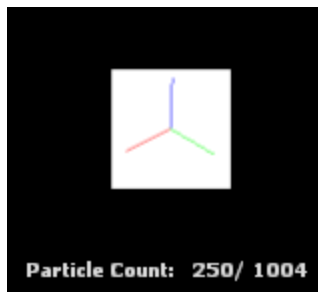
Function Name F... ▲

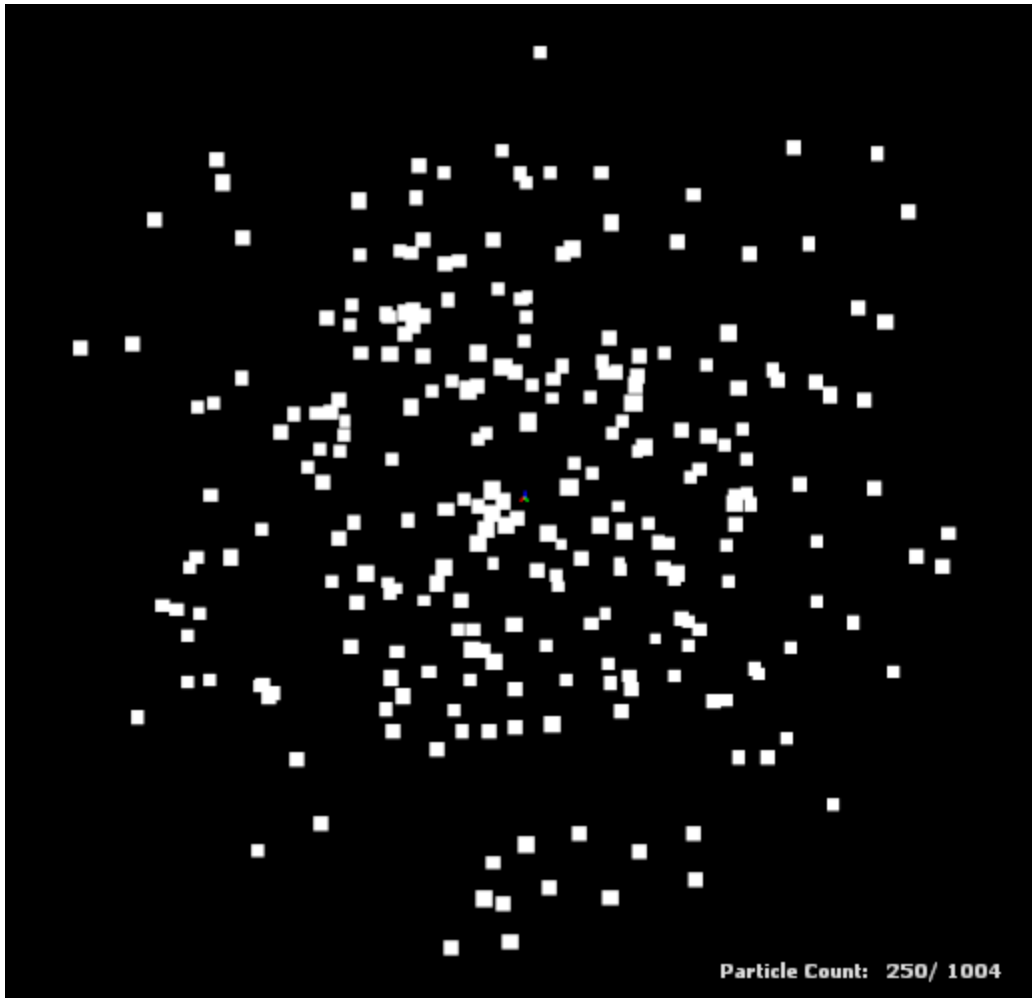
emit_instantaneously e.

Back Forward Search:

Tree

- emit_instantaneously	element	DmeParticleOperator
name	string	emit_instantaneously
functionName	string	emit_instantaneously
operator start f	float	0
operator end f	float	0
operator start f	float	0
operator end f	float	0
operator fade o	float	0
emission_start	float	0
num_to_emit_m	int	-1
num_to_emit	int	250
maximum emis	int	-1
emission count	int	-1
emission count	int	0





Properties

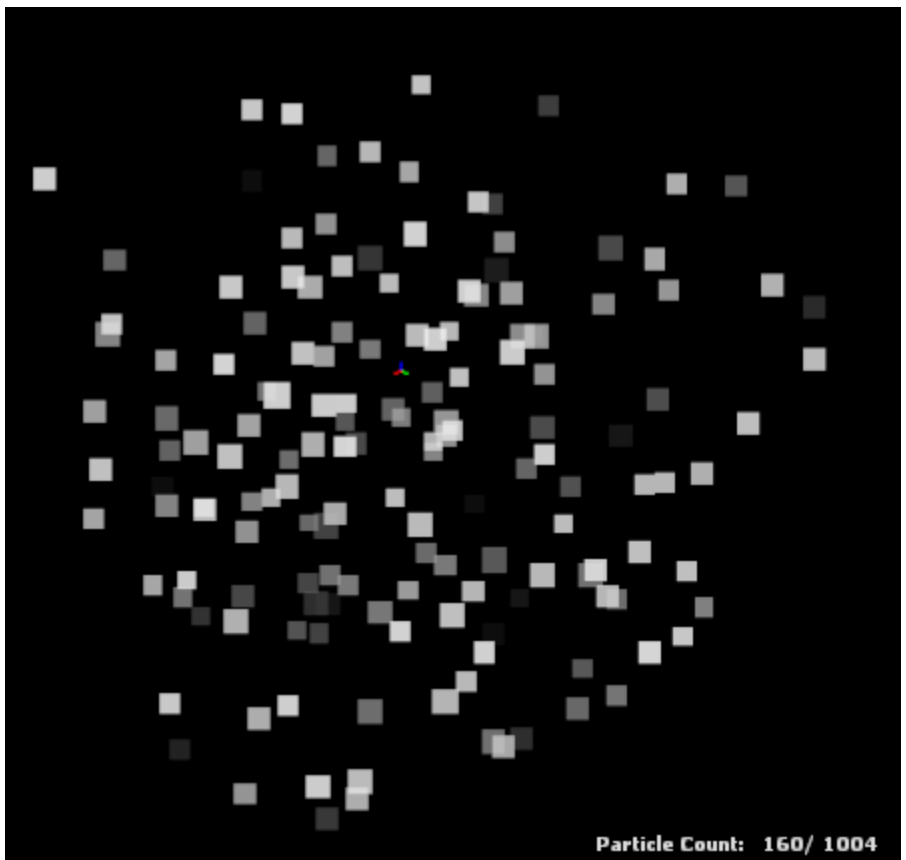
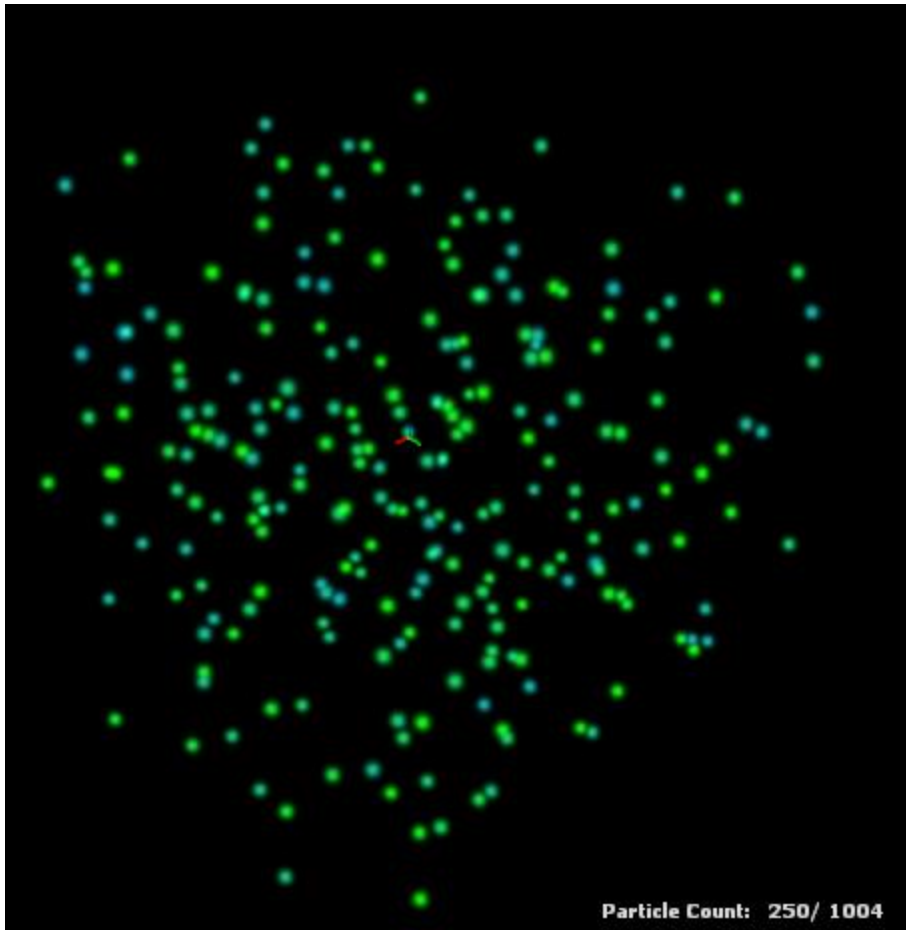
Operator

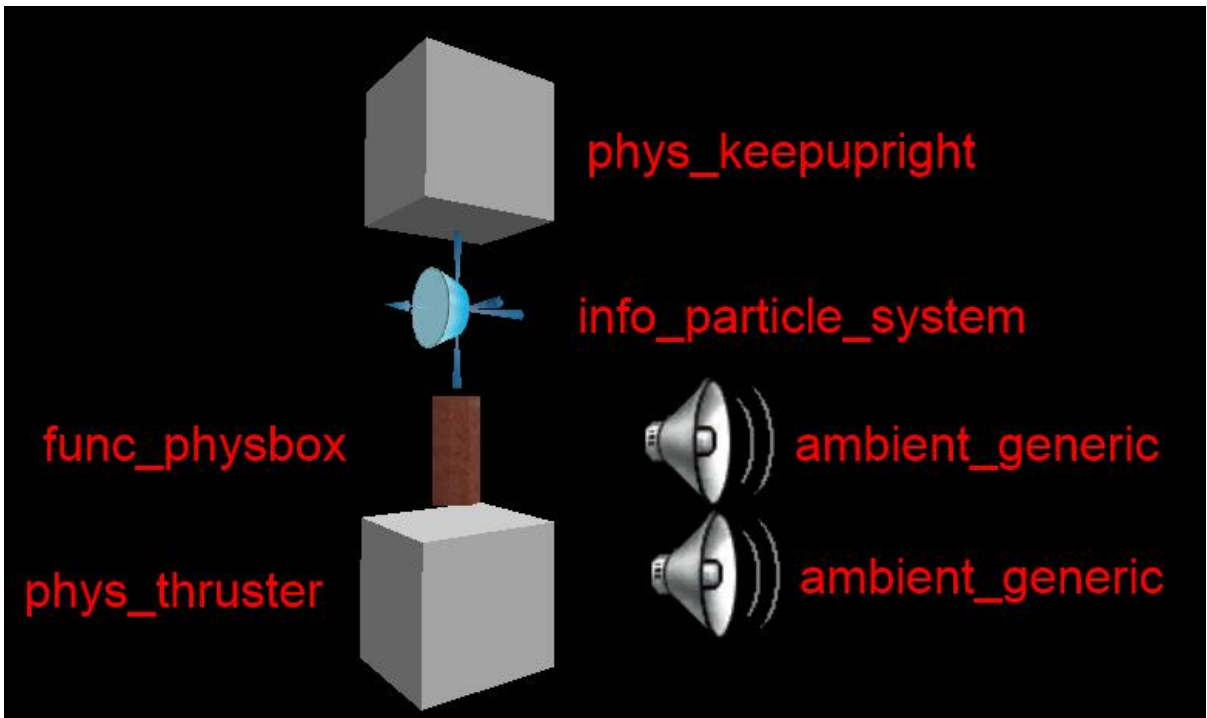
Function Name

Movement Basic

Back Forward Search:

Tree	element	Data
- Movement Basic		DmeParticleOpe
name	string	Movement Basic
functionName	string	Movement Basic
operator start fadein	float	0
operator end fadein	float	0
operator start fadeout	float	0
operator end fadeout	float	0
operator fade oscillate	float	0
gravity	vector3	0 0 -100
drag	float	0.05
max constraint passes	int	3






Object Properties: func_button


Class Info | **Outputs** | Inputs | Flags | VisGroup

	My...	Target Entity	Target In...	Delay	Only Once
↗	OnIn	shell_thruster	Activate	0.00	No
↗	OnIn	shell_thrust_sound	PlaySound	0.00	No
↗	OnIn	shell_particle	Start	2.50	No
↗	OnIn	shell_explode_sound	PlaySound	2.50	No
↗	OnIn	shell_particle	ClearParent	2.50	No
↗	OnIn	shell	Kill	2.51	No
↗	OnIn	shell_particle	Stop	5.51	No

My output named


Targets entities named 

Via this input

With a parameter override of 

After a delay in seconds of Fire once only

Mark Add... Copy Paste Delete

 Cancel Apply

