

How to make map: “BOX” in 3ds Max 7

1.) From your desktop, follow this path.

Start\My Computer\HP Pavilion\Program Files\Microsoft Games\Halo Custom Edition\data\levels

2.) Create NEW FOLDER.

3.) Call this folder:

4.) Click into “Box” and insert two folders.

5.) Name these two folders

a.) Bitmaps

b.) Models

The bitmaps is for textures, which must all be .TIFS.

The models folder is for your map’s .JMS file.

6.) Close out of the window.

7.) Open up 3dsMax.

* 8.) In the top right of the screen, you are going to see six tabs. The default tab is the one with the arrow, the Create tab. To the right of that is the Modify tab. Then to the right of that is the Hierarchy Tab. Then there is Motion, then Display, then finally Utilities. The only tabs we’ll be using are the Create tab, and the Modify tab.

9.) Go into the Create tab.

10.) Click on the Box button.

11.) Press the “P” button to go into Perspective view.

To move your camera around, hold in ALT and move your mouse around. When you get the feel for it, keep going with the tutorial.

12.) Click and drag and make a box.

* 13.) Now you are going to see more menus have come up.

- Name and Color
- Creation Method
- Keyboard Entry
- Parameters

* 14.) Since MASTER CHIEF is 70 UNITS TALL, 23 UNITS WIDE, and 24 UNITS LONG, we are going to make a square model of him for reference.

15.) Make the length of your box 24 units.

16.) Make the width of your box 23 units.

17.) Make the height of your box 70 units.

18.) Now make a second box. This will be the level.

- Height: 600

- Width: 600

- Length 600

* 19.) Now- length, width, and height segments tell you how many polygons there are going to be. (Think of polygons as smaller blocks together making a bigger block.)

20.) Press the F4 button.

21.) Enter the following.

- Length Segs: 6

- Width Segs: 6

- Height Segs: 4

* 22.) Notice the polygons appear.

23.) Click on the Modifier Tab, the blue arch next to the Create tab.

24.) You are going to see a combo box with a whole bunch of different modifiers. Go into that drop-down list, and click on "Normal". Make sure you have the

600 X 600 X 600 box selected before you do this.

25.) Under Parameters, make sure Flip Normals IS checked, and Unify Normals IS NOT checked.

26.) Right click on the 600 X 600 X 600 box.

27.) Scroll down to “Convert to”.

28.) Convert it to an “Editable Mesh”.

* 29.) Now you will notice the menus have DRASTICALLY changed. 4 menus will appear.

- Selection

- Soft Selection

- Edit Geometry

- Surface Properties

The only two we will be using here are Selection and Edit Geometry.

* 30.) There are 5 red shapes under the Selection menu.

- 3 Points- Vertices- Lets you select certain Vertices.

- Unfilled Red Triangle- Edge- Lets you select Edges.

- Filled Red Triangle- Face- Lets you select Faces.

- Red Square- Polygon- Lets you select polygons.

- Red Cube- Element- Selects whole shape.

* 31.) To move the camera, hold the middle scroll button on the mouse, and hold ALT. Move the mouse and it will move around. If you zoom in too much, or you are just moving the camera around and it just freezes, press the Z button on your keyboard.

32.) Select the Polygon Selection Tool. (red square)

33.) Look around your box. The BOTTOM of your box is where the black grid is. Make the Ignore Back-facing Checkbox checked. This makes it so the Polygon select tool only selects the polygons you see.

34.) Select all the polygons on the top of the box. You will have to make it so your camera is facing FROM the bottom of your box, so you can see the roof.

* 35.) To select more than one polygon at a time, you need to hold CTRL, click, and drag to select them.

* 36.) Once you select the top of your box, which is going to be the sky, look at the FAR right menu in 3ds Max. You will notice it has changed into two different menus. Edit Geometry and Surface Properties. Scroll down in the menu by hovering your mouse over it, pressing in the scroll wheel on your mouse, and move your mouse up. Scroll down so you can see the whole “Surface Properties” menu.

37.) Observe the sub-menu “Material”. This is where you texture your map, using the two bars.

- Set ID.

- Select ID.

38.) In the Set ID box type in “1” and click off of it.

39.) Using the same method as highlighting the top of the box, highlight all the polygons on the bottom of the box and make their MATERIAL ID: 2. Then click off them.

40.) After that, select the polygons that make up the rest of the box. If it makes it any easier on you, uncheck the Ignore Back-facing checkbox and select them. Make sure you only select the polygons that would make the “walls” of the box.

41.) Set their MATERIAL ID: 3. Then click off of them.

42.) To make sure you have all the proper polygons the proper ID, you should uncheck all polygons, by just clicking off the box once. Then, you should go to the SELECT ID tool which is located underneath the SET ID tool.

43.) Make sure the SELECT ID box is empty, click inside it, and type in “1”. (The number ONE (1) NOT lowercase L)

44.) Hit the Select ID button next to the text box you just typed “1” in.

45.) If you did your material ID assigning properly, the top ceiling of the box will become highlighted. NO OTHER POLYGONS SHOULD BE SELECTED NOW.

46.) You should do this check with all of the other material IDs. Once you’ve properly assigned material ID’s, we should be ready to start adding textures to your map.

OK. So, so far, were doing pretty good. If you've made it this far, congratulations. You've got the blueprints of your map made. We should probably save now. To save your .MAX file, click File, Save or Save As. This folder should be the default, but just in case its not, you should save it to THIS folder.

My Computer\ HP_Pavilion\ 3dsMax\ Scenes
Click on save.

Now, we texture.

(Notice in the Material Editor images below, I took a picture of the window at its default and just circled the buttons and boxes with Fireworks 8.)

Follow closely and complete these steps.

47.) MINIMIZE, don't close out, but minimize your 3ds Max scene, and go to your

Halo CE\data\levels\test\tutorial\bitmaps

* 48.) You're going to see a bunch of textures, some may even be familiar to you from Halo PC, or other Halo CE maps.

49.) COPY these two bitmaps:

Example_tutorial_panels

Example_tutorial_plate_floor

50.) Go back to your data\levels\box\bitmaps folder, and paste them in.

51.) Go back into your 3dsMax Scene.

52.) Press the "M" button on your keyboard. This opens up the material editor window. This is where all of your textures get put into your map.

53.) The first thing you should notice is the combo box with 01- Default Highlighted. Next to it is a button saying "Standard". Click the "Standard" button.

54.) Material\Map Browser window appears. Click on Multi-Sub Object and hit OK.

55.) Replace material window comes up. Leave the "Keep old material as sub-material?" radio button checked. Click OK.

56.) Now, this window is where you name and assign your textures. It's kind of like the "Material Index" if you will. You should see a window that looks like this...

[10] [Set Number]		[Add] [Delete]
[ID]	[Name]	[Sub Material]
[1]	[]	[01-Default (Standard)
[2]	[]	Material #3 (Standard)
[3]	[]	Material #4 (Standard)
[4]	[]	Material #5 (Standard)
[5]	[]	Material #6 (Standard)
[6]	[]	Material #7 (Standard)
[7]	[]	Material #8 (Standard)
[8]	[]	Material #9 (Standard)
[9]	[]	Material #10 (Standard)
[10]	[]	Material #11 (Standard)

Or at least some-what like that...

The [10] [Set Number] is what you use to set the number of textures you think you might use. You can always add or delete materials, but just in case you know exactly how many you will be using, you can just set the number.

The [Add] and [Delete] buttons are the buttons you use to, as if I really had to explain this, Add or Delete materials. Just in case you put too many or not enough materials in the Set Number box.

Now, remember the Set ID and Select ID buttons? Well, this is the part where you name the textures, assign the textures, and, (we've already done it, but) set the IDs of texture.

Follow again.

57.) Go to this text box.

[ID]	[Name]	[Sub Material]
[1]	[]	[01-Default (Standard)]

58.) Type in this... (This is going to be your sky later)
+sky

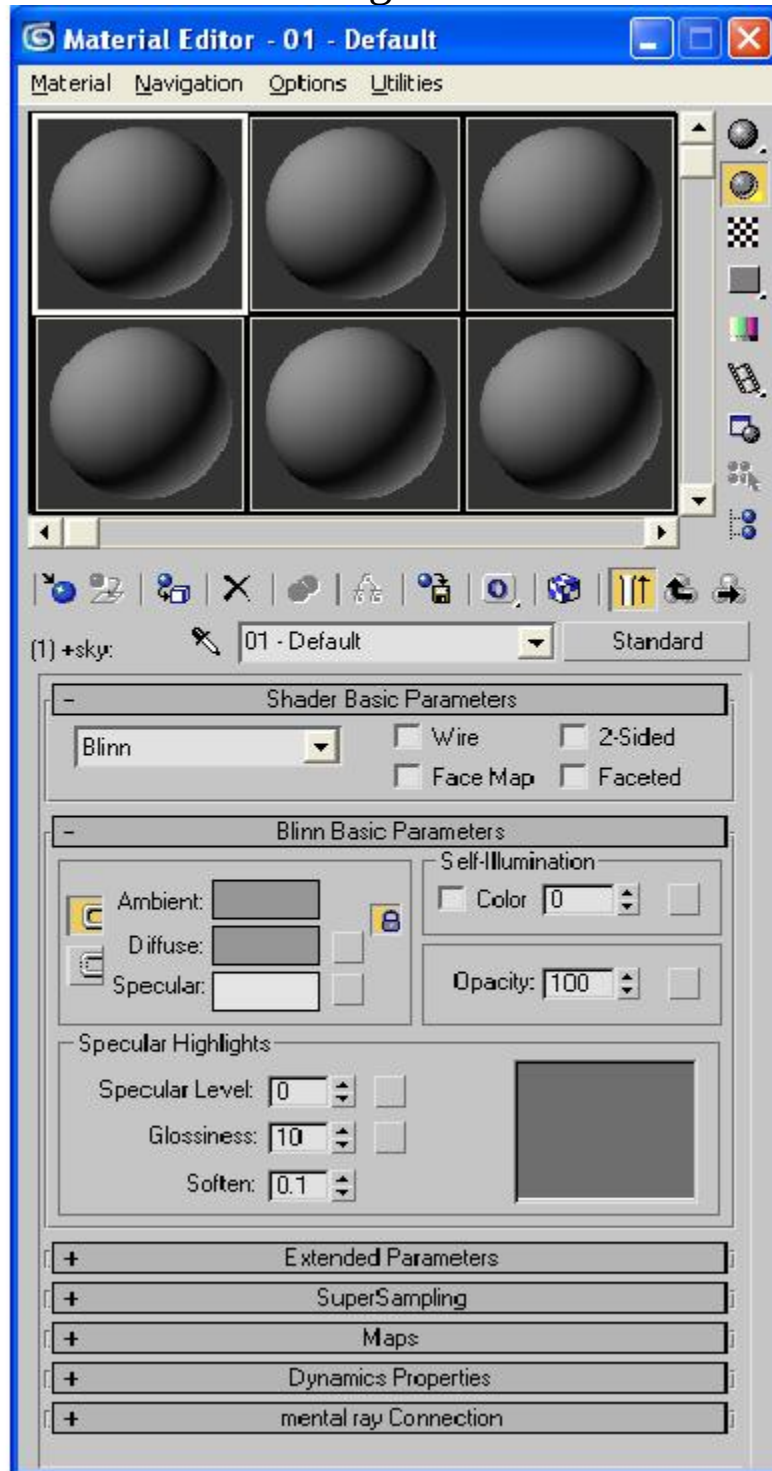
DO NOT forget the plus.

59.) Click on this button.

[ID]	[Name]	[Sub Material]
[1]	[]	[01-Default (Standard)]

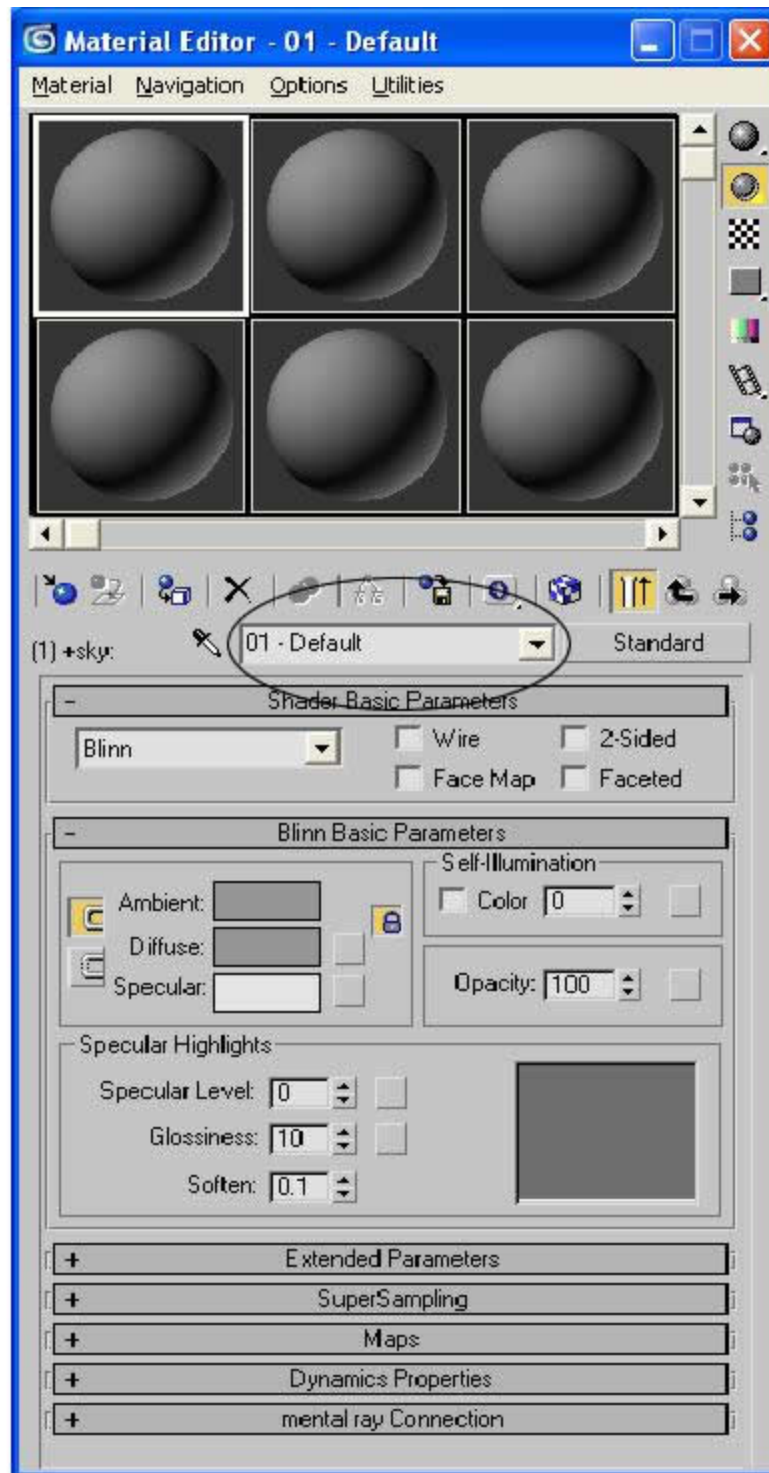
60.) When you click on it, this EXACT window should come up.

Image 1



61.) Observe the highlighted Textbox.

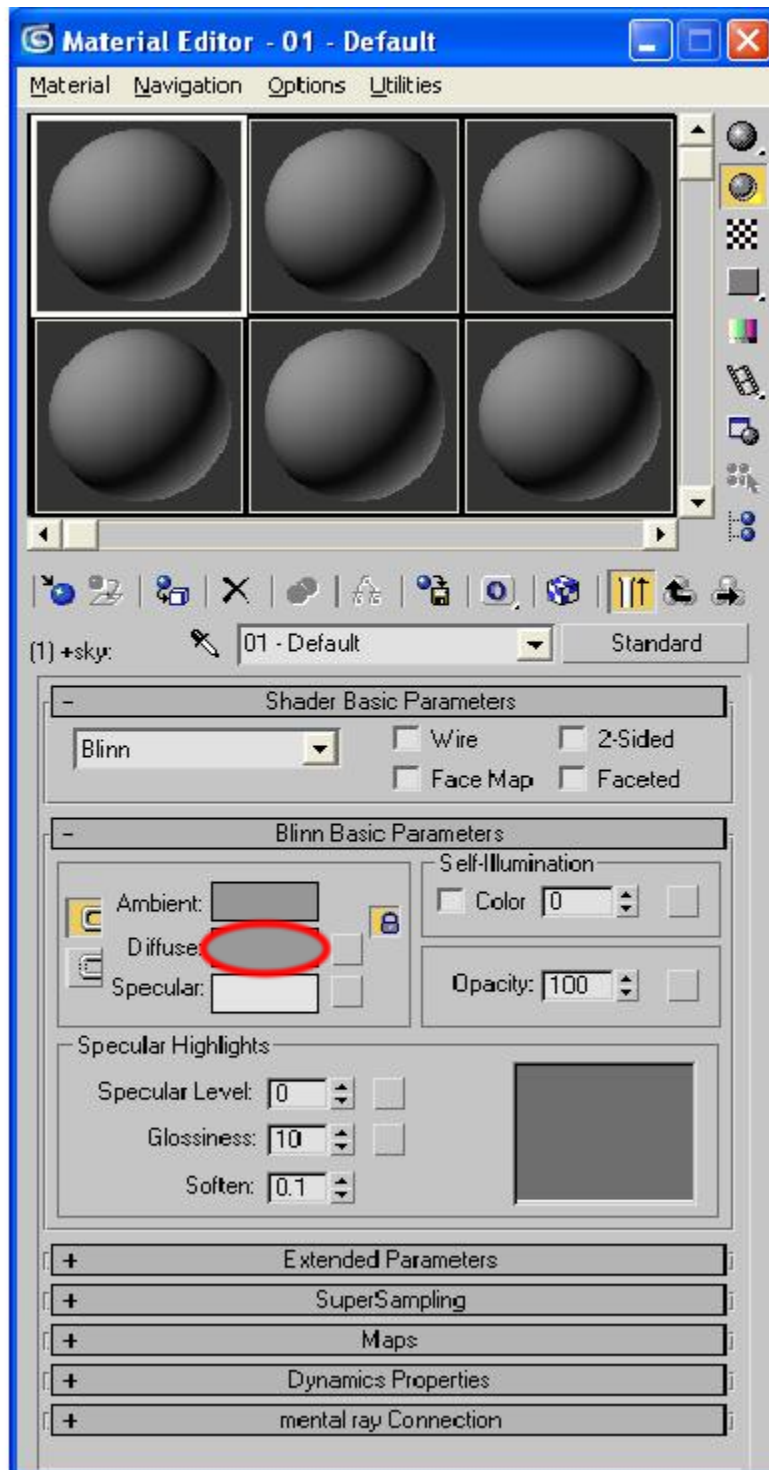
Image 2



You must change the content of this textbox to “+sky” also.

Then, in the picture below, notice the TWO DIFFUSE buttons. This is where you actually assign the texture. SO... click on the circled box.

Image 3

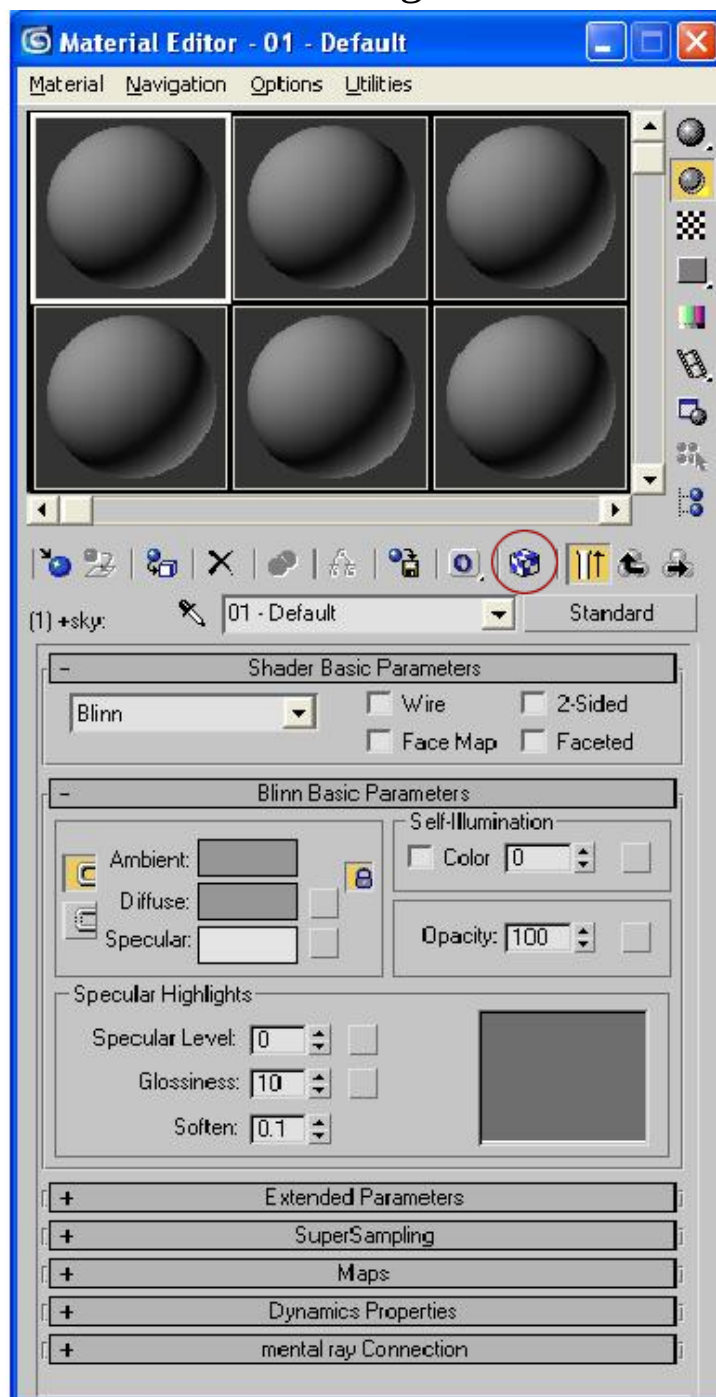


62.) Now, in the window that appears, you need to choose a color. WHAT color does not matter, but since it's the sky, and so you don't get confused later on, you should make it a shade of blue.

63.) Click on Close after you've selected a color.

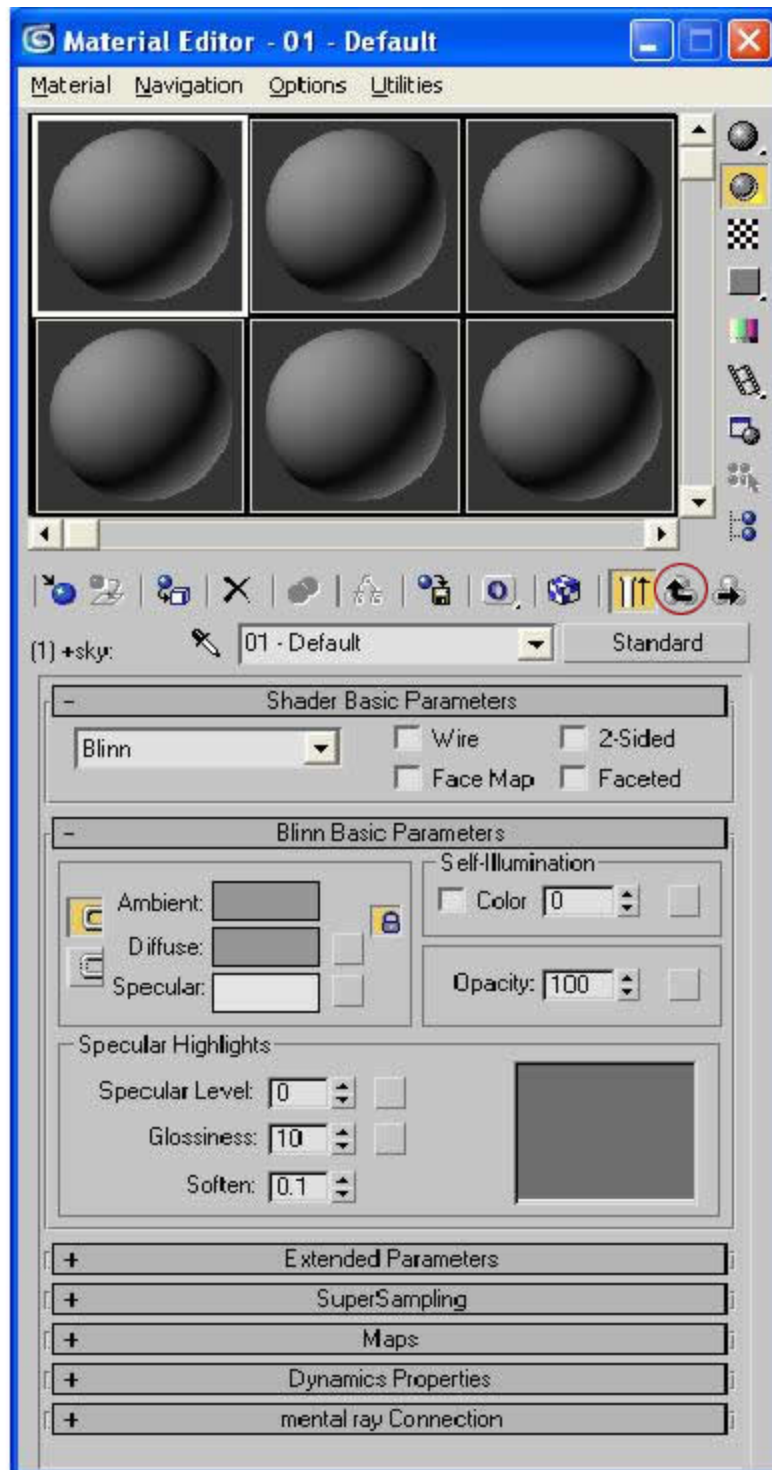
64.) Now, we need to make it so that the texture can show up on our 3ds Max scene. SO, click the circled blue and white checkered box button. "Show map in view port".

Image 4



65.) Once you hit that, and the background of the button turns yellow, you should hit the back to parent button. This button is circled below.

(Image 5)



66.) Go ALL the way back to the Material Index, which we said before was the window with all of the textures listed.

67.) Now, we need to name texture 2. Go to this row in the table, and in the circled part, type in box_floor.

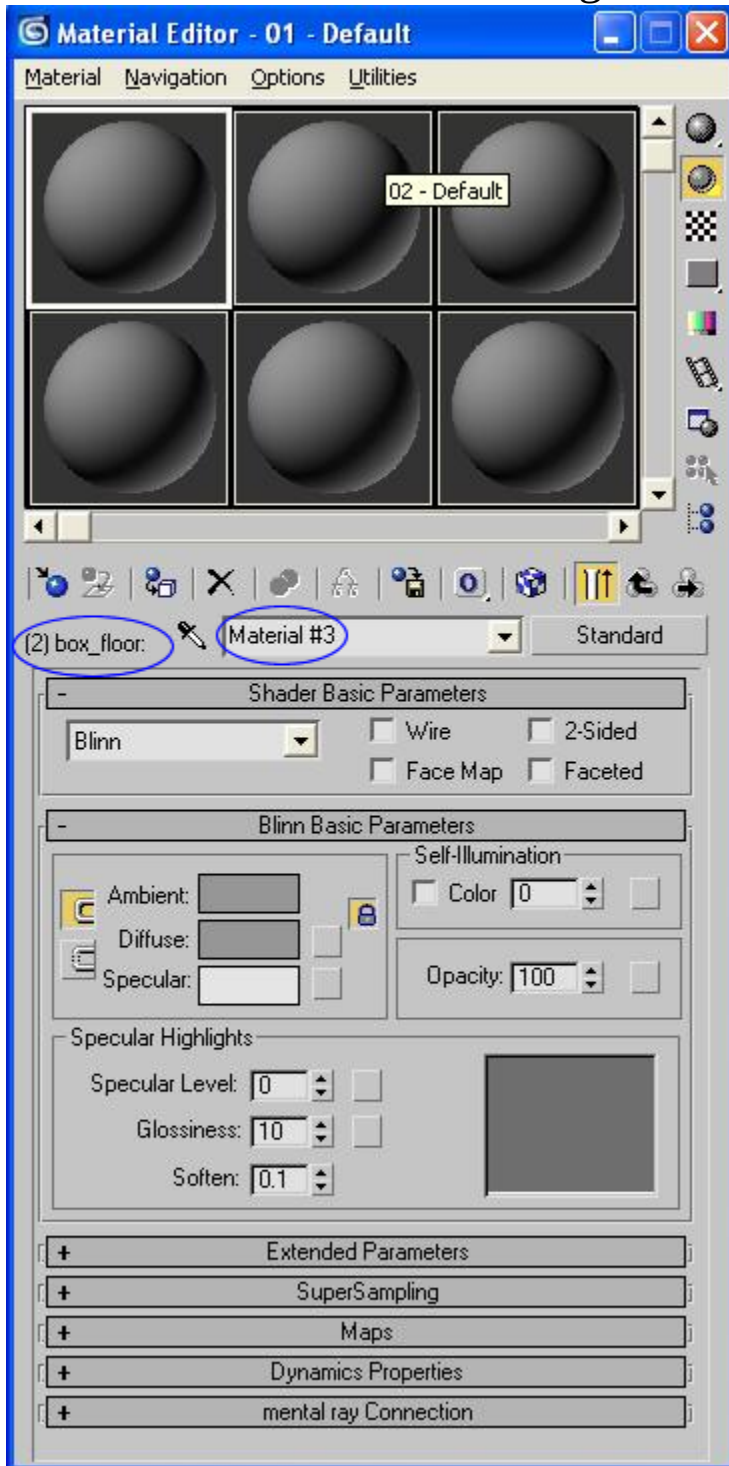
[2]	[]	Material #3 (Standard)
-----	----------------	------------------------

67.) When you finish naming it, press this button.

[2]	[]	Material #3 (Standard)
-----	----------------	------------------------

68.) Again, this window appears, only this time a few minor changes have occurred. They are circled below.

Image 6

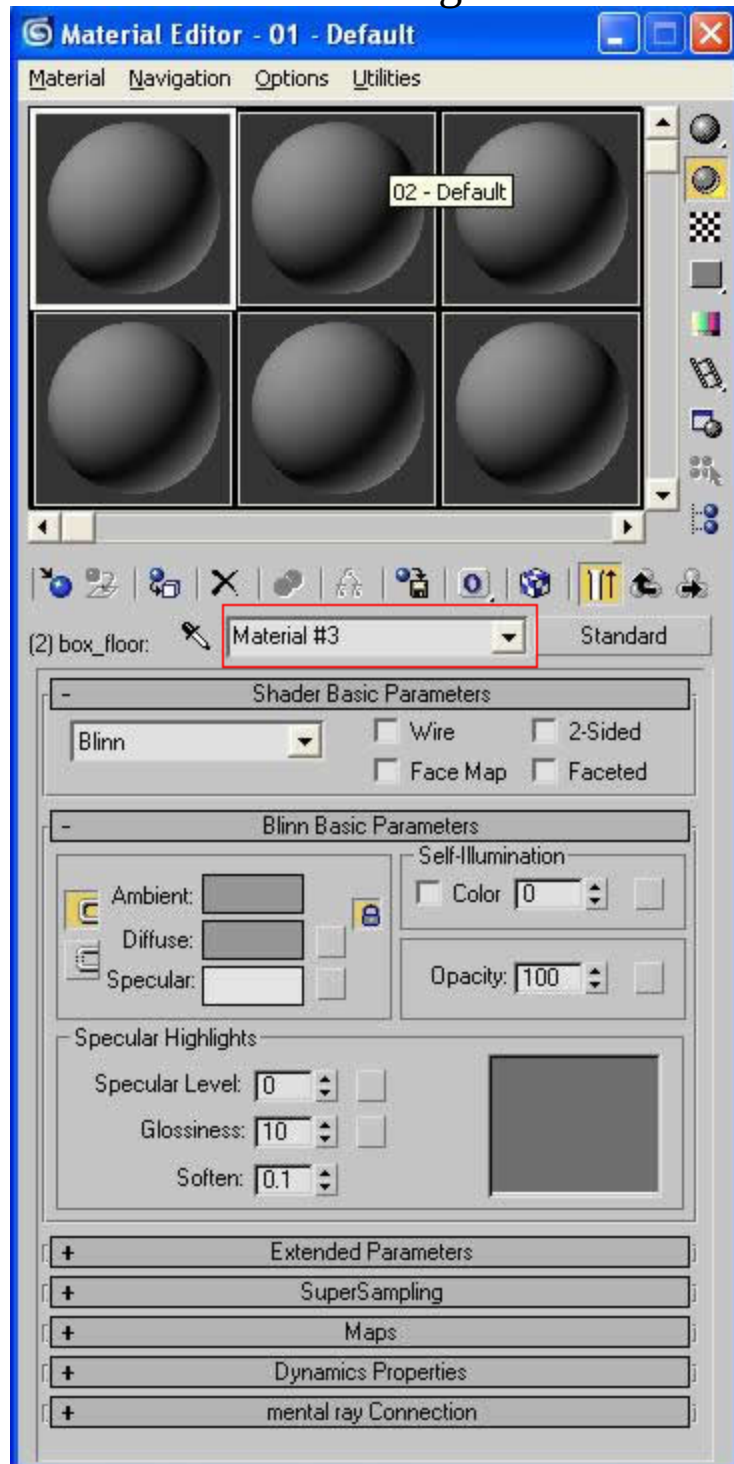


69.) Now, just like with +sky, we need to change the contents of the textbox next to the Standard button to the following:

“box_floor”

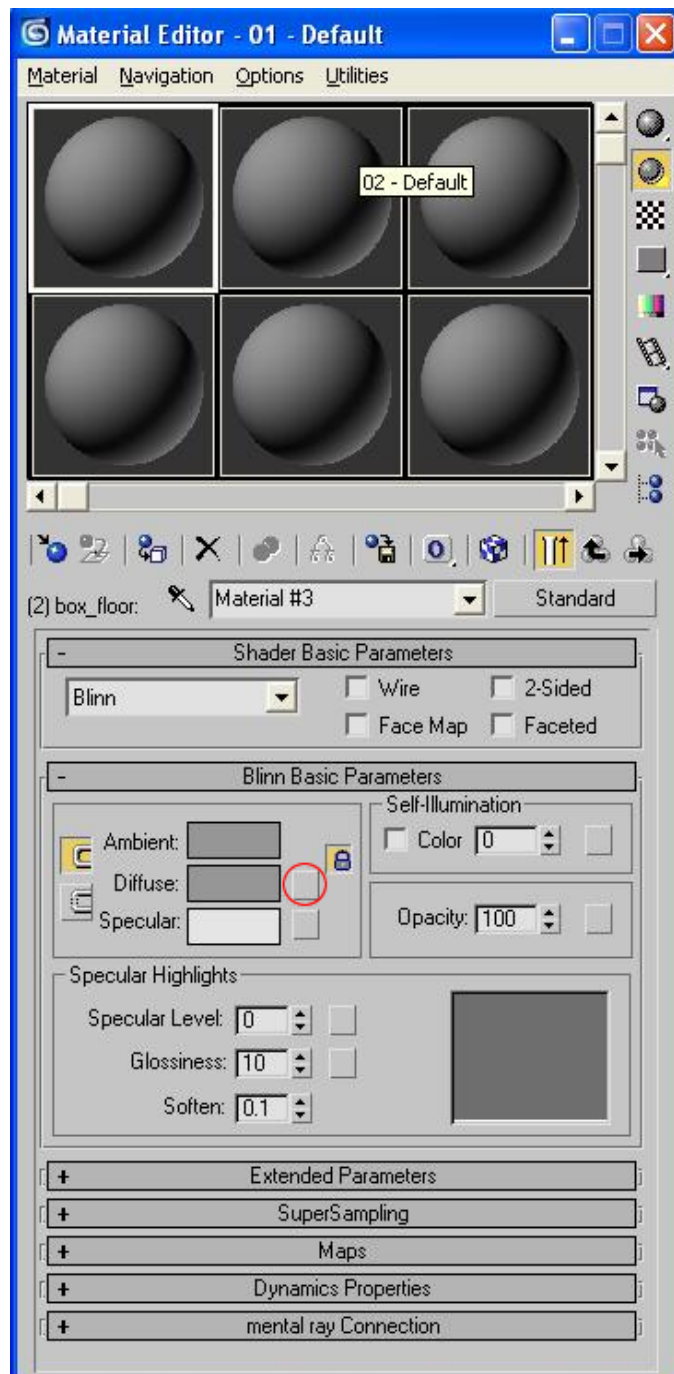
Text should be in the textbox below.

Image 7

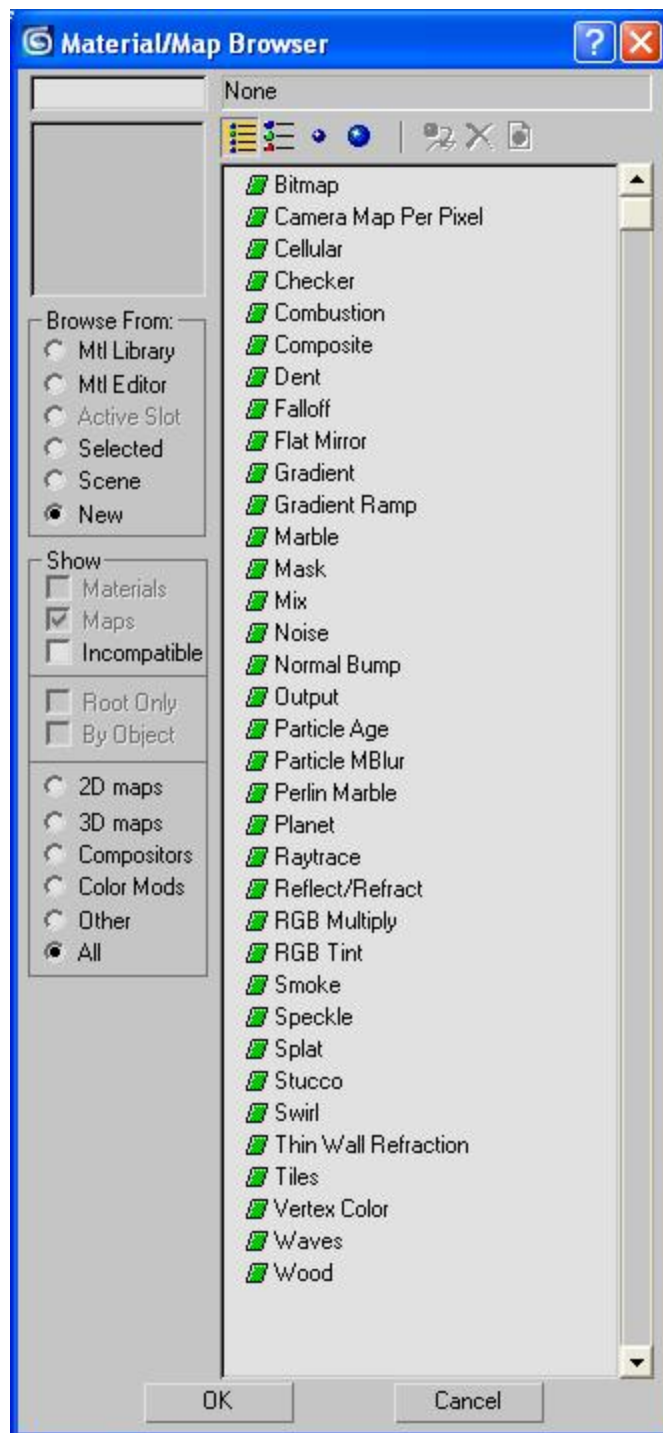


70.) Now, this is the part that is different than +sky. Since we do not want our floors to be a solid color, we are going to assign it a .TIF texture. These textures, if you remember, are already in our box\bitmaps folder. We put them in before we started texturing. A reminder: all textures must have a .TIF extension. So, now, we are going to click on the circled box in the image below.

Image 8



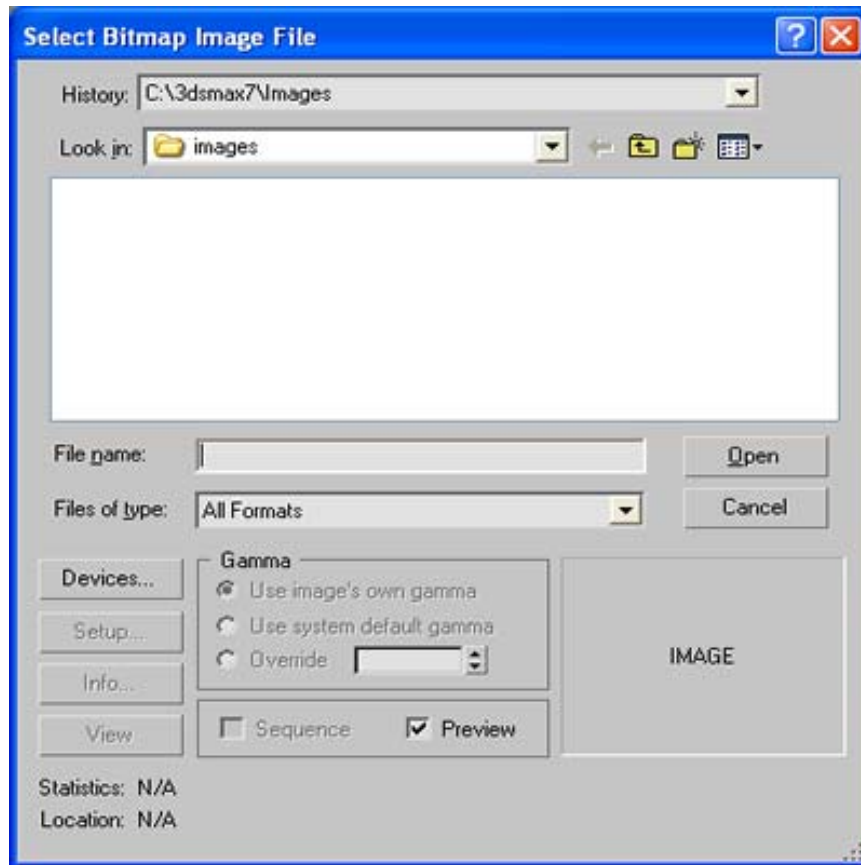
71.) Once you click on that box, this menu should show up.
Image 9



72.) Click at the very top, “Bitmap”, because we are using bitmaps to texture our maps. Double click it.

73.) The following window will appear.

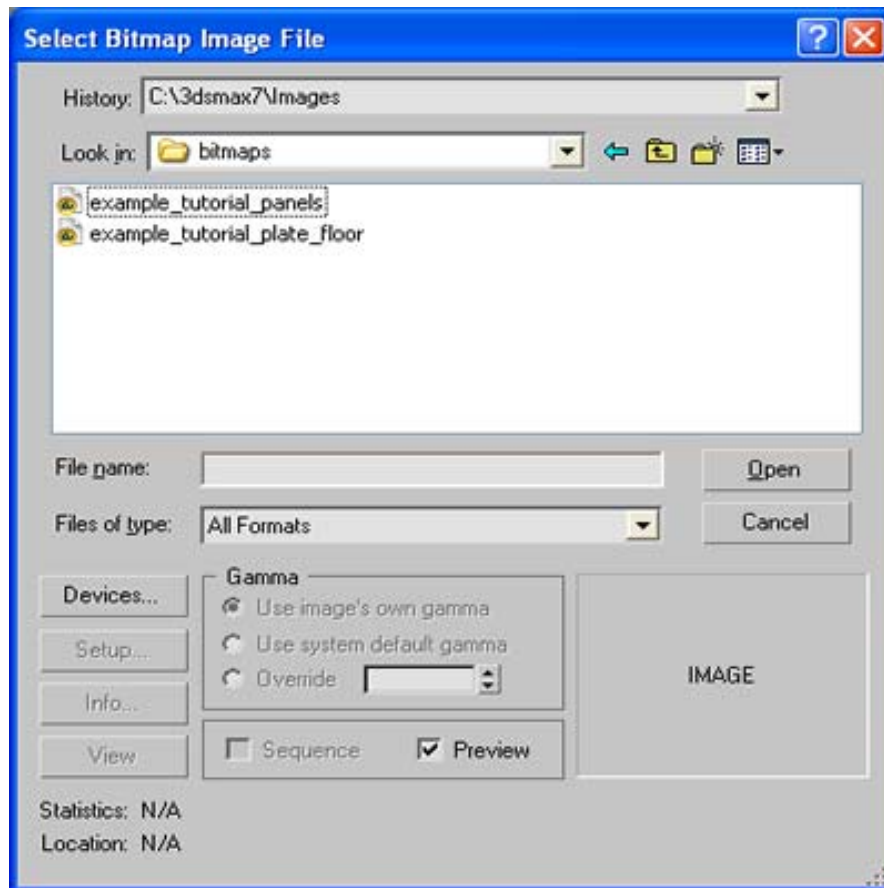
Image 10



At the very top, in the “Look in” text box, (circled) you need to make that folder your Halo CE\data\levels\box\bitmaps folder.

When you get there, it should appear like this:

Image 11



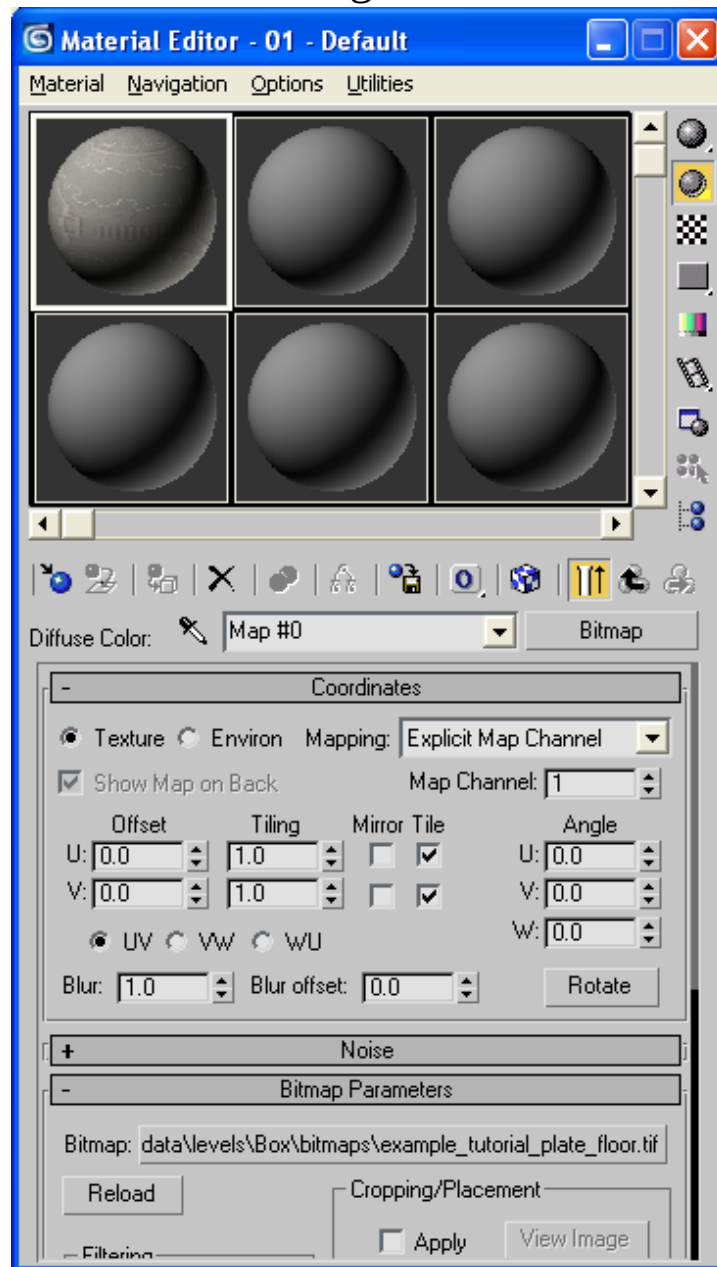
74.) Double click on...

“Example_tutorial_plate_floor”

This is going to be our FLOOR texture.

75.) Once you double click that bitmap, this window will appear.

Image 12



76.) Click the “Show Map in View-port” button, remember, that’s the button that looks like a blue and white checkered cube. It is right above the Bitmap button next to the Map #0 textbox.

77.) Hit the “Back to Parent”, then the “Show map in View-port” button again, the “Back to Parent” button again.

78.) Now, we need to name texture 3. Go to this row in the table, and in the circled part, type in box_walls.

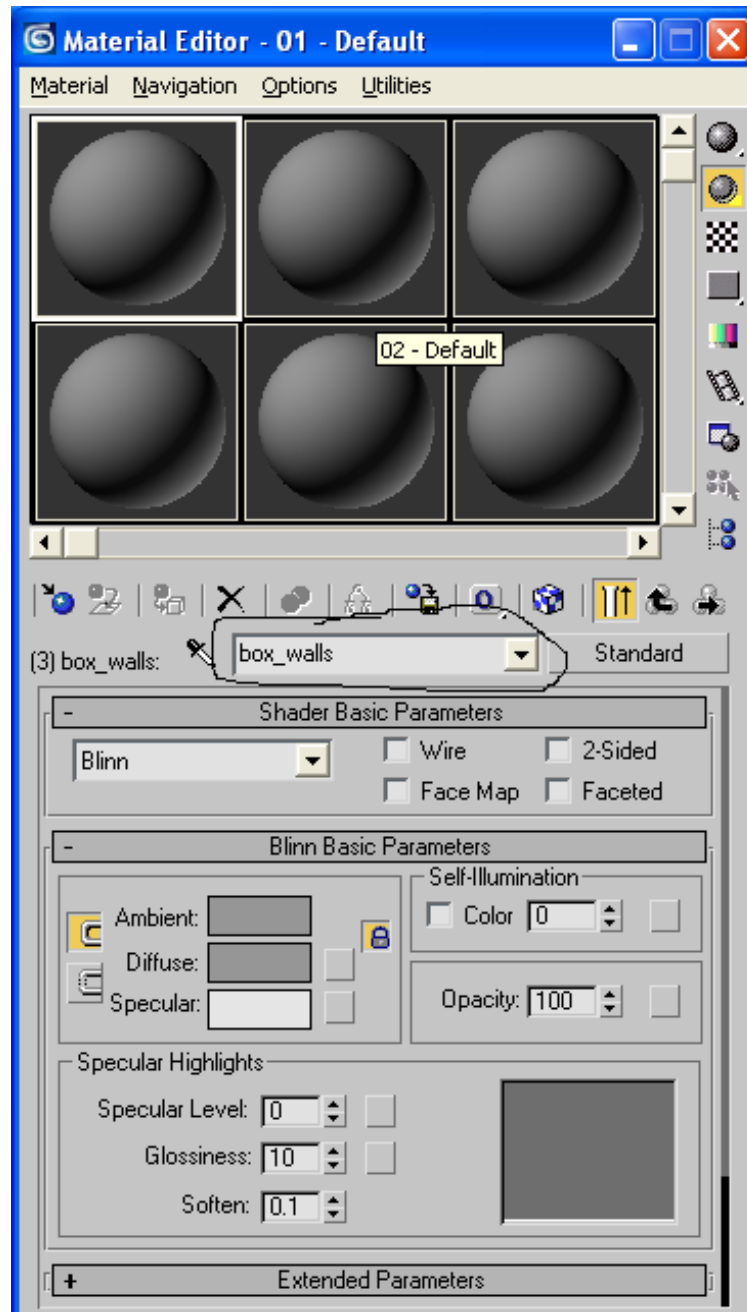
[3]	[]	Material #4 (Standard)
-----	----------------	------------------------

79.) When you finish naming it, press this button.

[3]	[]	Material #4 (Standard)
-----	----------------	------------------------

80.) Replace what is in the circled textbox with box_walls, too.

Image 13



81.) Once the texture is renamed, we'll hit the little grey square button next to Diffuse. (You may refer to image 8 if you need a reminder of what button to hit.)

82.) Hit bitmap, then OK.

83.) Once again, make the "Look in" folder your:

HaloCE\data\levels\Box\bitmaps

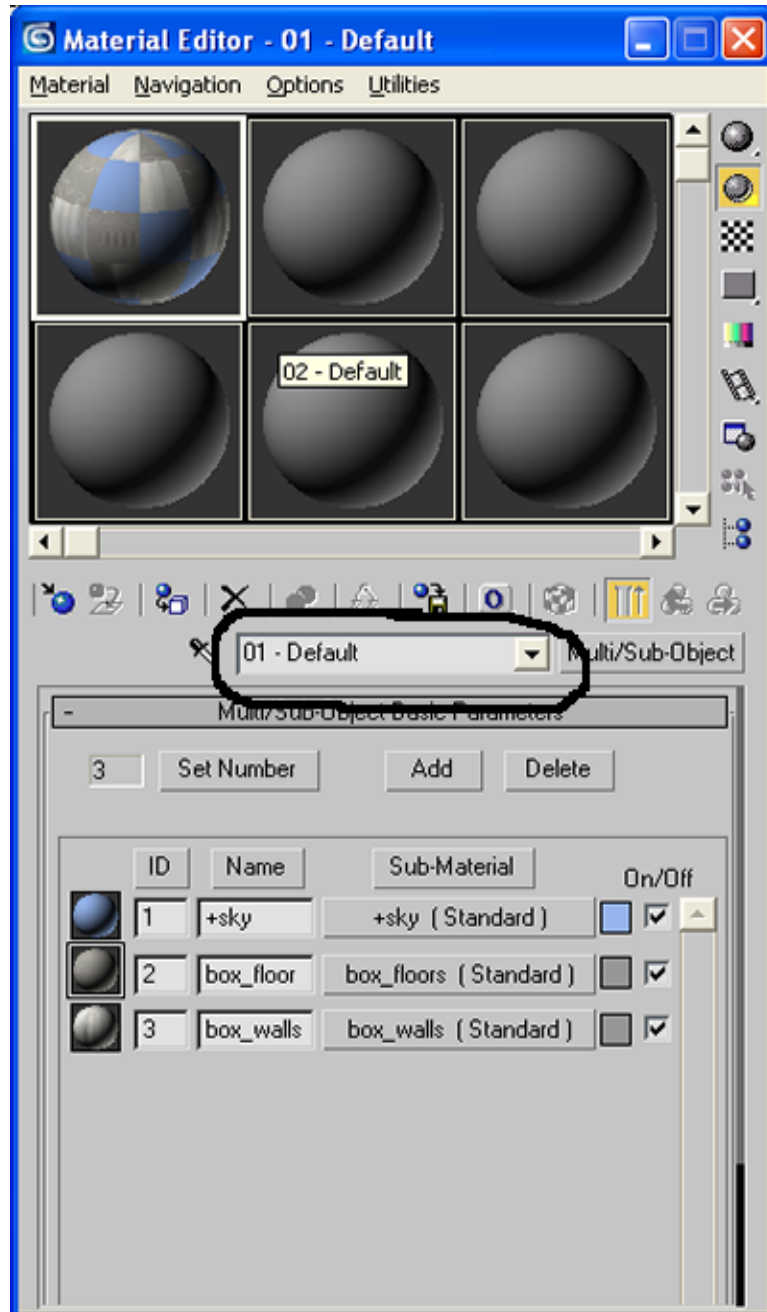
84.) This time, we are going to assign this texture the:

Example_tutorial_panels

85.) Hit, "Show map in View-port" button, then the "Back to Parent, then the "Show map in View-port" button again, the "Back to Parent" button again.

86.) Minimize your MATERIAL EDITOR so that you can move the camera around in your 3d Model. Then, select your box by clicking on it.

87.) Bring up your MATERIAL EDITOR again, and then, as your final task in the material editor, you need to hit the “Assign material to selection” button. It is circled in the button below.



88.) Close out of the material editor completely.

*89.) Now for an observation. If you view your box, you will see that all the textures you assigned in the material editor are placed in the proper spots. To explain...

When we selected the polygons on the top of the box, and assigned them an ID of one, we really were making them the sky.

When we selected the polygons on the bottom of the box and assigned them an ID of two, we were really assigning them the floor texture we made later on.

When we selected the polygons on the sides of the box and assigned them an ID of three, we really were assigning them the walls texture we made later on as well.

If you still don't understand this, look in the modifier tab, under the SURFACE PROPERTIES menu.

Remember this place? There is the Set ID, and Select ID. Enter select ID: 1 and all the polygons that are now blue, the texture we made the sky, are selected. Enter select ID: 2. all the polygons we added the floor texture to are now selected. Of course, if you enter select ID: 3, the polygons we added the wall texture to are now selected.

If you ever need to select one polygon and assign a texture to it, you can. Just select it, go into material editor, click the button that has the texture's name on it, and click the "assign material to selection" button.

NOW FOR THE UVW COORDINATES!

This is very easy to follow, but I cannot use pictures. Sorry.

Let's begin here...

- 1.) Go to your Select ID button under Surface Properties.
- 2.) Enter "1" (one).
- 3.) All of your sky, or top of the box map, should be highlighted.
- 4.) In your Main menu bar, you are going to see several menus you've probably never seen before. WE want to go up to the main menu and click:
 - Modifiers
 - UVW Coordinates
 - UVW Map
- 5.) You will see a new item above Editable Mesh in the list box underneath the textbox with "Modifier List" in it in the top right corner under all the tabs.
- 6.) Observe the Parameters menu. This is where you will stretch or scrunch your textures to make them look cool. There are several radio-buttons you can select and each one is for different types of maps.
 - Planar
 - Cylindrical
 - Spherical
 - Shrink Wrap
 - Box
 - Face
 - XYZ to UVW

The only two you need to worry about for this tutorial is planar, which is for floors and/or ceilings, and box, which

is for polygons that need to be modified by width, height, and length.

7.) Leave the Planar radio button under Parameters checked. Since it's the sky, we don't need to worry about stretching or scrunching the texture because we're going to add the sky later in another program.

8.) In the list box, it will look like this.

- +UVW Mapping

- + Editable Mesh

9.) Right click on UVW Mapping, and drag down to collapse all.

10.) Now, you're going to have to go back into your Polygon Selection tool, (red square) and in the Select ID box, you're going to type in 2.

11.) Go back to the Modifiers, UVW Coordinates, UVW Map.

12.) Leave the "Planar" button checked, and scroll down a bit until you get to where the Length and Width textboxes are. This is where you are going to decide how scrunched or stretched your texture will be.

13.) In the length box, enter in 300.

14.) Enter 300 in the width box as well.

15.) If you want to play around with it, do so. It doesn't have to be any certain number, but 300 X 300 is going to look good to Master Chief in Halo CE.

16.) Collapse All when you're ready by right clicking UVW Mapping and hitting Collapse All.

17.) Polygon Selection Tool, go to Select ID, Enter 3.

18.) Modifiers\UVW Coordinates\UVW Map.

19.) Select "Box" under parameters.

20.) Enter these dimensions or at least something close.

Length: 300

Width: 300

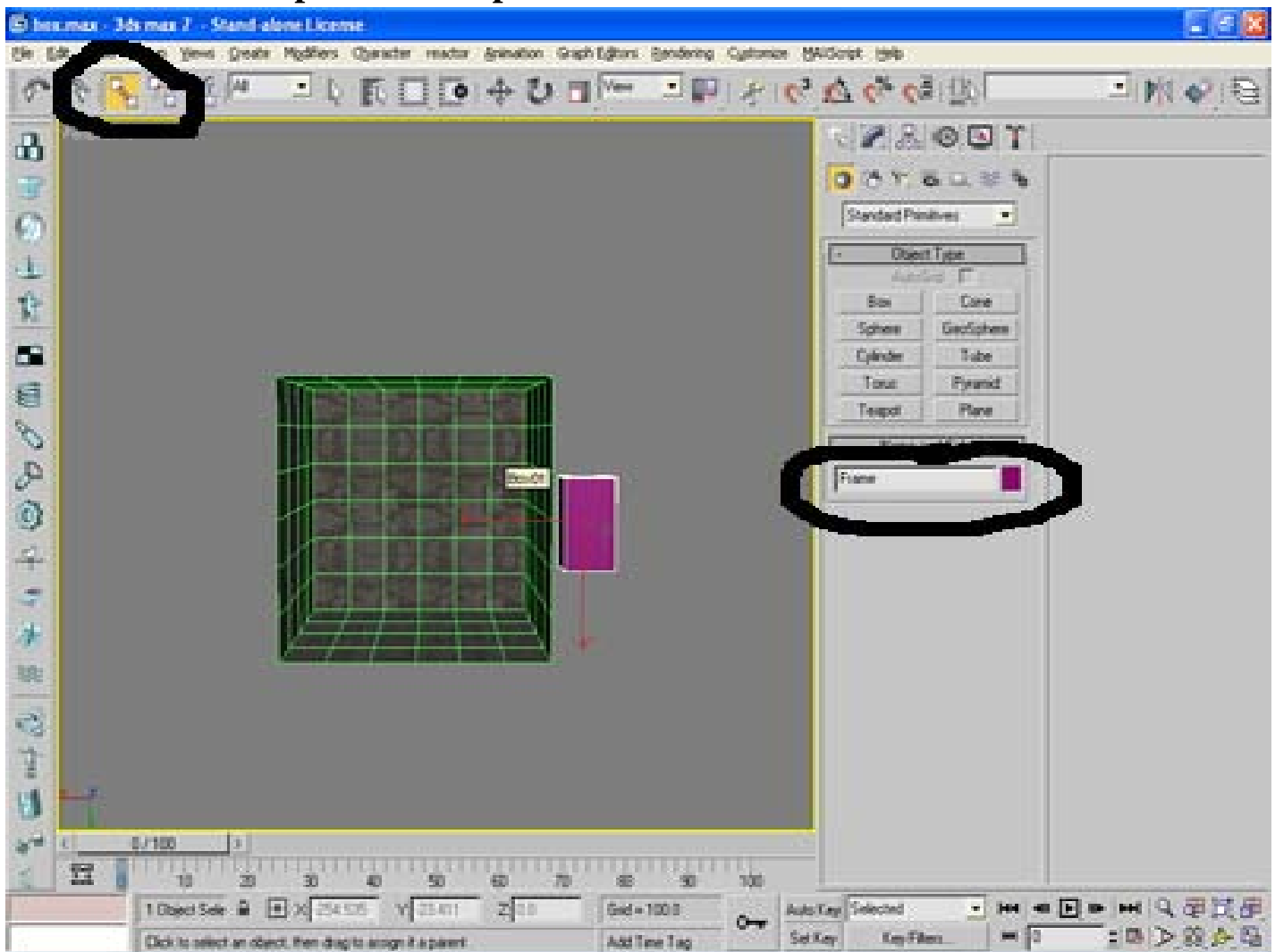
Height: 300

21.) Right click on UVW Map in the list box under the Modifier List Textbox, and Collapse All.

22.) Done texturing.

Building Frame\ Exporting Map

- 1.) You are almost done with 3ds Max! All that's left is the frame and exporting! LET'S DO IT!
- 2.) Open your 3ds Max 7 map, BOX.
- 3.) Go to your create tab. (should be default tab)
- 4.) Click on "Box"
- 5.) Make a small box next to your map.
- 6.) Underneath the list of shapes you can make, there is a "Name and Color tab".
- 7.) The name of it should be "box #".
- 8.) Change the name of it to "Frame". You can change the name in the textbox right under the "Name and Color" Tab.
- 9.) When you finish naming it in the circled textbox, click the tool I selected in the upper right corner. This is the select and link tool. We need to link our map to our frame, or else our map will not export.



- 10.) Once the select and link tool is selected, click and drag from your Level box to your Frame box, the one we already textured.
- 11.) Nothing will happen. Nothing is supposed to happen.
- 12.) Your frame is built! Hooray!
- 13.) Now, for exporting.
- 14.) Click file, then export. NOT EXPORT SELECTED. Export!
- 15.) Navigate to your Halo CE\data\levels\box\models folder.
- 16.) Make the name "Box".
- 17.) Save it as a .JMS file. You won't be able to save it as a .JMS unless you have Blitzkrieg, which you can download... HERE: <http://hce.halomaps.org/index.cfm?pg=3&fid=1639>
- 18.) Click Save. If you linked the two boxes, Frame and Box01 correctly, it will export successfully. If not, you might need to try linking again.
- 19.) Now, you can quit out of your 3ds Max 7 scene. You're done with it.

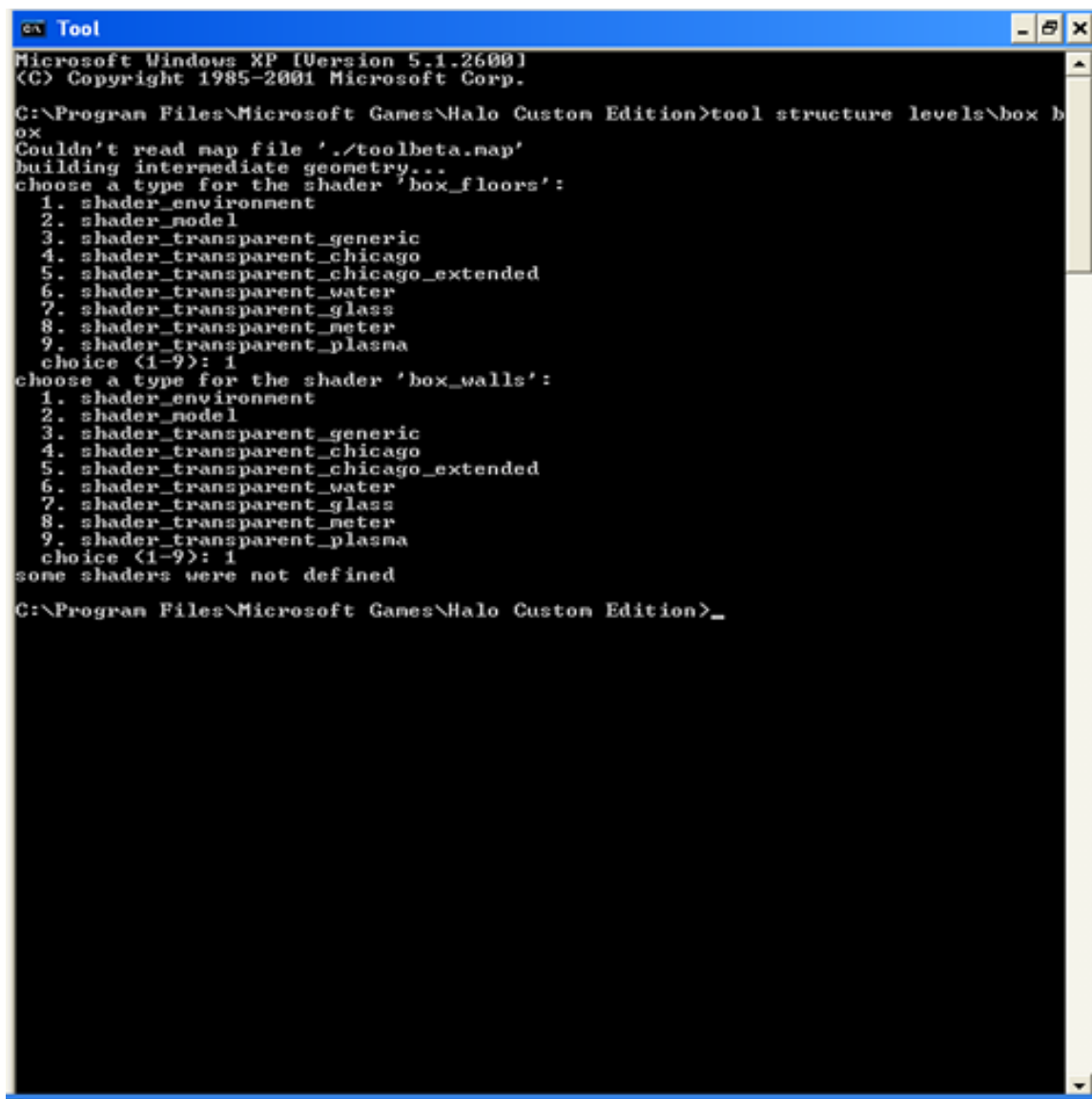
Tool, Guerilla, Sapien

1.) Tool, Guerilla, and Sapien are the last steps to making your map. Tool is the compiler, Guerilla is for details like Sky, texture properties, and Starting weapons, and Sapien is where you add tags to your actual map. It's going to take quite a while to get there however.

2.) Open up Tool.exe.

3.) Type in the following text.

Tool structure levels\Box Box



```
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Program Files\Microsoft Games\Halo Custom Edition>tool structure levels\box box
Couldn't read map file './toolbeta.map'
building intermediate geometry...
choose a type for the shader 'box_floors':
1. shader_environment
2. shader_model
3. shader_transparent_generic
4. shader_transparent_chicago
5. shader_transparent_chicago_extended
6. shader_transparent_water
7. shader_transparent_glass
8. shader_transparent_meter
9. shader_transparent_plasma
choice (1-9): 1
choose a type for the shader 'box_walls':
1. shader_environment
2. shader_model
3. shader_transparent_generic
4. shader_transparent_chicago
5. shader_transparent_chicago_extended
6. shader_transparent_water
7. shader_transparent_glass
8. shader_transparent_meter
9. shader_transparent_plasma
choice (1-9): 1
some shaders were not defined

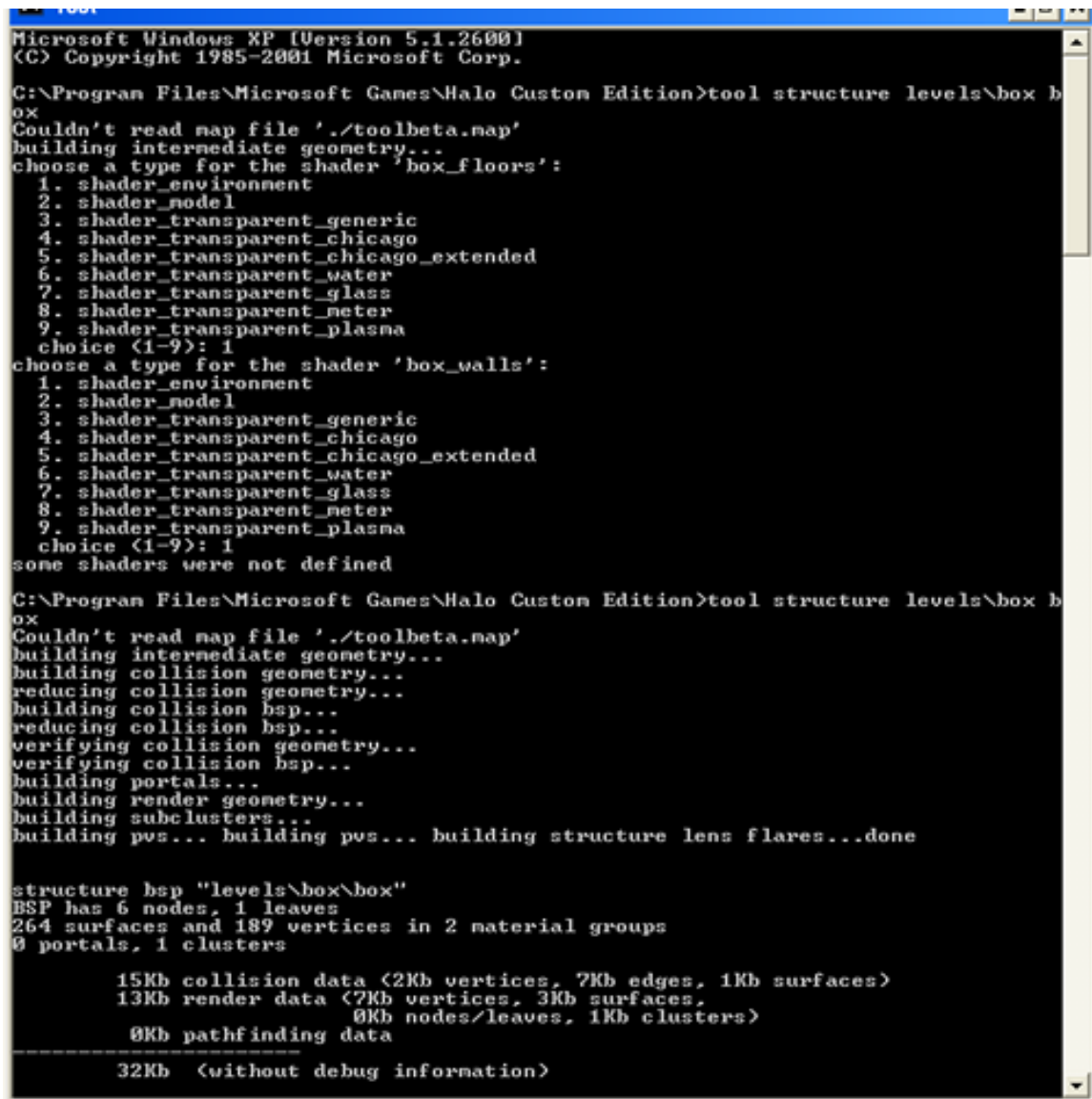
C:\Program Files\Microsoft Games\Halo Custom Edition>_
```

When you type it in, the list of options 1-9, as you can see in the picture above, will appear. Enter 1 for both of them. Make it look like the picture.

4.) Then, enter the same text as before.

Tool structure levels\box box

It should now look like this.



```
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Program Files\Microsoft Games\Halo Custom Edition>tool structure levels\box b
ox
Couldn't read map file './toolbeta.map'
building intermediate geometry...
choose a type for the shader 'box_floors':
  1. shader_environment
  2. shader_model
  3. shader_transparent_generic
  4. shader_transparent_chicago
  5. shader_transparent_chicago_extended
  6. shader_transparent_water
  7. shader_transparent_glass
  8. shader_transparent_meter
  9. shader_transparent_plasma
choice <1-9>: 1
choose a type for the shader 'box_walls':
  1. shader_environment
  2. shader_model
  3. shader_transparent_generic
  4. shader_transparent_chicago
  5. shader_transparent_chicago_extended
  6. shader_transparent_water
  7. shader_transparent_glass
  8. shader_transparent_meter
  9. shader_transparent_plasma
choice <1-9>: 1
some shaders were not defined

C:\Program Files\Microsoft Games\Halo Custom Edition>tool structure levels\box b
ox
Couldn't read map file './toolbeta.map'
building intermediate geometry...
building collision geometry...
reducing collision geometry...
building collision bsp...
reducing collision bsp...
verifying collision geometry...
verifying collision bsp...
building portals...
building render geometry...
building subclusters...
building pvs... building pvs... building structure lens flares...done

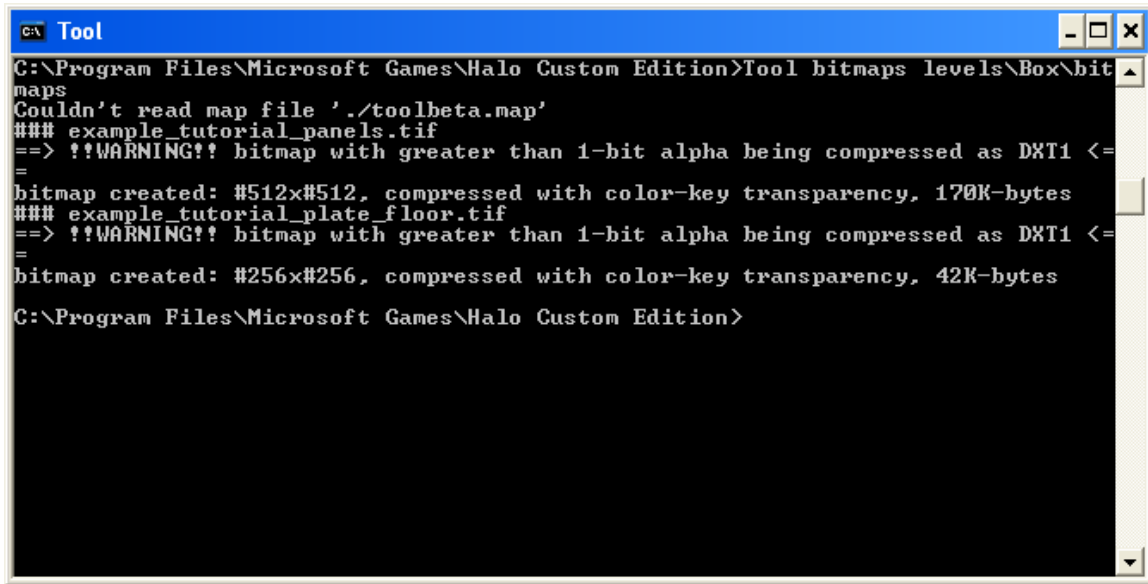
structure bsp "levels\box\box"
BSP has 6 nodes, 1 leaves
264 surfaces and 189 vertices in 2 material groups
0 portals, 1 clusters

    15Kb collision data <2Kb vertices, 7Kb edges, 1Kb surfaces>
    13Kb render data <7Kb vertices, 3Kb surfaces,
                   0Kb nodes/leaves, 1Kb clusters>
    0Kb pathfinding data
-----
    32Kb <without debug information>
```

5.) Now to make the bitmaps.

6.) Enter, in tool, this text.

7.) It should look like this:

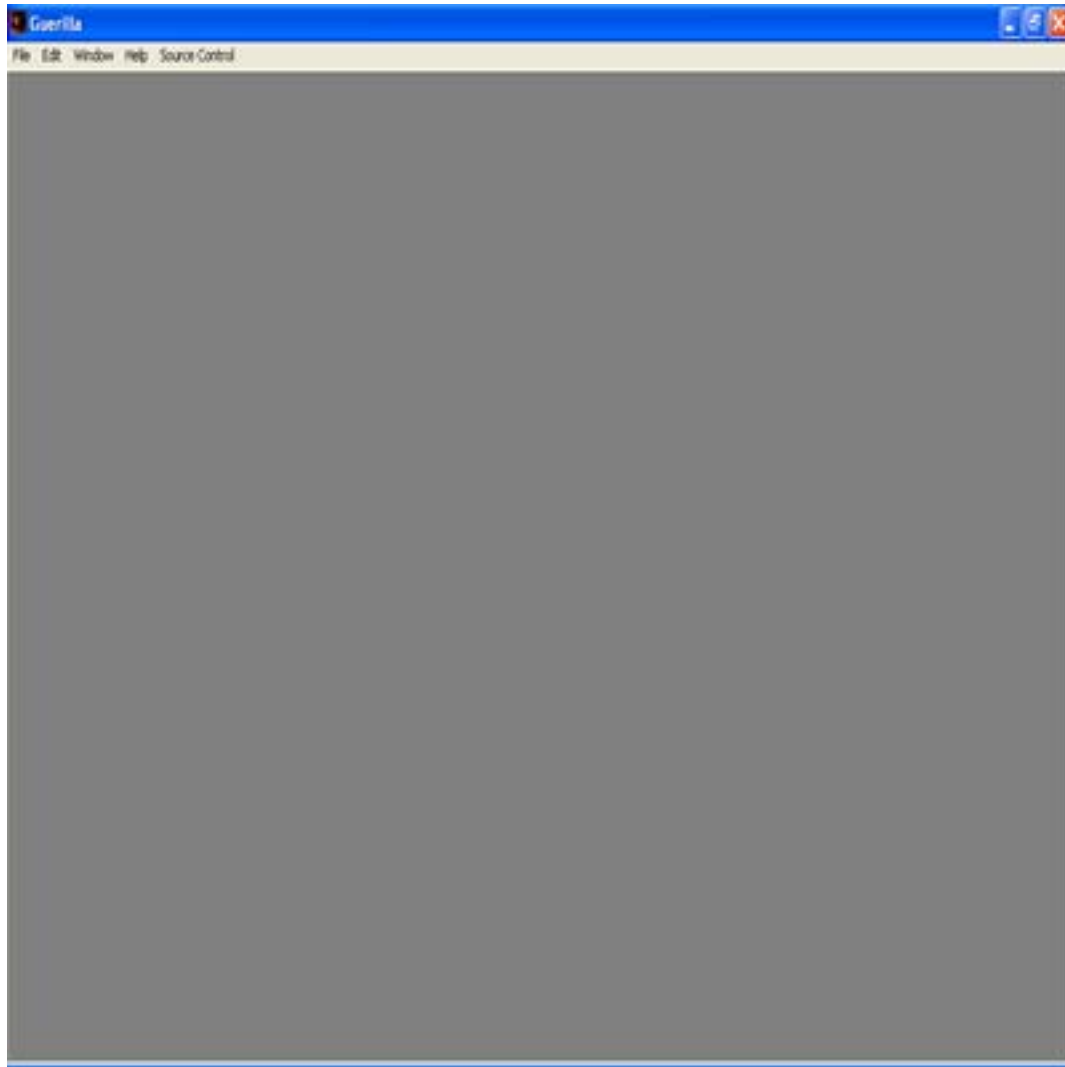


```
C:\ Tool
C:\Program Files\Microsoft Games\Halo Custom Edition>Tool bitmaps levels\Box\bitmaps
Couldn't read map file './toolbeta.map'
### example_tutorial_panels.tif
==> !!WARNING!! bitmap with greater than 1-bit alpha being compressed as DXT1 <=
=
bitmap created: #512x#512, compressed with color-key transparency, 170K-bytes
### example_tutorial_plate_floor.tif
==> !!WARNING!! bitmap with greater than 1-bit alpha being compressed as DXT1 <=
=
bitmap created: #256x#256, compressed with color-key transparency, 42K-bytes
C:\Program Files\Microsoft Games\Halo Custom Edition>
```

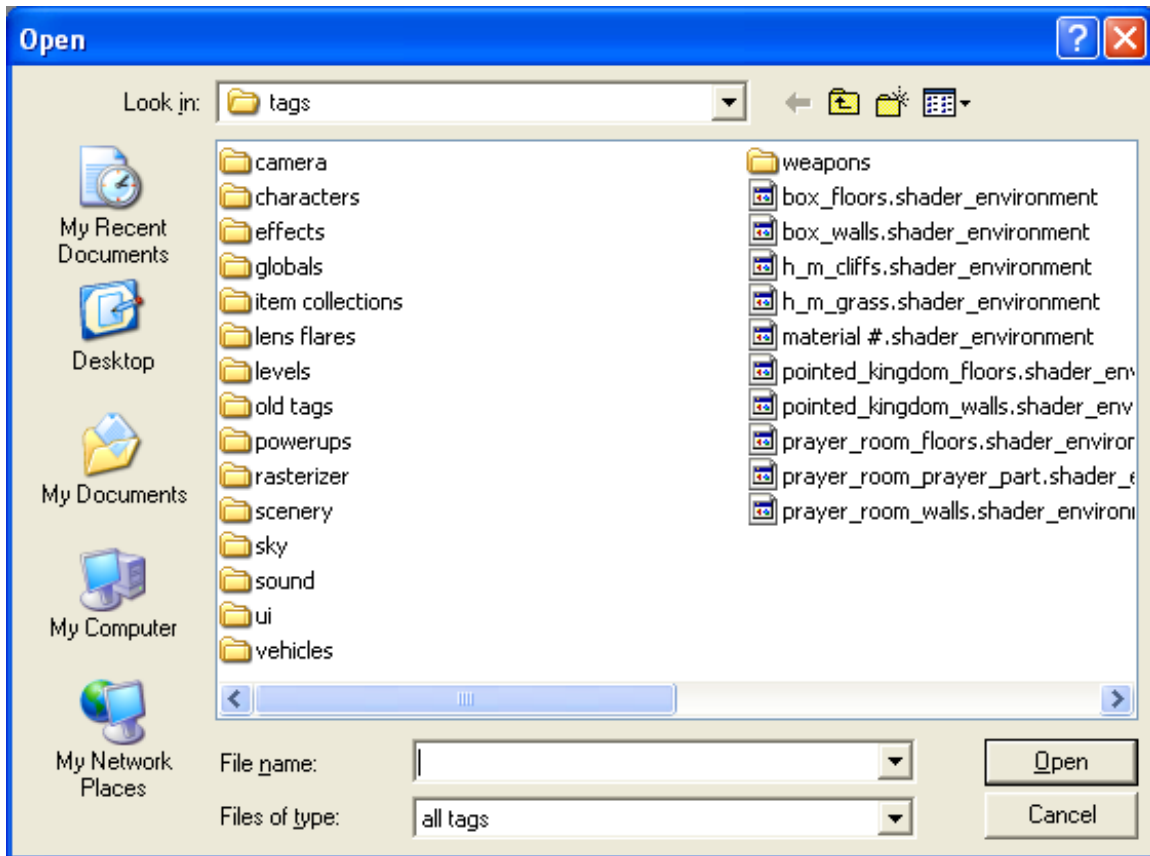
8.) Then, type in this text:

Guerilla

9.) This window will come up. Guerilla...

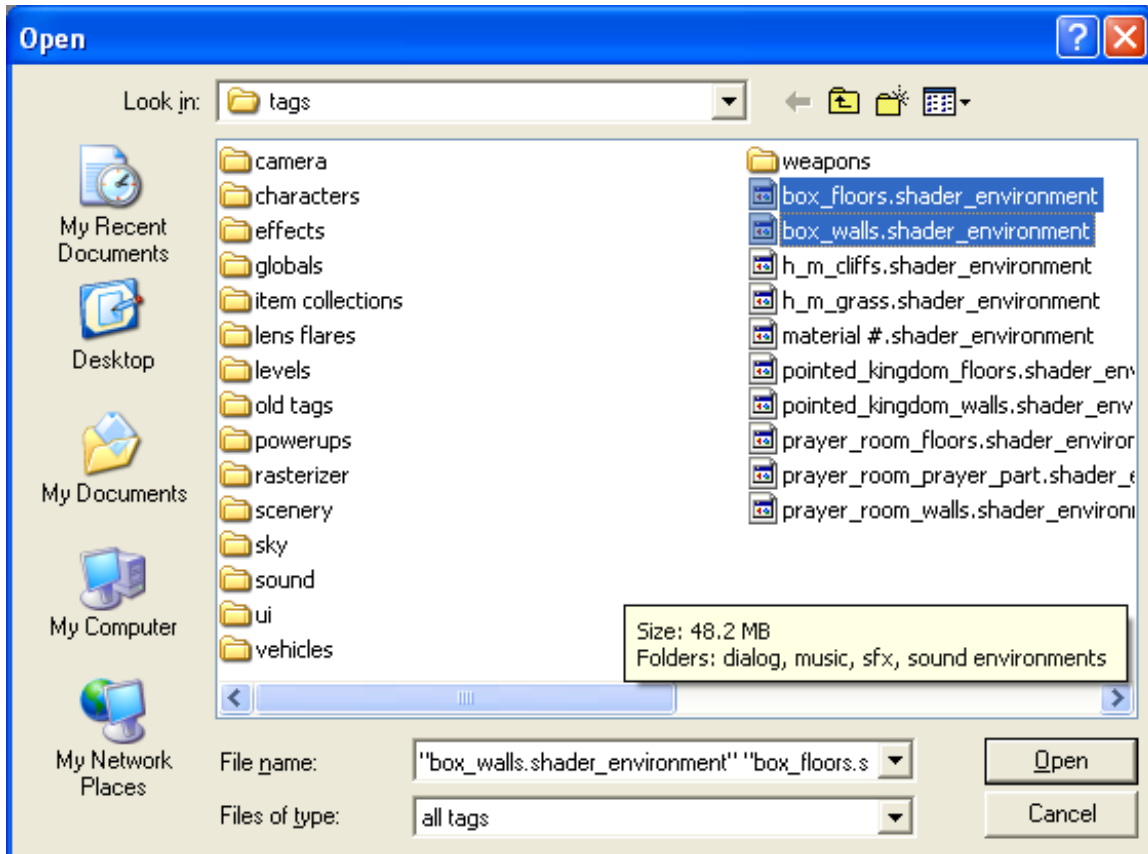


10.) File, Open, and then this window will come up.



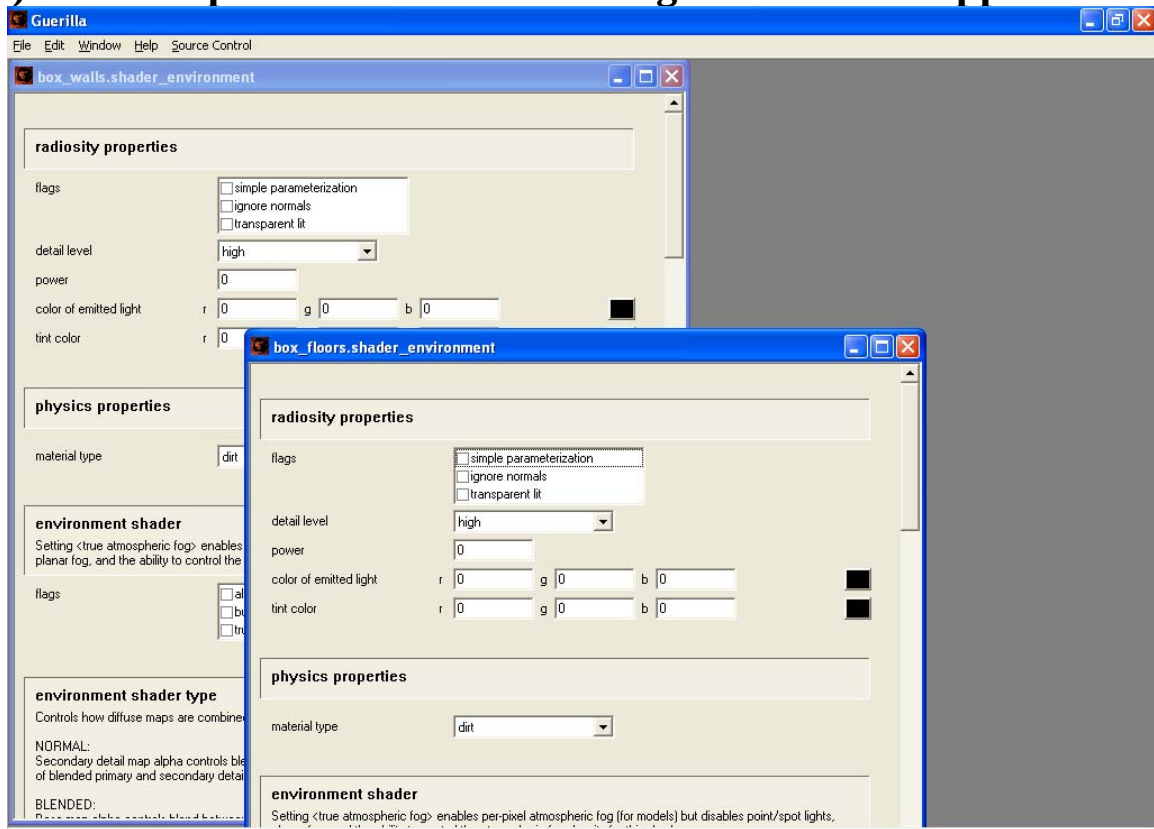
If this exact window doesn't pop up, then just navigate to your Halo CE\tags folder. NO BIGGY!

11.) Highlight the two shader_environments we just made. (Don't worry about the other shader_environments. We only want the box_floors.shader_environment and the box_walls.shader_environment.) It should look like this...

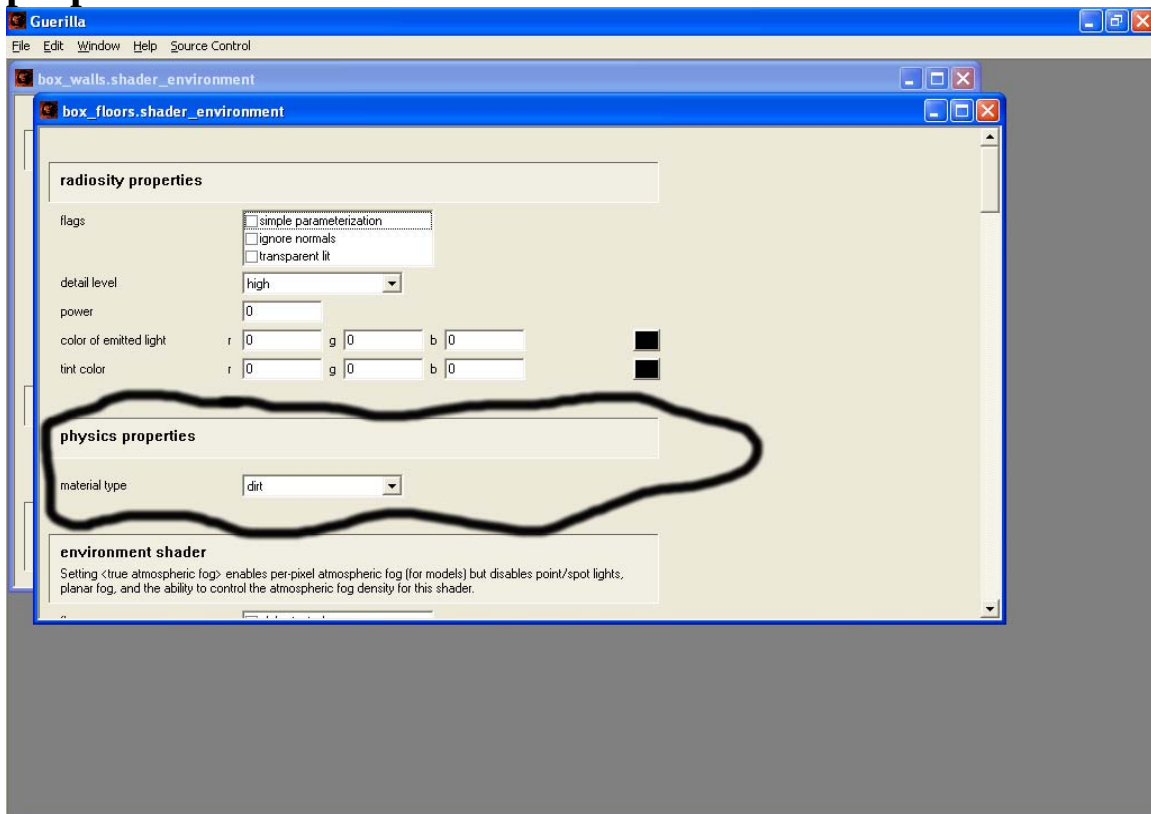


If these two shader_environment files don't show up you didn't do run the bitmaps line of text in tool. You'll have to go back and do that.

12.) Hit the Open button. The following windows will appear.



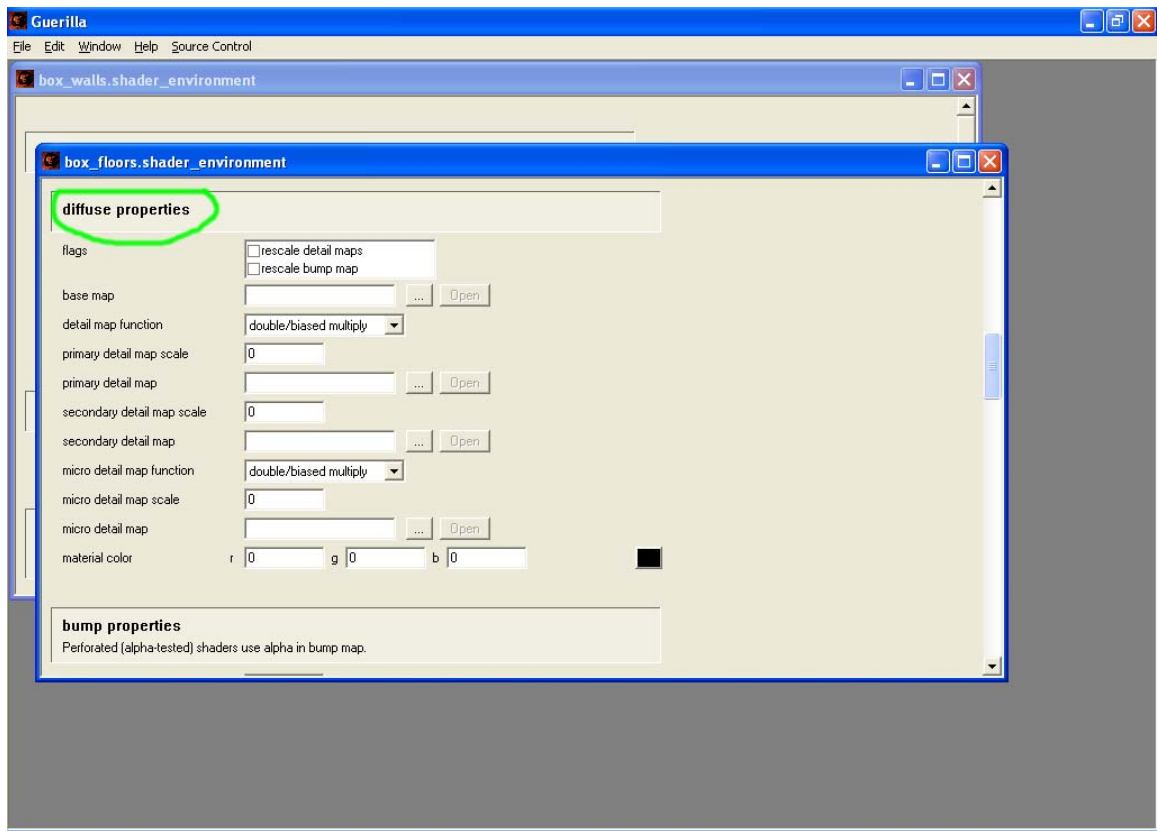
13.) We'll start with box_floors.shader_environment. As shown in the picture, the second list of properties is the physics properties.



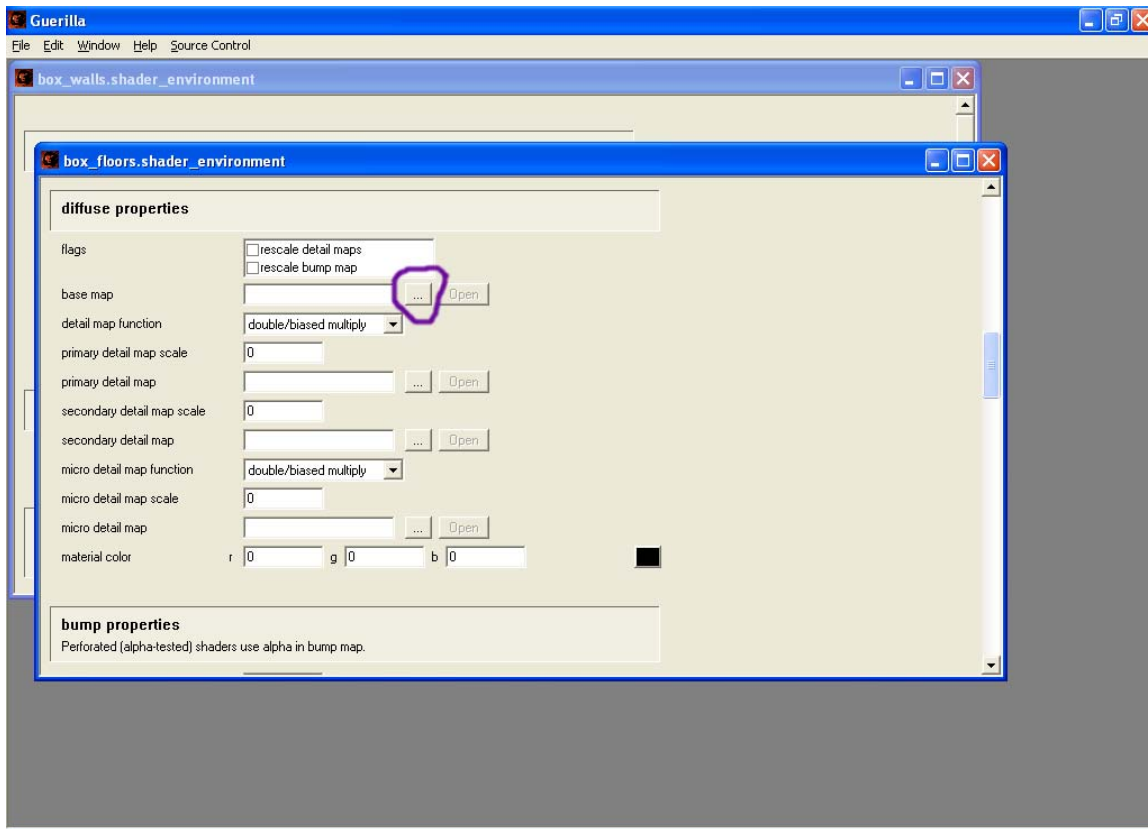
14.) Change the material type to “metal (thick).” This makes the floor metal, so when you shoot or punch it, it makes a metallic sound.

15.) Scroll down just a bit in the box_floor.shader_environment window until you get to “Diffuse Properties”.

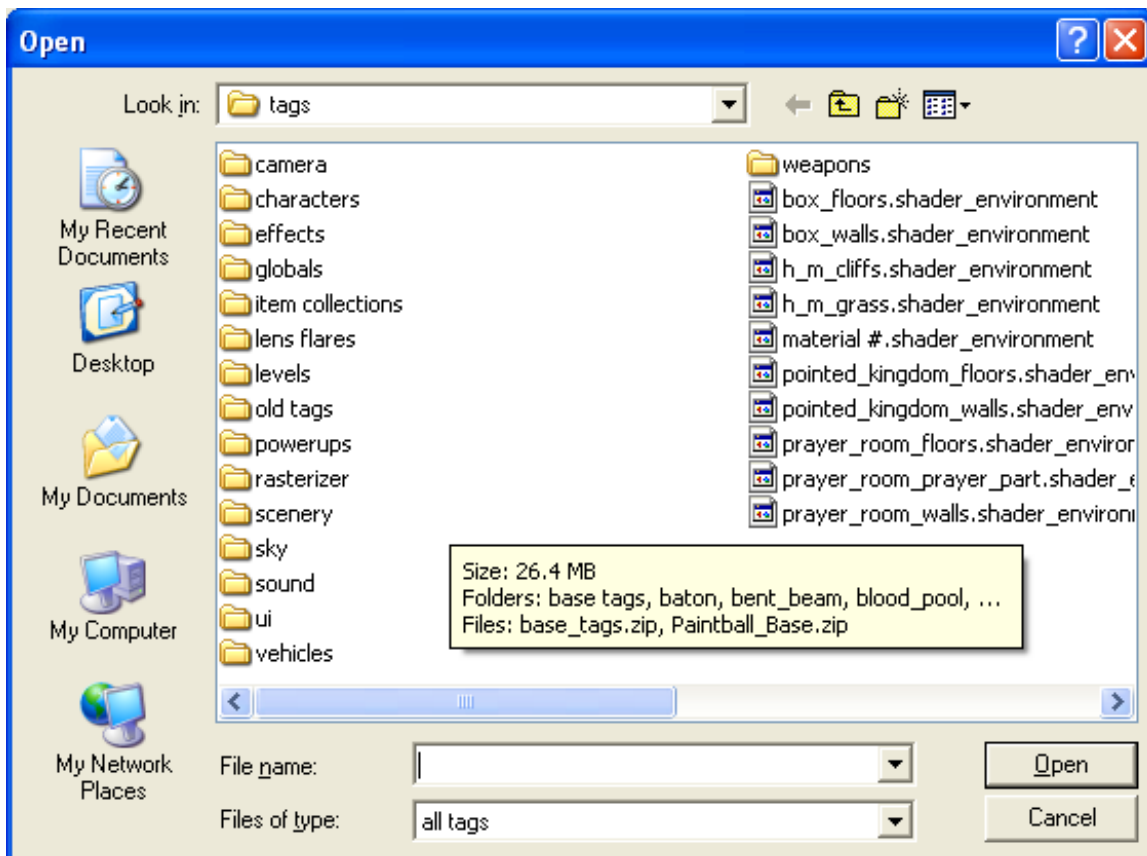
It should look like this.



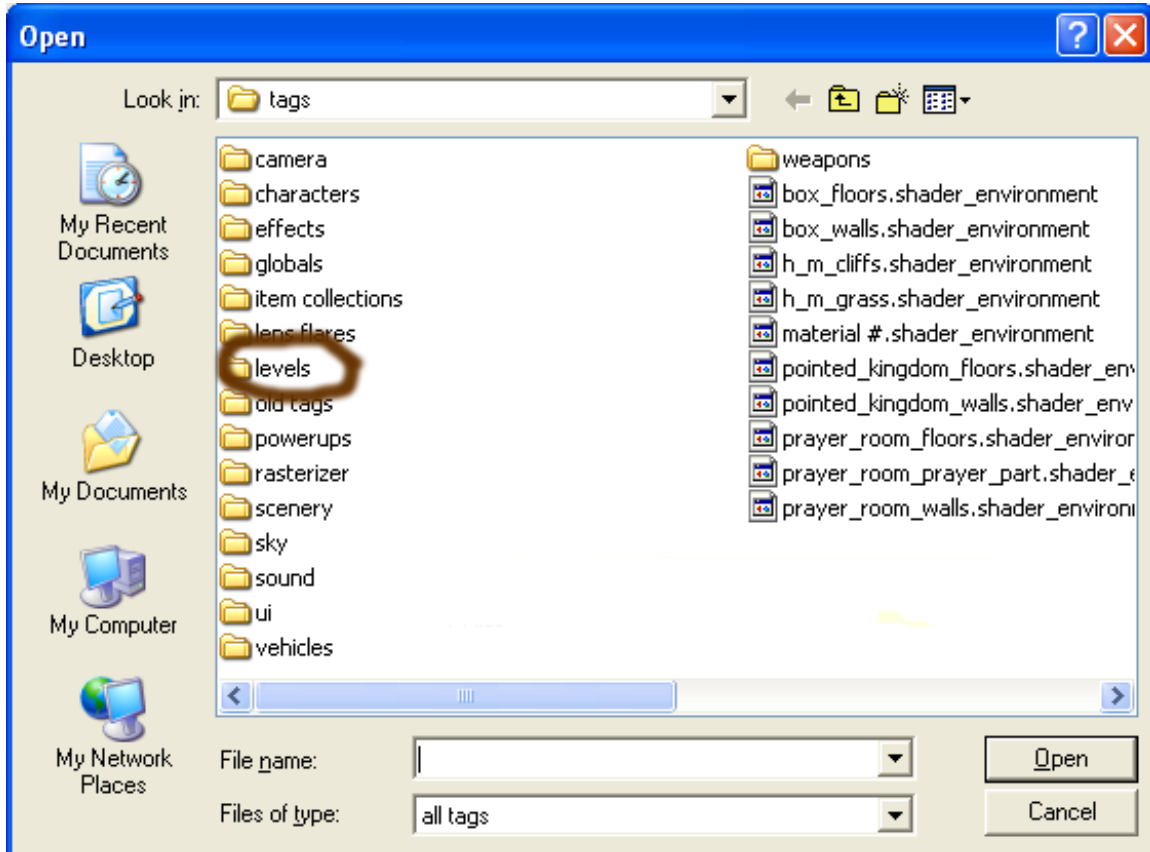
16.) In THIS image, (below) it shows you the button you need to click under Diffuse Properties.



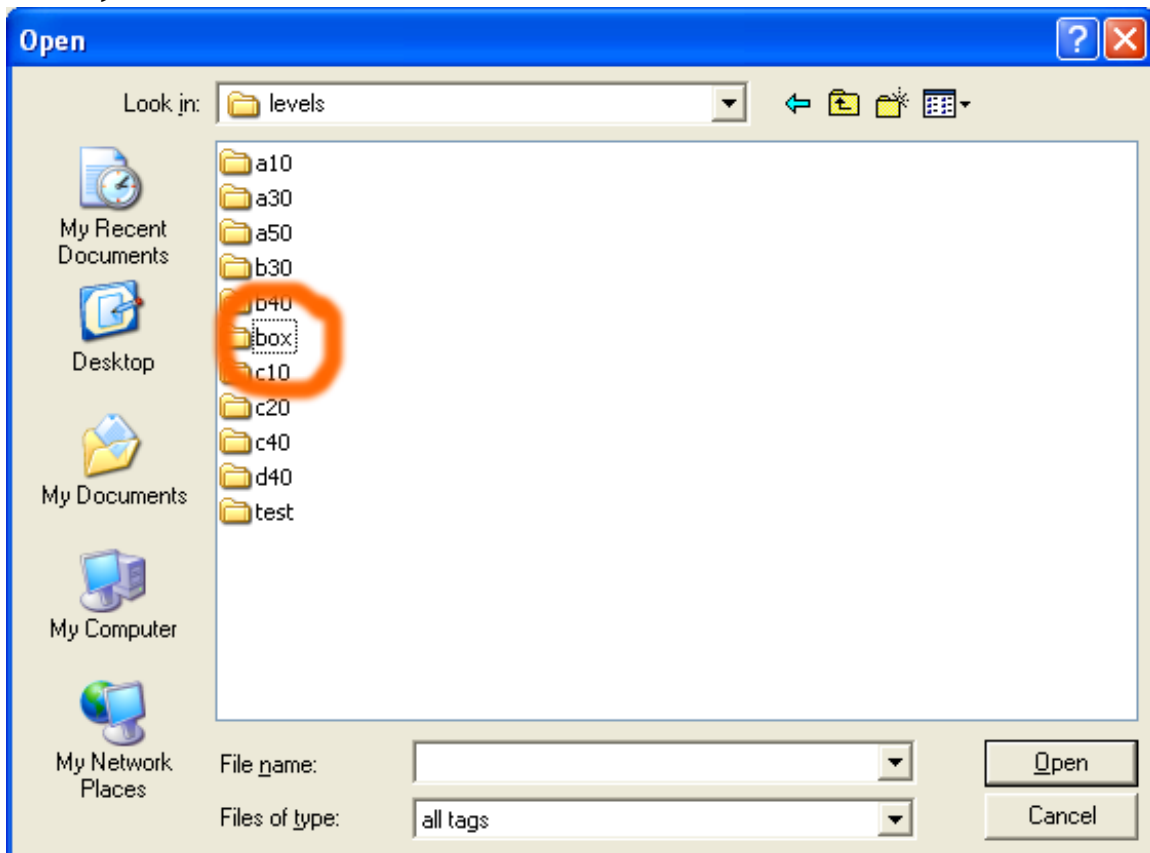
17.) This window should show up.



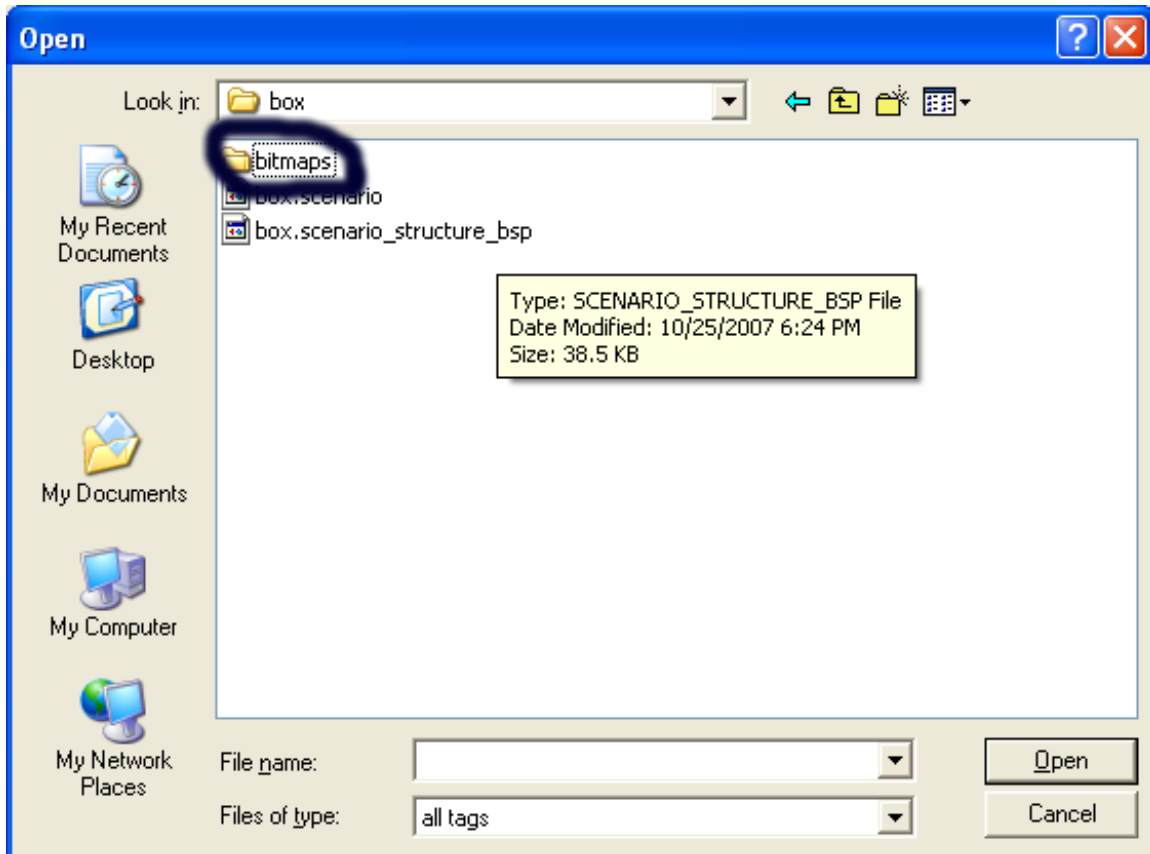
18.) What you need to do from this screen is click on levels...



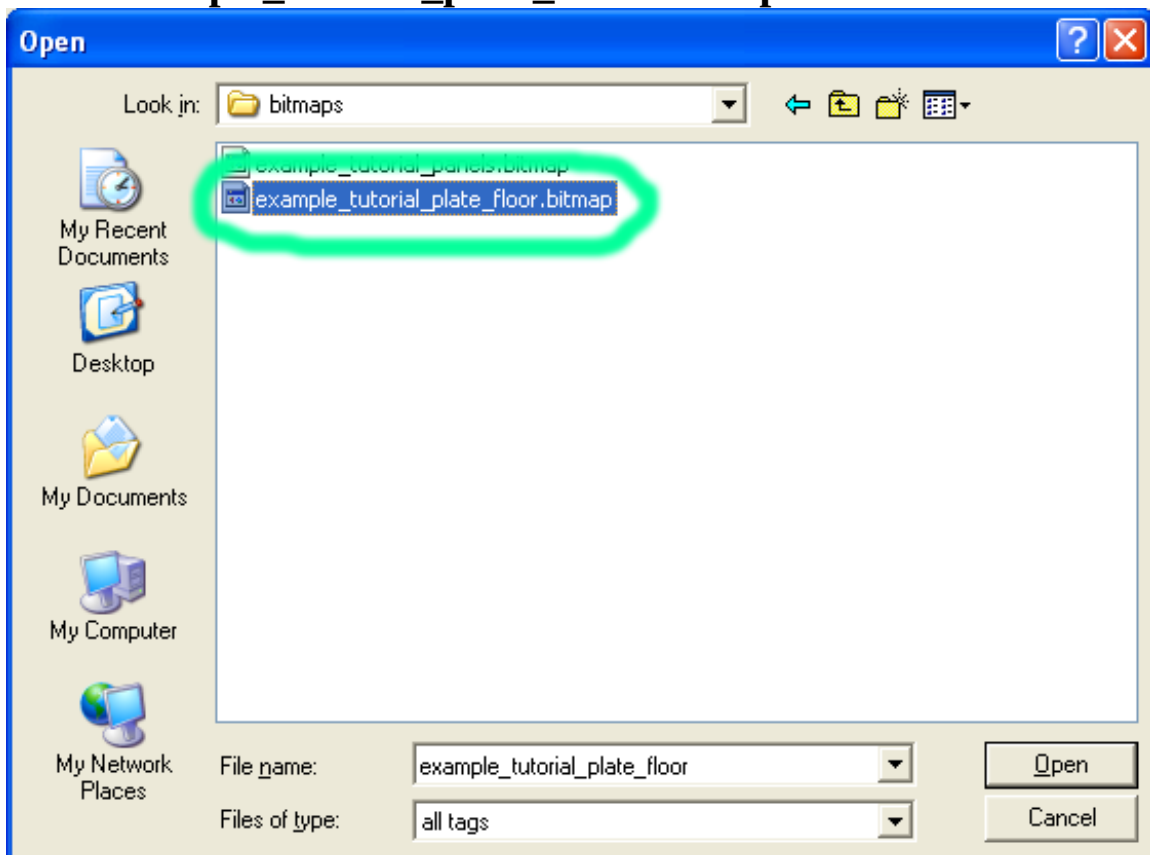
Then, Box...



Then Bitmaps...

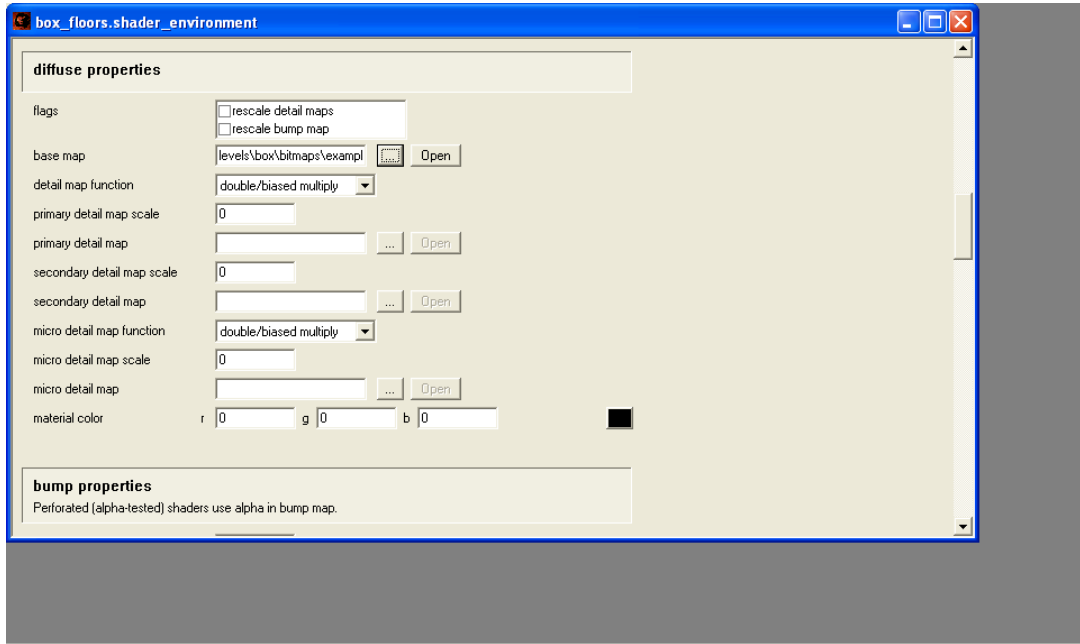


Then example_tutorial_plate_floor.bitmap



19.) Once you highlight `example_tutorial_plate_floor.bitmap`, hit Open!

20.) There will only be one change to the diffuse properties, and it's in the Base Map textbox.



21.) When you're done changing those two things, you can close out of the `box_floors.shader_environment` and go to your `box_walls.shader_environment`.

22.) We are going to make the exact same changes in our `walls.shader_environment` as we did in our `floors.shader_environment`.

23.) We're going to change the following things.

Physics Properties: [metal (thick)]

Diffuse Properties:

Base Map: `levels\box\bitmaps\example_tutorial_panels`

24.) Go back to tool.

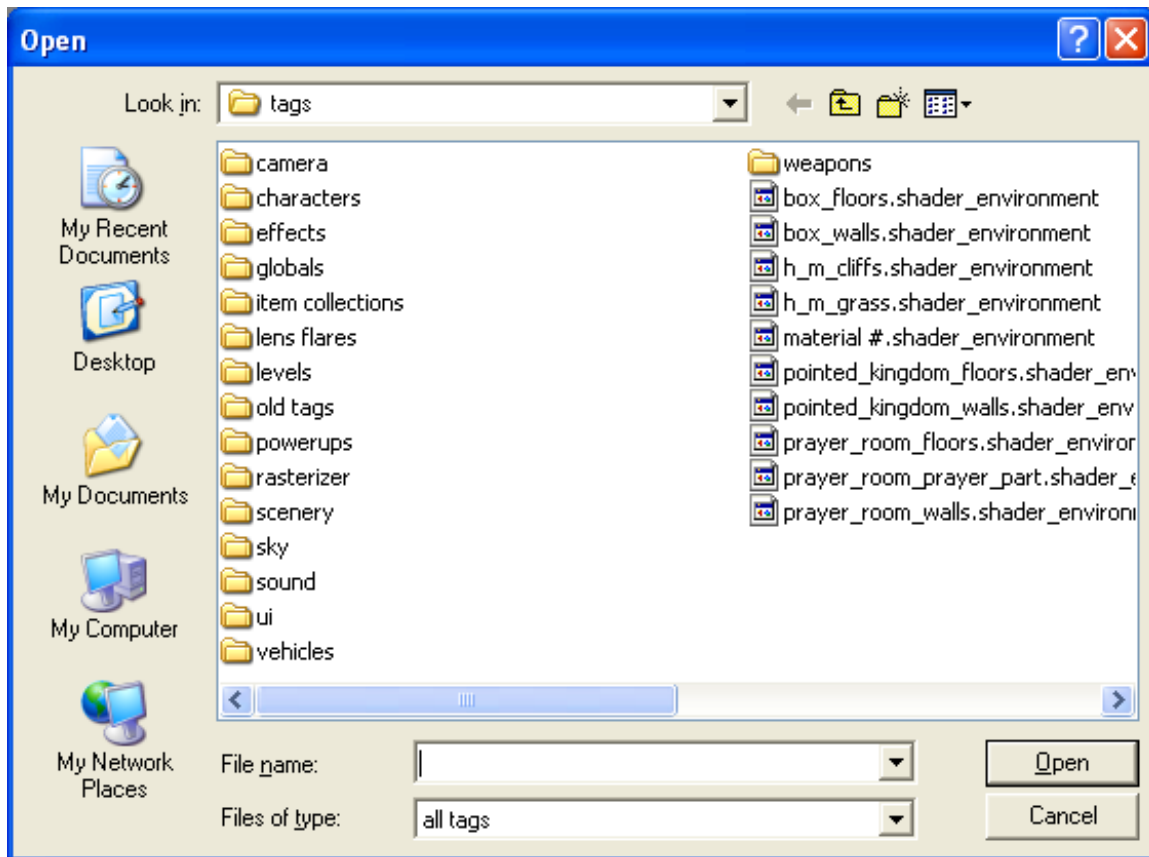
25.) Type in:

Tool structure levels\Box Box

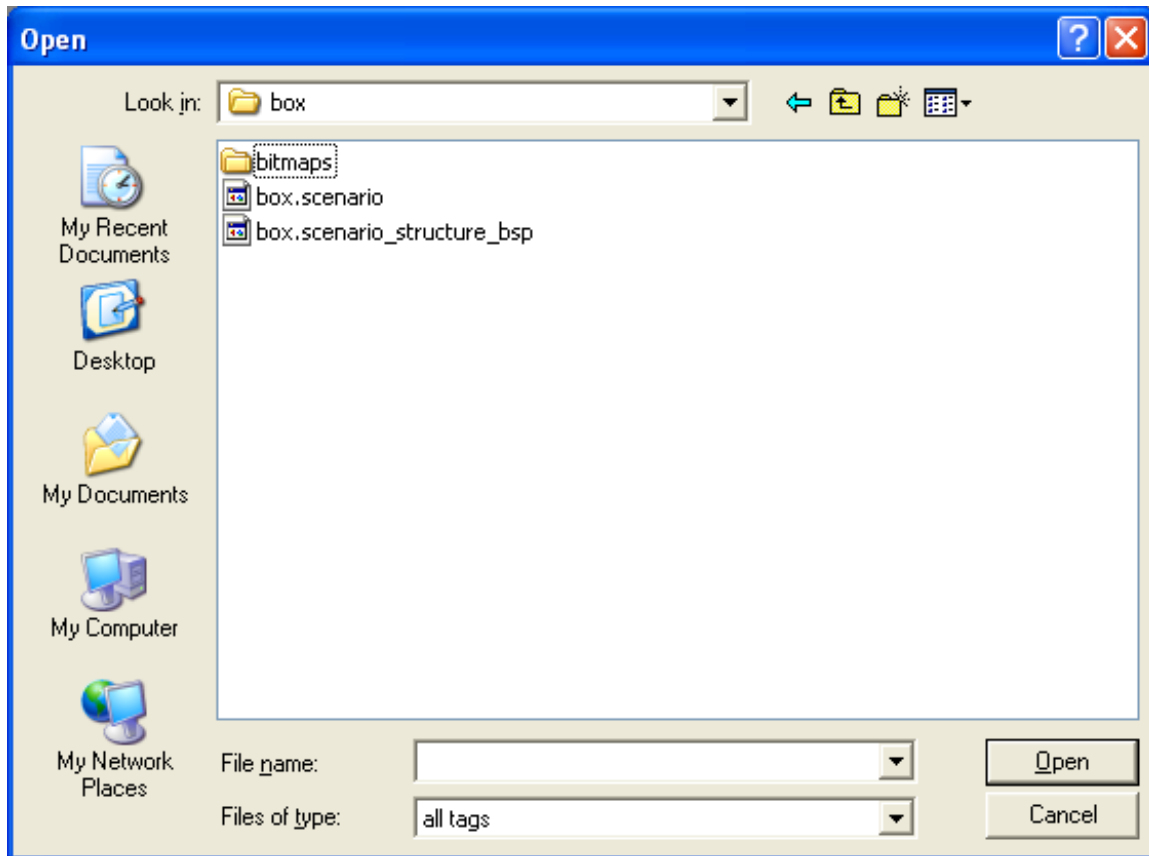
...again.

26.) After you do that, type in “Guerilla” again.

27.) Click on File, then Open, then this will come up again.

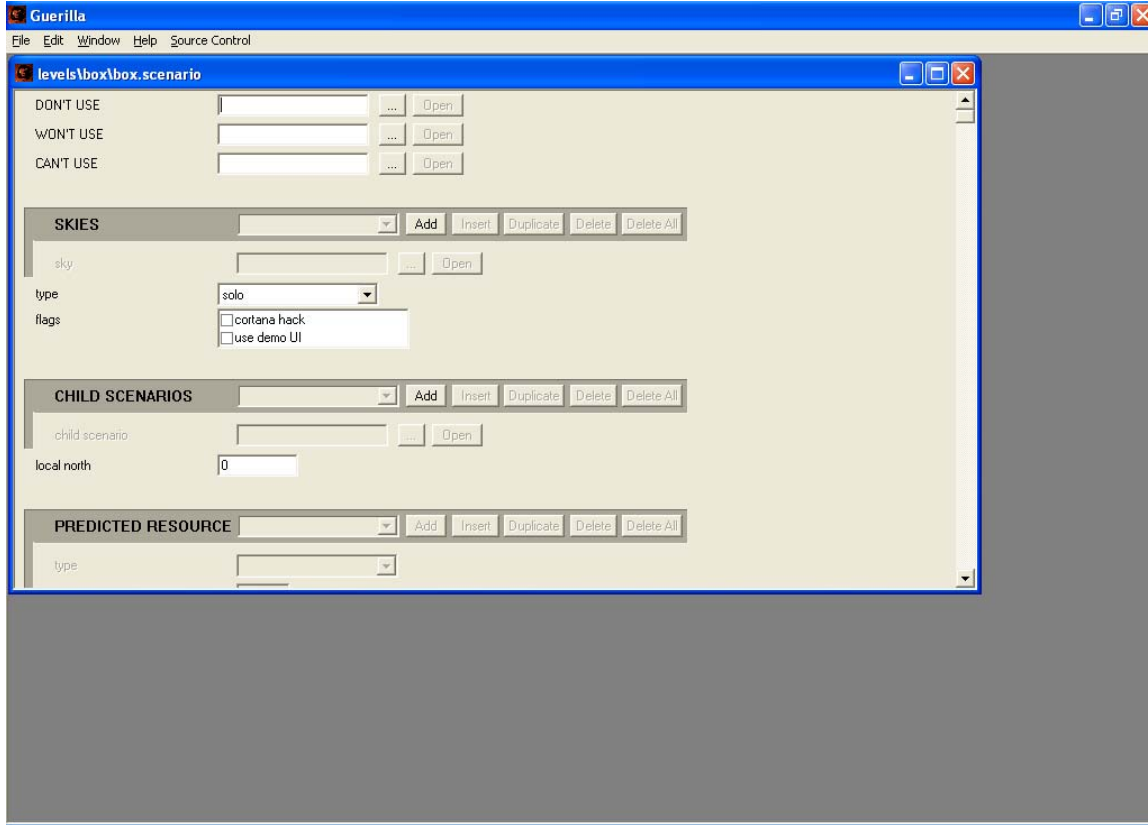


28.) Click the Levels Folder, then, in that folder is a list of all the maps. Click on Box. Then, this is what your box folder looks like.



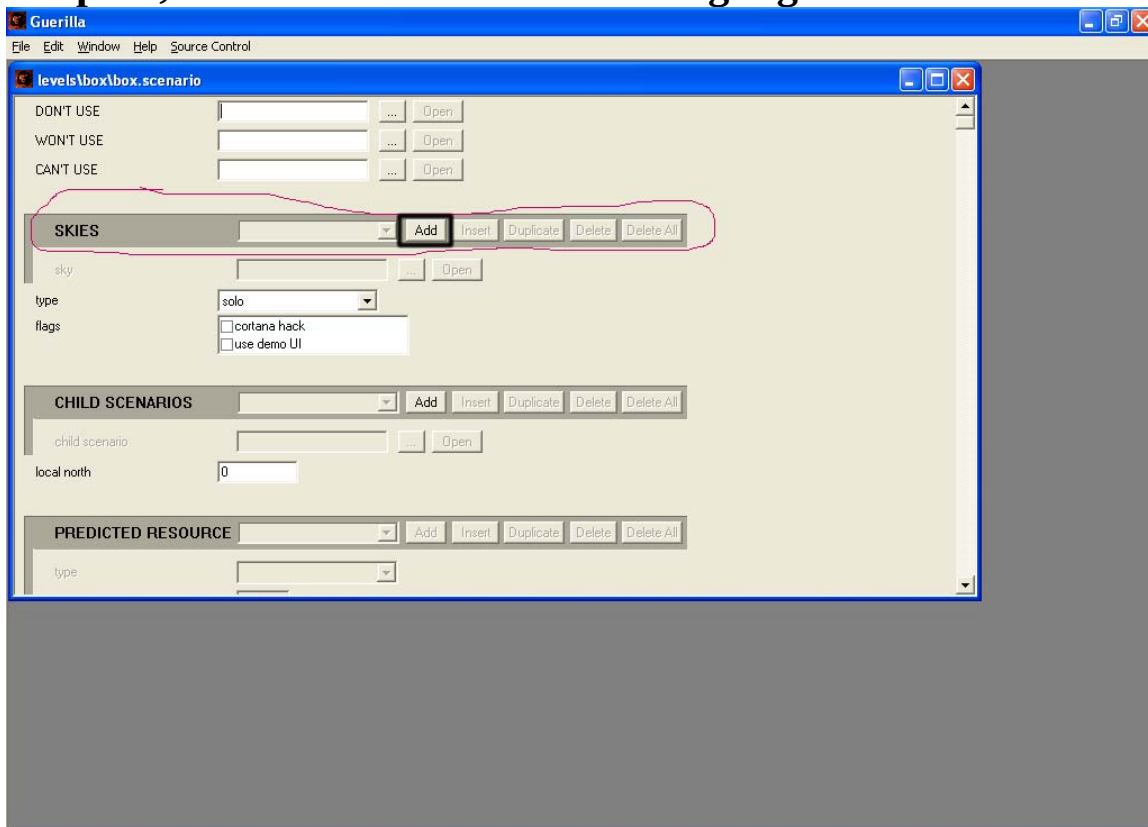
29.) You need to click on the box.scenario.

30.) This window will come up.

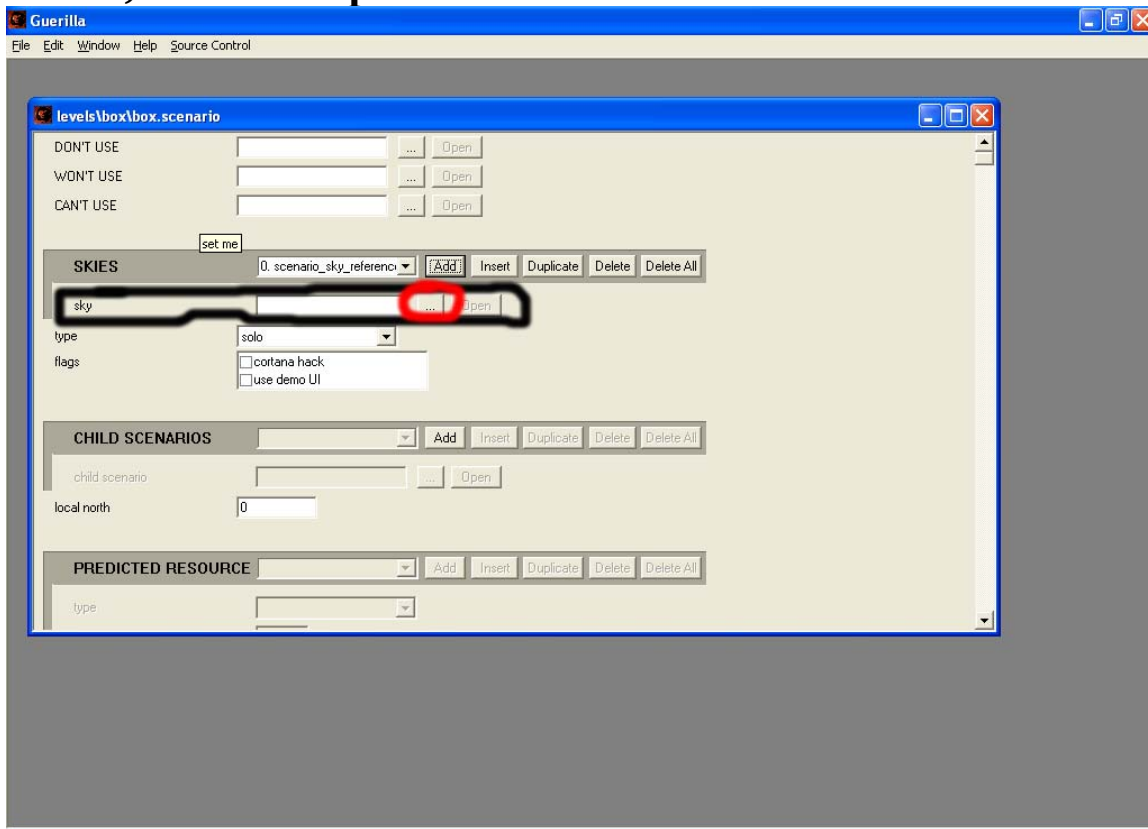


31.) We need to do quite a bit here.

First, look at the picture below. Go to the bar highlighted in pink, and select the ADD button highlighted in black.



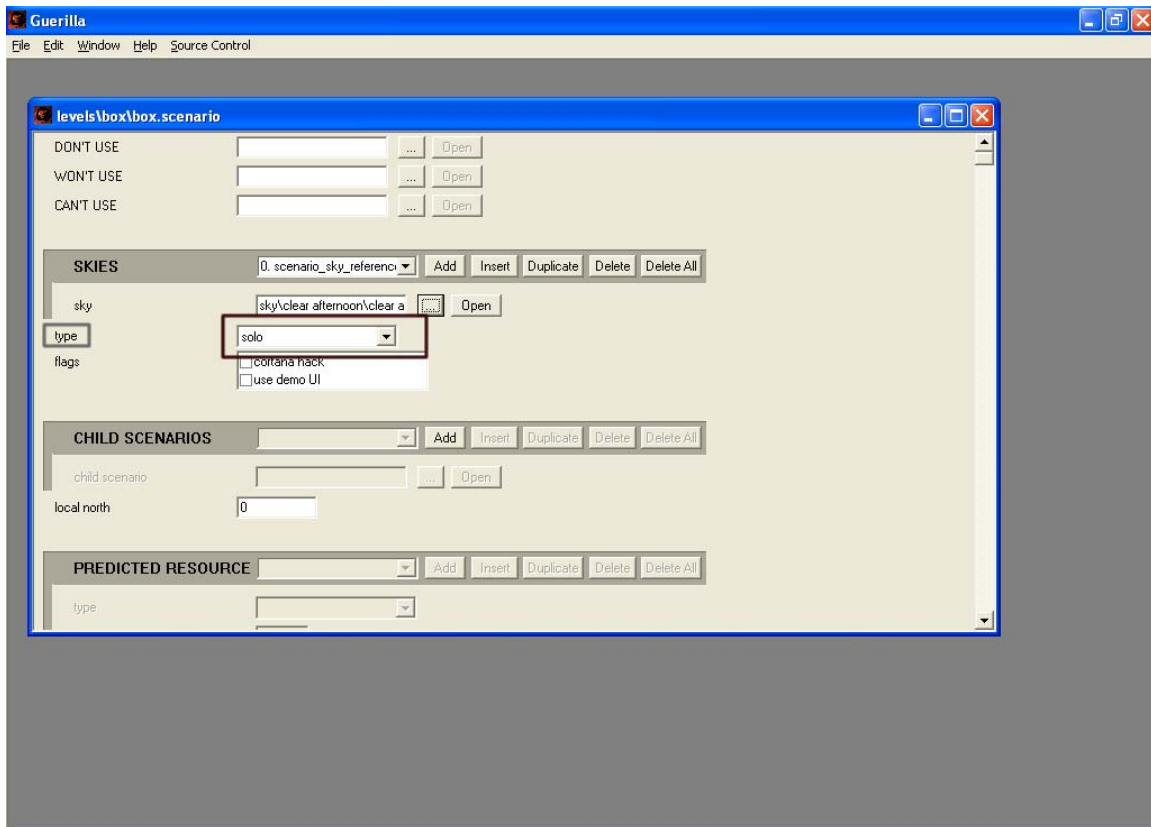
Then, look at the picture below.



Go to the bar highlighted in black, and then click the ellipsis (...) button.

In the window that comes up, go to your haloce\tags folder, go into the “sky” folder, go into the “clear afternoon” folder, and then click on “CLEAR AFTERNOON.SKY”. Anytime you go to put in a sky, it must be a .sky file. Click open.

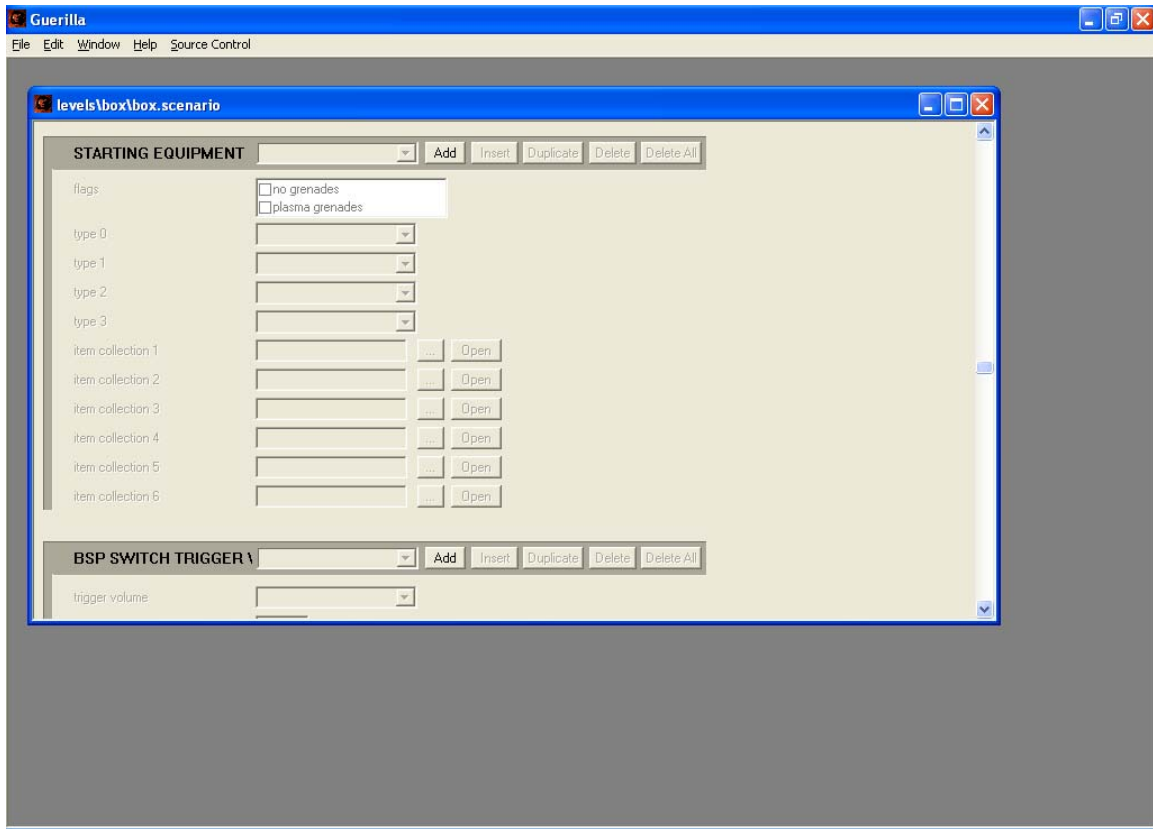
After you have the sky in, look at this picture.



Look at the box highlighted in dark brown. It's a textbox that says solo. This means that by default, this is a single player map. We don't want that. This is a multiplayer map. So, click on the dropdown arrow, and select "multiplayer".

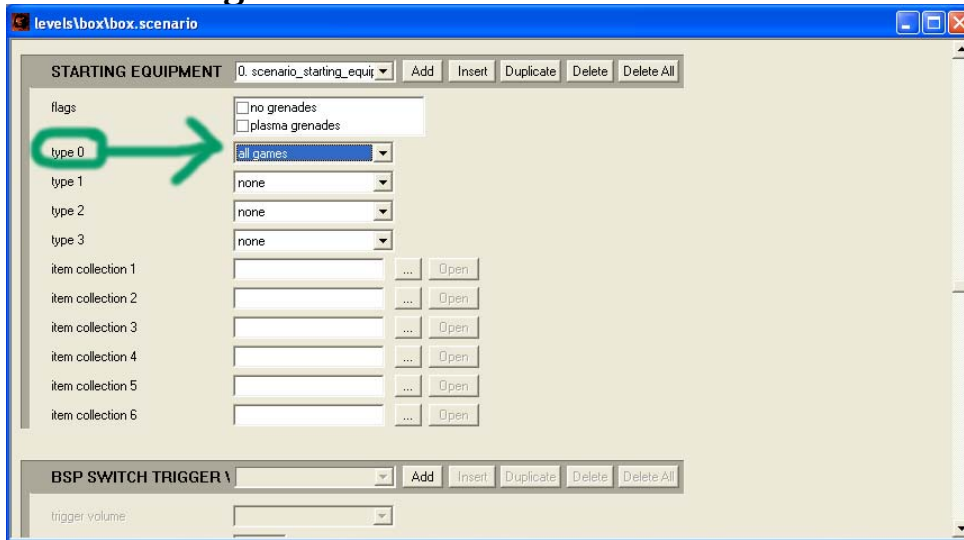
That is all for the sky.

32.) Now we are going to select the starting weapons for our map. Scroll down to the menu in the image below.

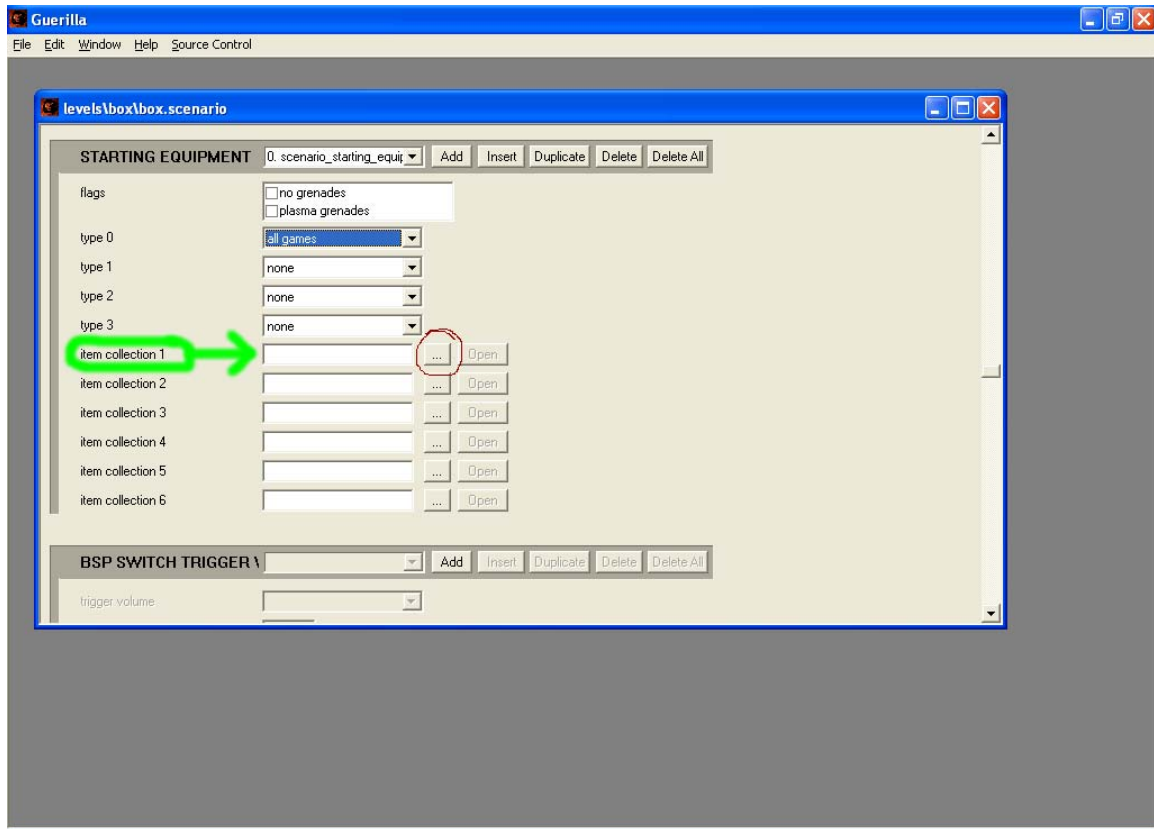


33.) Go to the gray bar that says Starting Equipment and click ADD button.

34.) Go to type 0, as shown below, go to the drop down arrow, and hit “all games”.



35.) As shown in the picture below, go to the item collections 1 row, and click the ellipsis. (...)



36.) When the window comes up, go to your halo CE\tags folder.

37.) Click on the following folders in order.

“item collections”

Then “single weapons”

Then pick any weapon you want by double clicking on it or highlighting it and hitting the Open button.

Pistol.item_collection for example.

38.) Do the same thing for item collection 2 if you want Master Chief to spawn with two starting weapons.

39.) Go to File, Save.

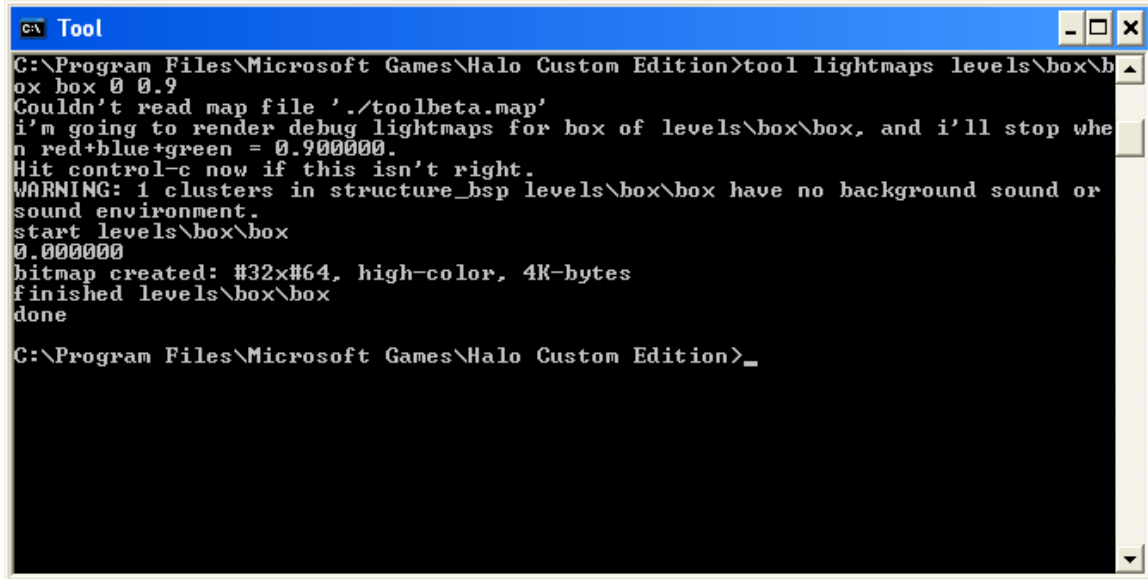
40.) Quit out of Guerilla.

41.) Go back to Tool.exe.

42.) Type in the following text.

Tool lightmaps levels\box\box box 0 0.9

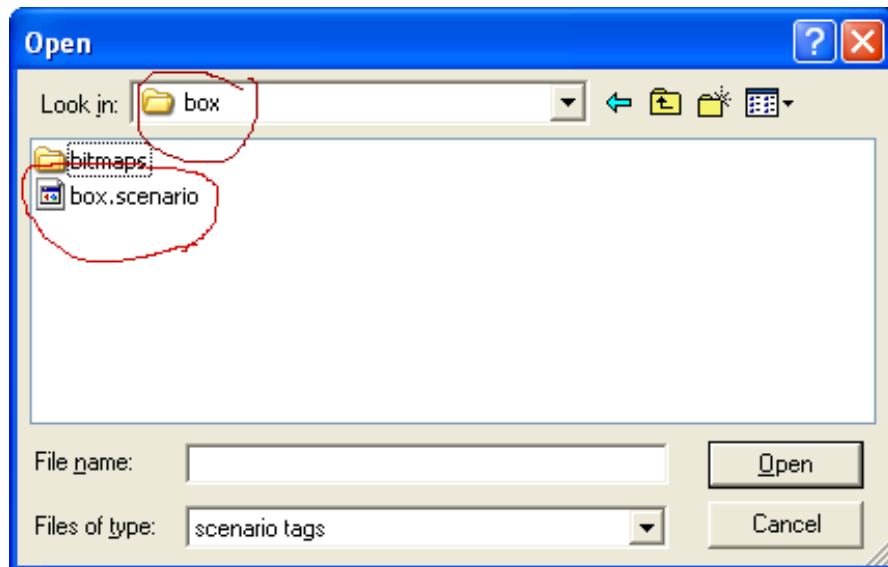
43.) It should look like this.



```
C:\Program Files\Microsoft Games\Halo Custom Edition>tool lightmaps levels\box\box box 0 0.9
ox box 0 0.9
Couldn't read map file './toolbeta.map'
i'm going to render debug lightmaps for box of levels\box\box, and i'll stop when red+blue+green = 0.900000.
Hit control-c now if this isn't right.
WARNING: 1 clusters in structure_bsp levels\box\box have no background sound or sound environment.
start levels\box\box
0.000000
bitmap created: #32x#64, high-color, 4K-bytes
finished levels\box\box
done
C:\Program Files\Microsoft Games\Halo Custom Edition>_
```

44.) Now, in tool again, type “Sapien”.

45.) This window will come up.

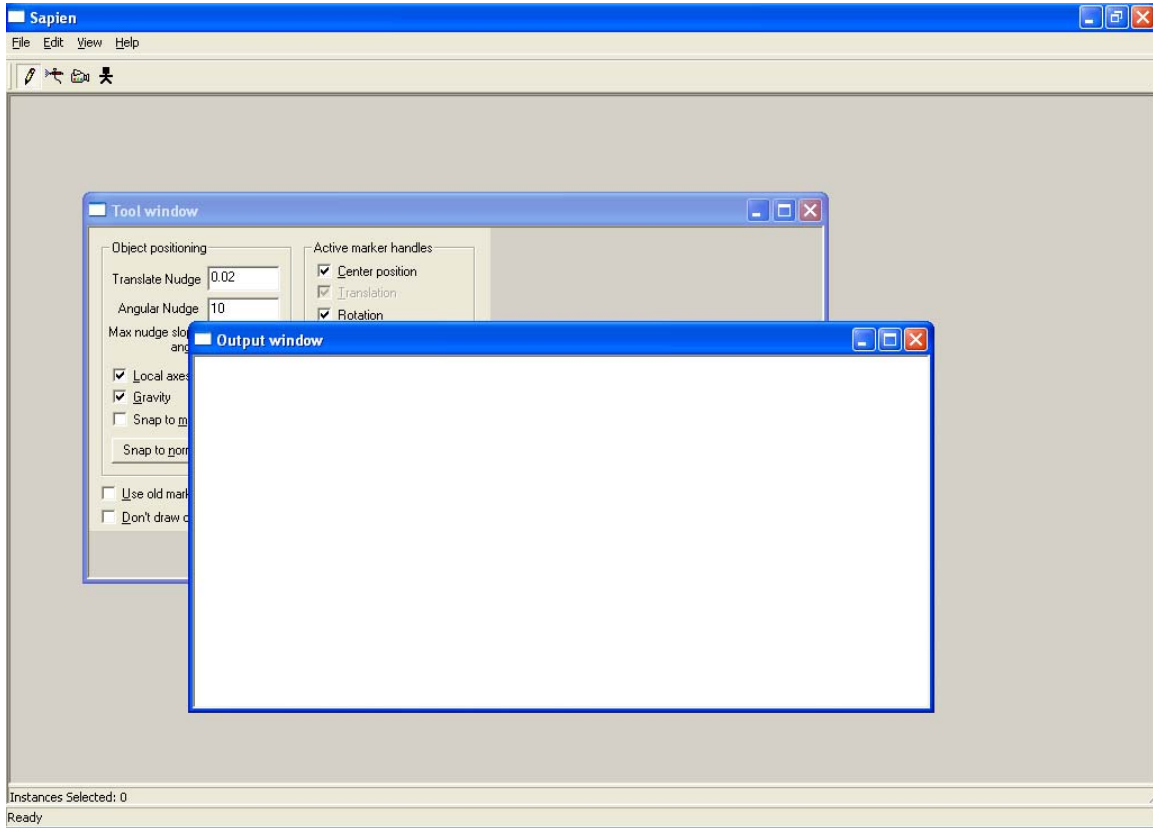


If it doesn't, just navigate to your tags\levels\box folder.

46.) Click on the circled scenario, box.scenario. It is circled in the picture above.

47.) When you double click the box.scenario, Sapien opens up. When it does, it is normal if you lose your cursor and your computer lags up a bit.

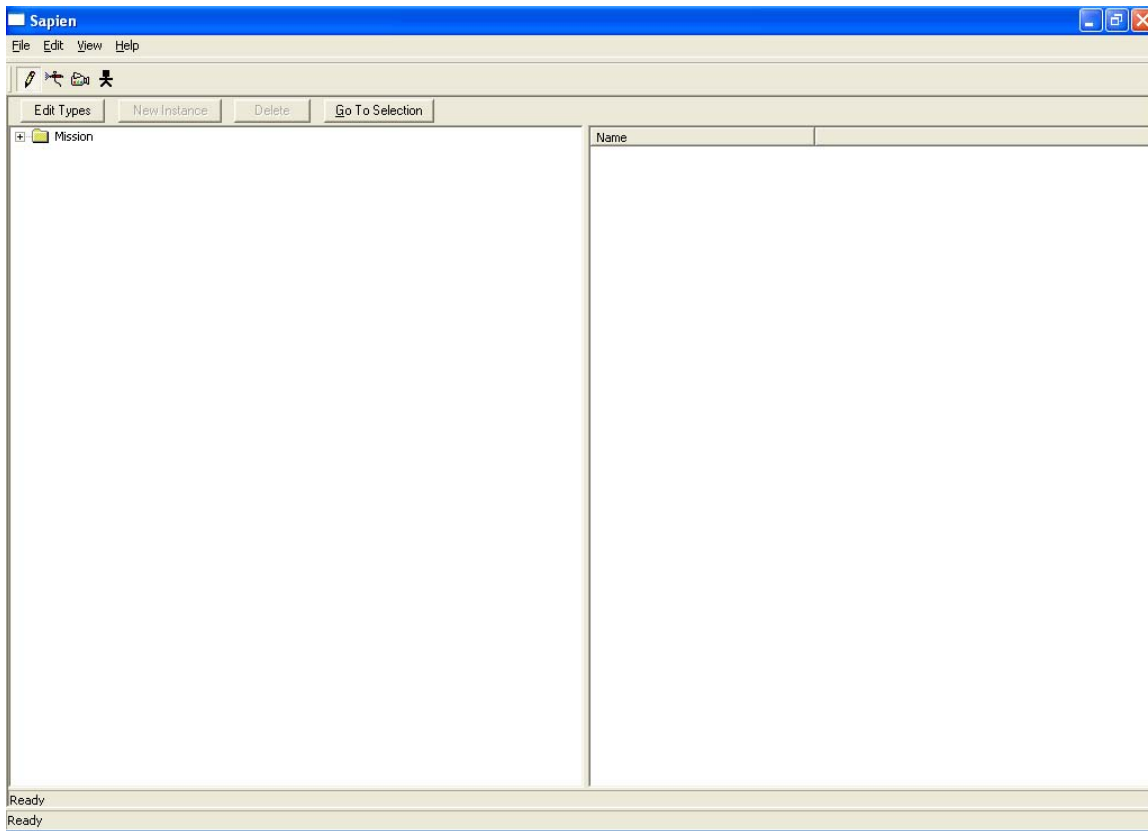
48.) When it loads, it will look just like this...



Close out of the Output Window and the Tool window. We won't need them.

48.) Go to View in the Main Toolbar and click on Hierarchy View. If all the other views, Game View and Properties View are checked as well, just uncheck them by clicking on them and make Hierarchy the only one checked.

49.) This is what it should look like.

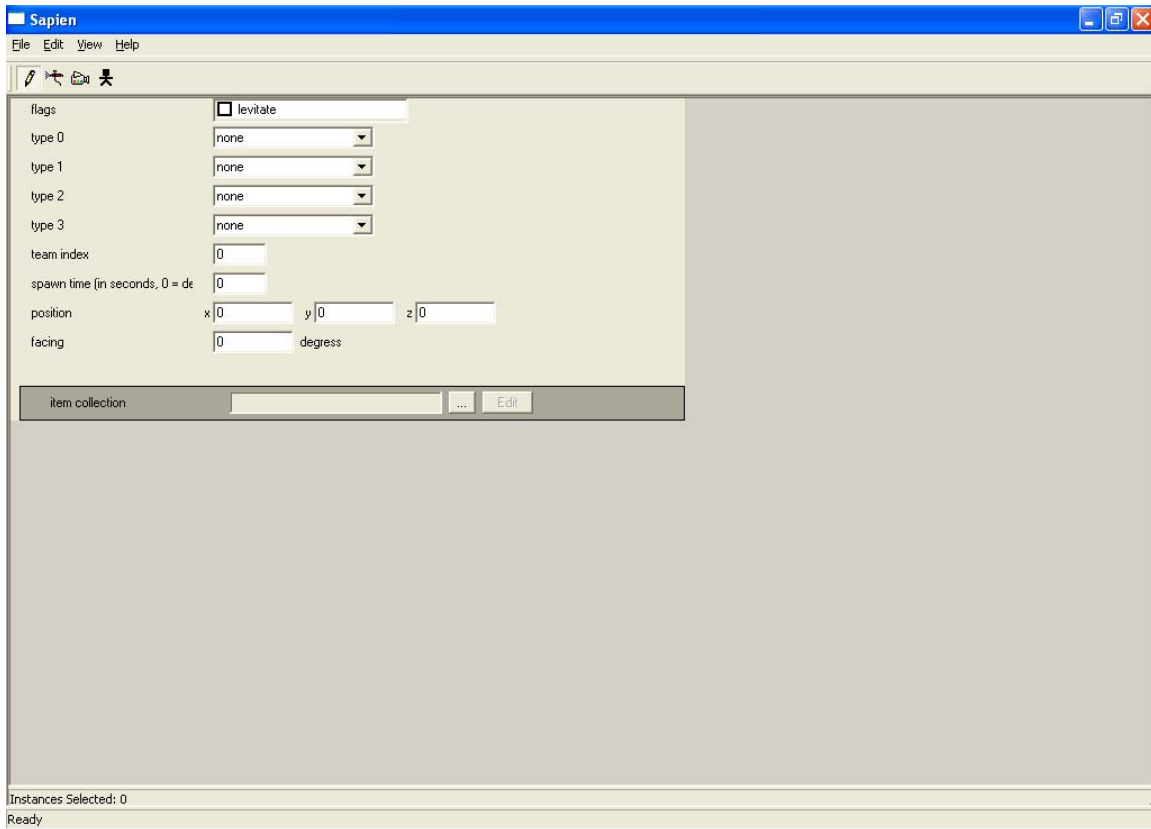


[+] Mission is the only folder.

Click the [+] to expand the folder.

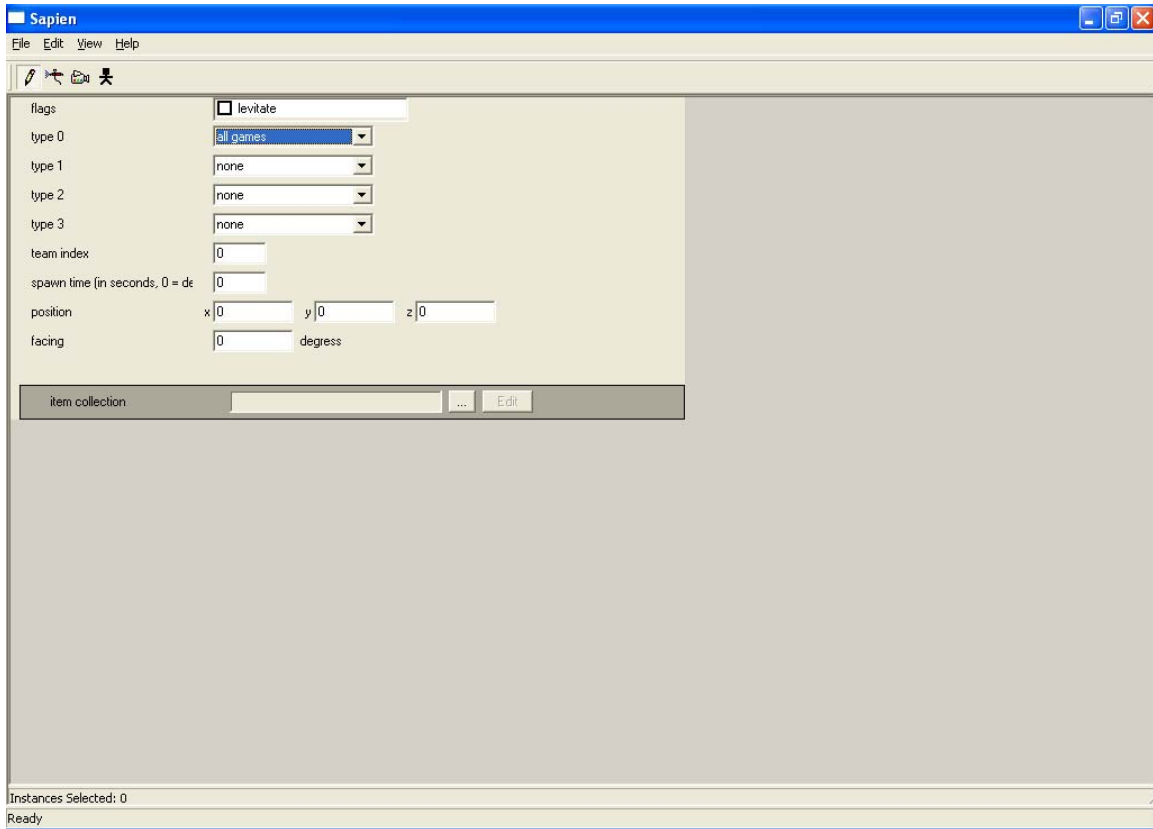
50.) Double Click the Game Data folder, and then double click the Netgame Equipment.

51.) Nothing happens in Hierarchy View when you click the Netgame Equipment, but when you go to your Properties View, (View, uncheck Hierarchy, View\ Properties) you will see this...



52.) Go to the dropdown menu next to “type 0”.

Select the “all games” option. When you're done, it'll look like this...



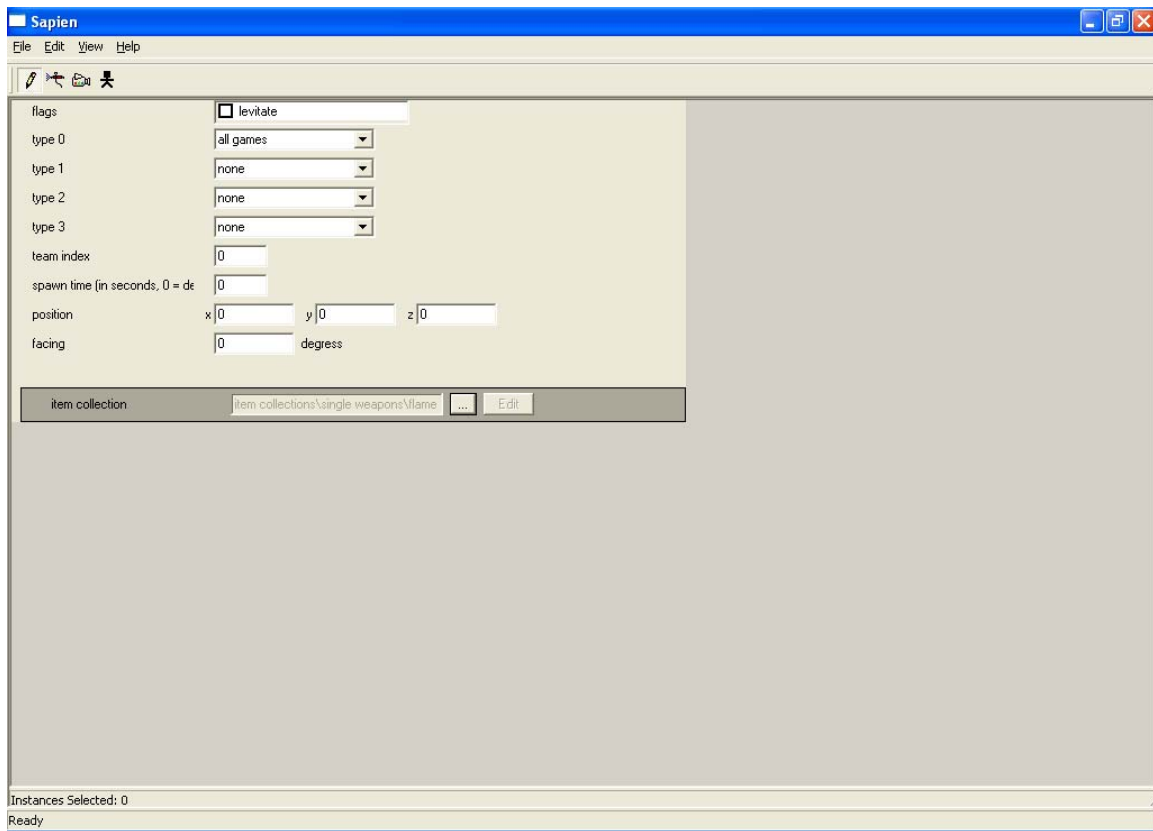
53.) Then, at the bottom, in the gray bar, is where you select the item collection. (If you don't know what we're doing, we are adding weapons to the map.)

54.) Click the [...] button.

55.) Go to your tags\item collections\single weapons.

56.) Double Click an item_collection.

57.) This is what it will look like when you double click an item collection.



58.) Go to View, uncheck Properties, and enter Game View.

59.) If you do not see your map, hit the ` button, the button next to 1 (one) and above tab, and type in

“camera_control 1”

Move the camera just like you move the debug cam in Halo CE. Hold the middle mouse button down, and use WASDF and R.

60.) When you find your map, look down on it, and right click anywhere on the floor and a box-like object will show up. You have just placed a weapon in the map.

To do this with another weapon, left click (anywhere in the game view) off of the weapon you just placed, and go back to your properties view.

Click the [...] button and select another single weapon.

Go back to your Game View and right click somewhere else.

Have some fun with that and then continue on.

File\Save Scenario when you are done.

OK. Now, all of what we just did is worthless (the creating the box, the texturing it, making all them folders, assigning starting weapons, putting weapons in the map) UNLESS we have spawn points! Master Chief can't move fight without spawning first. So we need to do that.

61.) Uncheck all of the Views except the Hierarchy View.

62.) Double Click the Player Starting Points folder and go into Properties View.

63.) Change "Type 0" to "all games"

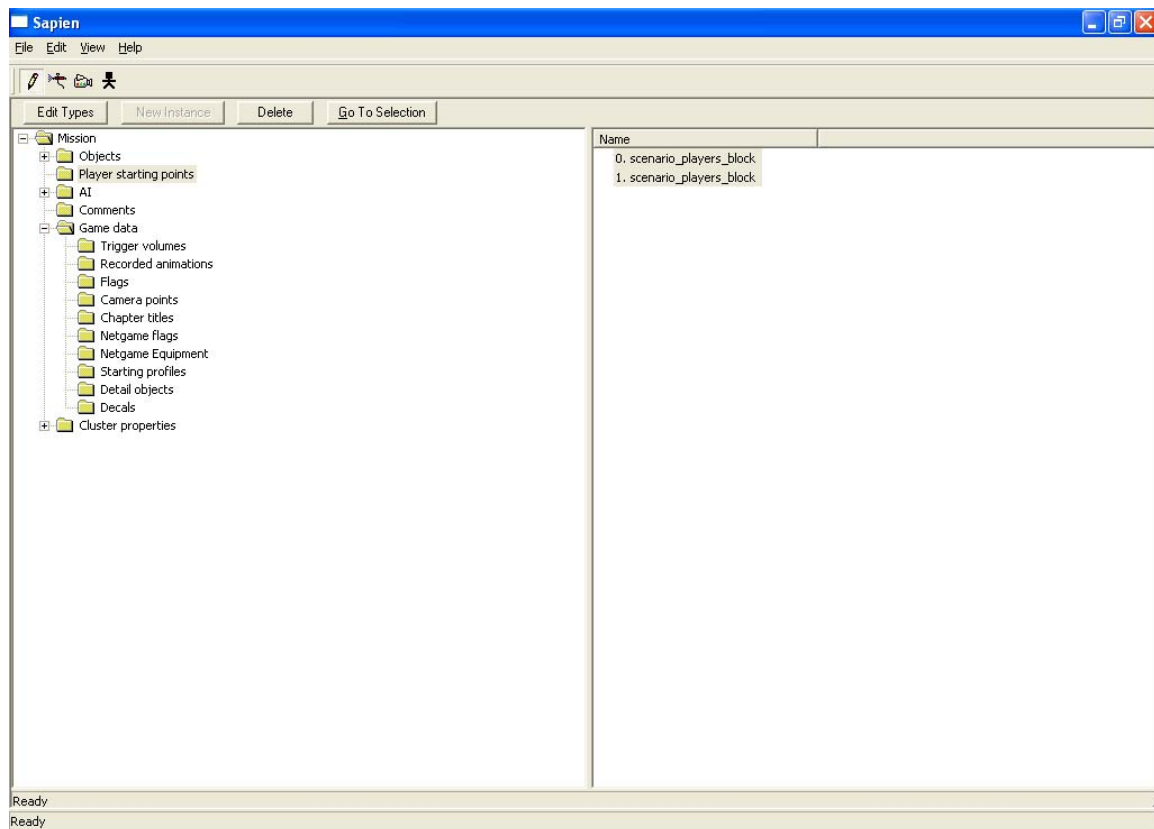
64.) Exit Properties View and Enter Game View.

65.) Right click anywhere in your box, left click off the starting point you just placed, and then go back to properties.

66.) Make the "team index" "1 (one)".

67.) Go back to game view and right click anywhere else on the map.

68.) This is you're your Hierarchy View should look like. One scenario_players_block should be a "0." in front of it and the other should have a "1." in front of it.



69.) File\ Save

70.) Quit out of Sapien.

As the final step of making a map, it is an extremely easy one. All you have to do is go to Tool.exe, and enter the final text.

Tool build-cache-file levels\box\box

Now, before we wrap up here, go to your halo CE\maps folder. You will notice the box.map is already there, so you don't have to do anything else.

Well, if this is your first map you ever made, then congratulations! It's not much, but it's a start. You learned how to model, texture, compile, and much, much more! I know it took a LONG time to complete, but if you stuck with it and finished it, at least you know you've accomplished something.

Thank you ladies and gentlemen, for following my tutorial. I hope you had fun. Until next time, I am addicted2halo.

Xfire me! My screen name is addicted2halo!

IM me! My screen name is NiteatdaOpera1!

Again, thanks!