

ÜBER RADIANT TUTORIAL

by {NtK} Perun

Part 2.



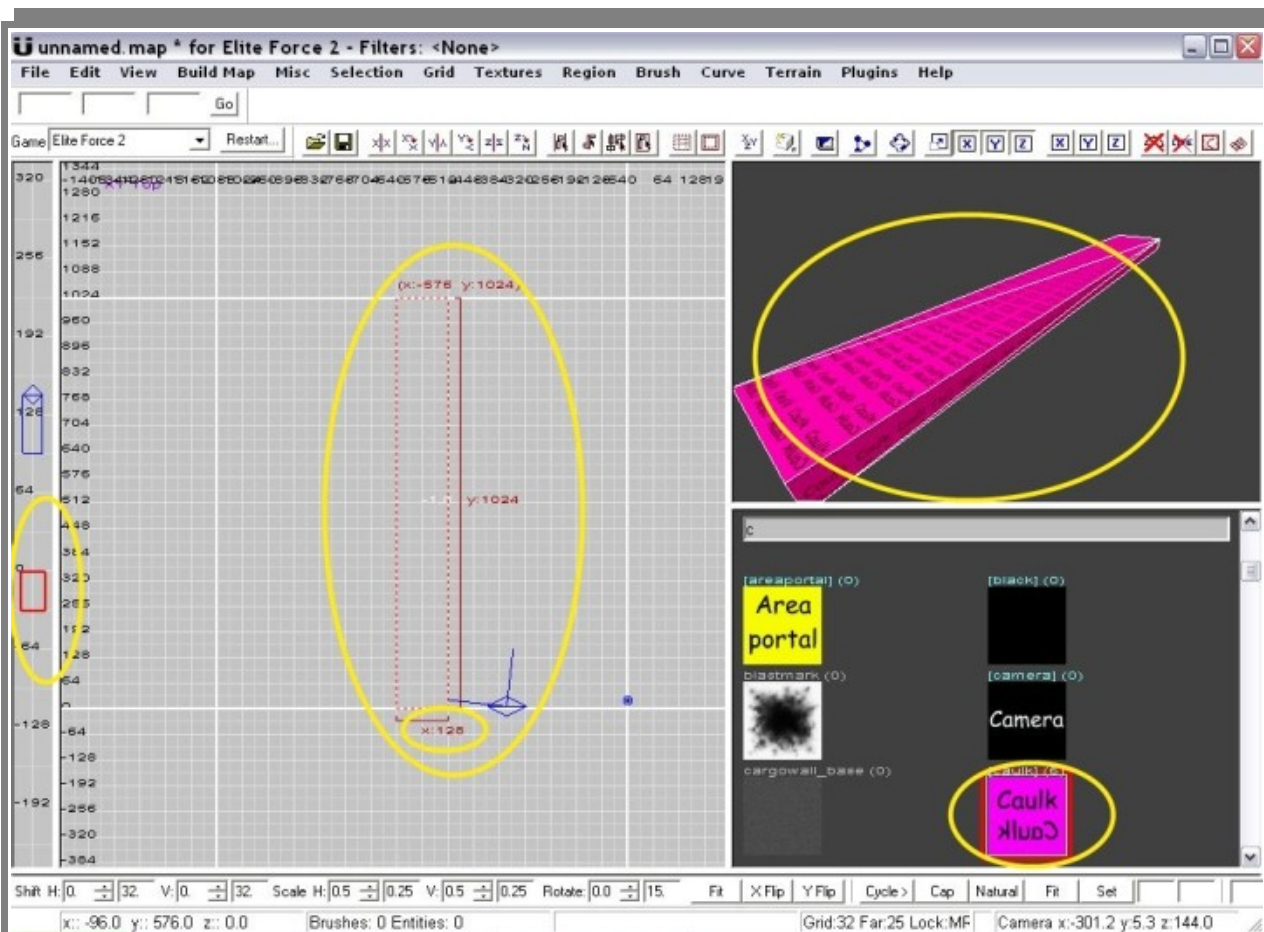
In this tutorial I will show you how to make simple map in proper way.
I will show you how to:

- * Make doors and how to add open sound to them.
- * Make jumpads
- * Make your sky (SKYBOX)
- * Make teleporters

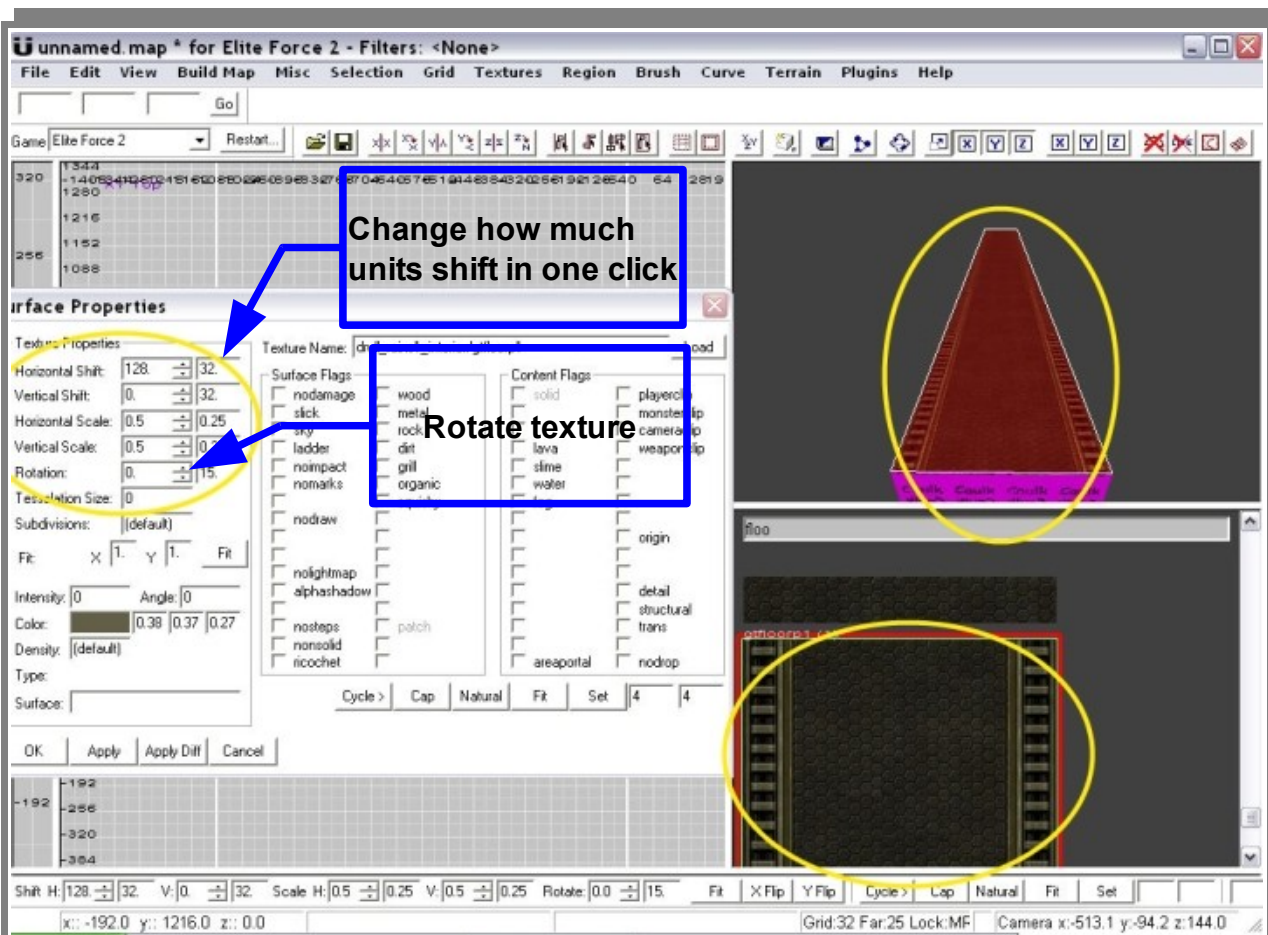
So here we go...

For this map project I will load COMMON textures and DRULL RUINS INTERIOR 1 textures.

Ok firstly i will build a floor pathway leading from one door to another out of caulk 128 units wide (its the best size for pathway 128*) long 1024(as needed) and high/fat 32(recommended thickness for floor and wall brushes).

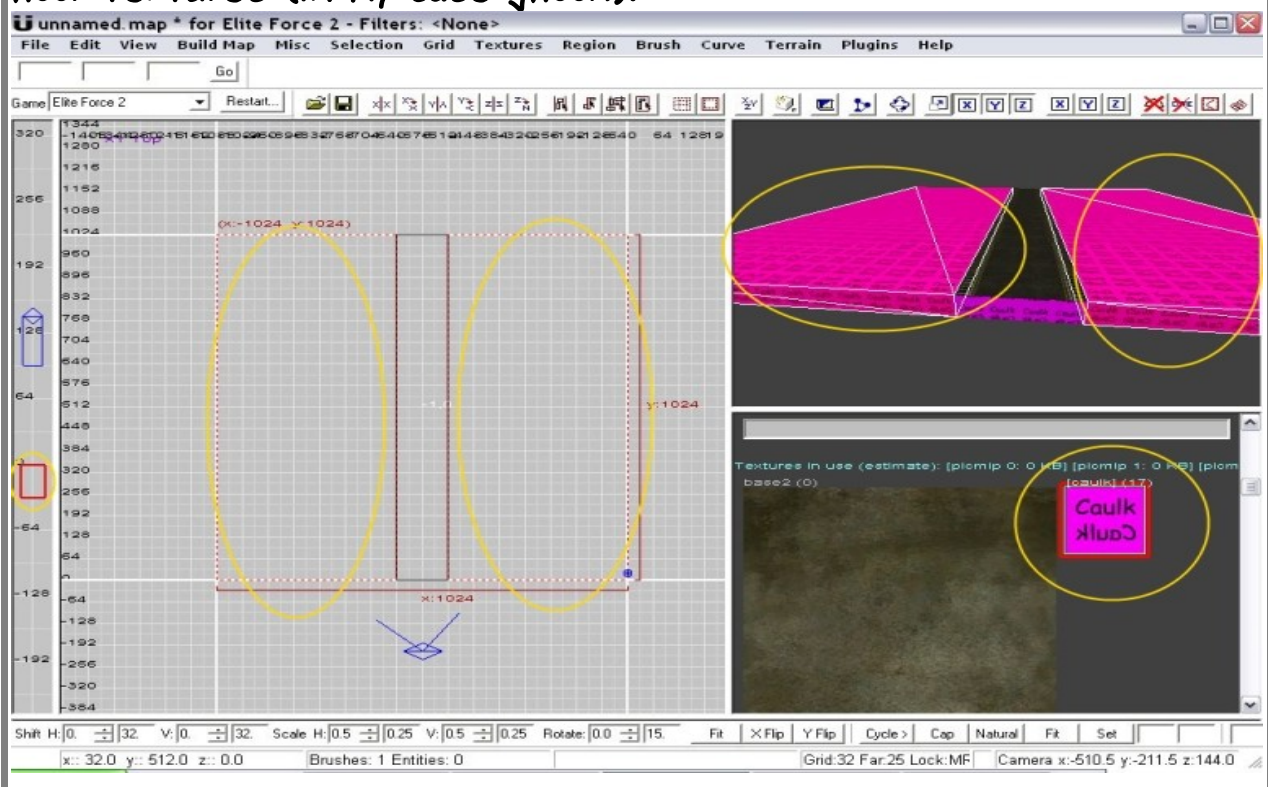


Then I will texture the upper face of the brush (select only one side of brush by ctrl+shift+left mouse while the shift+left mouse picks complete brush) to a nice floor brush for pathways in this case texture `gtfloor_pl` and align it nice on our brush in SURFACE INSPECTOR TOOL (S).
Like this:

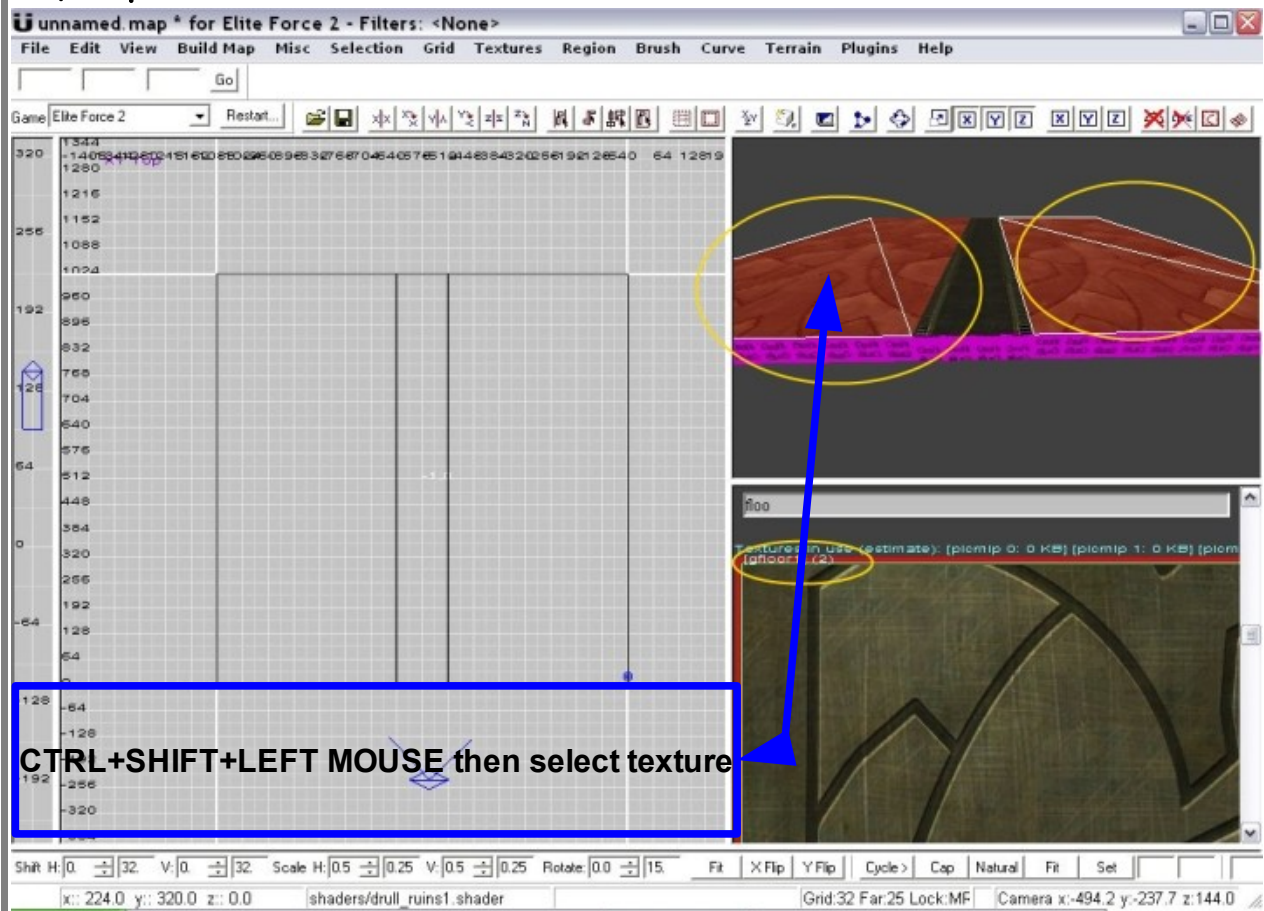


Next i will do the rest of floor...

Again choose the Caulk texture and make 2 brushes on each side of our floor/pathway brush and apply to their upper faces one of floor textures (in my case qfloor1).



Like this:

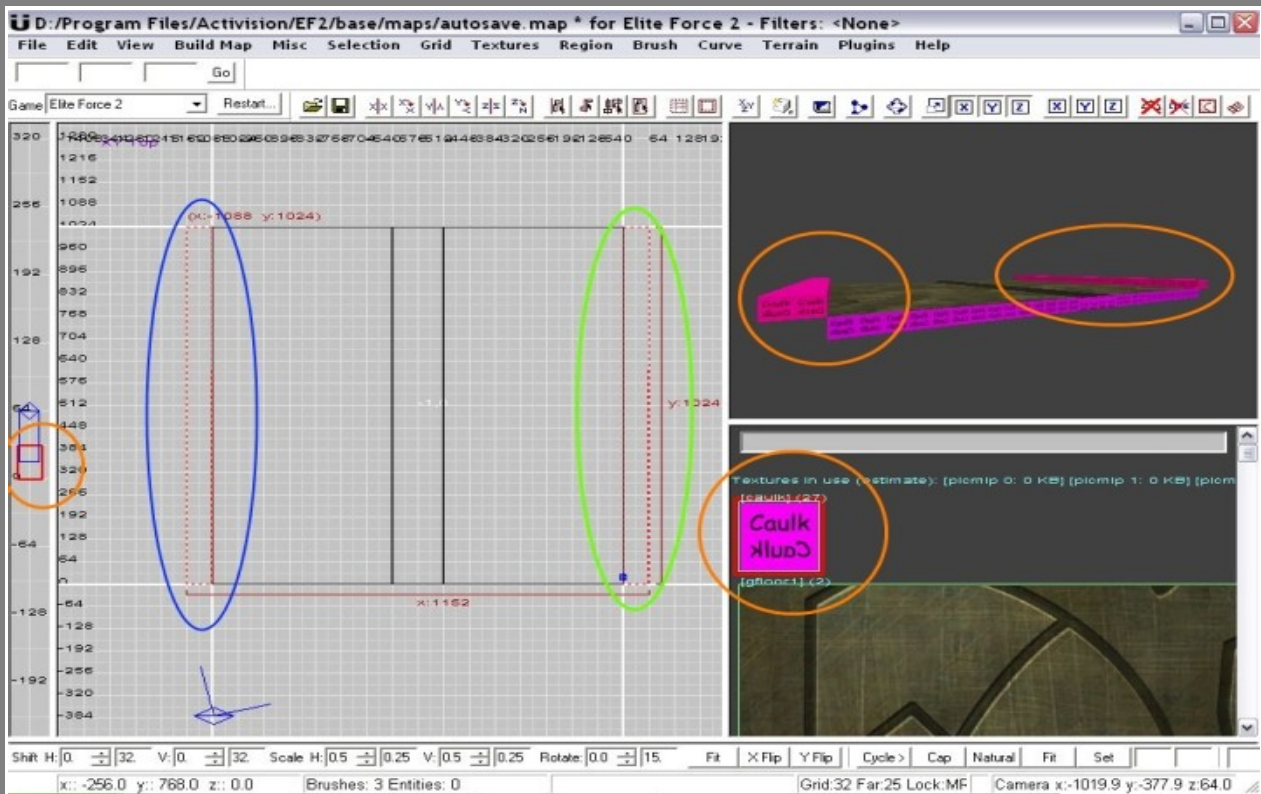


Its important to leave other surfaces Caulk cause they wont be seen in game so its a waste of resources if you texture them.

Ok now we will do two walls that wont have doors on left and right side of our room.

Pick Caulk again in textures window and make a brush 64 wide (x) 1024 long (y) and 32 high/fat (z) and clone it (SPACE) and put it on other side.

Looks like this:



Blue is original brush and green is cloned one and you see that both of brushes are above the floor level.

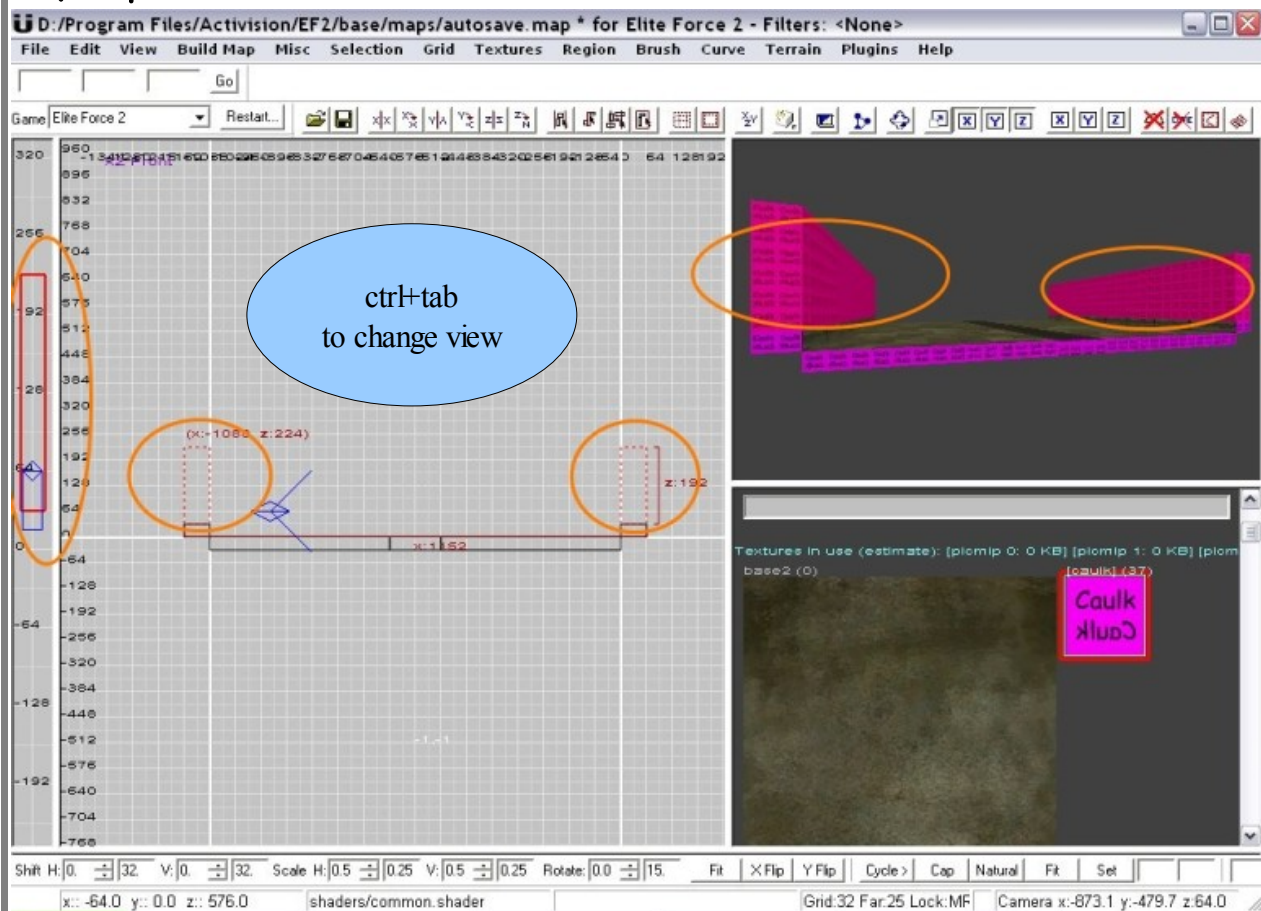
Press ESCAPE to deselect brushes and pick their inner sides faces so we put on them nice trimmer texture. (I've picked the dstrim3a) and it looks like this now:



Ok next you pick both trim brushes and clone them and put them on top of trimmer brushes then find CAULK texture and select it

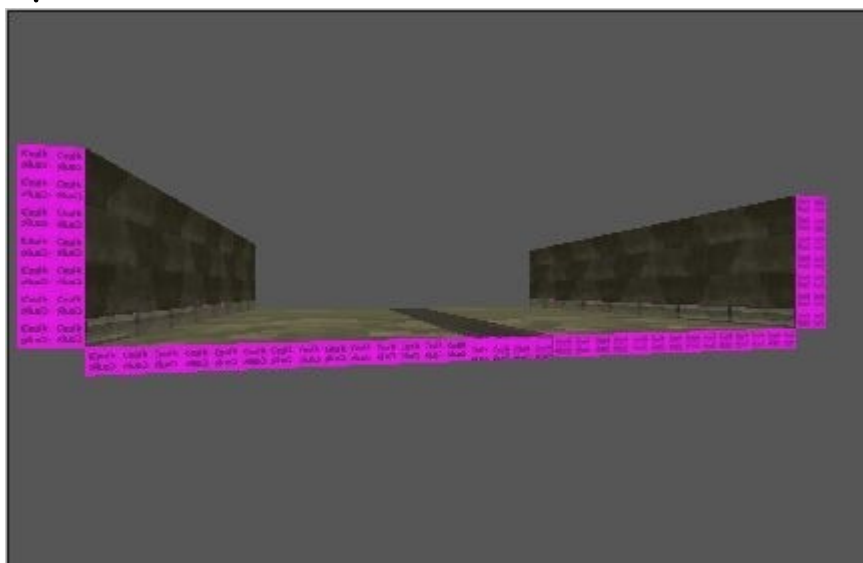
and then make brushes higher to a half way between the 192 and 256 units mark in height(Z) window on left.

Like this:



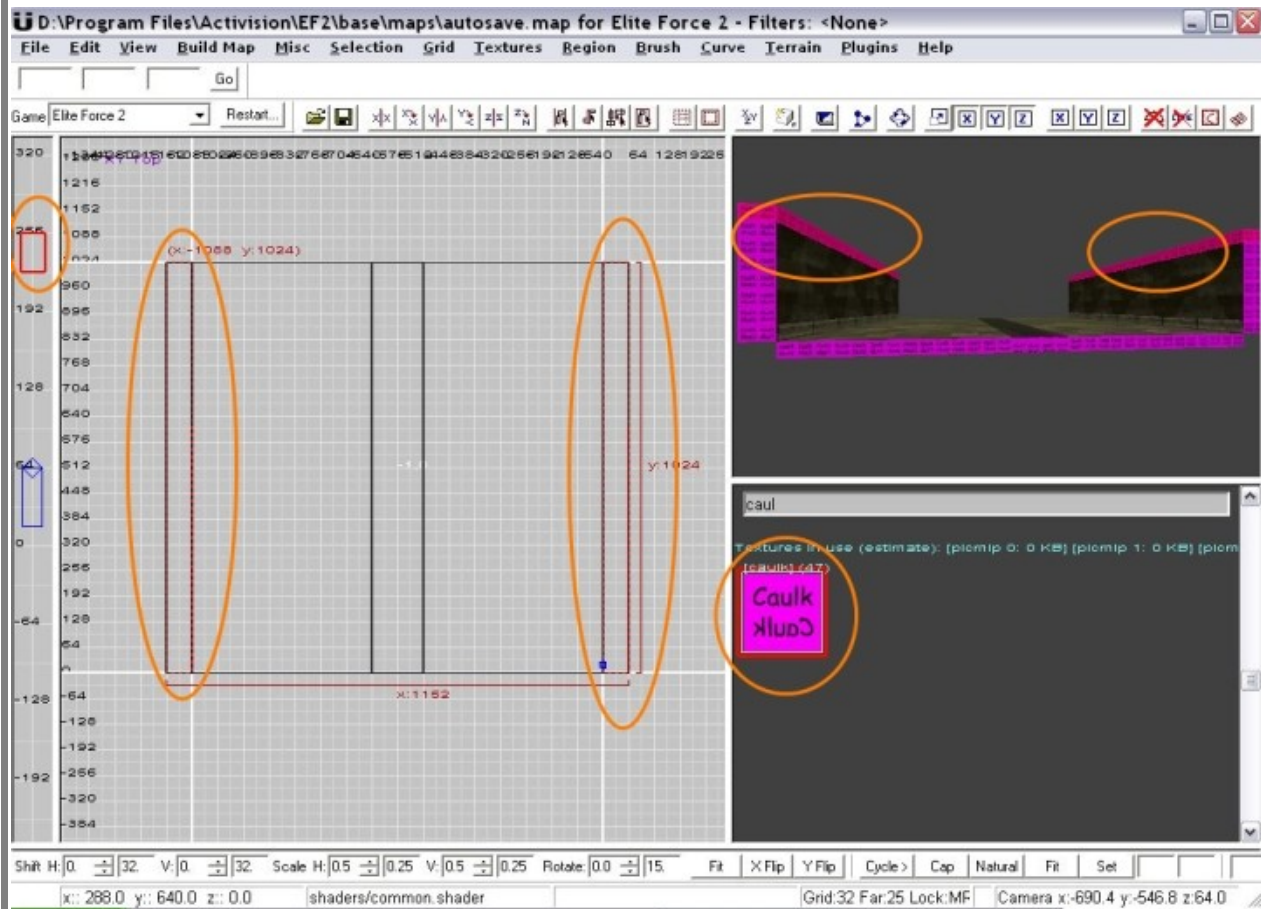
OK now again pick inside faces (ctrl+shift+left mouse) of walls and find wall texture and apply to faces (I've used d/wall7).

Looks like this:

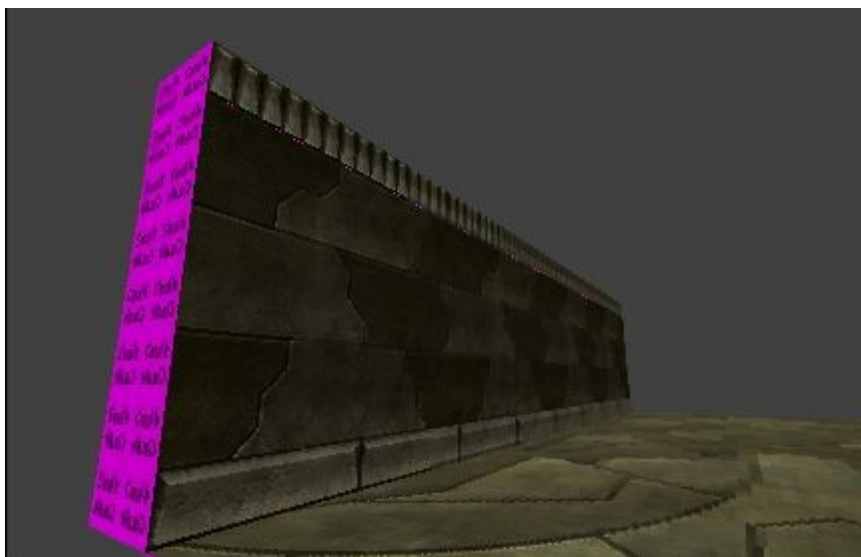


So now we make upper trimmers...pick again those that are down and clone them and put them on top of wall brushes and select

CAULK again to delete old texture on them.
Again pick inner faces of brush and texture them with some trimmer texture



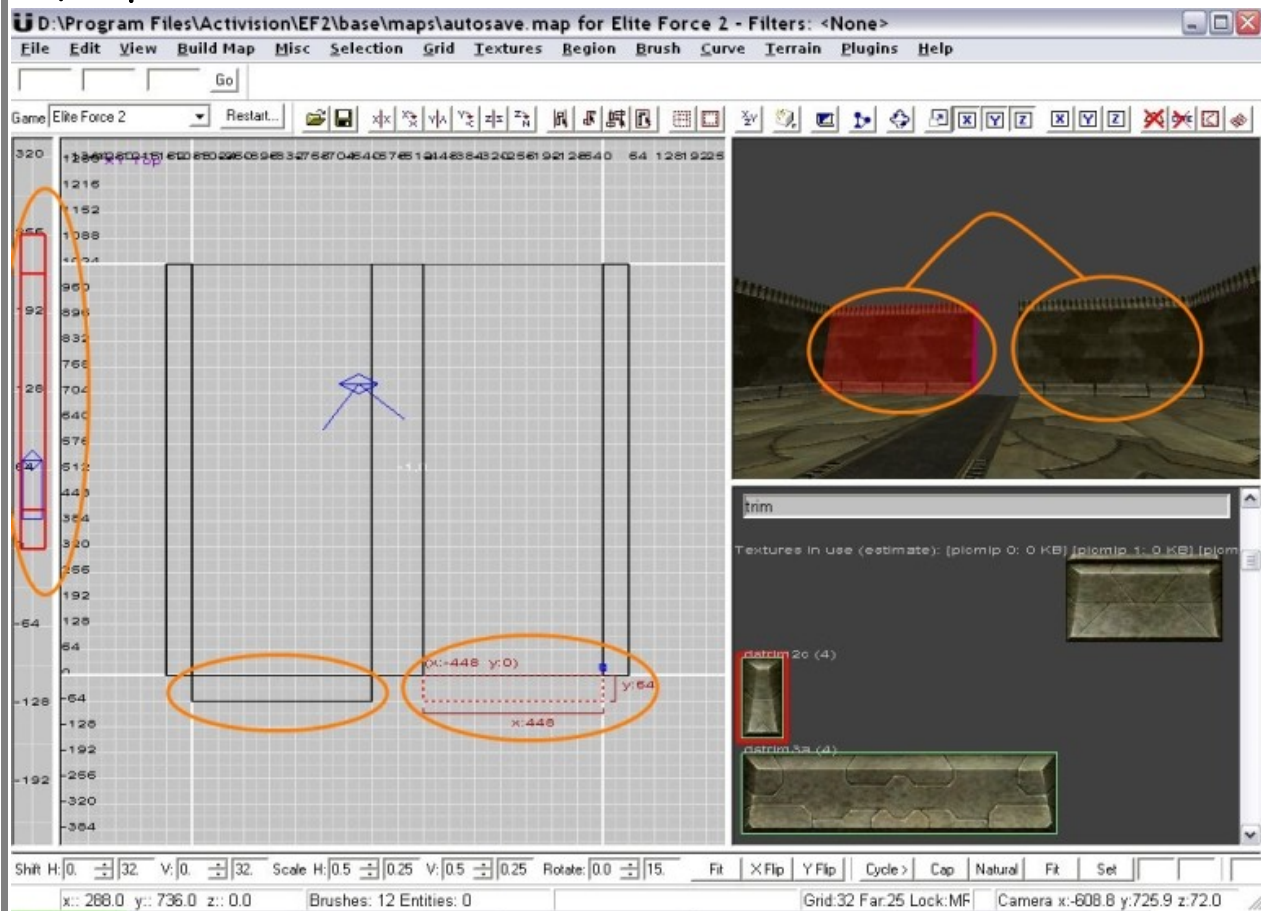
Then texture...(I've picked dstrim2c)



OK now i will select all 3 parts of wall (2 trimmers and 1 wall middle brush) and hit SPACE to clone it...when they are cloned i will rotate them and place them on place for 1st of 2 walls... re size it like this so our door size will fit pathway size and clone again and

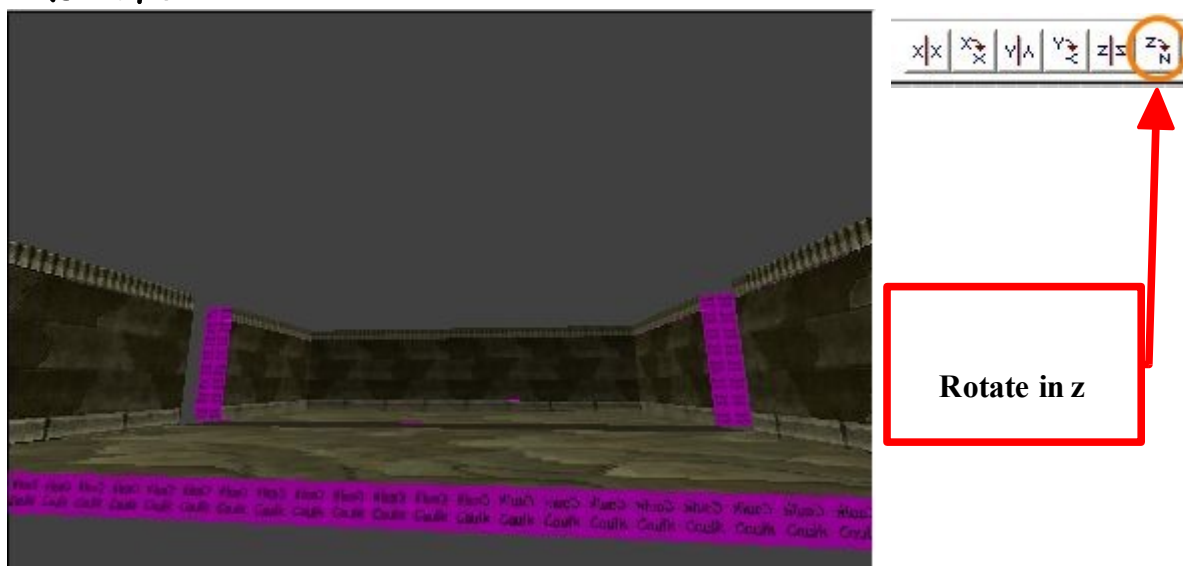
move to other side.

Like this:



Now you pick (SHIFT+LEFT MOUSE) all 6 parts of that 2 walls and clone them (SPACE) and rotate them and put them on other side of room where other doors will be...

Like this:

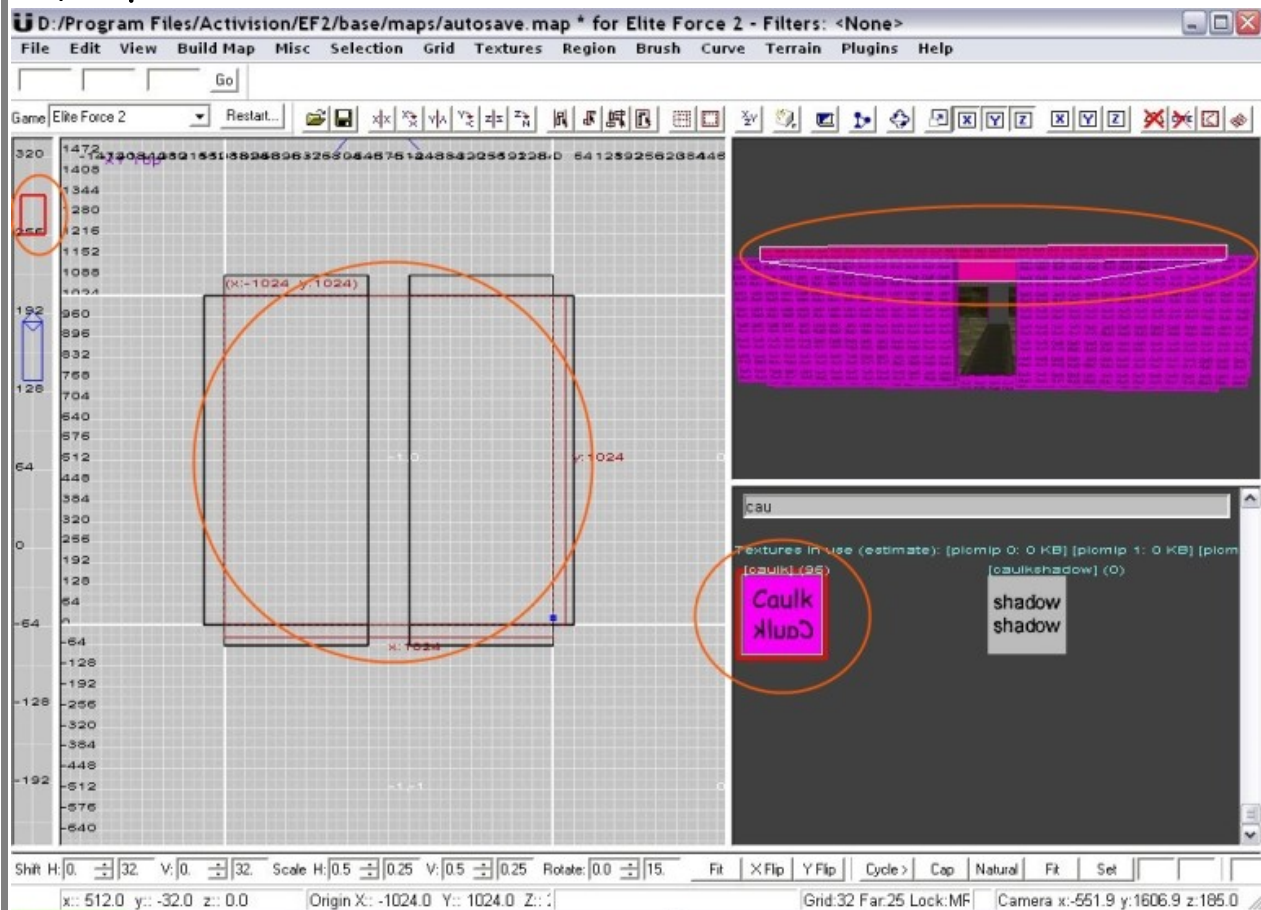


I hid this wall in front of me to show you how it looks.

(Hide things: Pick them shift+left mouse and hit "H" to unhide hit shift+h).

Ok now when we are done that lets do the ceiling...
 Make a brush from one inner line of wall to other inner line of
 opposite side of wall so it fits to floor size (again out of Caulk
 texture).

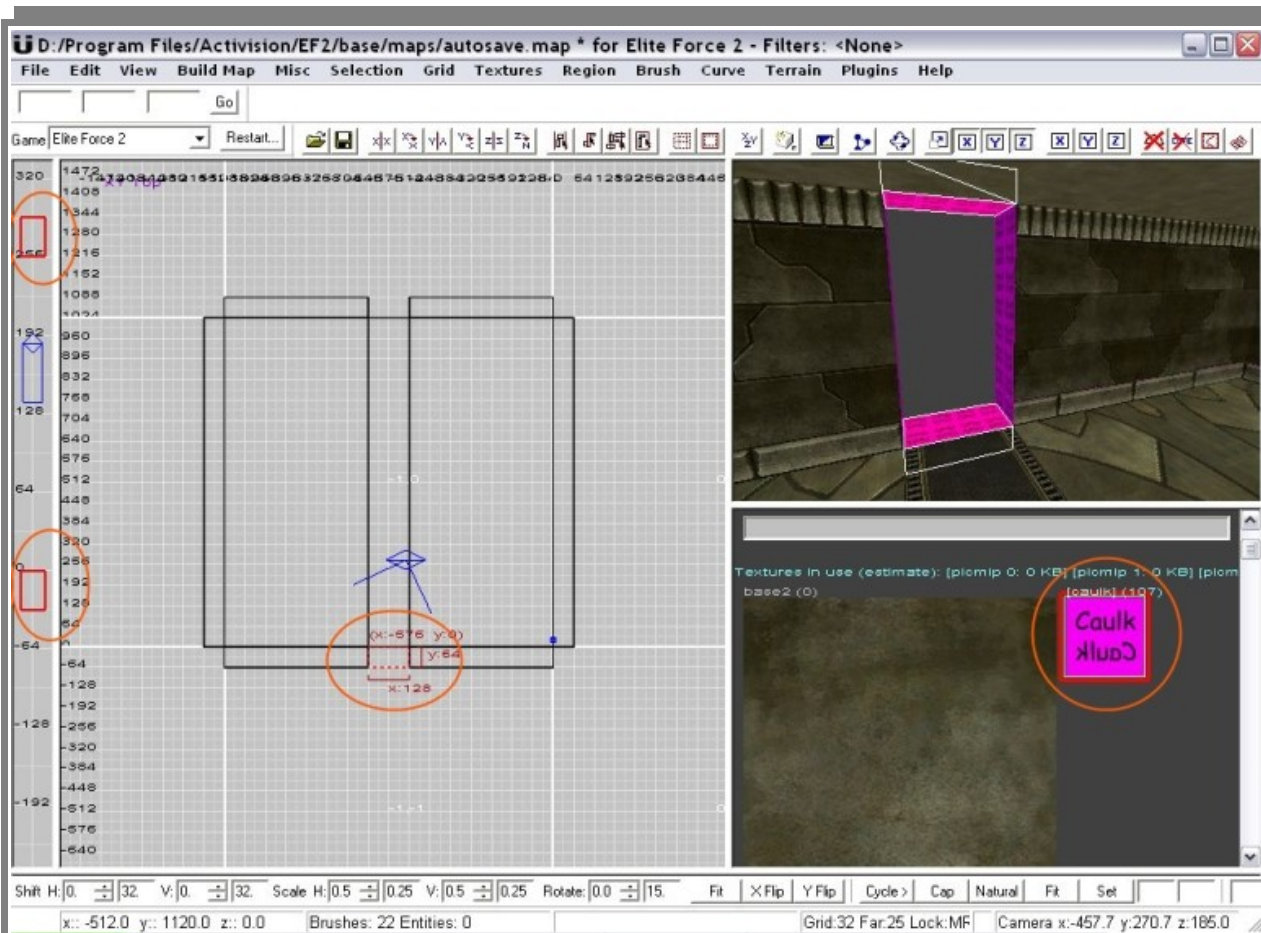
Like this:



And inside the room look up (shift+move mouse upwards) and pick
 that face of brush and texture it (I will use one of base textures
 -dlbase7-).

Now when we done our ceiling we will do 2 doorway brushes to
 complete our door holes.

Like this:

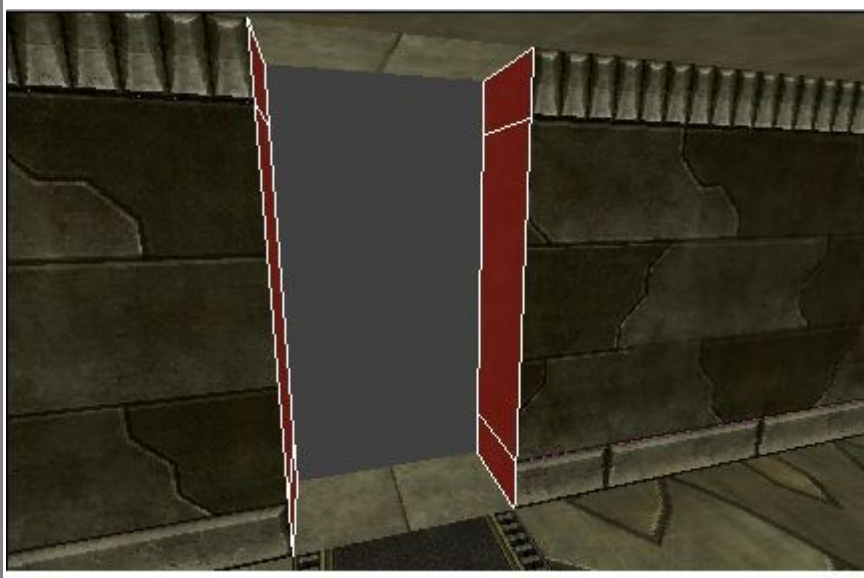


And apply to their inner faces a texture (I will use `ddoortrim_1b`)

Now when they are textured I'll pick them and clone them and place them on other side to other door hole.

And I will texture the inner side faces of door hole...

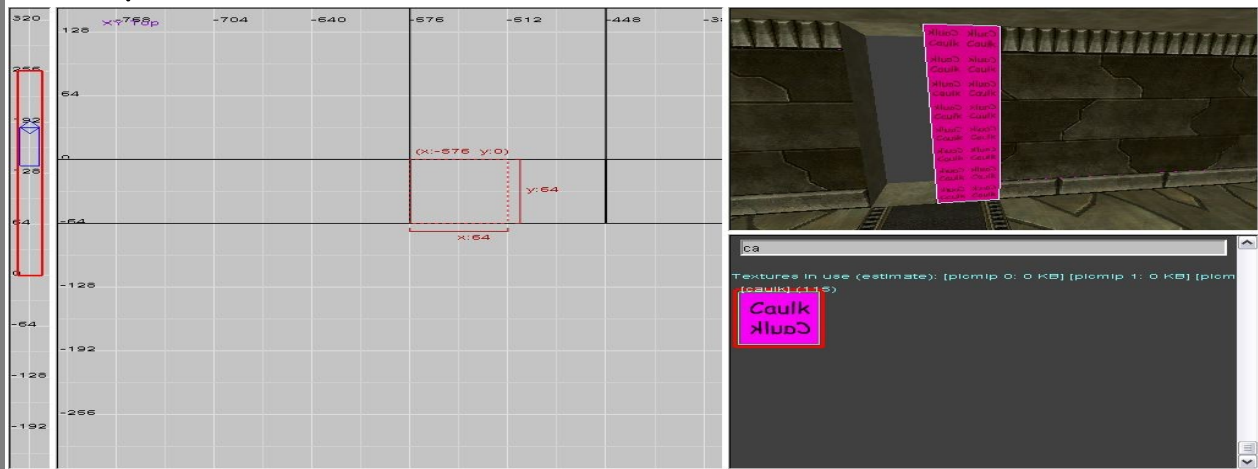
Like this:



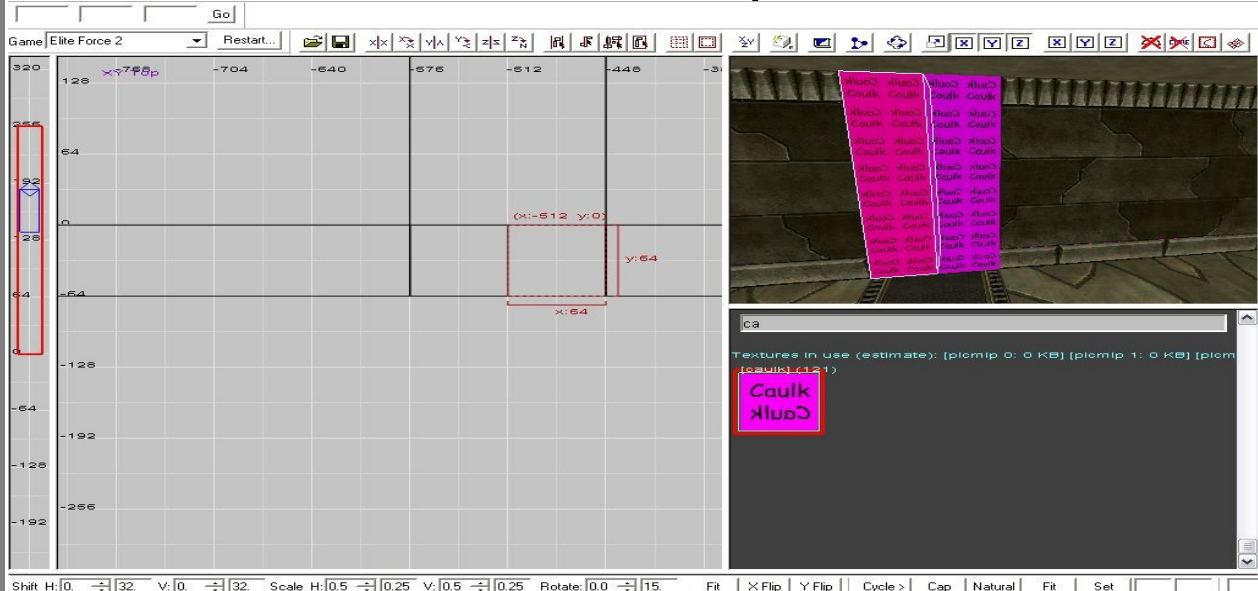
So now we do our doors...

In the middle of that door hole make a brush thick as the walls are (64 units).

Like this:

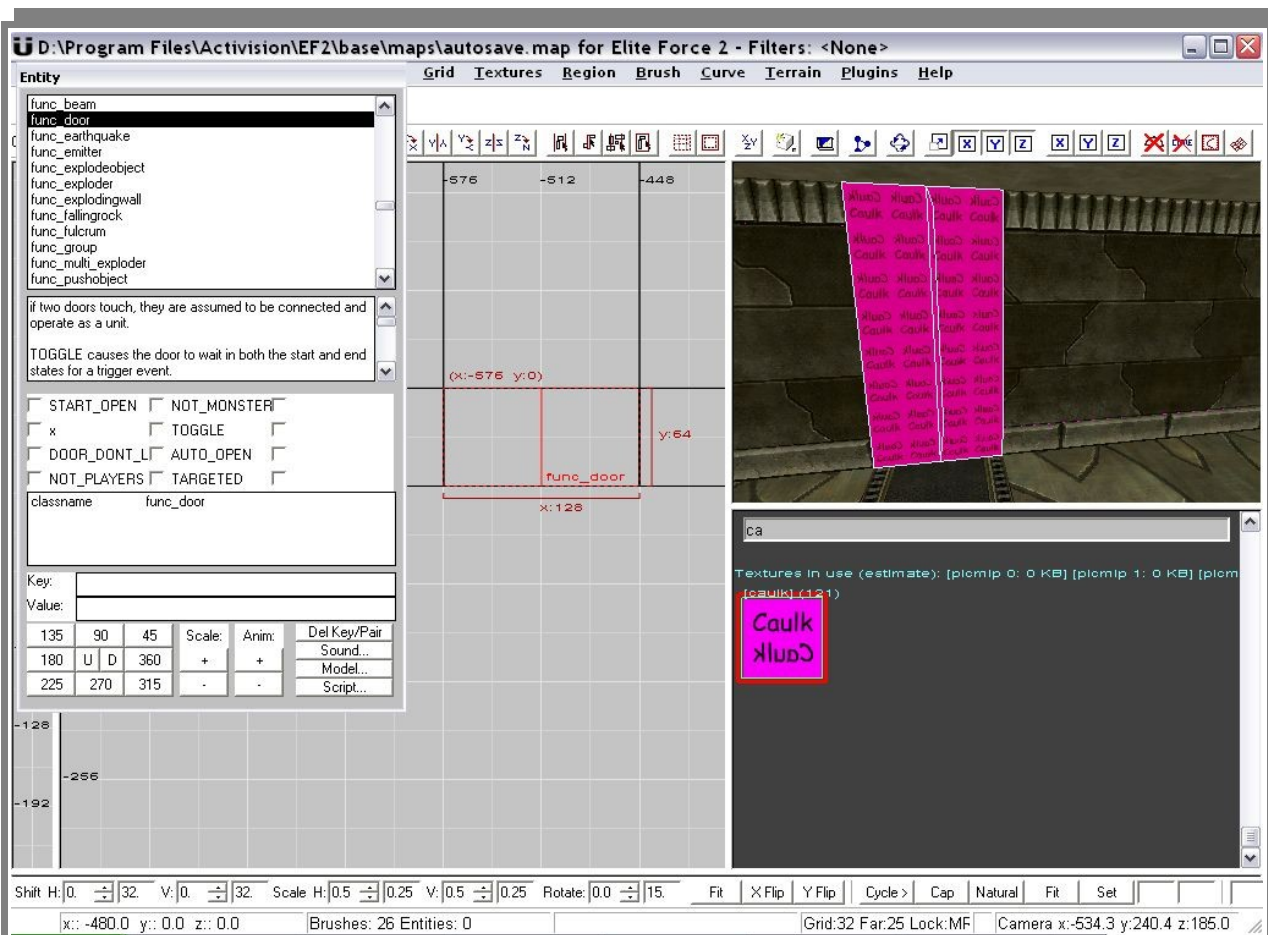


Clone to other side to make second wing...



Now select both brushes and open ENTITY window (press N). Click once in upper window with list in it and press "f" so you see the functions...then you find function_door and double click on it (while both of your door brushes are picked!!!).

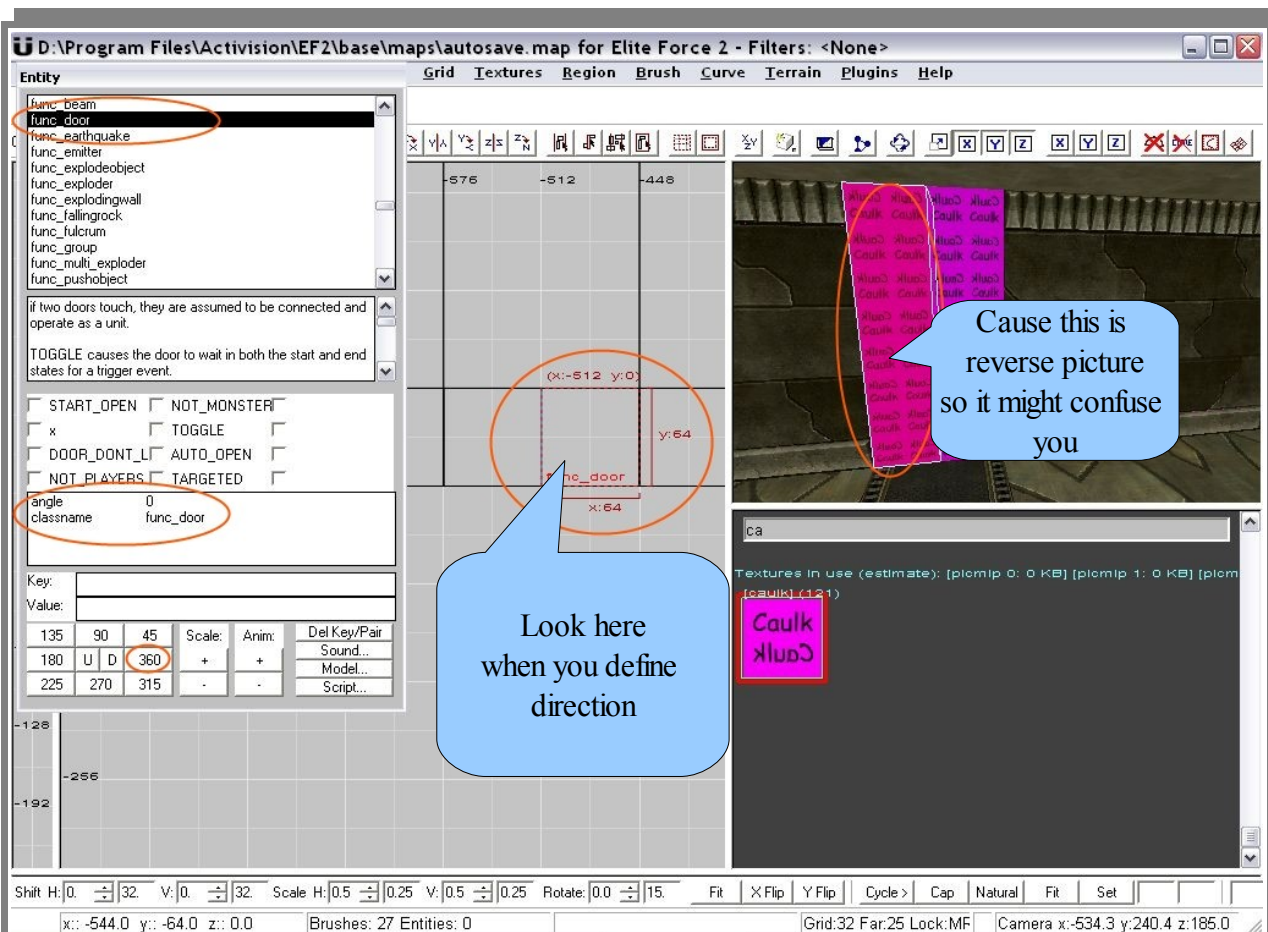
Like this:



Ok now we will set their opening directions...

Pick one wing and hit "N" and chose down where you see angles one angle that you need so in my case left wing needs 180 and right one 360 direction so I will apply those values to them.

Like this:



Note that this door aren't very esthetically made this is simplest way to show you how its done latter on you can make them and shape as you like.

So now a little tricky part... adding sound its simple but where to find the title of sound that you want to add to doors when they open?

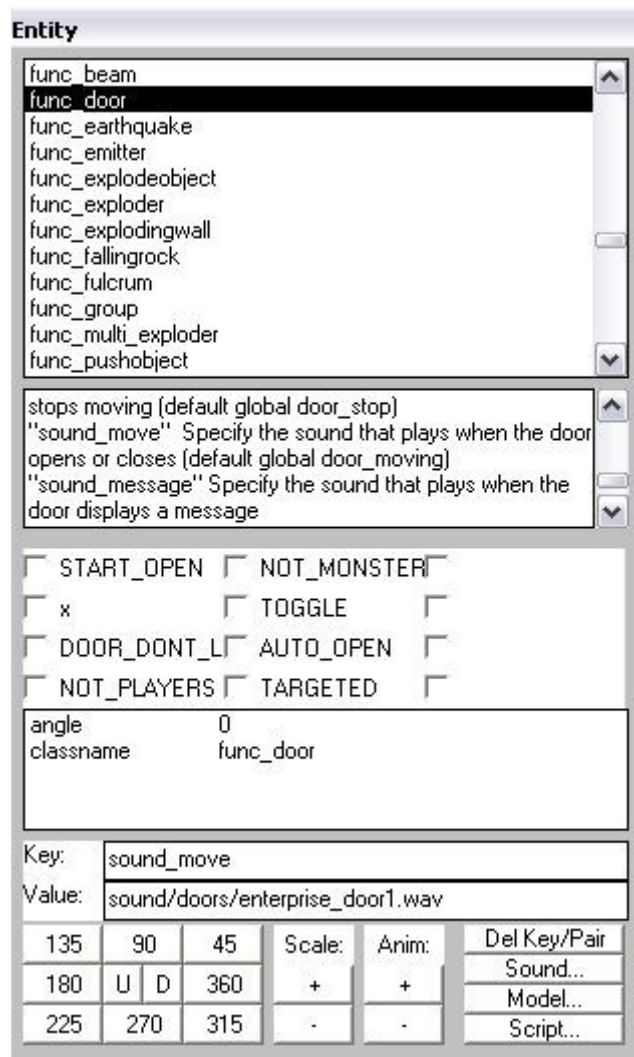
Here is one solution that I made...

Make somewhere an empty folder...then go into the base folder of the EF2 game and locate these 2 pack files PAK30.pk3 and PAK32.pk3 and copy them to your new empty folder...make 2 more folders inside and name one something like P30 and other P32 and put the pak30.pk3 in P30 folder and other file in another so things don't mix together.

Now go in folders and extract the pk3.files (I use 7 zipp or PakScape) go in new folder where you extracted pak30.pk3 and you will see sound folder go in and in there is DOORS folder... so here you have your door sound that you can play in audio-player to see which one you like.

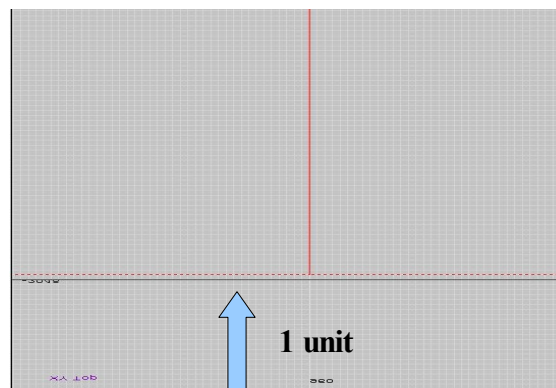
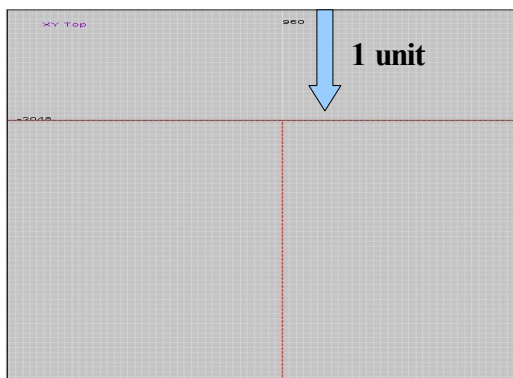
(Other pak32.pk3 file you will need latter for your maps music file) So now when you found one sound that you like go in ÜberRadiant pick both wings of doors and hit "N"...entity window shows and in first empty bar you type "sound_move" and in other one below the

path to that sound (its not complete you don't need to define which .pk3 file is and in what folder that pk3 file is) you do it like this:



Now select both doors and make them smaller in width for 1 unit (press 1 to get smallest grid and zoom in with scroll mouse button) and narrow them for 1 unit on both sides cause when they open they will overlap with wall otherwise!!!

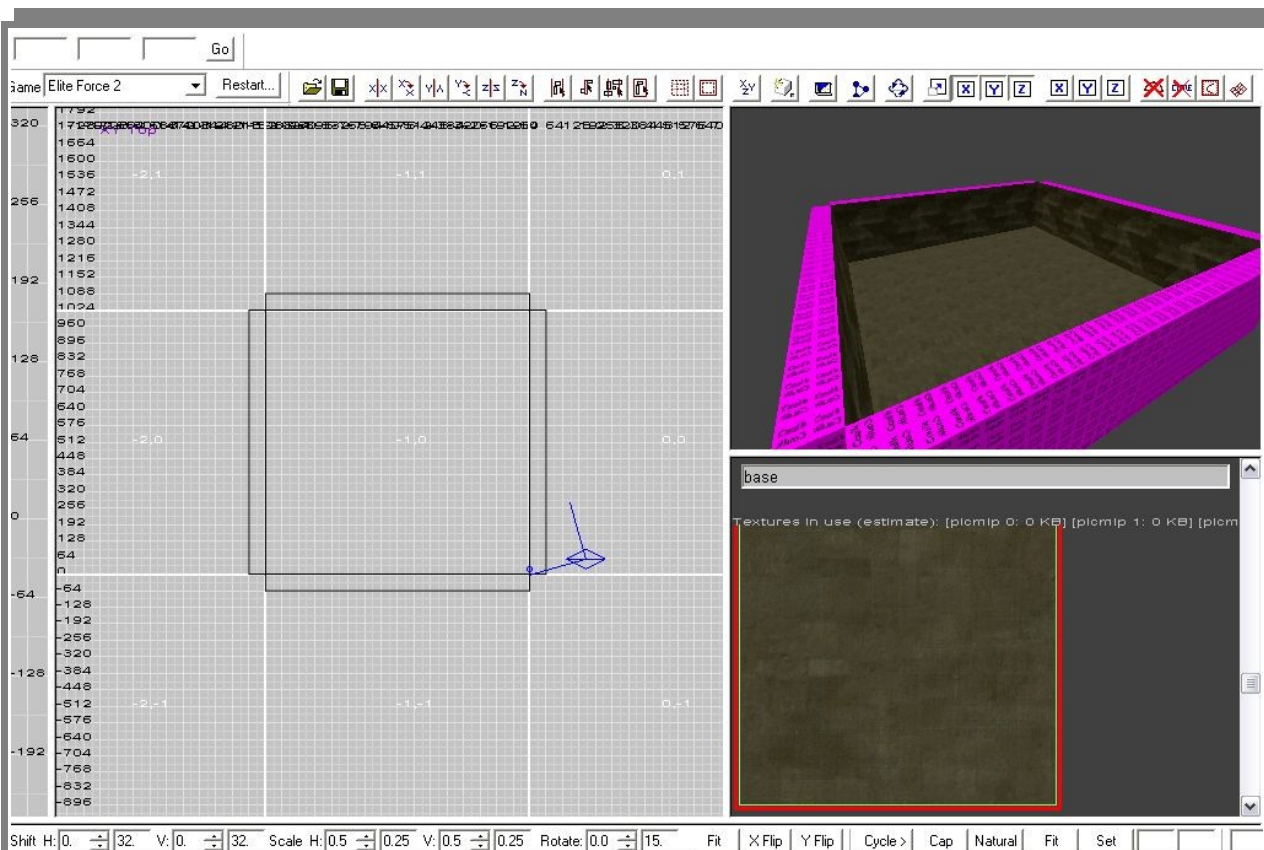
Like this:



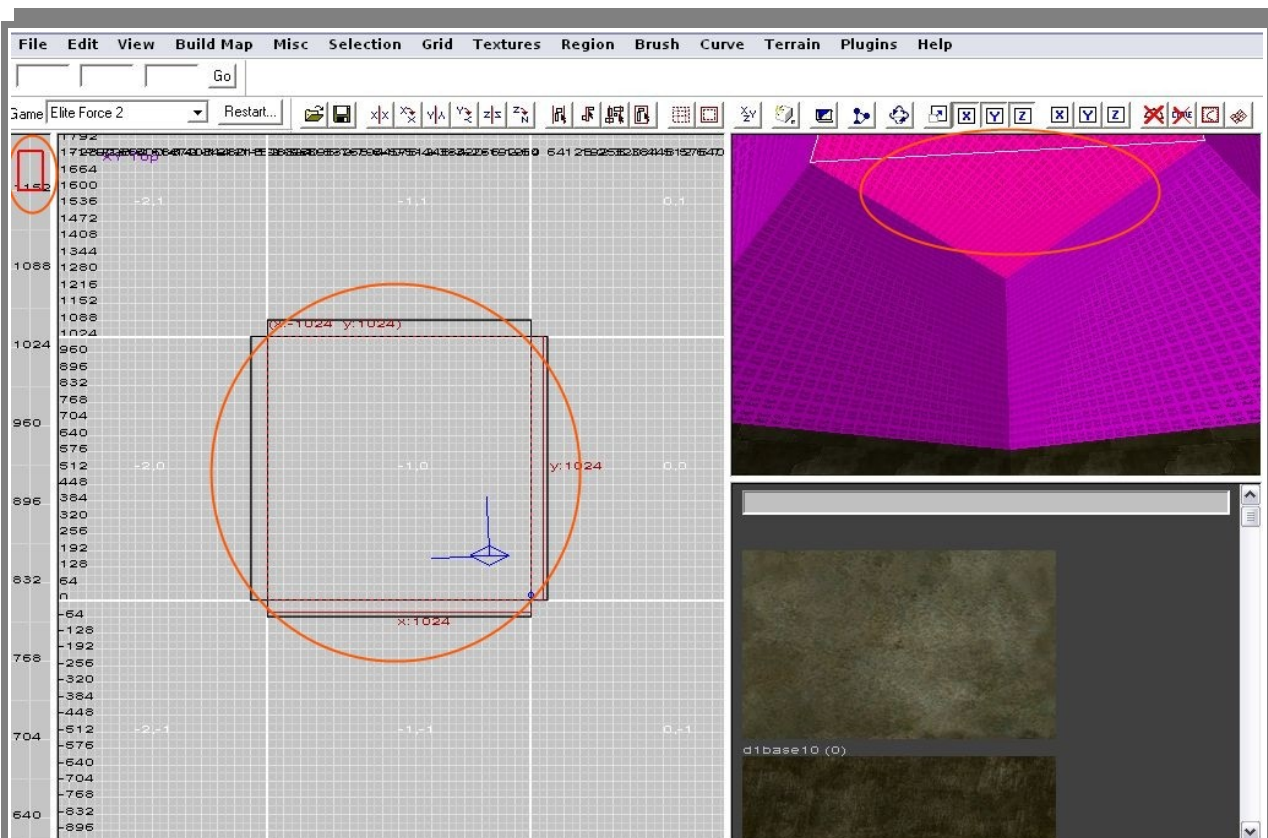
And we are done making doors (you need to texture the doors with desired door texture and you are done).

JUMADS AND SKYBOX

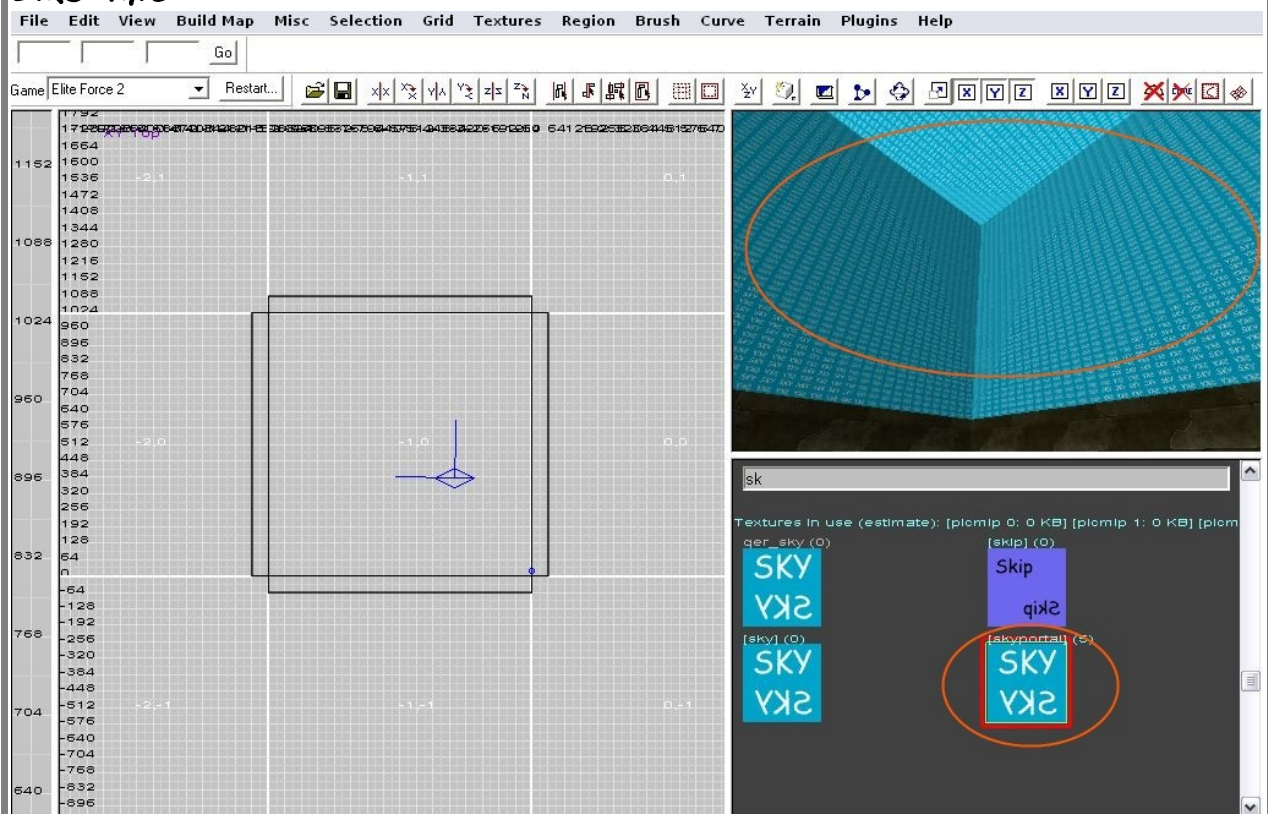
So now ill teach you how to make nice sky for your map.
I will first build floor and 4 walls and floor and texture them...
Like this looks at end:



And now I will pick those 4 walls... clone them and select Caulk to delete the texture of them and then place them on top of walls and make them really high (mine start on 256 units border and end on 1152 in left height window (z)).
 Now ill make a brush on top of it 64 units fat/high to seal it.
 Like this:



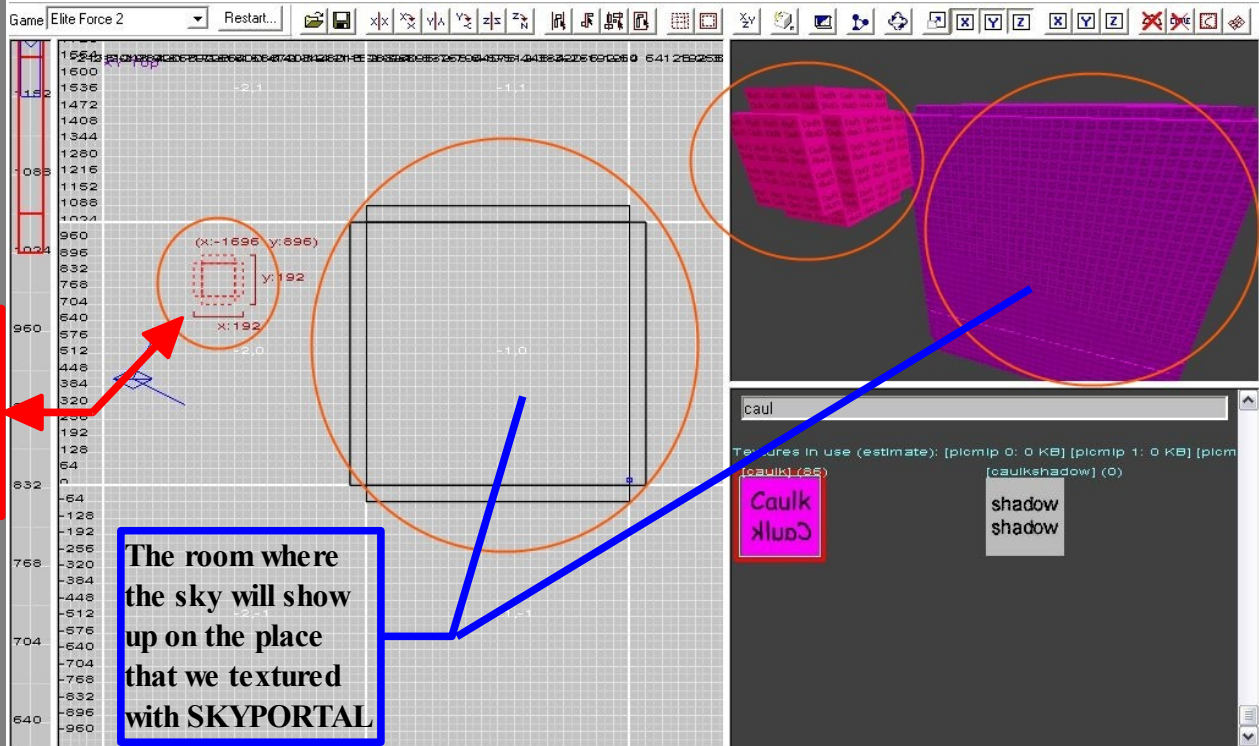
Next i will pick the inner faces of that box and load COMMON textures (if they aren't loaded) and find texture SKYPORTAL and apply it to that 5 faces.
Like this:



OK now when that is done we need to make outside of our room a small box out of caulk texture.

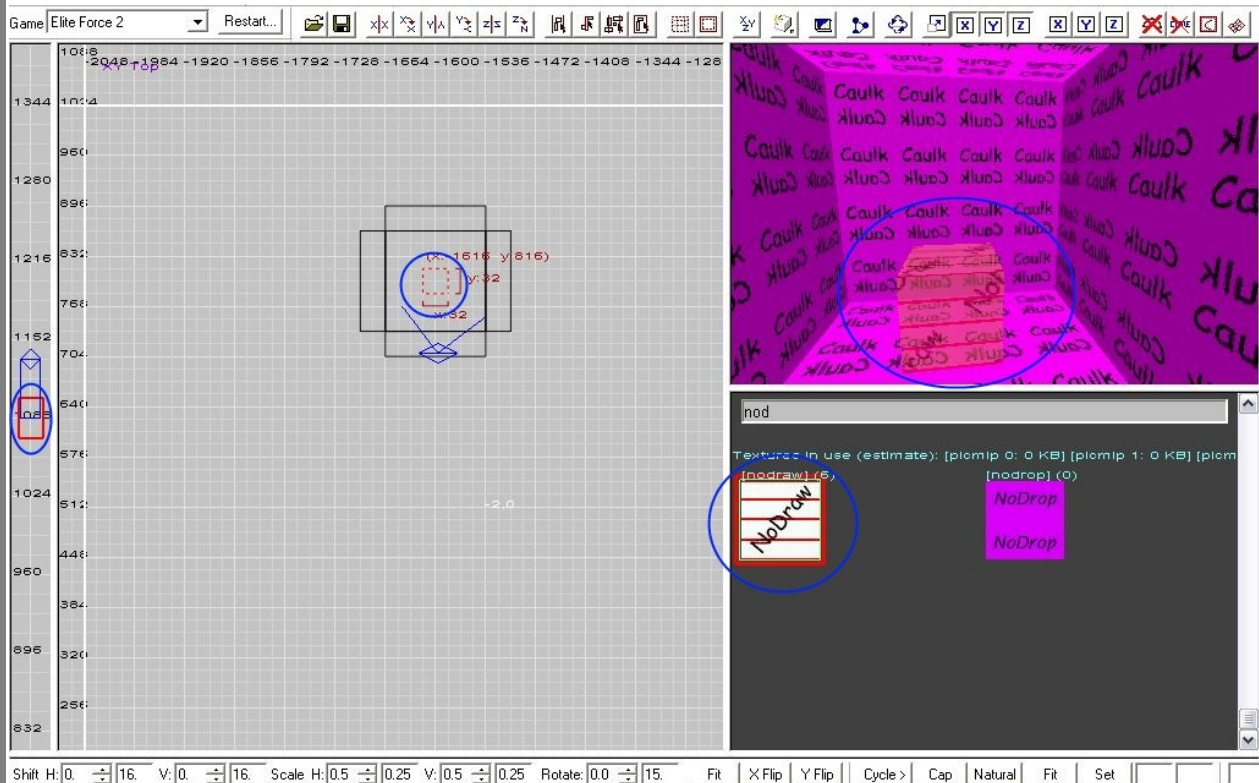
Like this:

Little box outside the main room (map)

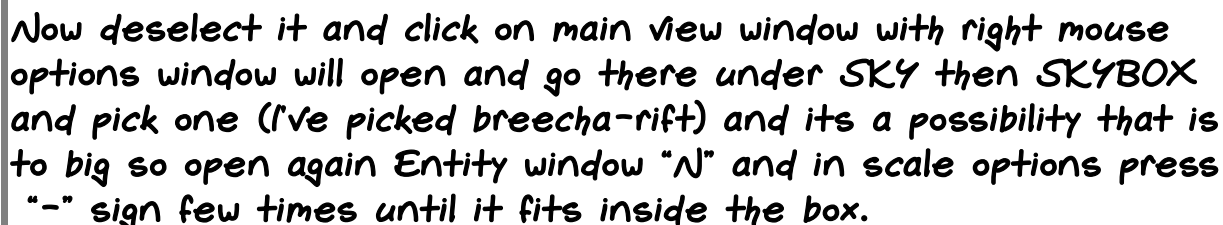


Ok now go in your small box and make a little cube inside of it out of NODRAW texture.

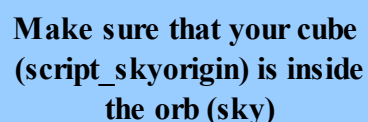
Like this:



Like this:



Like this:



And that's it you have your beautiful sky :) .

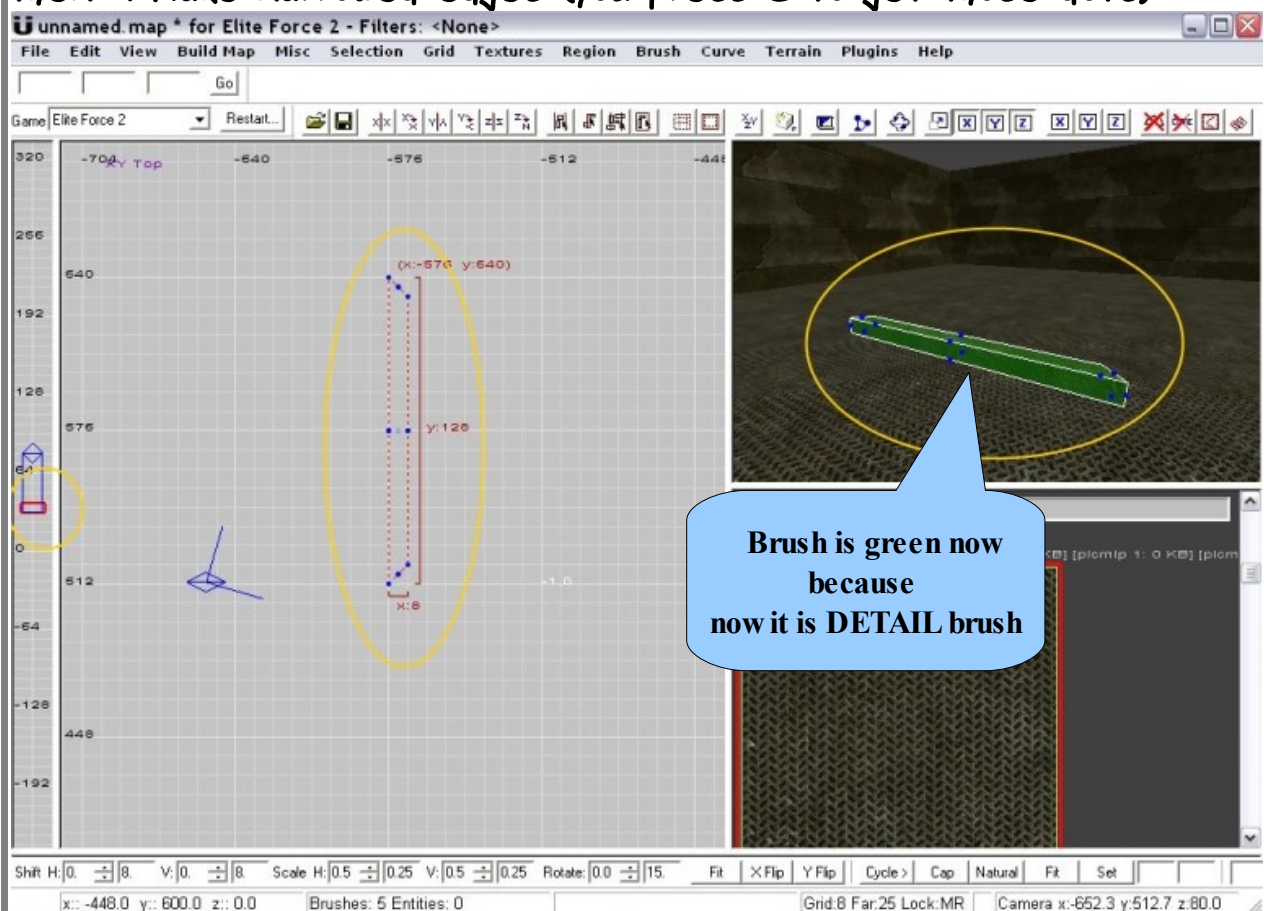
JUMPADS

OK now how to make a jumpad...

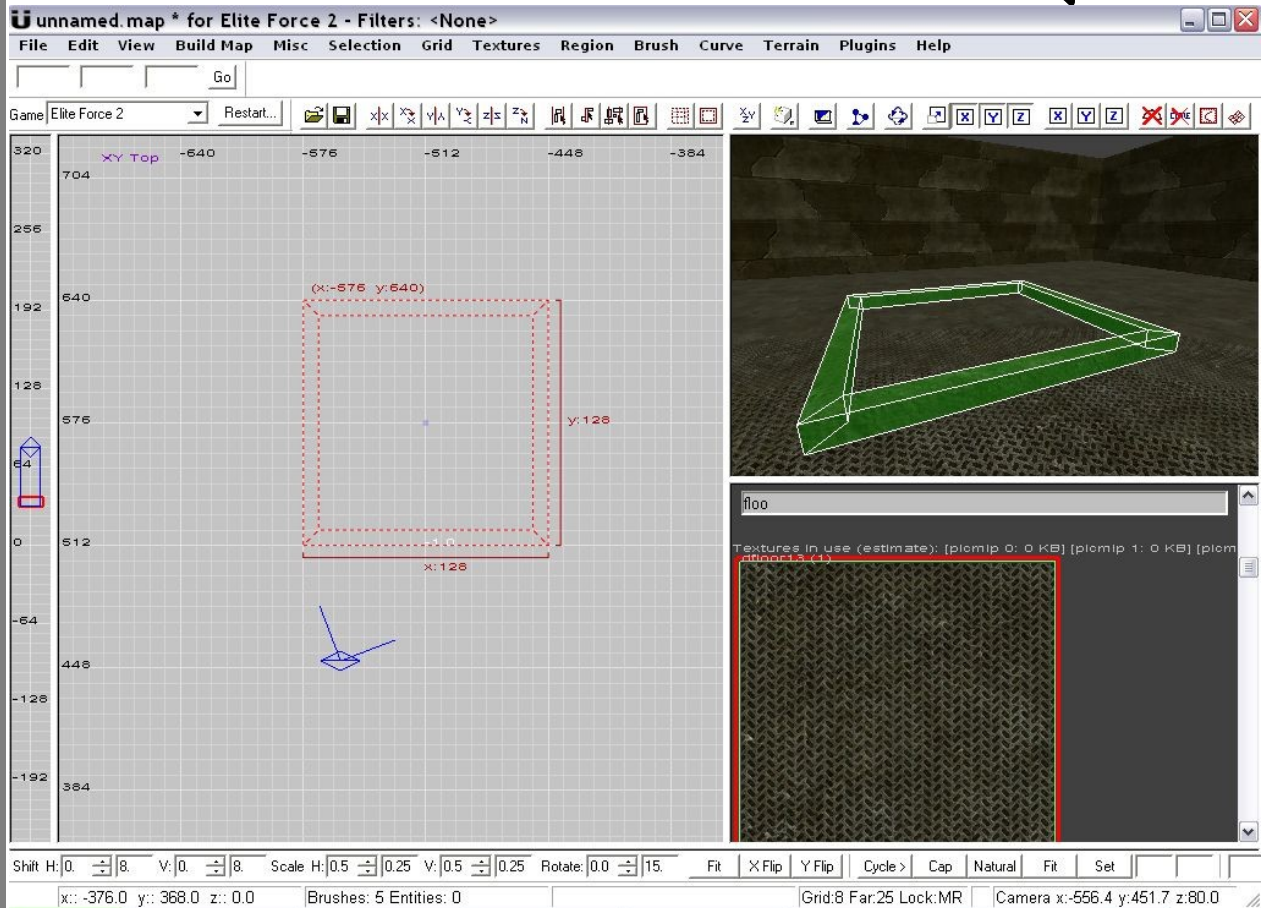
First I will build a frame for it from 4 brushes...

I hit number 4 (not on numpad) to get grid 8 (8*8units) and I make brush 8 units wide (x) 128 long (y) and 8 high (z) and apply to 4 biggest faces metal texture.

Then I select whole brush and make it DETAIL with ctrl+shift+d then I make narrowed edges (you press E to get those dots):

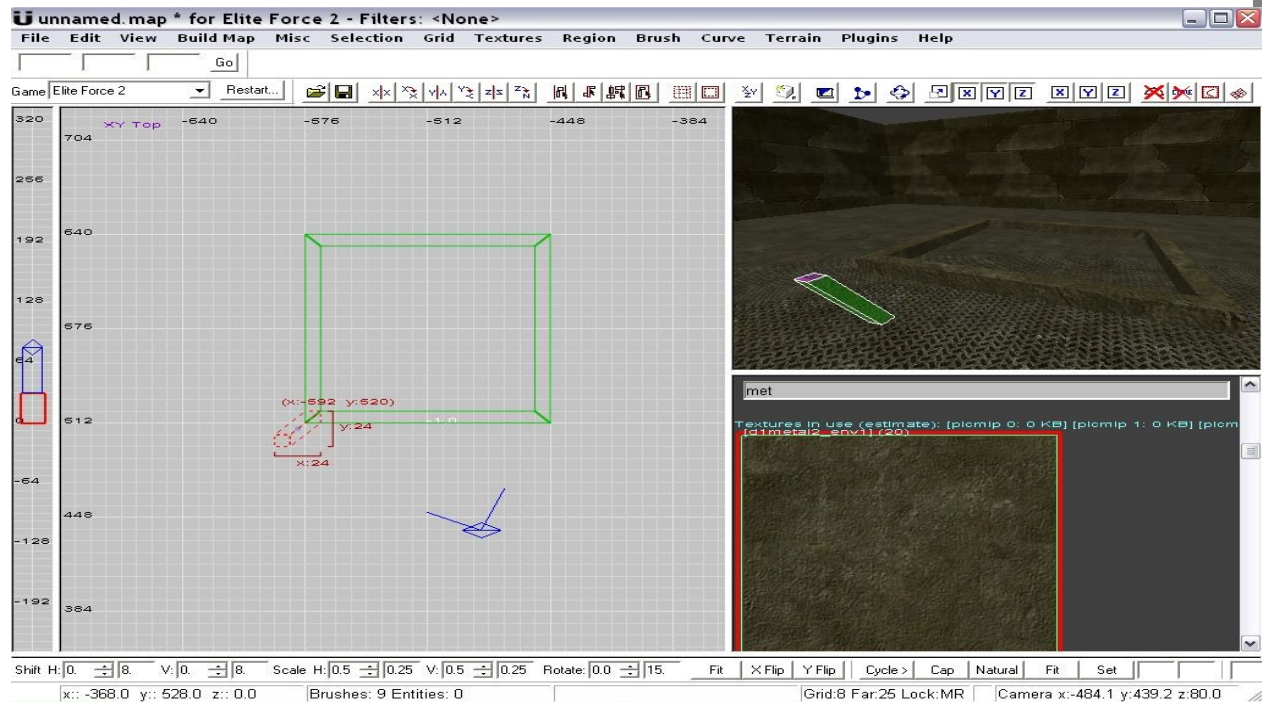


Now I clone it and rotate it to make other 3 brushes to get this:

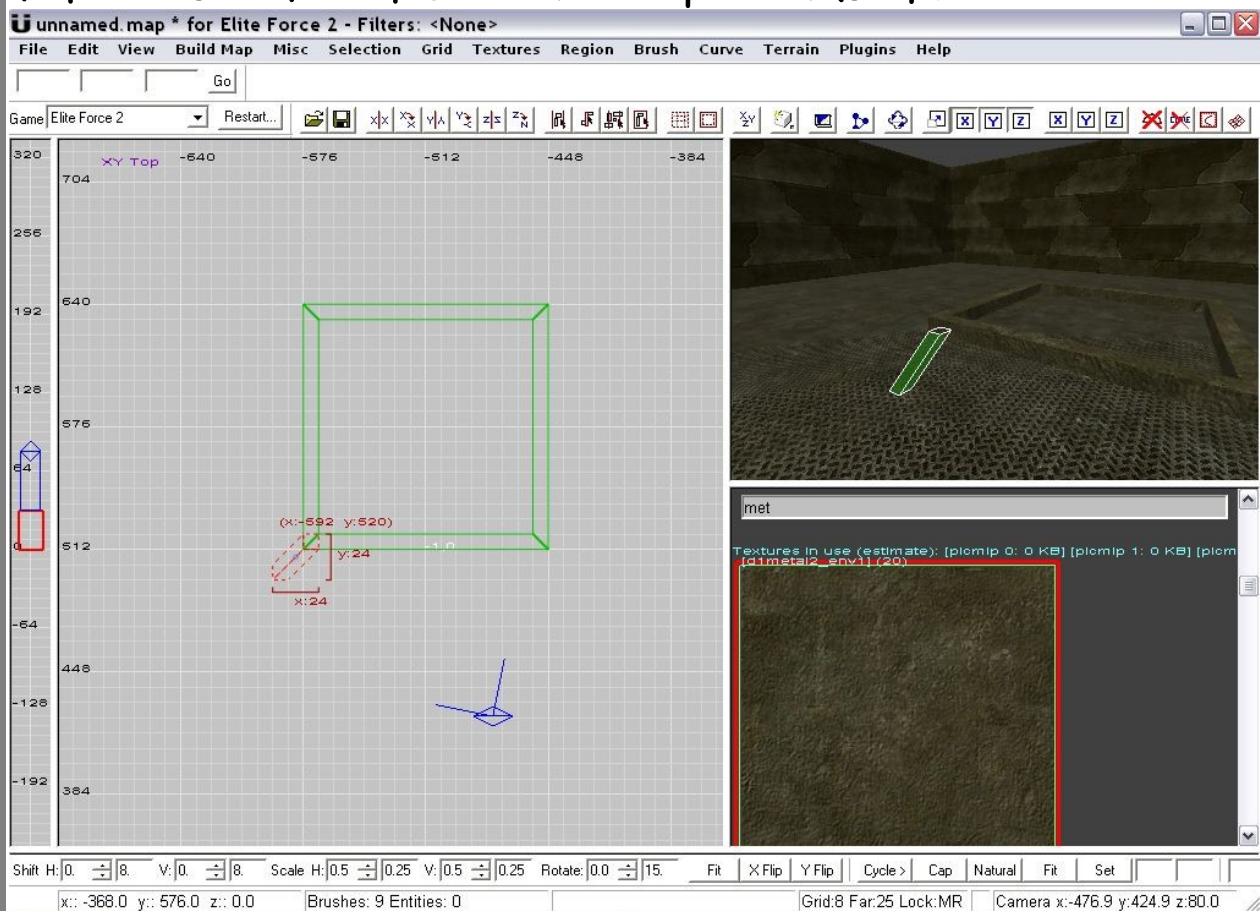


OK now the legs...

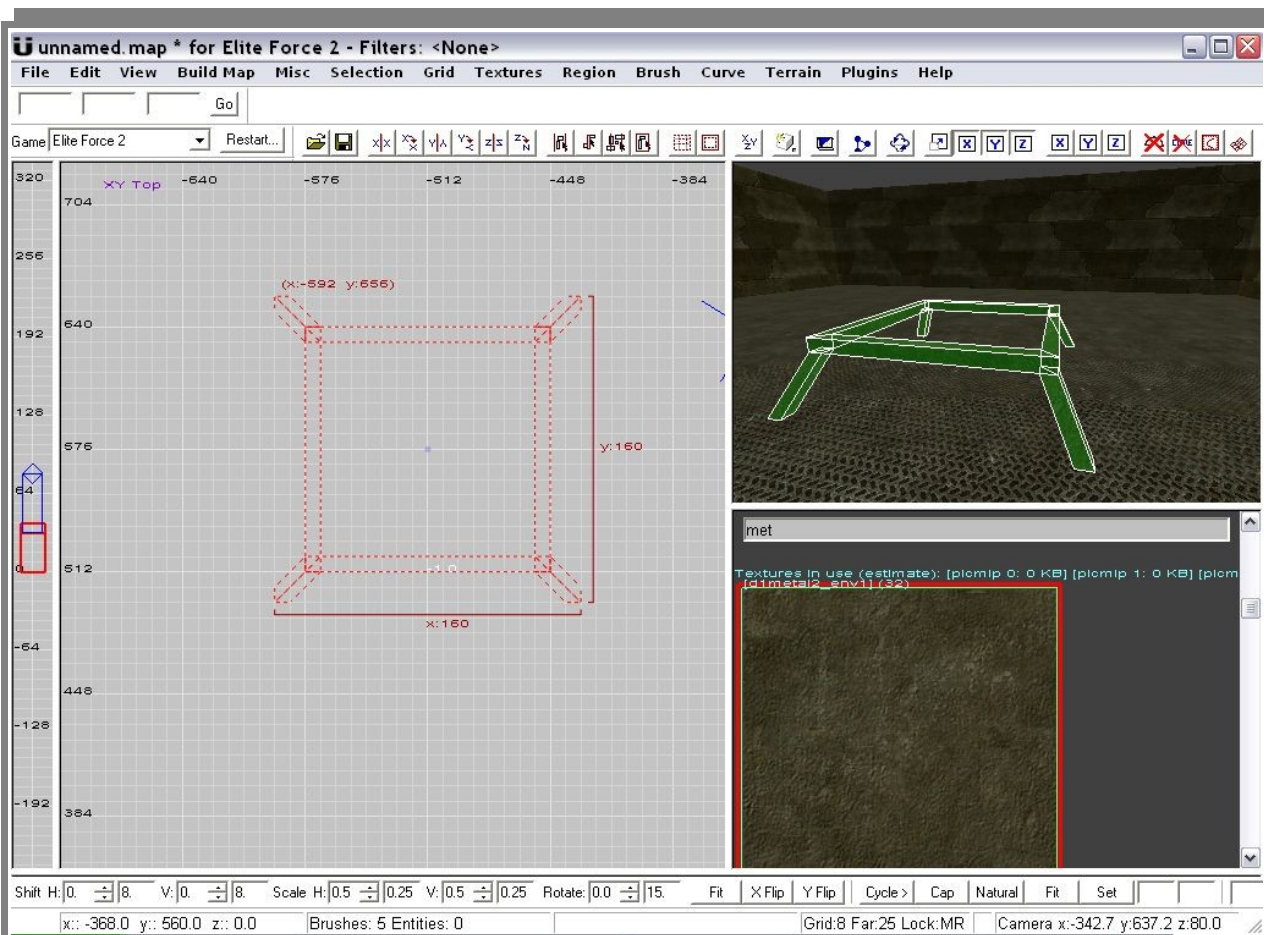
I make one brush on corner from frame to floor and make it detail and apply to 4 biggest faces metal texture. then I click in middle of brush (from top view) and hold down ctrl and move mouse little on side and down to get this:



And rotate it "Y" and "Z" until I can put it like this:



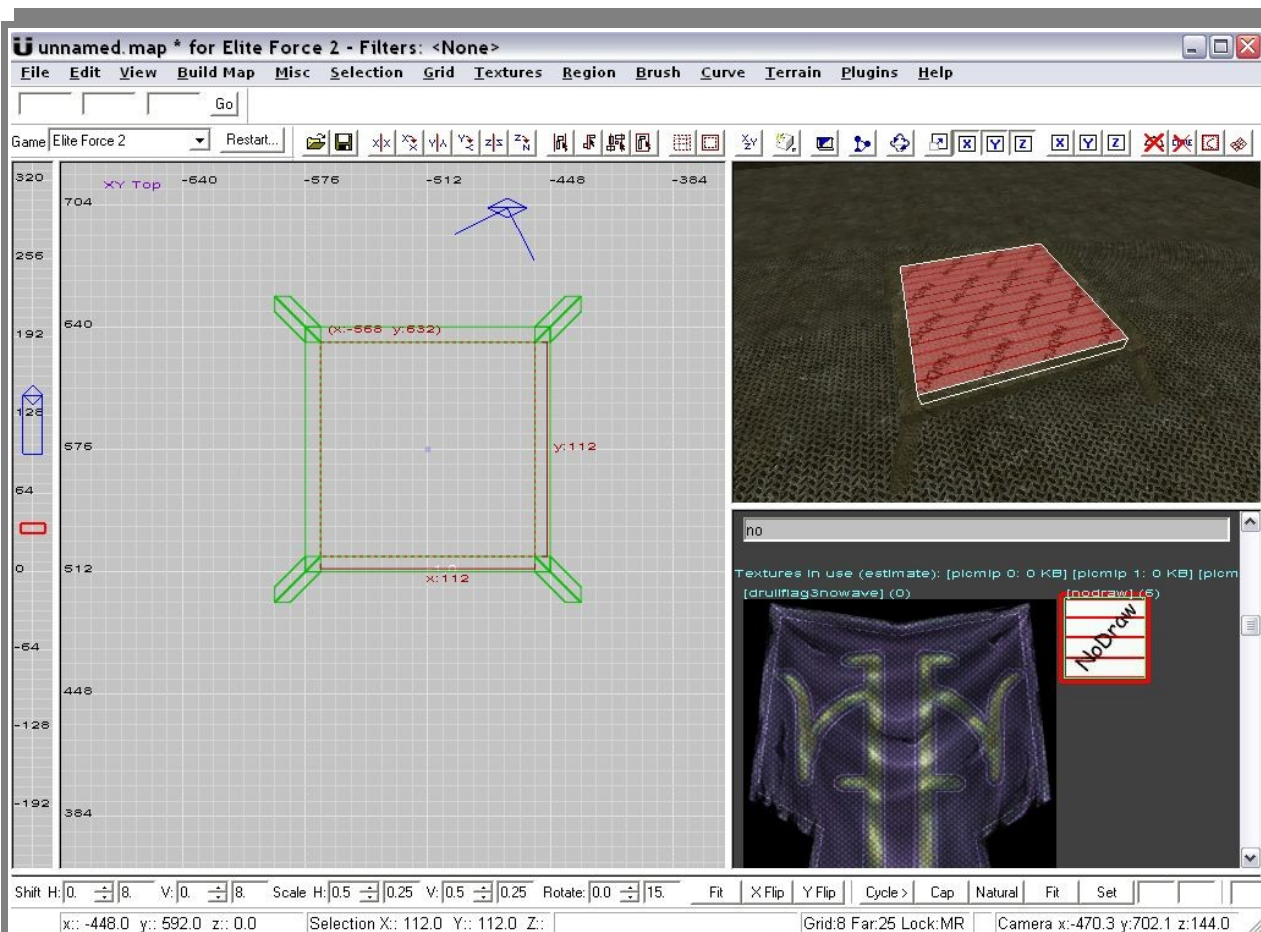
Now clone it and rotate and make with that procedure rest 3 legs.



This picture above is how it looks like.

Ok now ill make a forcefield...

I pick NODRAW texture and make a square in middle of frame...



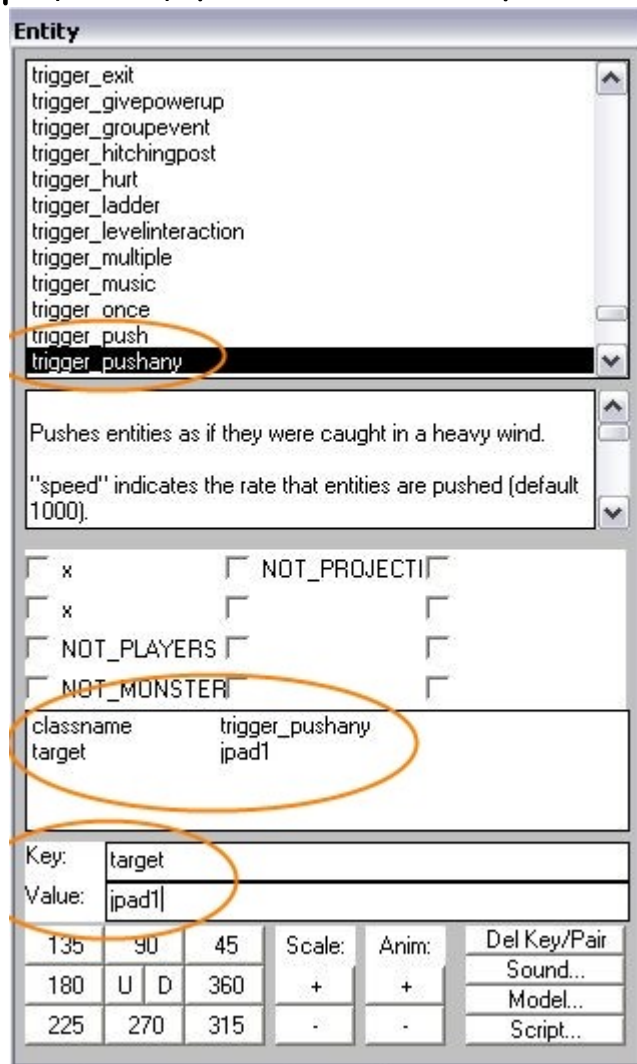
And pick the top face (ctrl+shift+left mouse) and load Borg textures cause there is forcefield texture that I need.

I find my forcefield texture under name "ffgreen" and apply it to upper face.

Press ESC and pick whole brush with forcefield texture (shift+left mouse) and clone it (space) and put it inside the forcefield brush and find texture called "Trigger" and apply to whole brush.

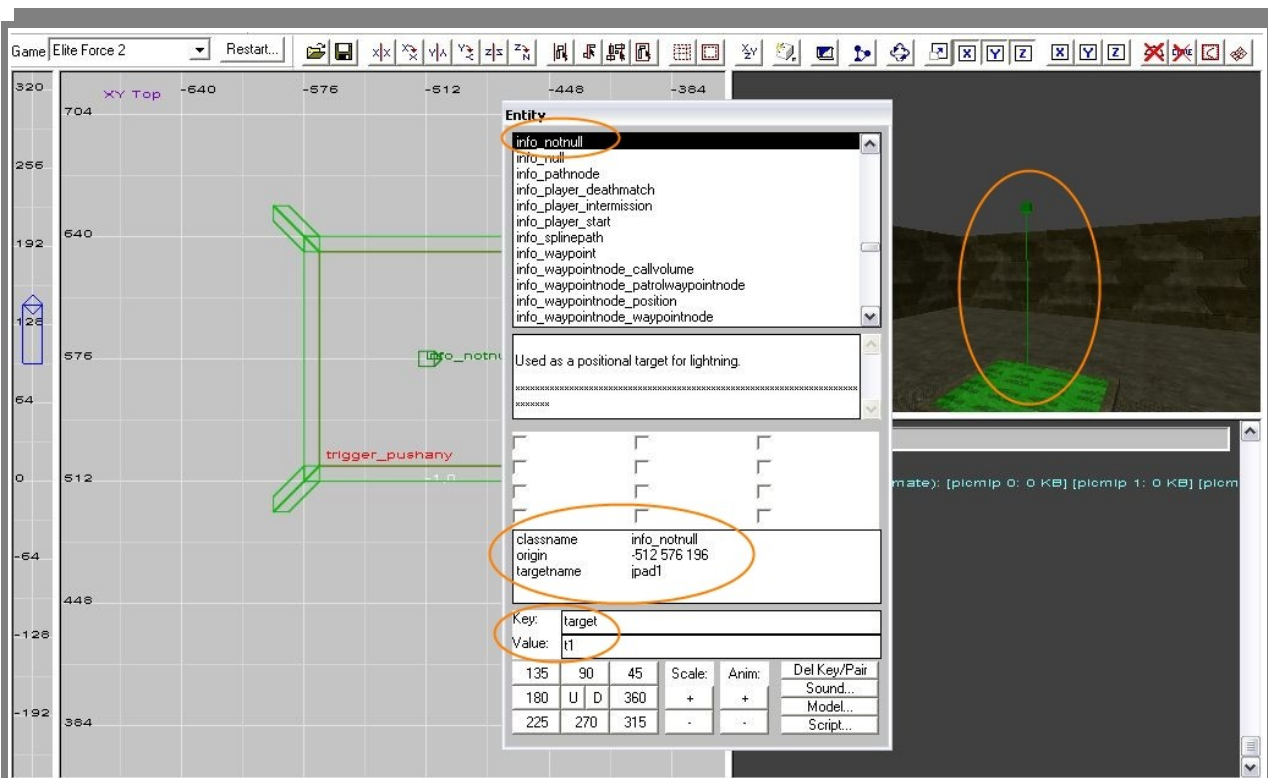
Like this:

Now select trigger brush open Entity window (N) and find trigger_pushany and double click on it and give it a key "target" and value jpad1 and hit enter... like this:

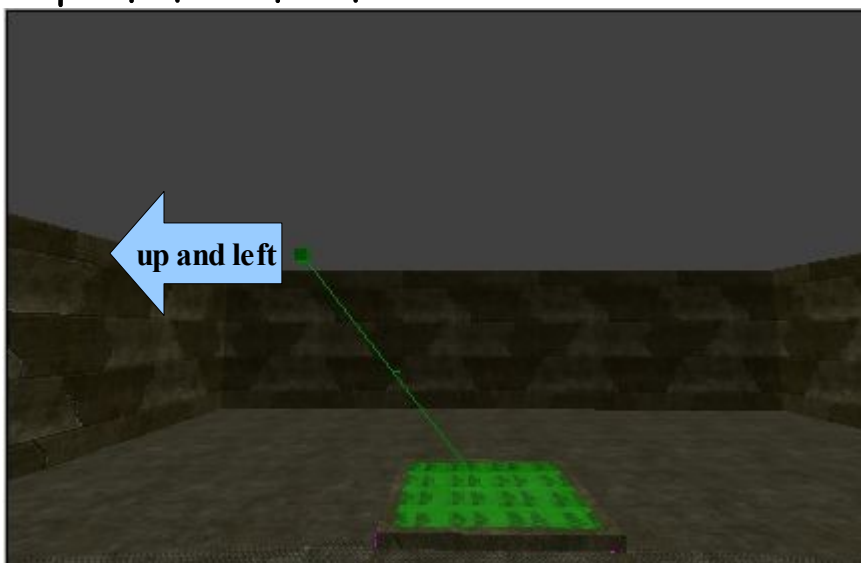


....

Next pick the info notnull point and do the same just instead of target name key "targetname" and green line should appear connecting those 2 objects (if its red you did something wrong with targetname or target)



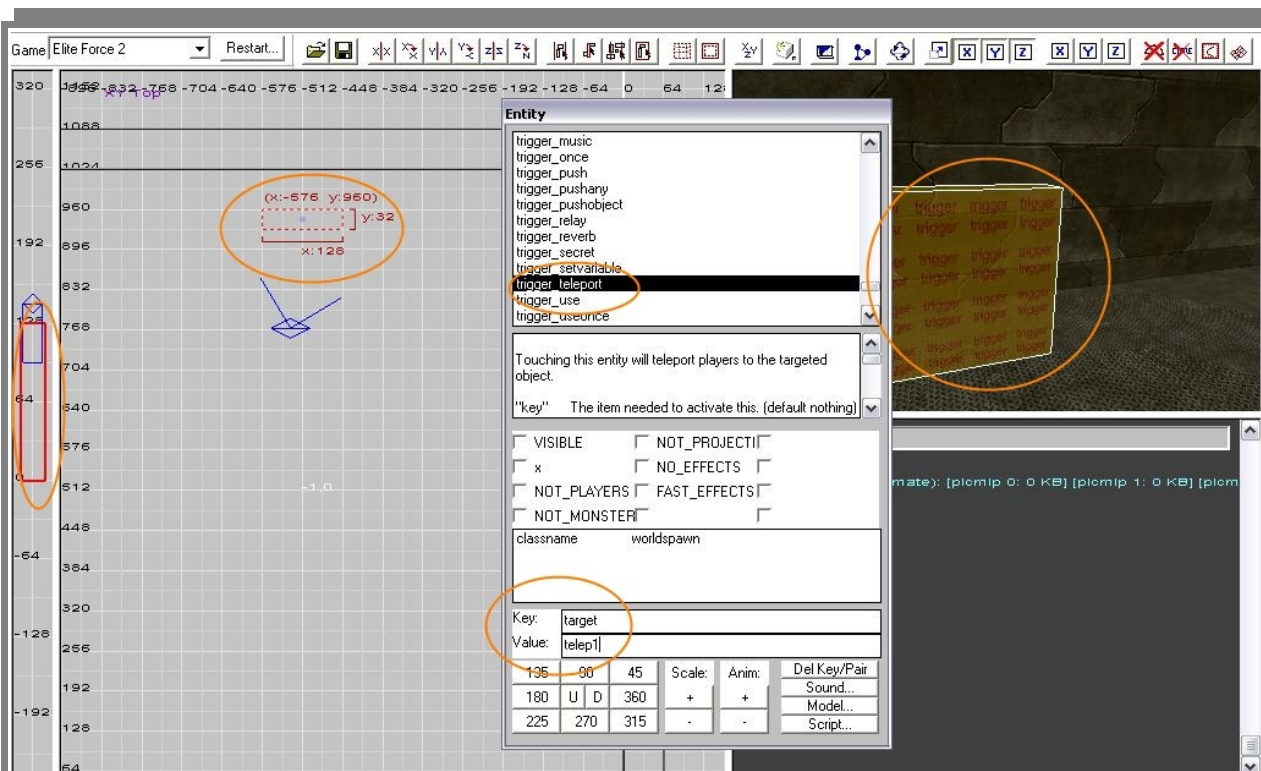
You can also in entity window set speed (the force how far will jumpad push player) info notnull sets just directions in this case straight up. if you move info notnull to left or right the player will be pushed in that direction.



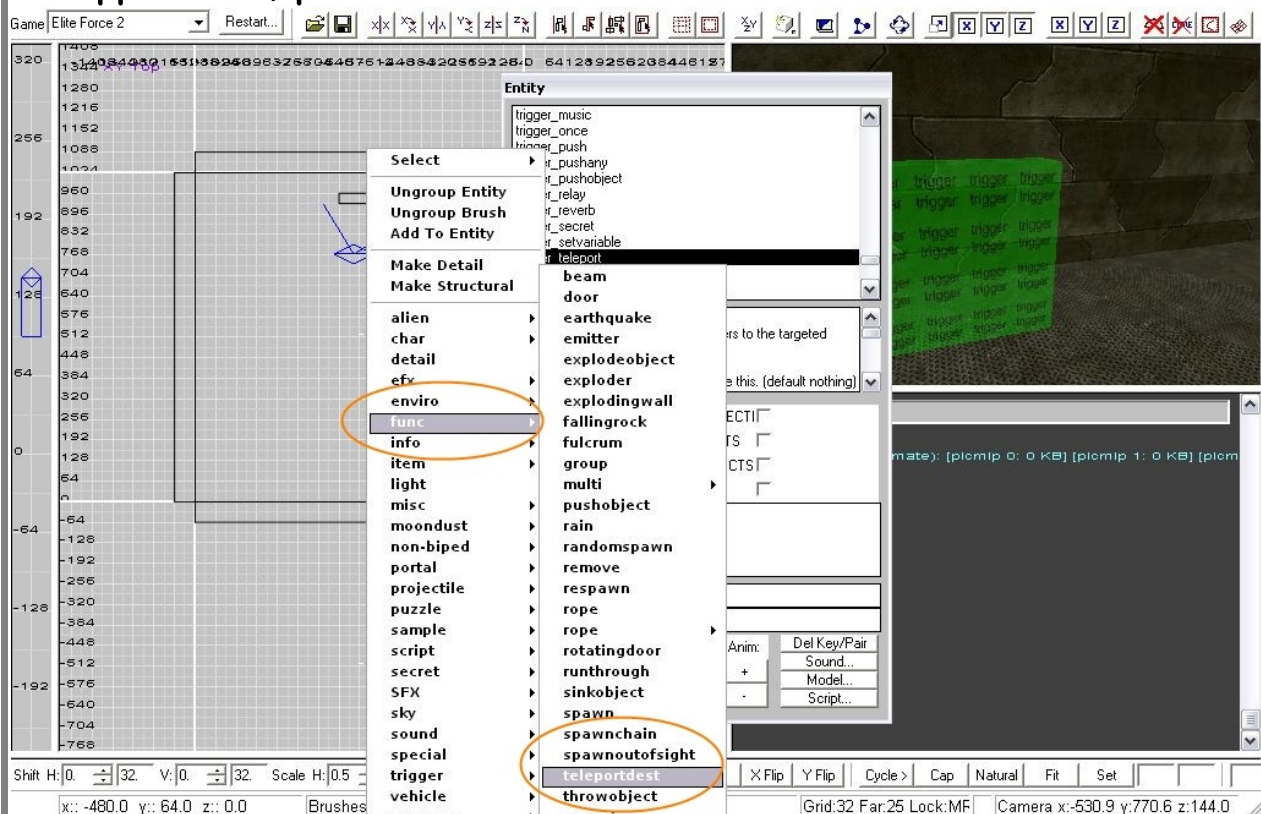
320	1558	832	758	-704	-640	-576	-512	-448	-384	-320	-256	-192	-128	-64	0	64	128
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Like this:



Next on place where the player will beam in right click in main window to open menu and find telepordest in func click it and it will appear and put it on floor...



For this tutorial I used this applications :

OpenOffice.org - cool stuff and its free thx to ppl who made it

XnView - for capturing pictures

Paint.Net - for manipulating pictures

ÜberRadiant 1.0 for making maps and stuff

Good luck with making maps I hope to see some soon

Regards **PERUN** (Perun)