

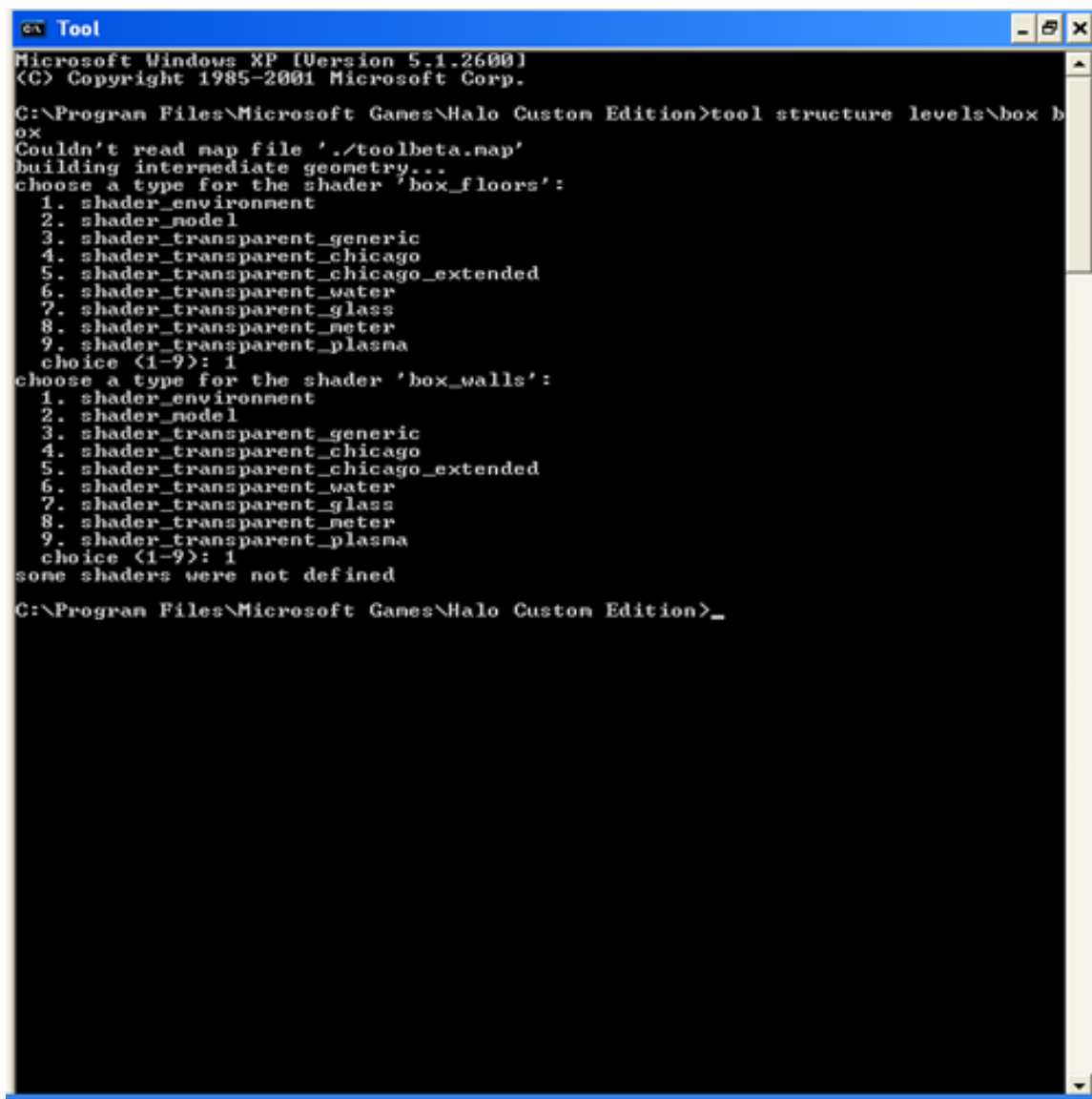
Tool, Guerilla, Sapien

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.

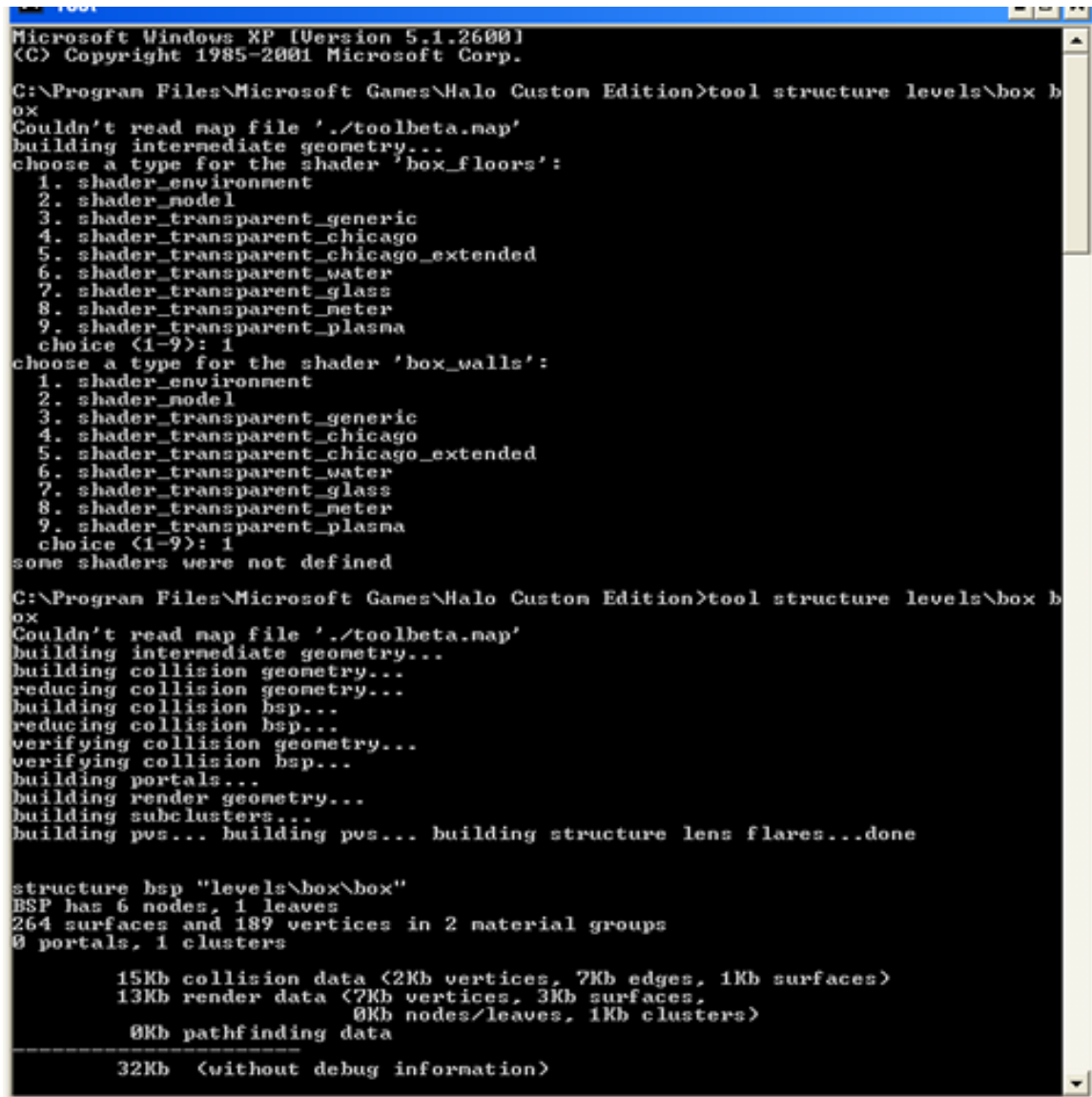
C:\Program Files\Microsoft Games\Halo Custom Edition>tool structure levels\box b
ox
Couldn't read map file './toolbeta.map'
building intermediate geometry...
choose a type for the shader 'box_floors':
  1. shader_environment
  2. shader_model
  3. shader_transparent_generic
  4. shader_transparent_chicago
  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>_
```

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
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  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

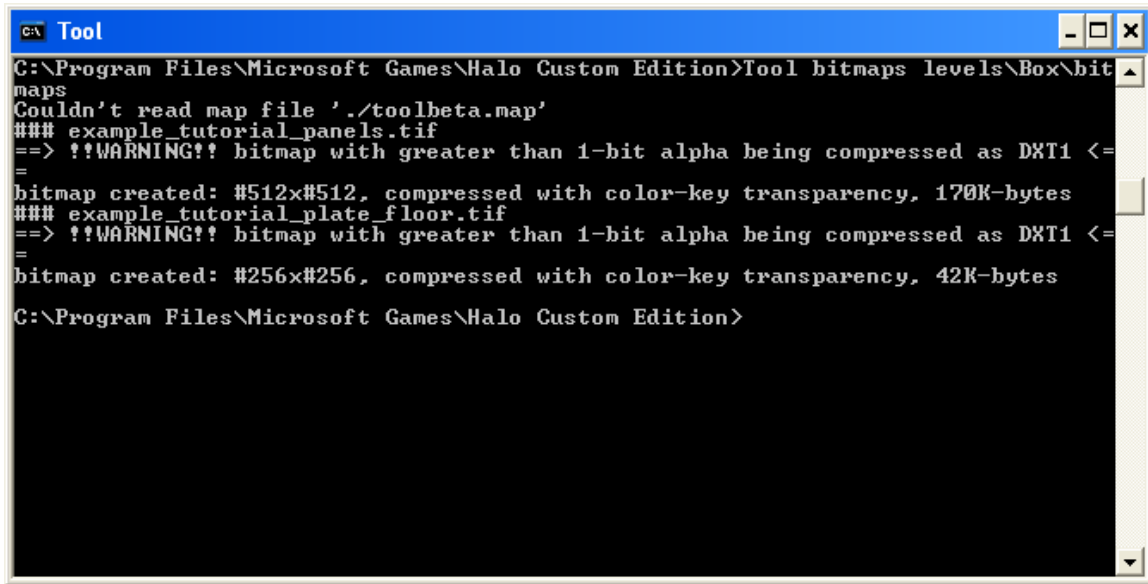
structure bsp "levels\box\box"
BSP has 6 nodes, 1 leaves
264 surfaces and 189 vertices in 2 material groups
0 portals, 1 clusters

    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:

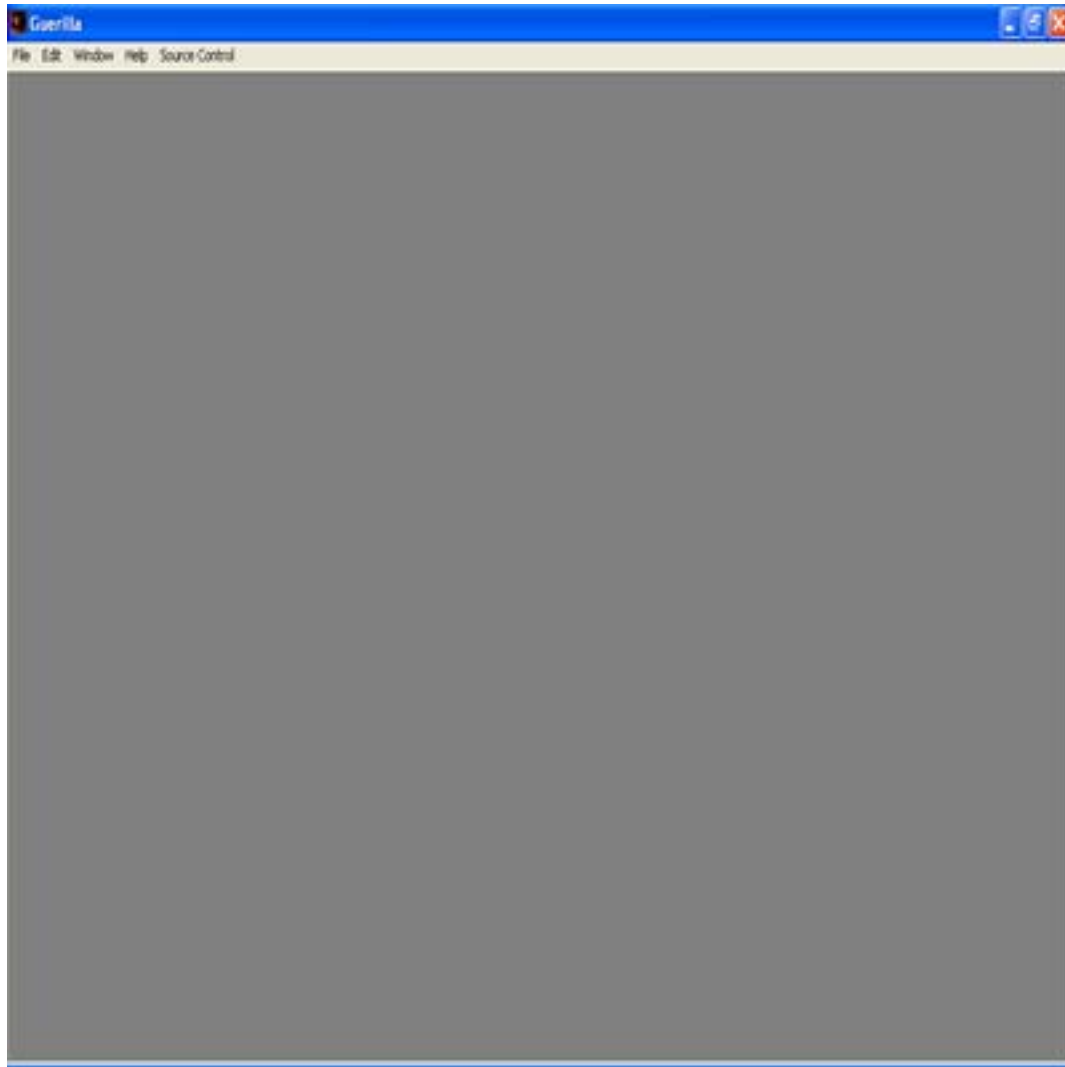


```
C:\Program Files\Microsoft Games\Halo Custom Edition>Tool bitmaps levels\Box\bitmaps
Couldn't read map file './toolbeta.map'
### example_tutorial_panels.tif
==> !!WARNING!! bitmap with greater than 1-bit alpha being compressed as DXT1 <=
=
bitmap created: #512x#512, compressed with color-key transparency,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

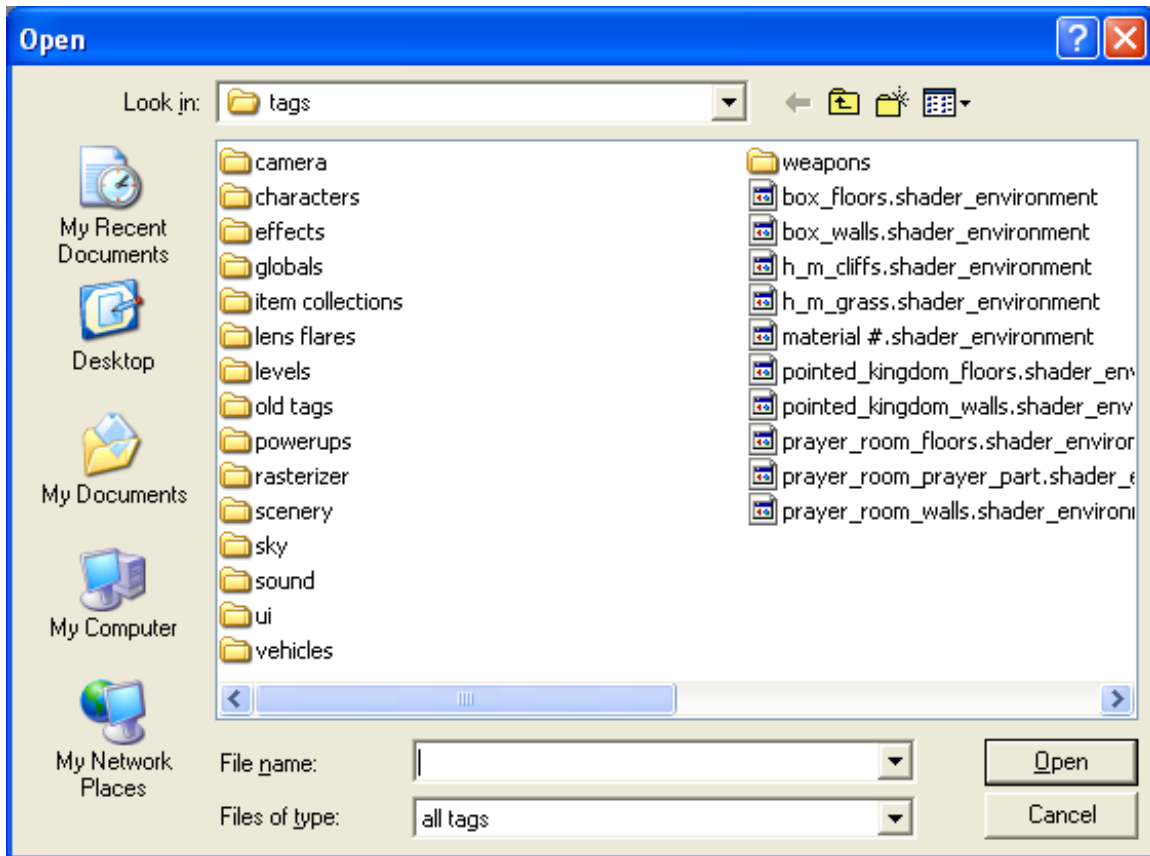
8.) Then, type in this text:

Guerilla

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

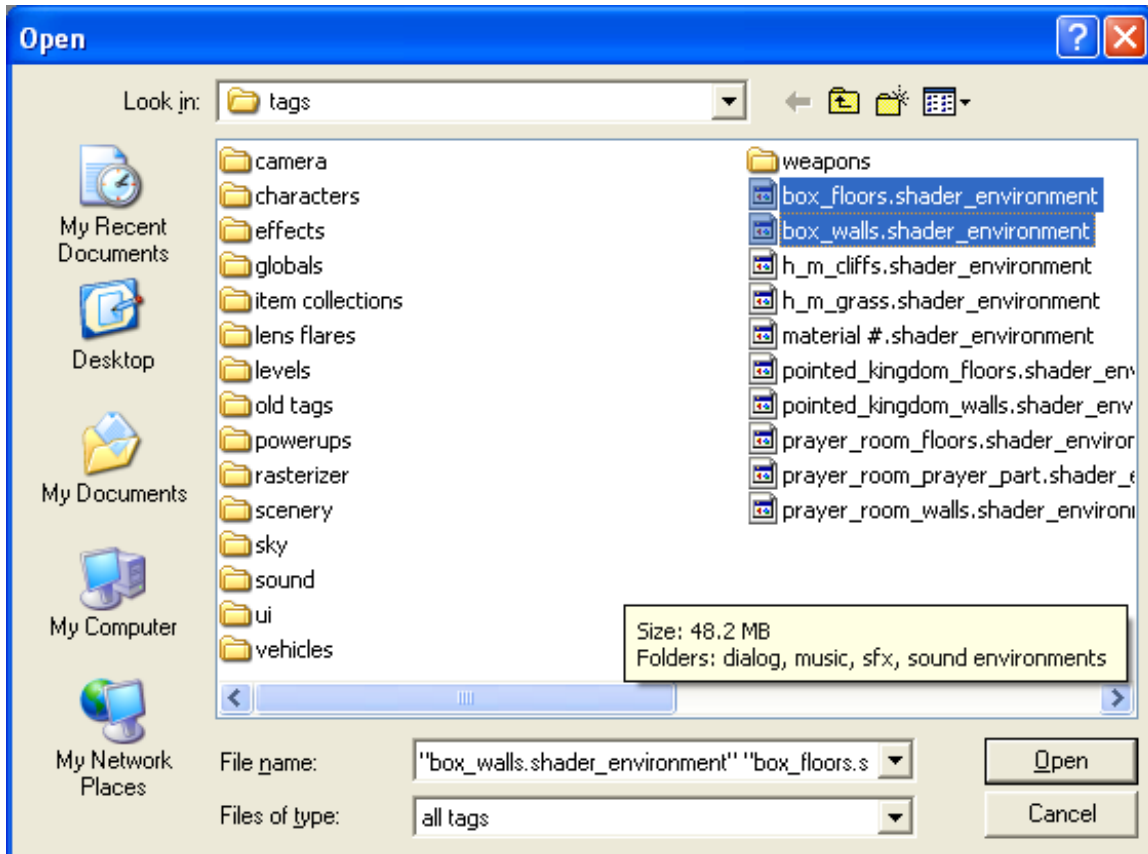


10.) File, Open, and then this window will come up.



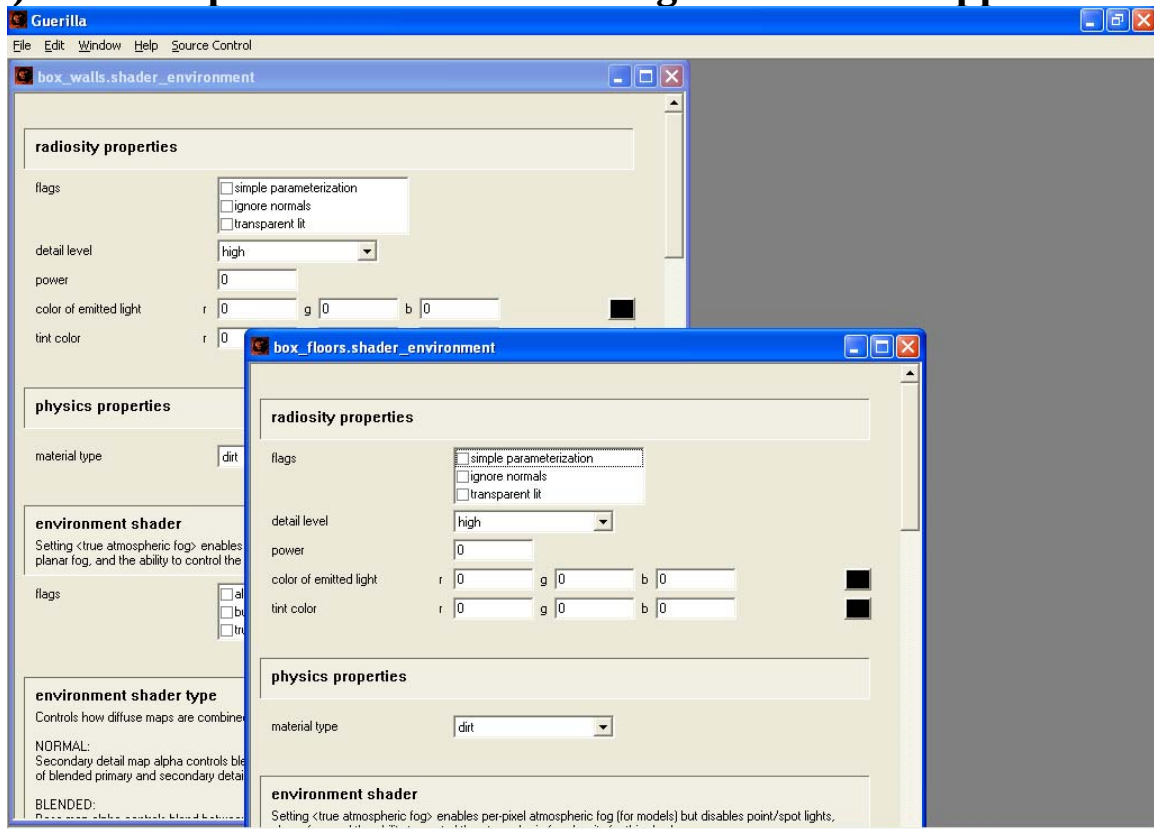
If this exact window doesn't pop up, then just navigate to your Halo CE\tags folder. NO BIGGY!

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...

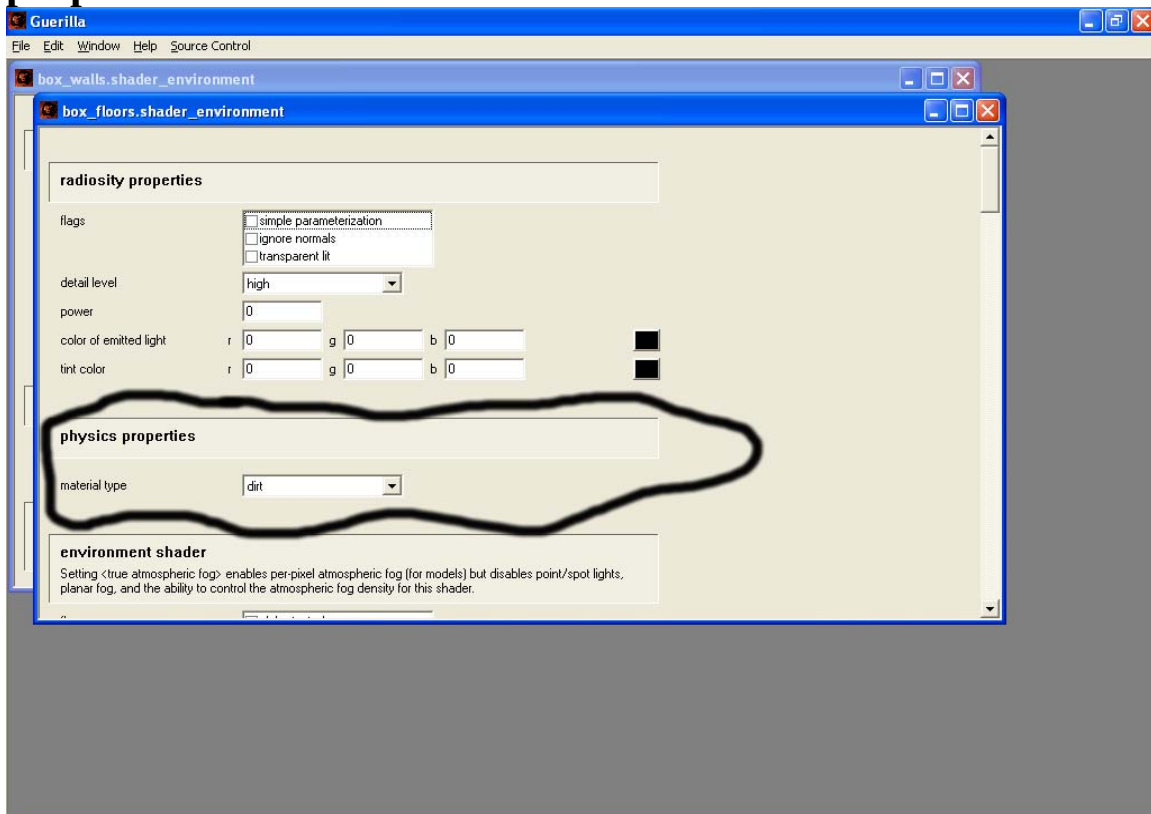


If these two shader_environment files don't show up you didn't do run the bitmaps line of text in tool. You'll have to go back and do that.

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



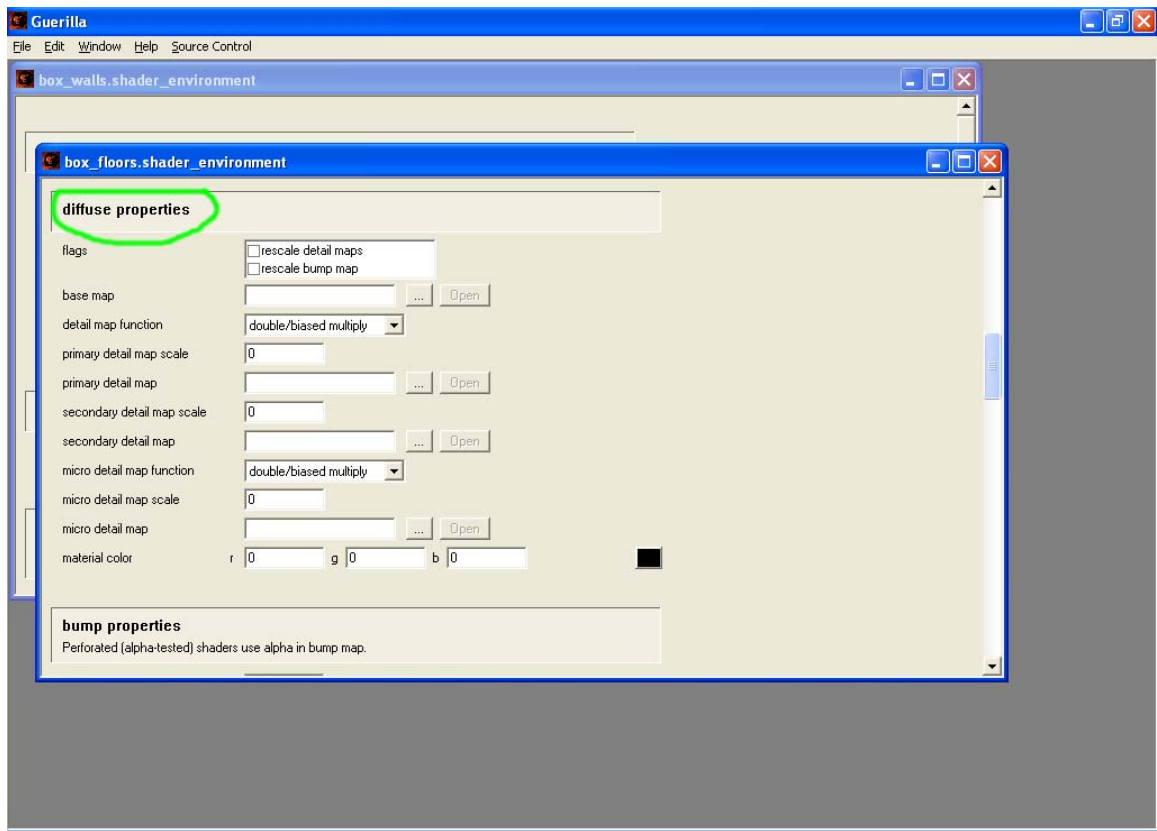
13.) We'll start with box_floors.shader_environment. As shown in the picture, the second list of properties is the physics properties.



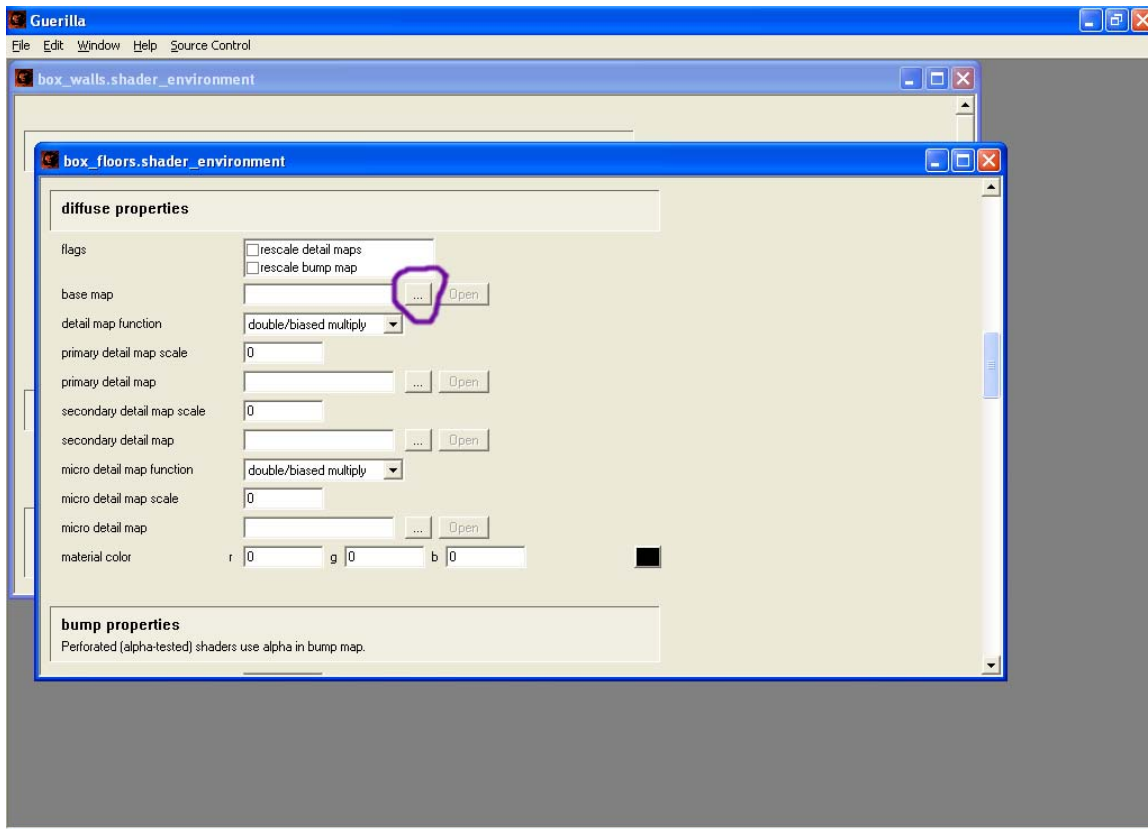
14.) Change the material type to “metal (thick).” This makes the floor metal, so when you shoot or punch it, it makes a metallic sound.

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

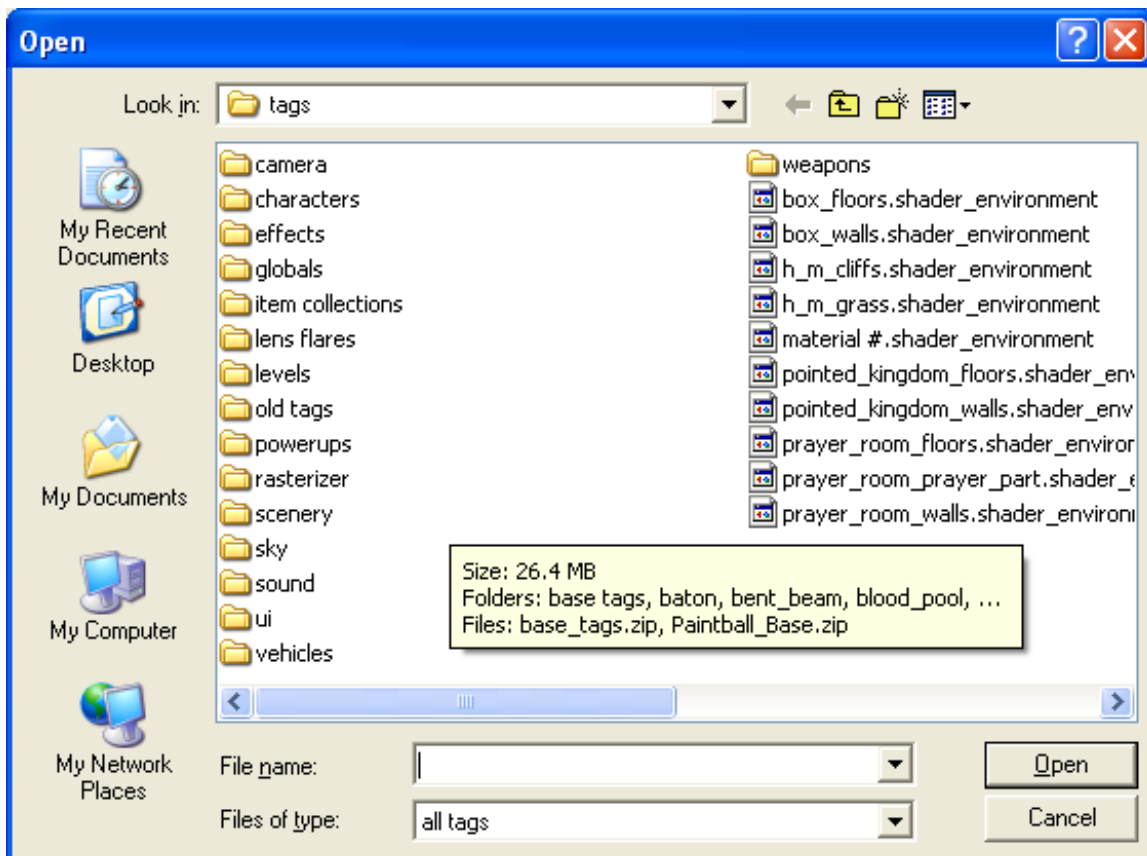
It should look like this.



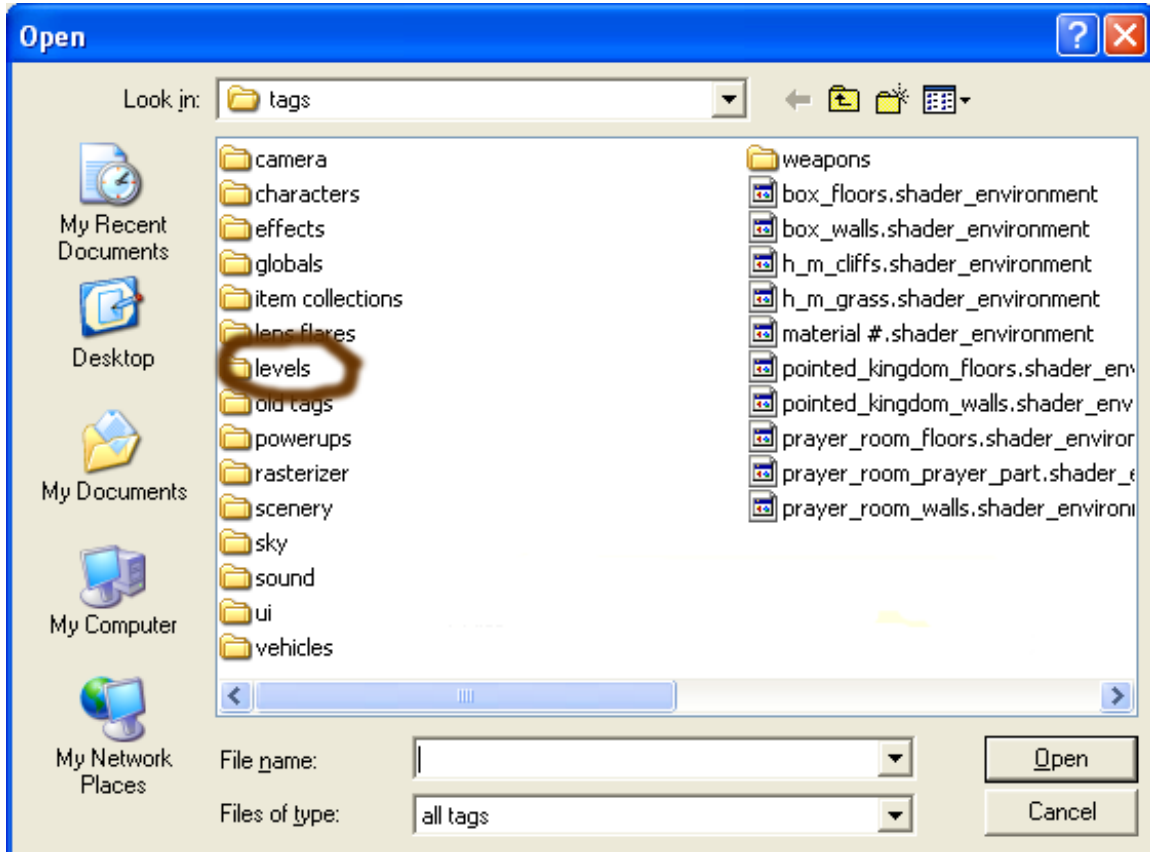
16.) In THIS image, (below) it shows you the button you need to click under Diffuse Properties.



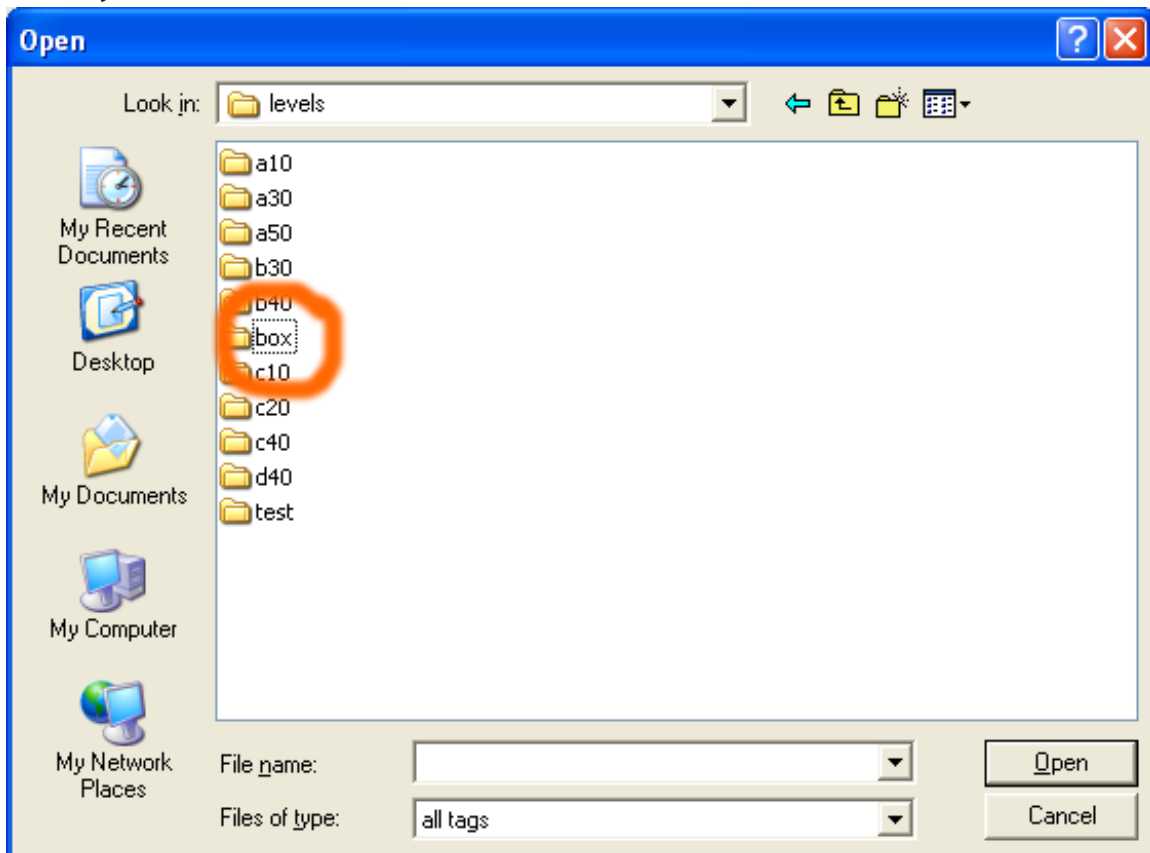
17.) This window should show up.



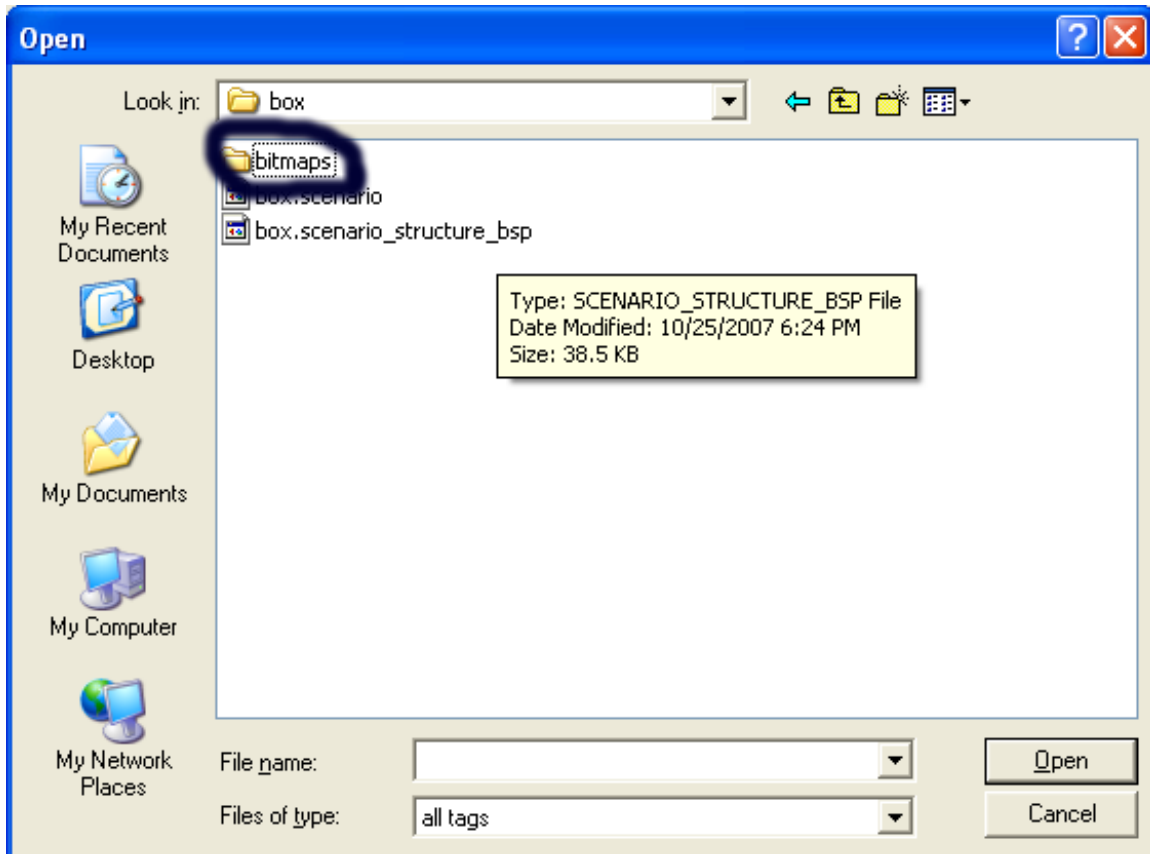
18.) What you need to do from this screen is click on levels...



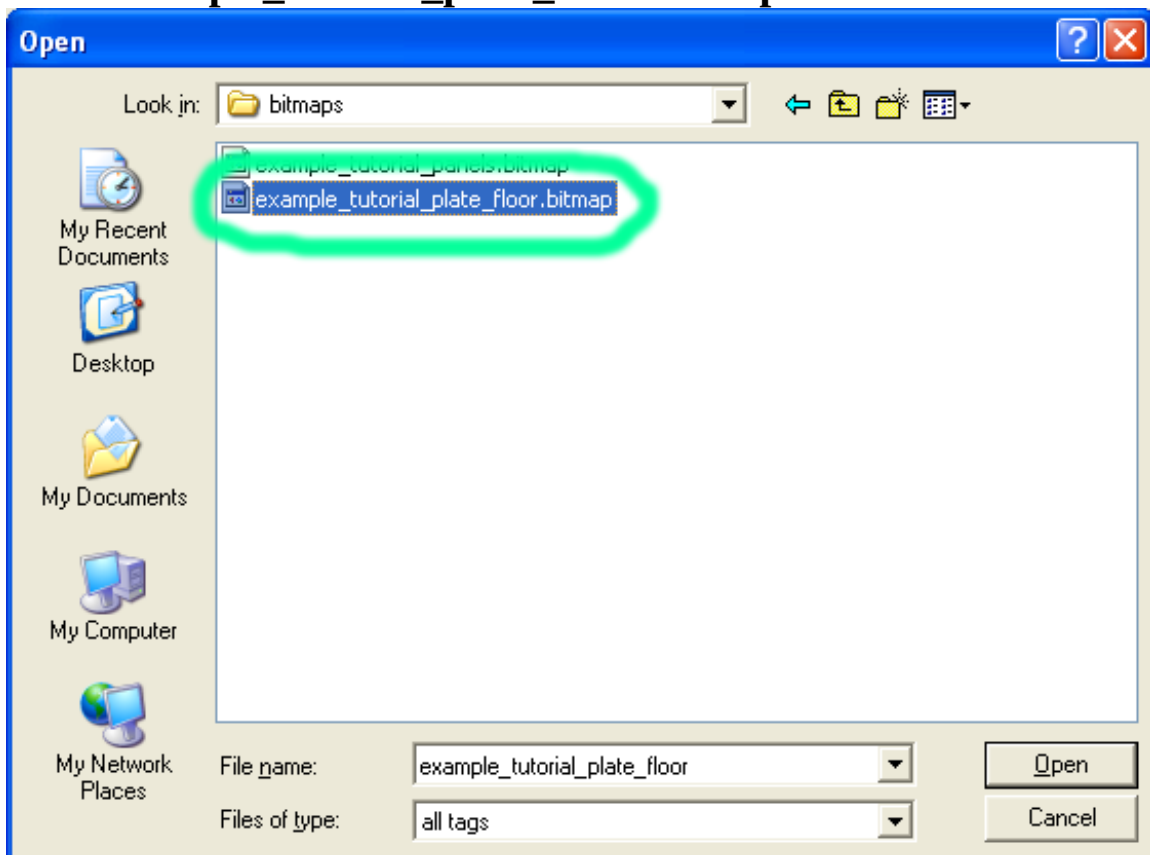
Then, Box...



Then Bitmaps...

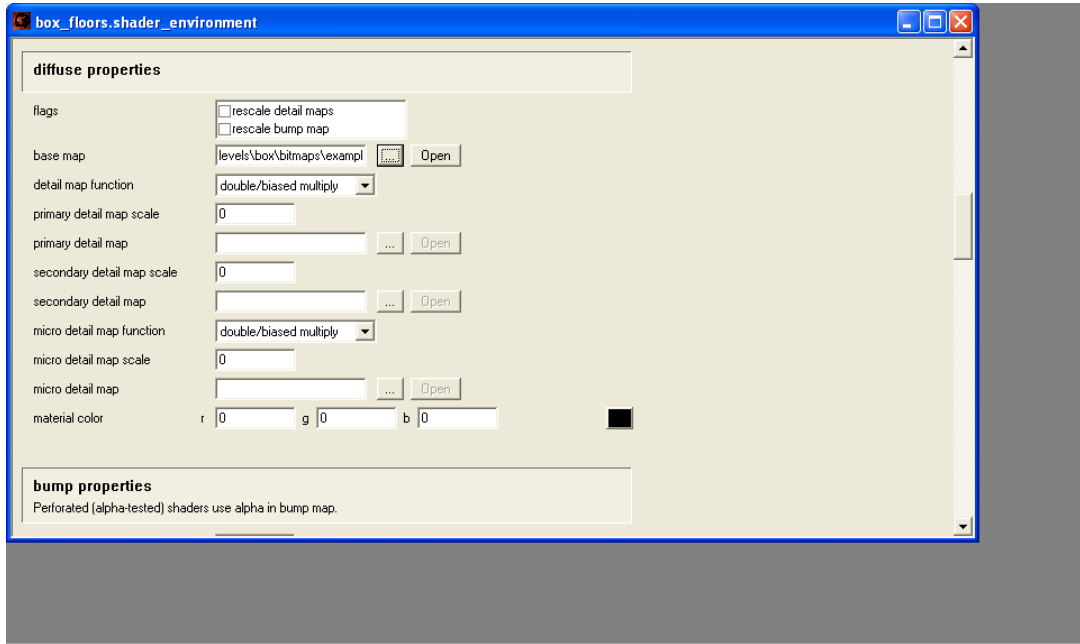


Then example_tutorial_plate_floor.bitmap



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.

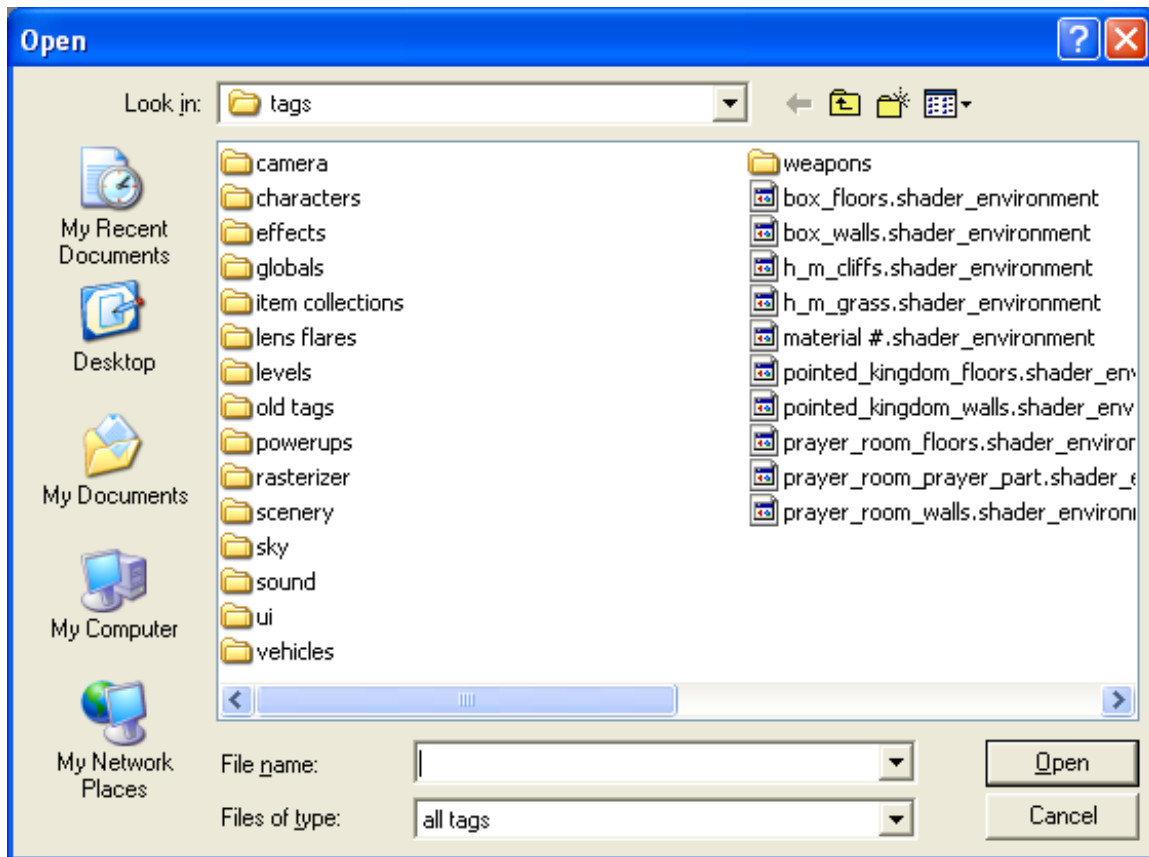
25.) Type in:

Tool structure levels\Box Box

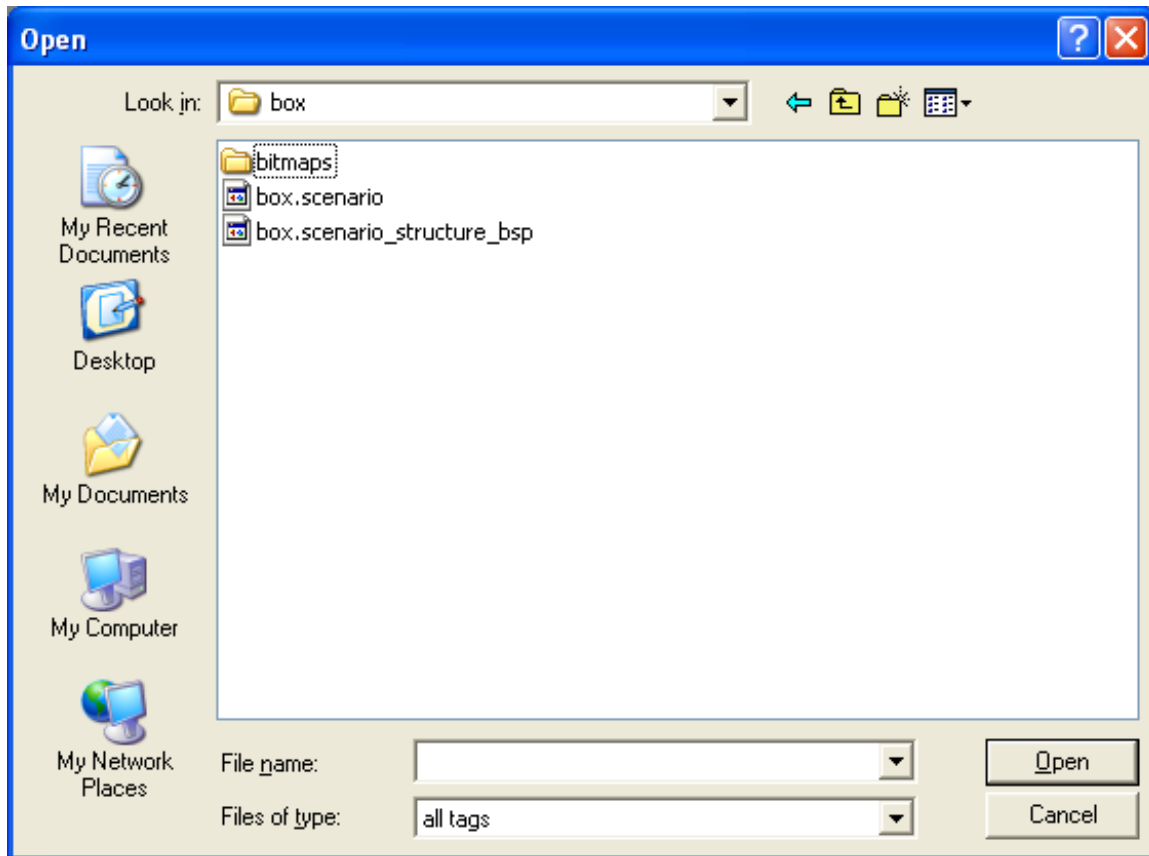
...again.

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

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

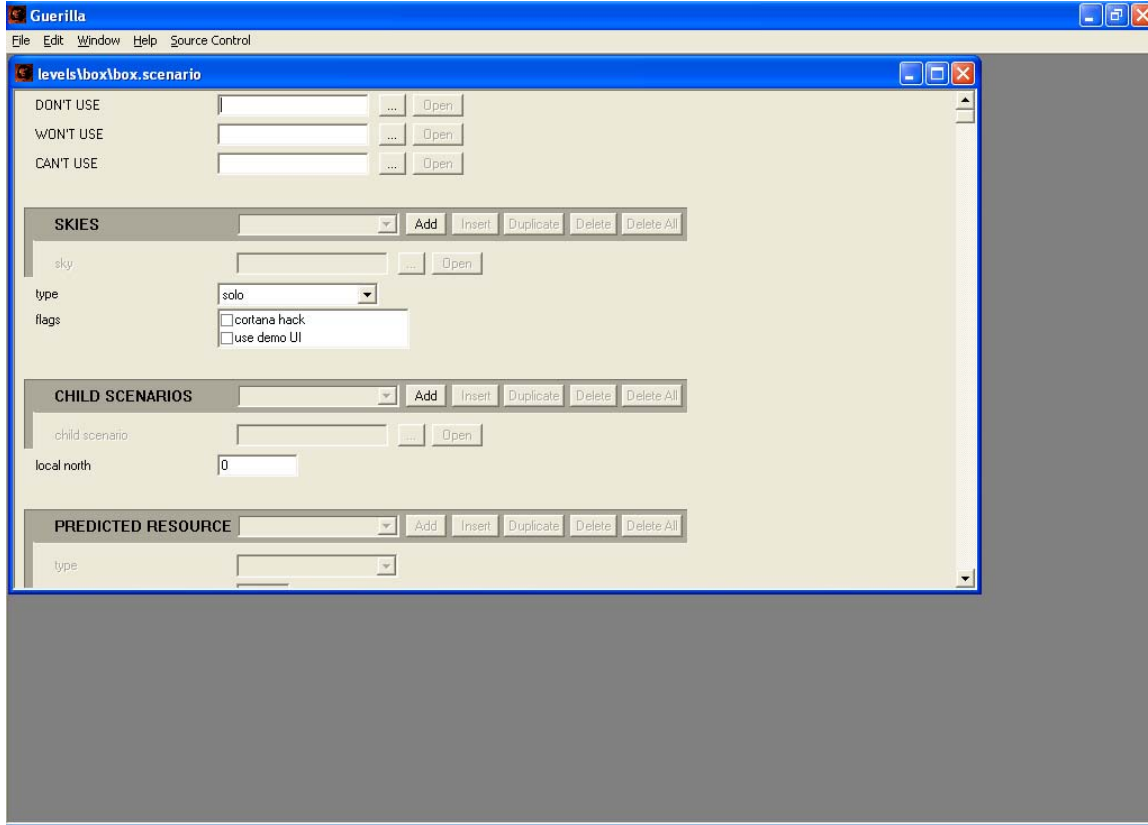


28.) Click the Levels Folder, then, in that folder is a list of all the maps. Click on Box. Then, this is what your box folder looks like.



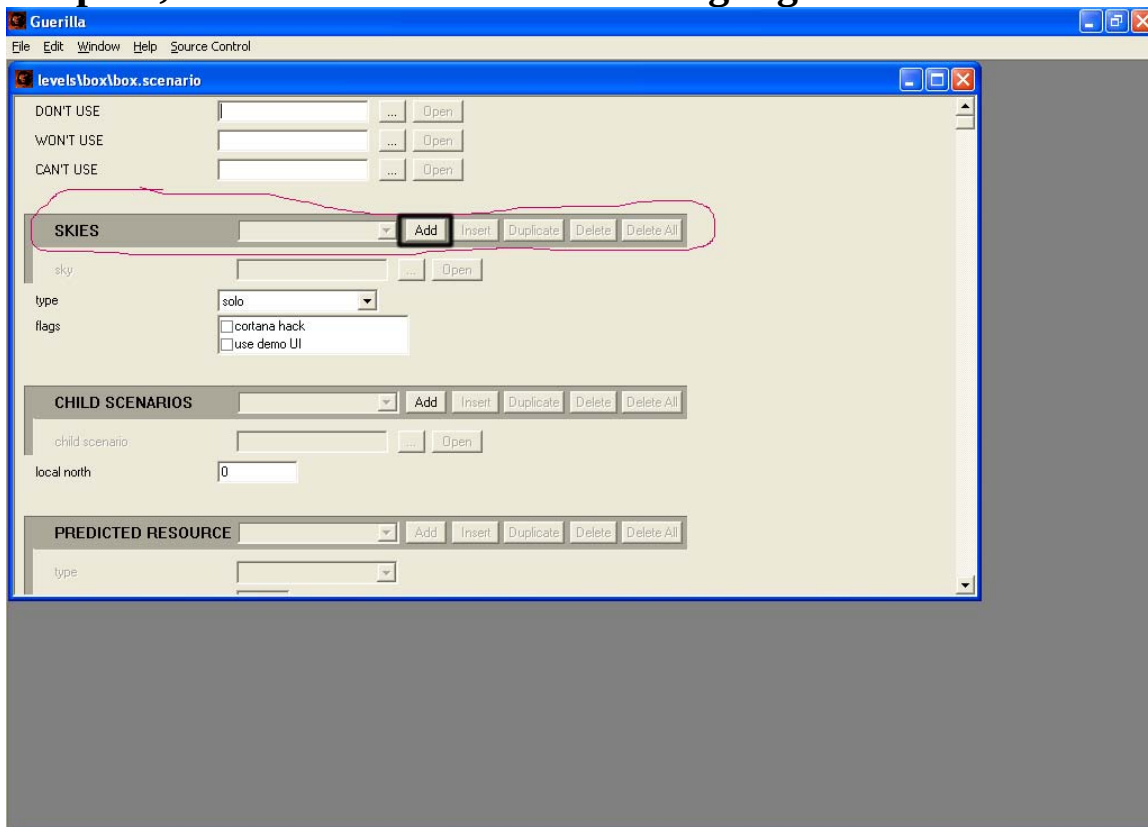
29.) You need to click on the box.scenario.

30.) This window will come up.

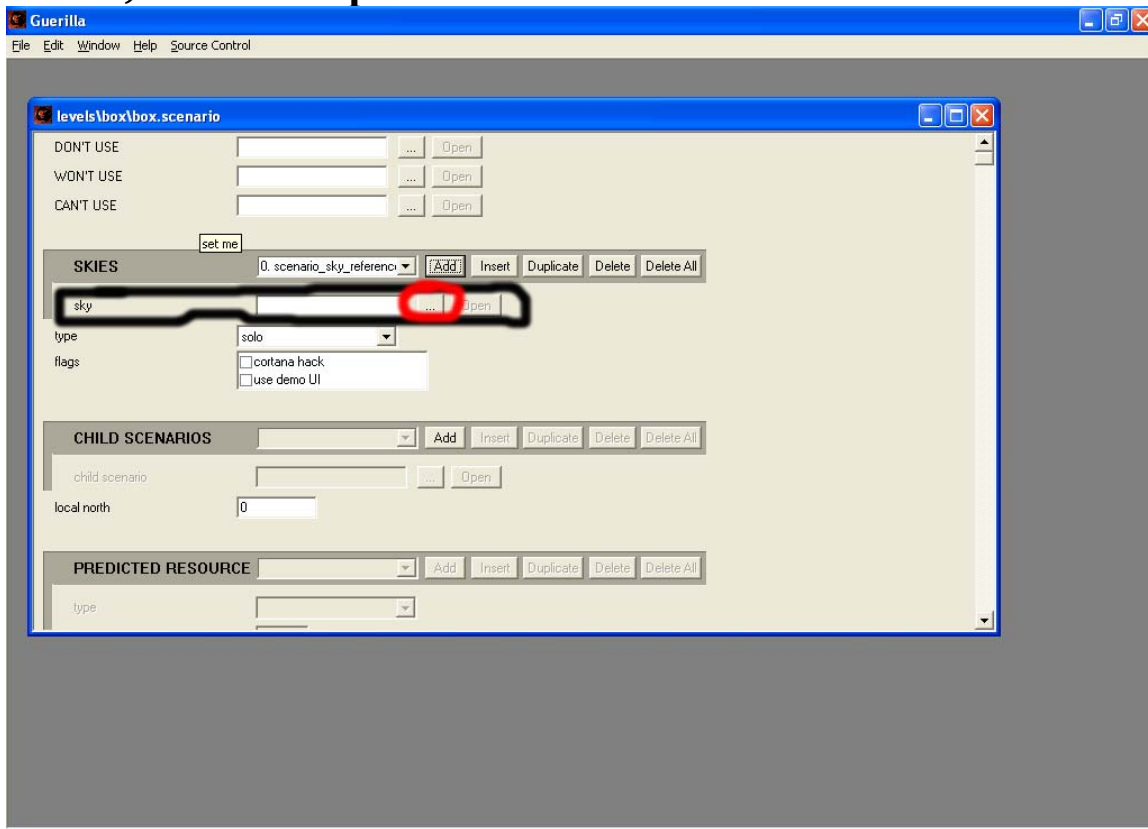


31.) We need to do quite a bit here.

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



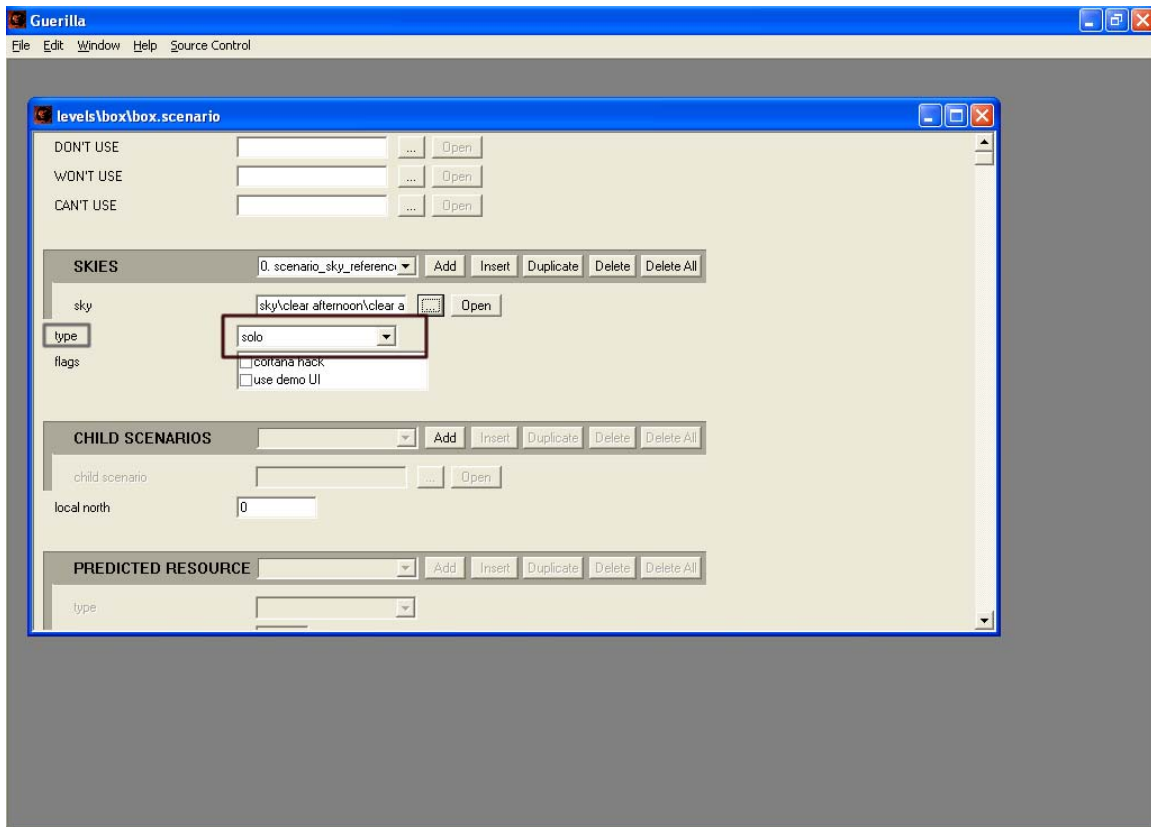
Then, look at the picture below.



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.

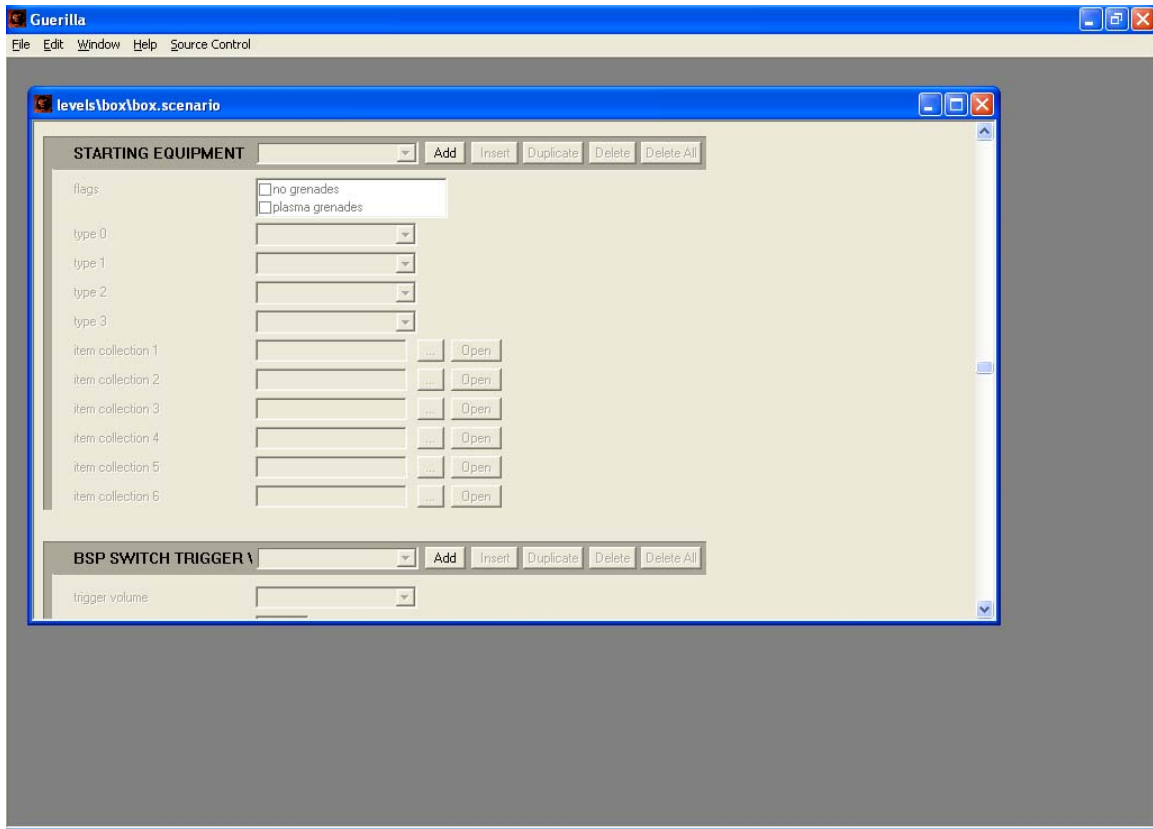
After you have the sky in, look at this picture.



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".

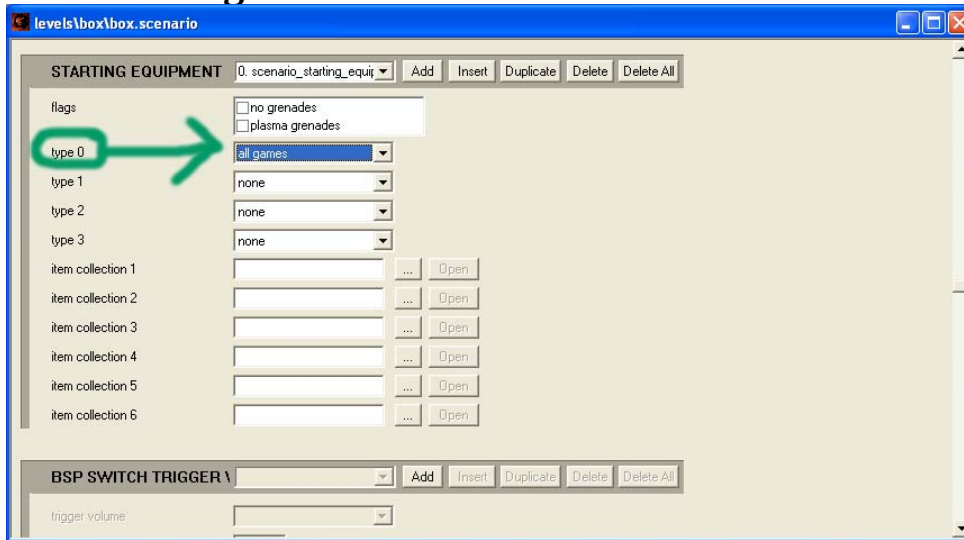
That is all for the sky.

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

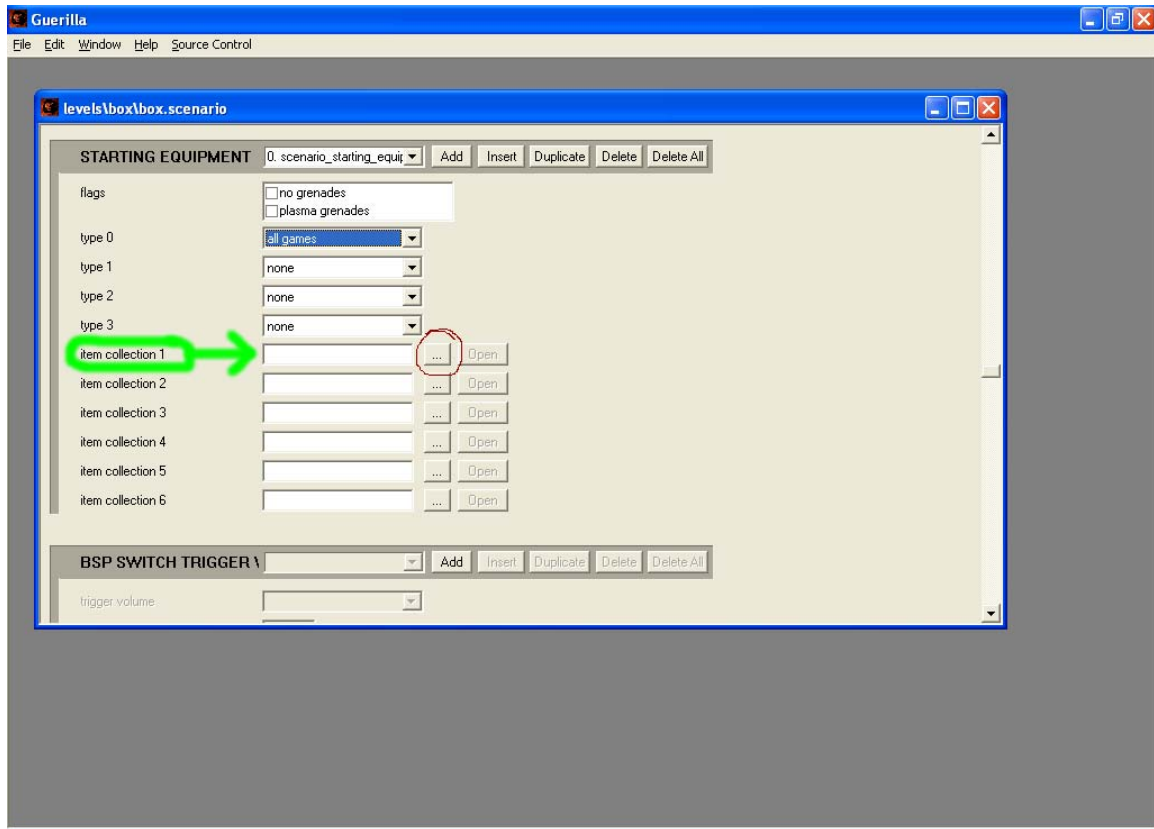


33.) Go to the gray bar that says Starting Equipment and click ADD button.

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.

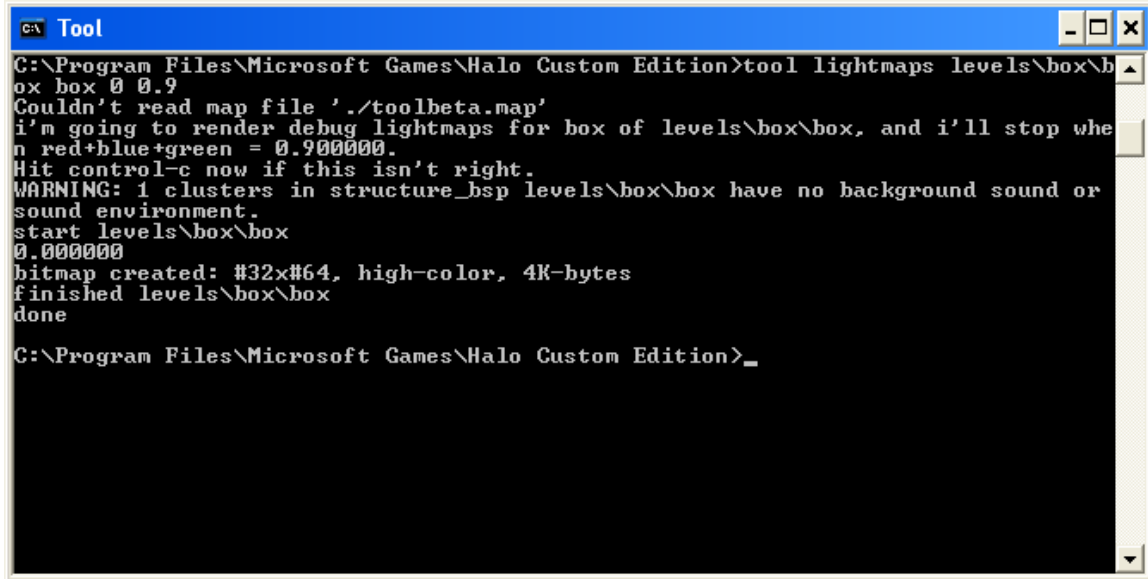
40.) Quit out of Guerilla.

41.) Go back to Tool.exe.

42.) Type in the following text.

Tool lightmaps levels\box\box box 0 0.9

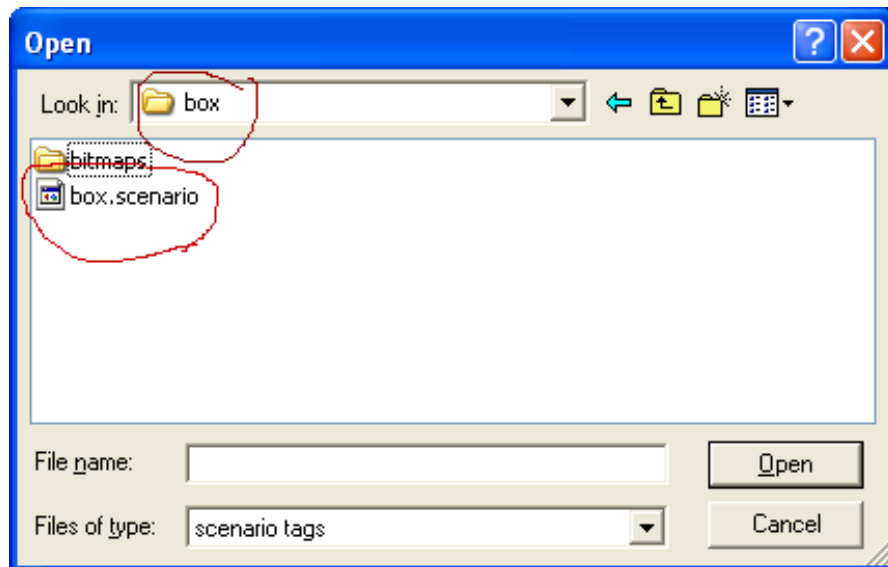
43.) It should look like this.



```
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.

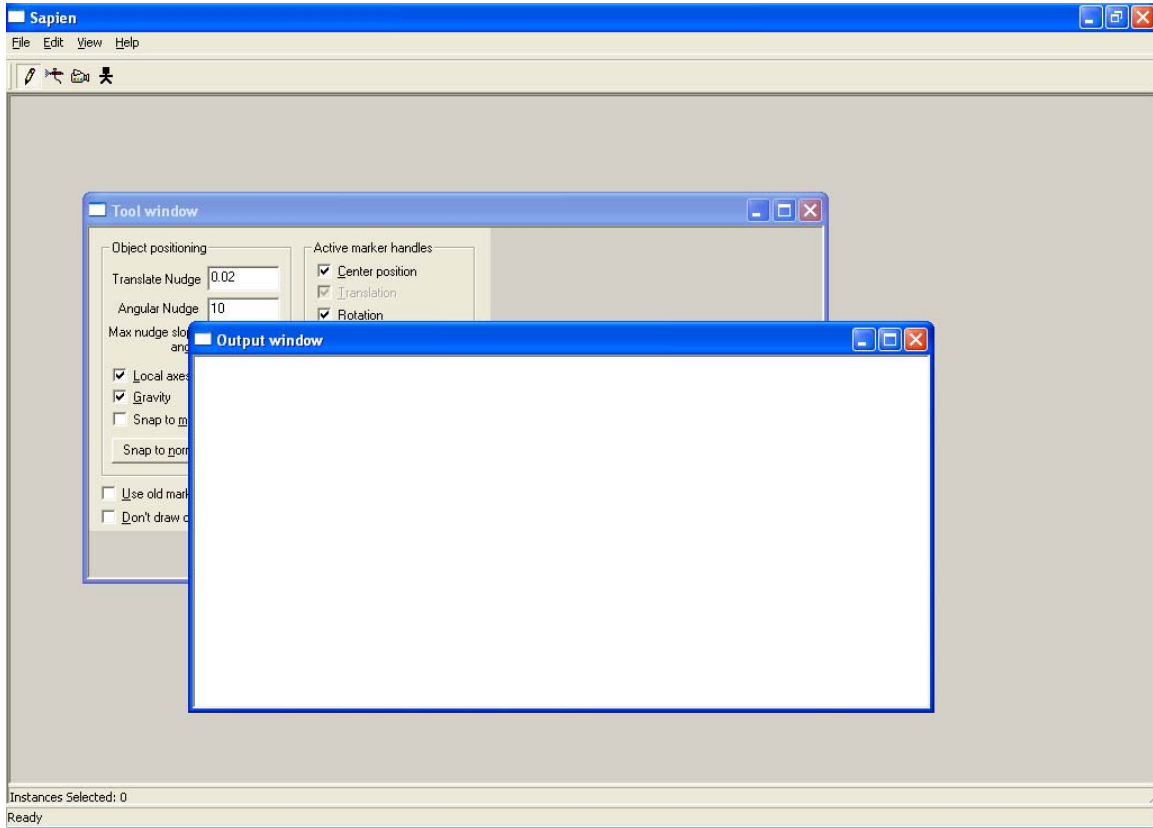


If it doesn't, just navigate to your tags\levels\box folder.

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.

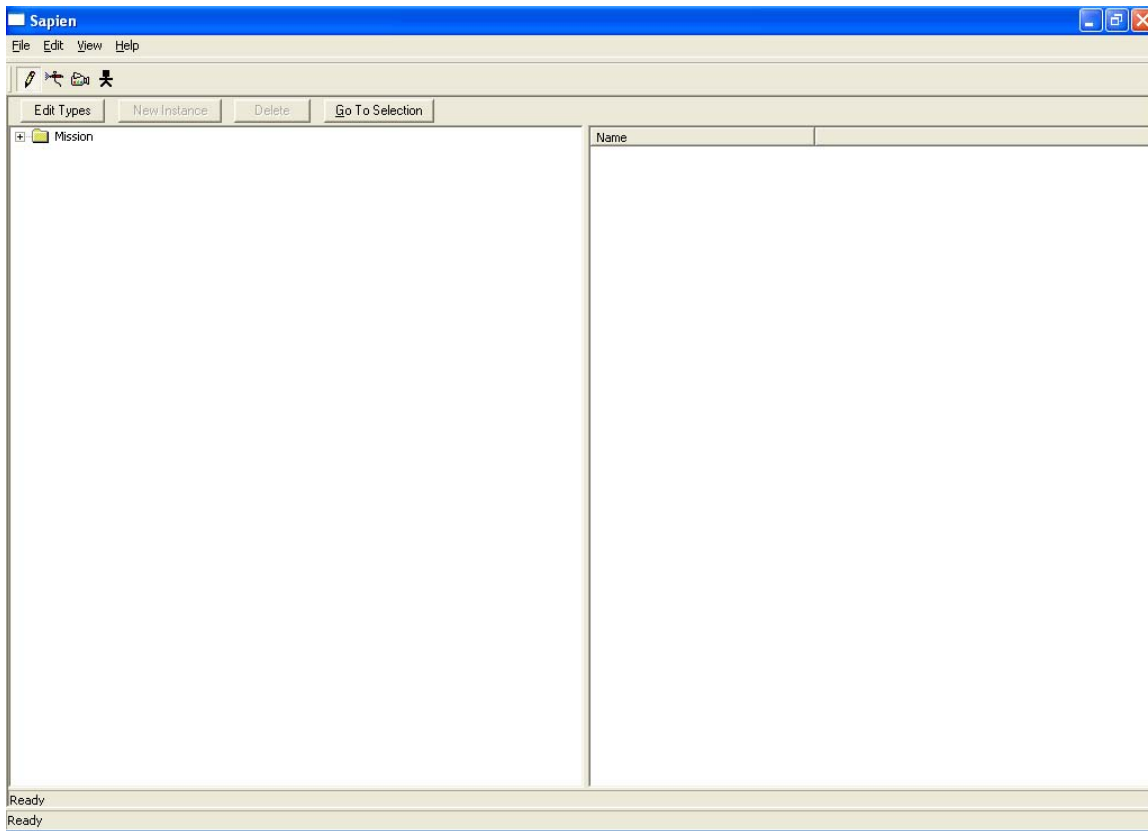
48.) When it loads, it will look just like this...



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.

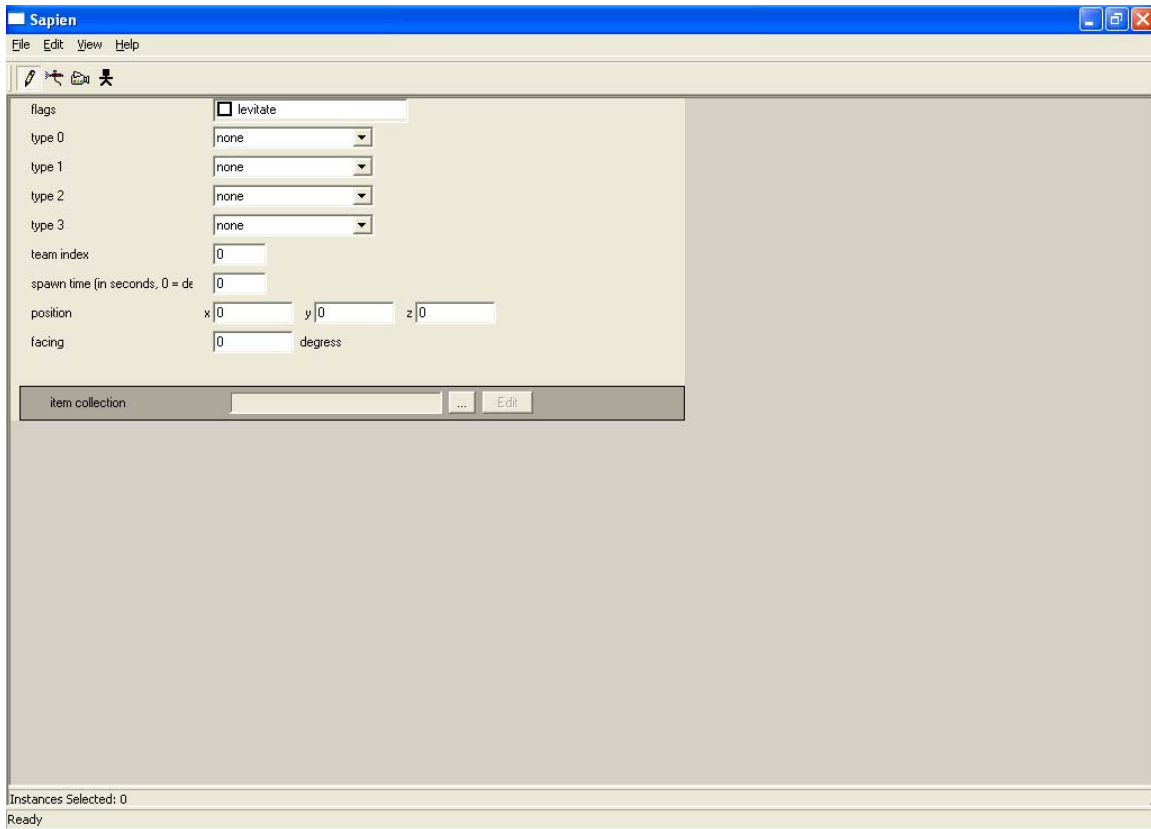


[+] Mission is the only folder.

Click the [+] to expand the folder.

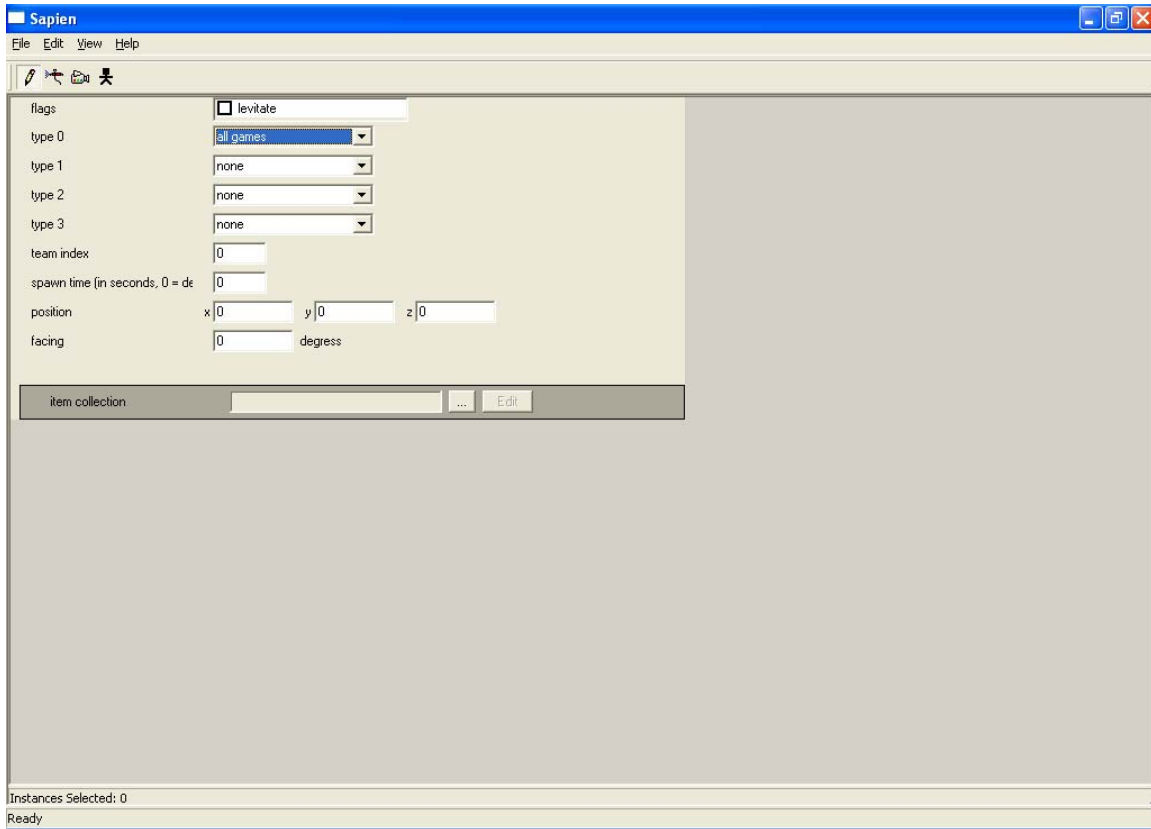
50.) Double Click the Game Data folder, and then double click the Netgame Equipment.

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...



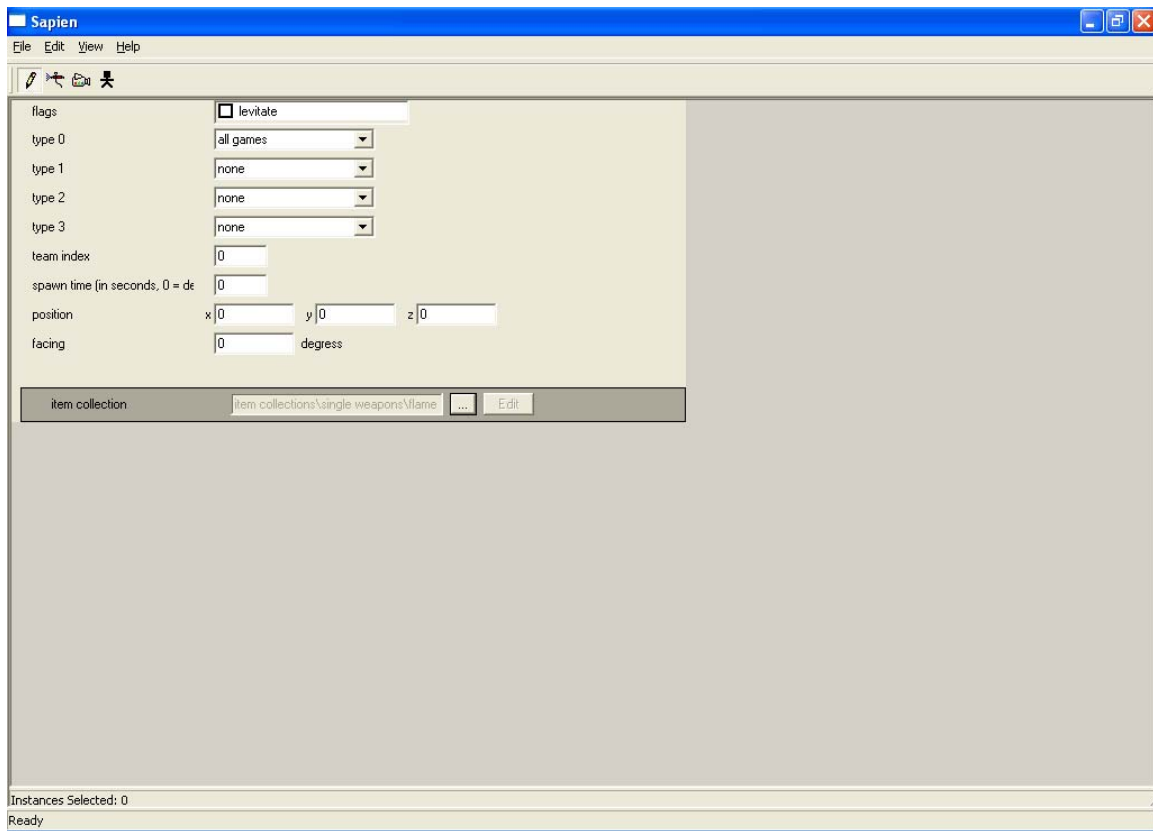
53.) Then, at the bottom, in the gray bar, is where you select the item collection. (If you don't know what we're doing, we are adding weapons to the map.)

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"

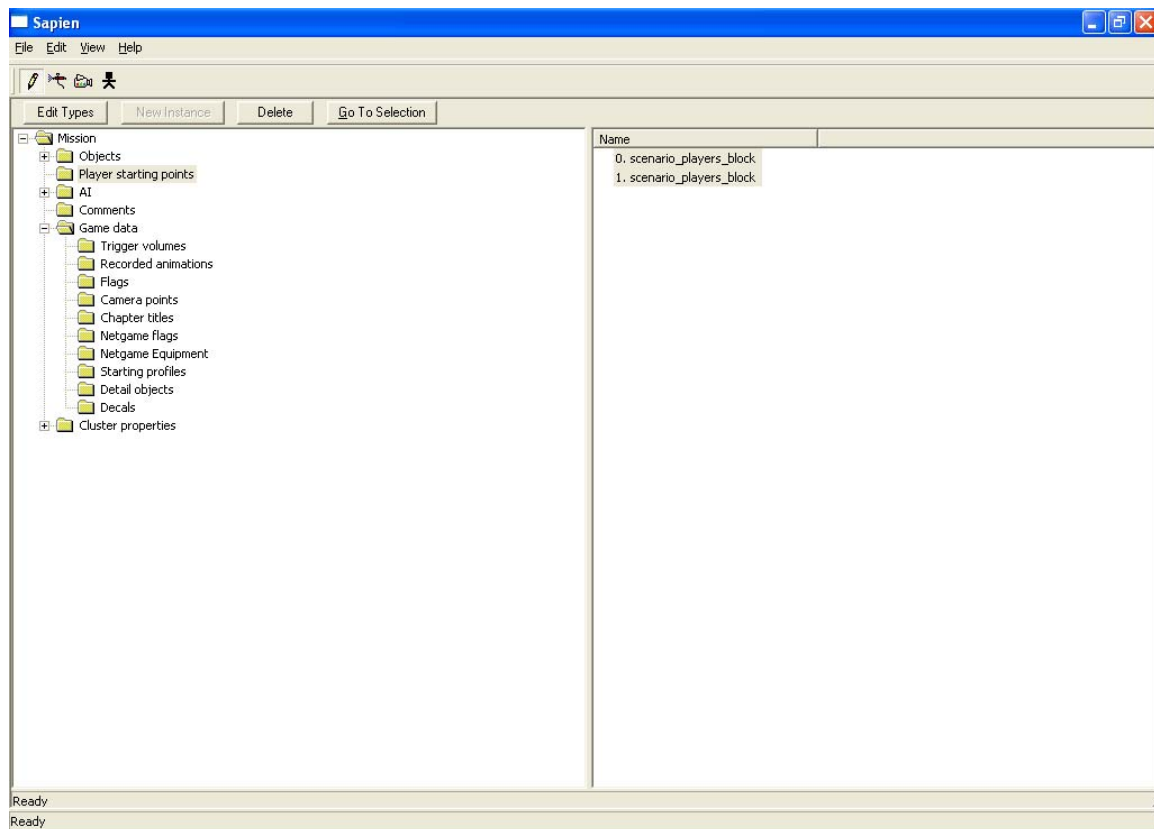
64.) Exit Properties View and Enter Game View.

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!