Qwerty's Mapping Kit Help

v0.1 (March 16, 2009)

Guide Version: v0.1 (March 16, 2009)
QHK Compile Version: v1.2 (March 16, 2009)
Compiler: Joshua "Qwerty" Szanto (admin@hlrse.net)
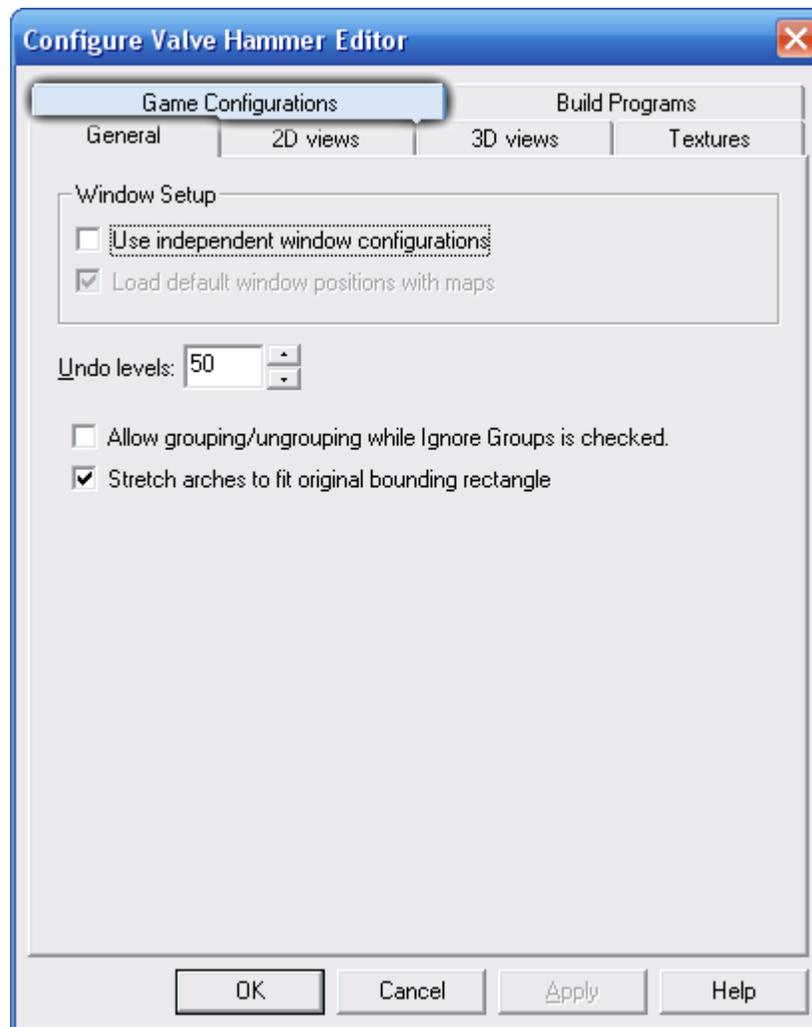
Welcome to Qwerty's Mapping Kit Guide. In this guide I will take you through a step by step process to get your copy of Valve Hammer Editor and tools configured for on-demand mapping. In case you do not know, Valve Hammer Editor is the map editor for the PC game Half-Life. It is commonly referred to as *Hammer* or in short *VHE*. This kit comes with several useful tools, many which are vital and are considered a must-have, to aid you as you learn or continue to map. But for now, let us proceed to installing and configuring the kit.
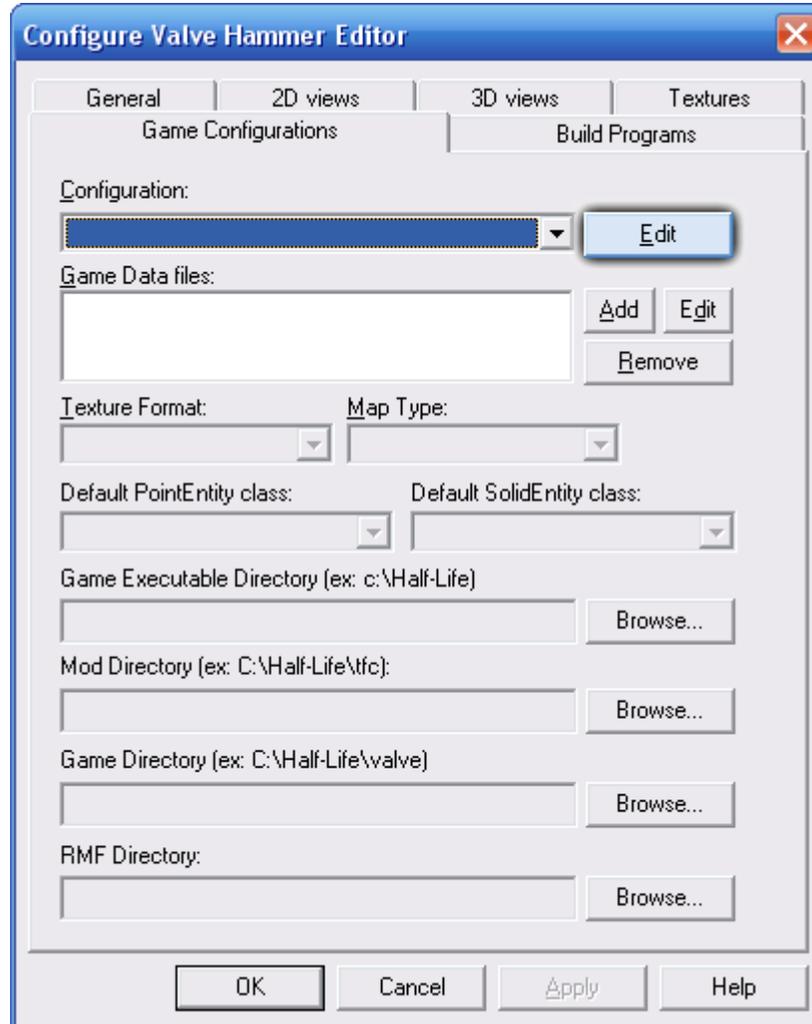
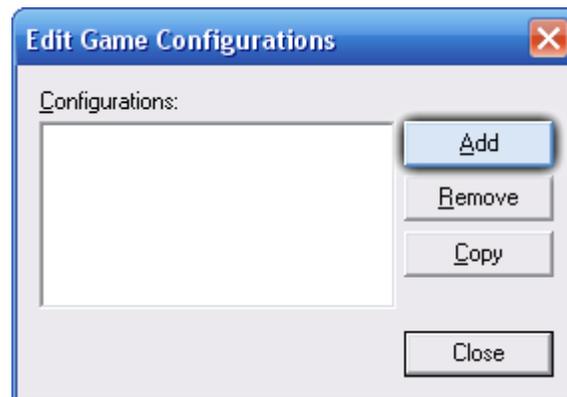1.   Launch Valve Hammer Editor and select *No* when you get a popup.

Valve Hammer Editor   ✕

⚠   No game configurations are available. You must set them up in the Game Configurations tab of the Options dialog box before creating or loading a map.

Do you wish to open the new user's guide to assist you in configuring Hammer?

[Yes]   [No]

2.   Click on the tab labeled *Game Configurations*.

Configure Valve Hammer Editor   ✕

| Game Configurations | | Build Programs | |
| General | 2D views | 3D views | Textures |

Window Setup
☐ Use independent window configurations
☑ Load default window positions with maps

Undo levels: 50 ▲▼

☐ Allow grouping/ungrouping while Ignore Groups is checked.
☑ Stretch arches to fit original bounding rectangle

[OK]   [Cancel]   [Apply]   [Help]

3.   Click on the button labeled *Edit*.

4.   Click on the button labeled *Add*.
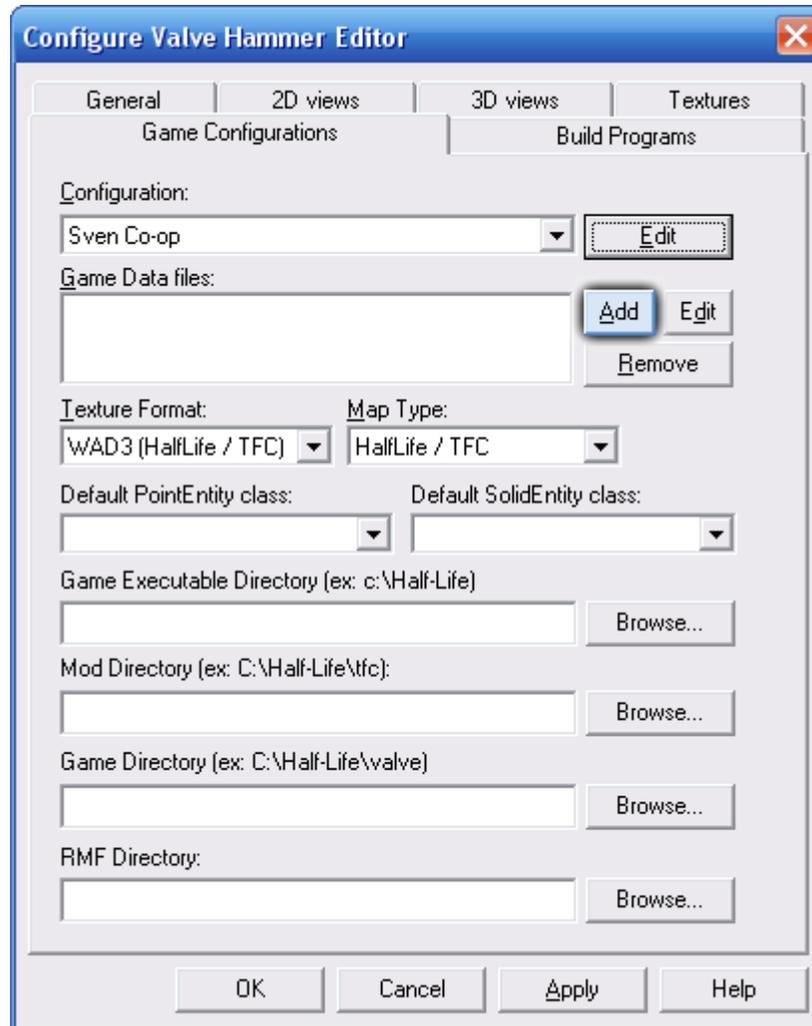
5.   Enter *Sven Co-op* into the text field and then click the button labeled *OK*.
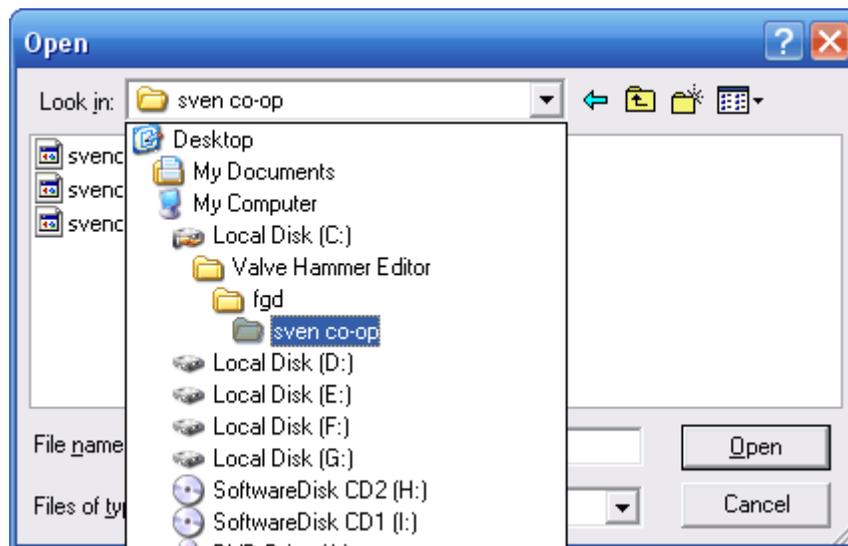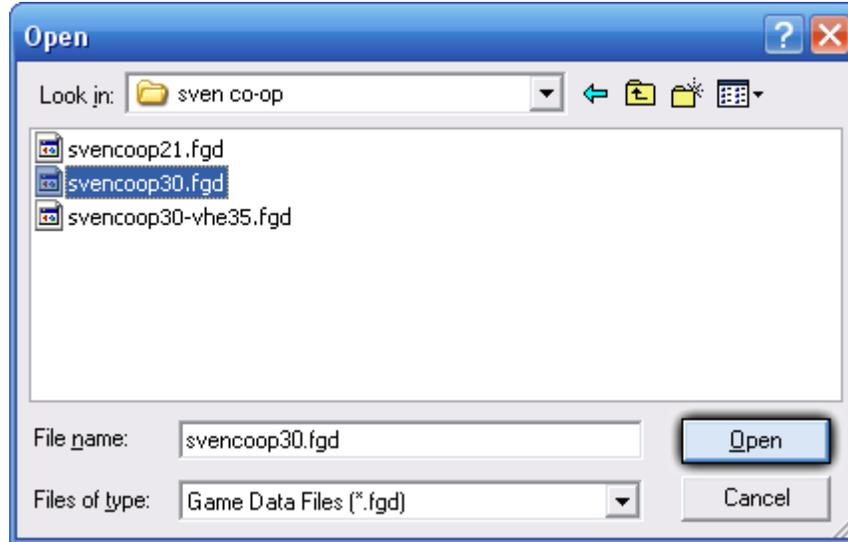
6.   Click on the button labeled *Close*.
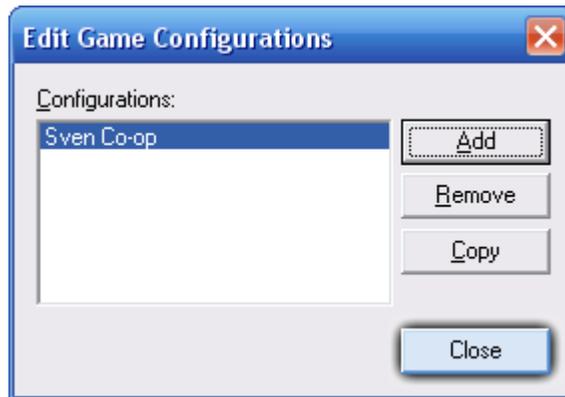
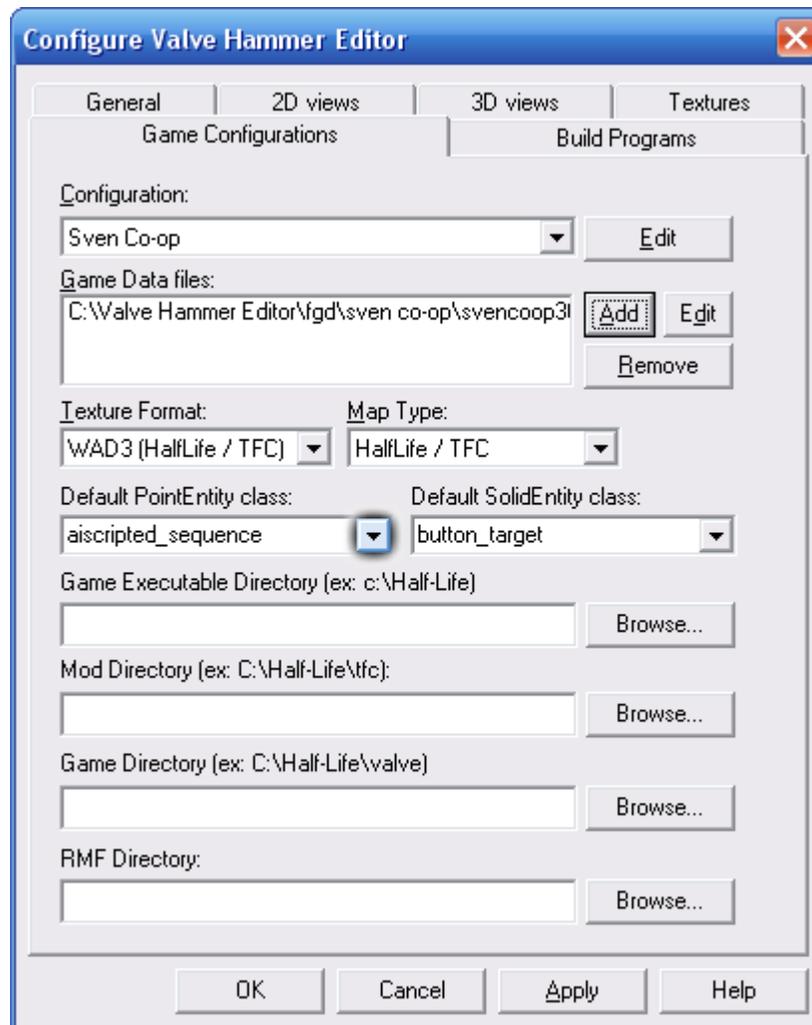7.   Under *Game Data files* click on the button labeled *Add*.

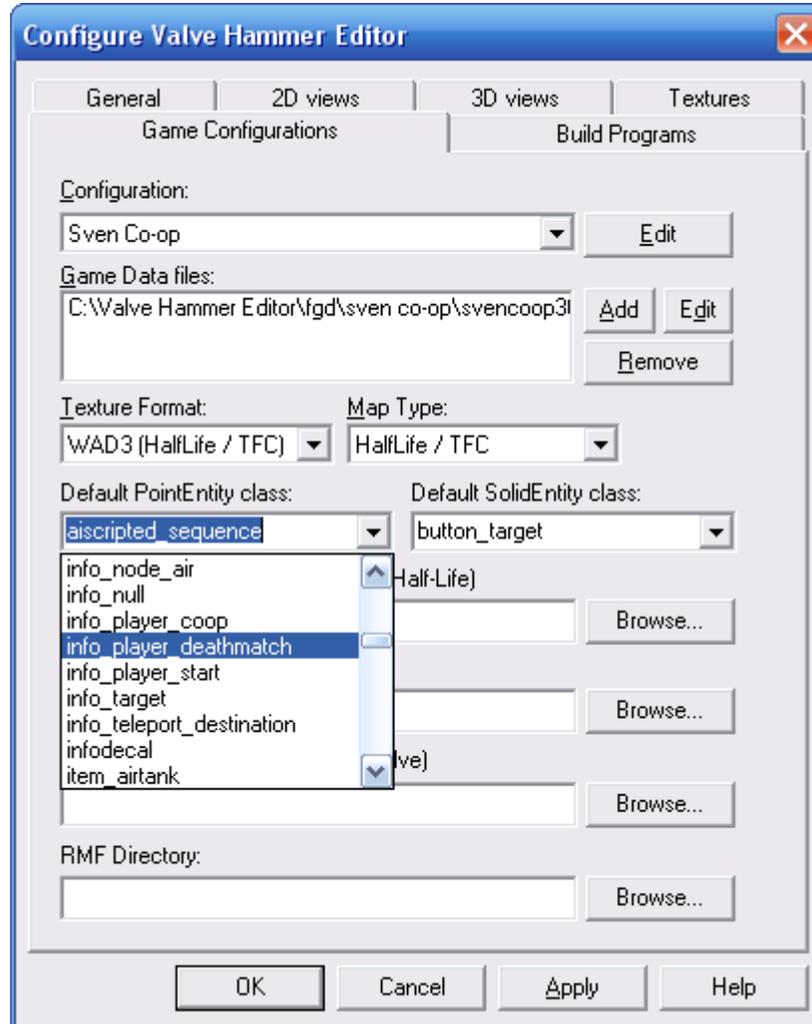8.   Locate your *C:\Valve Hammer Editor\fgd\sven co-op* directory.

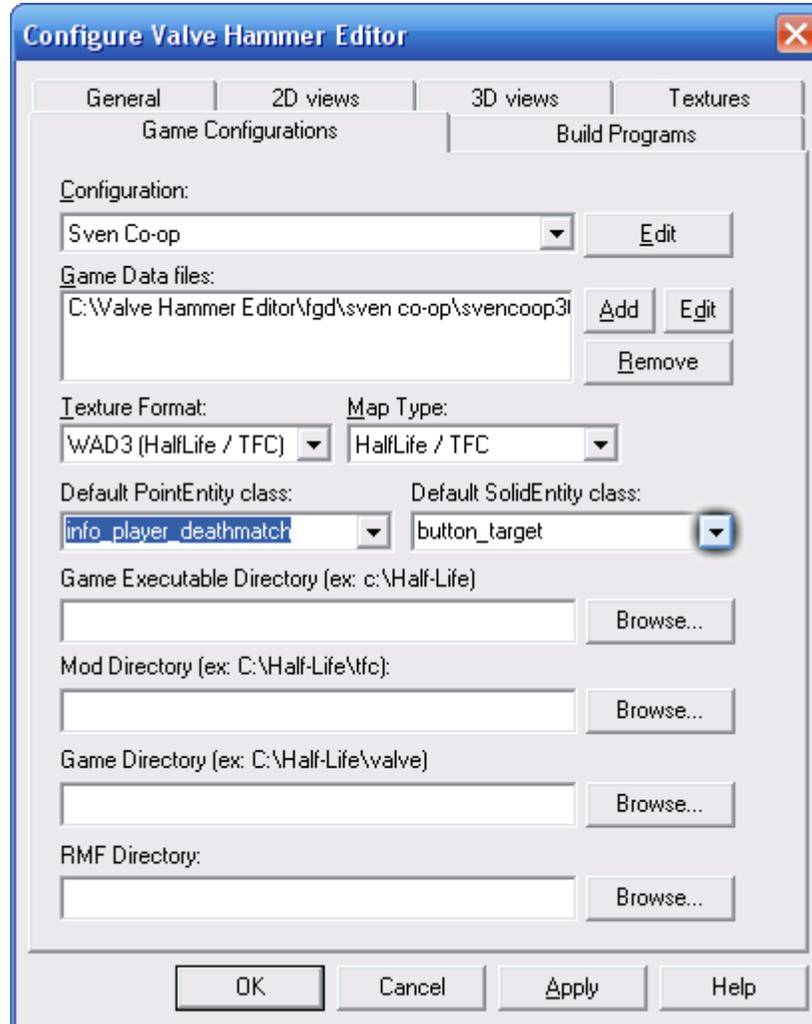9.   Select the file *svencoop30.fgd* and click the *Open* button.

10.   Under *Default PointEntity class* click on the arrow to bring down a list.

11.	Find and click on *info_player_deathmatch* in the list.

12.   Under *Default SolidEntity class* click on the arrow to bring down a list.

13.   Find and select *func_button* in the list.
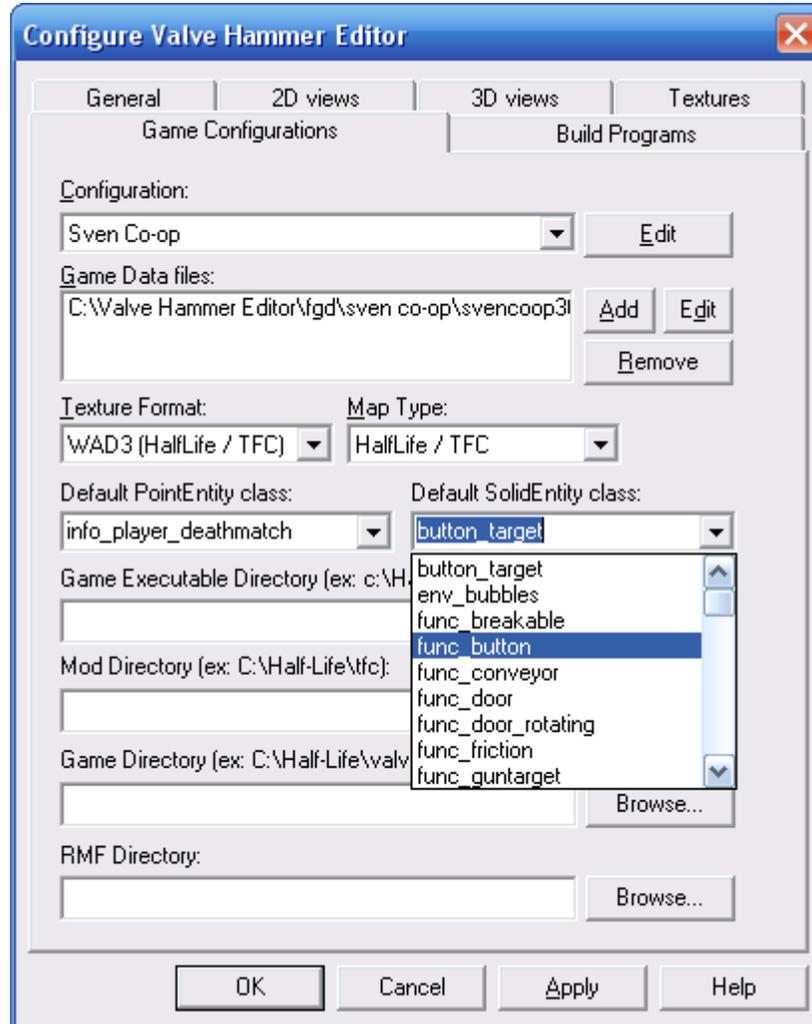
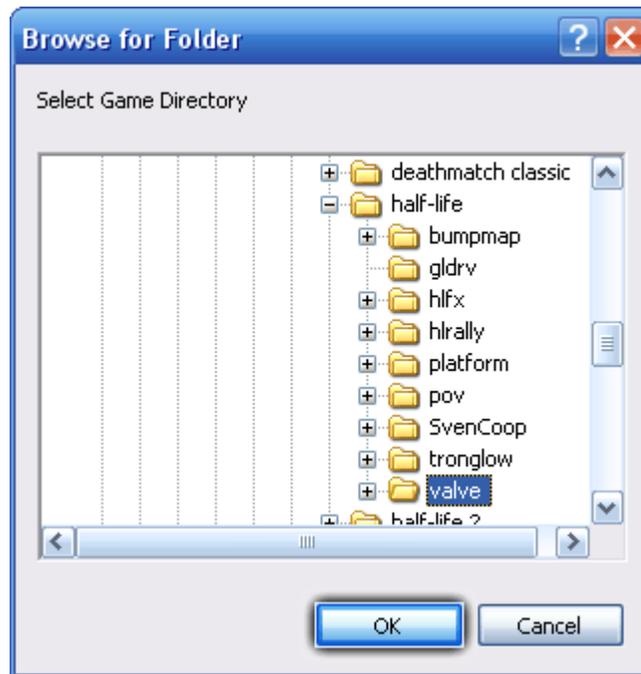14.   Click on the button labeled *Browse…* directly under and to the right of *Game Executable Directory (ex: c:\Half-Life)*.
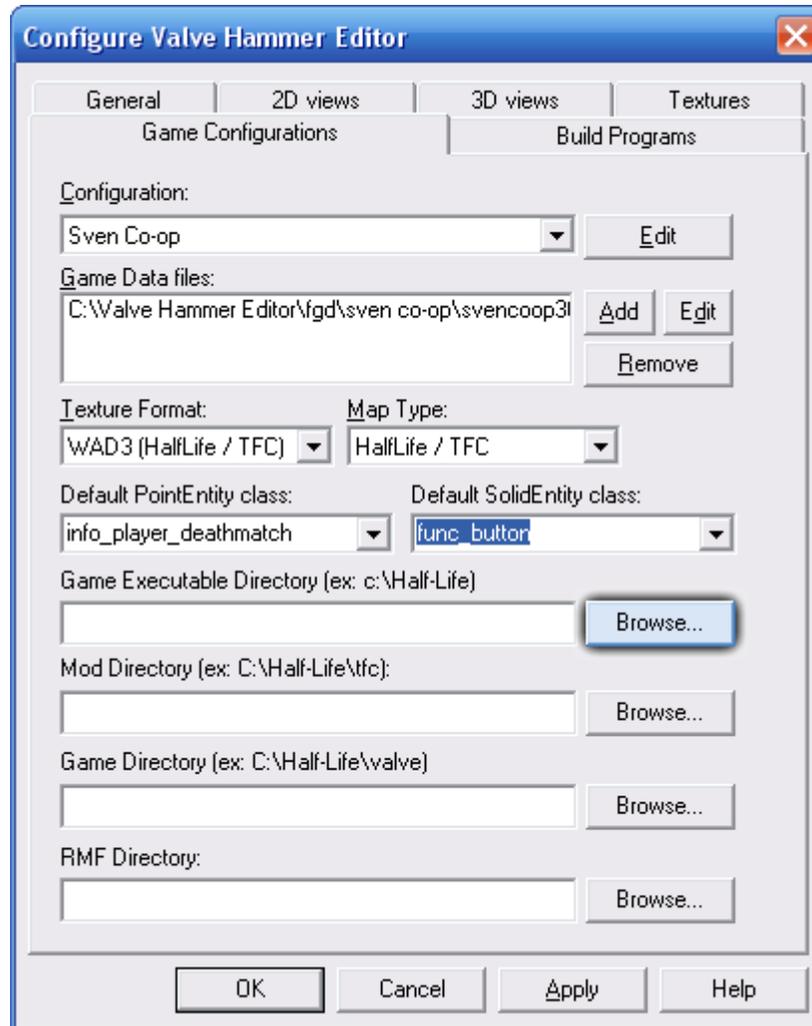
15.   Locate your *C:\Program Files\Steam\SteamApps\<account>\half-life* or *C:\Sierra\Half-Life* folder and click on the button labeled *OK*.
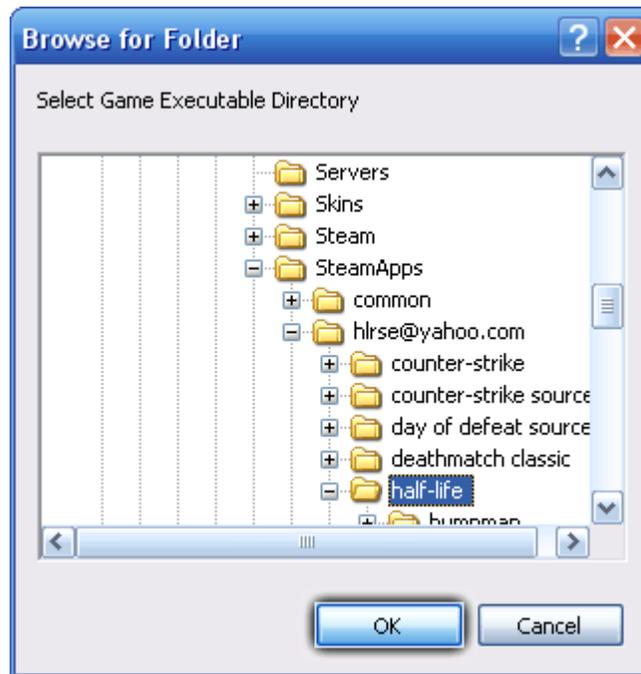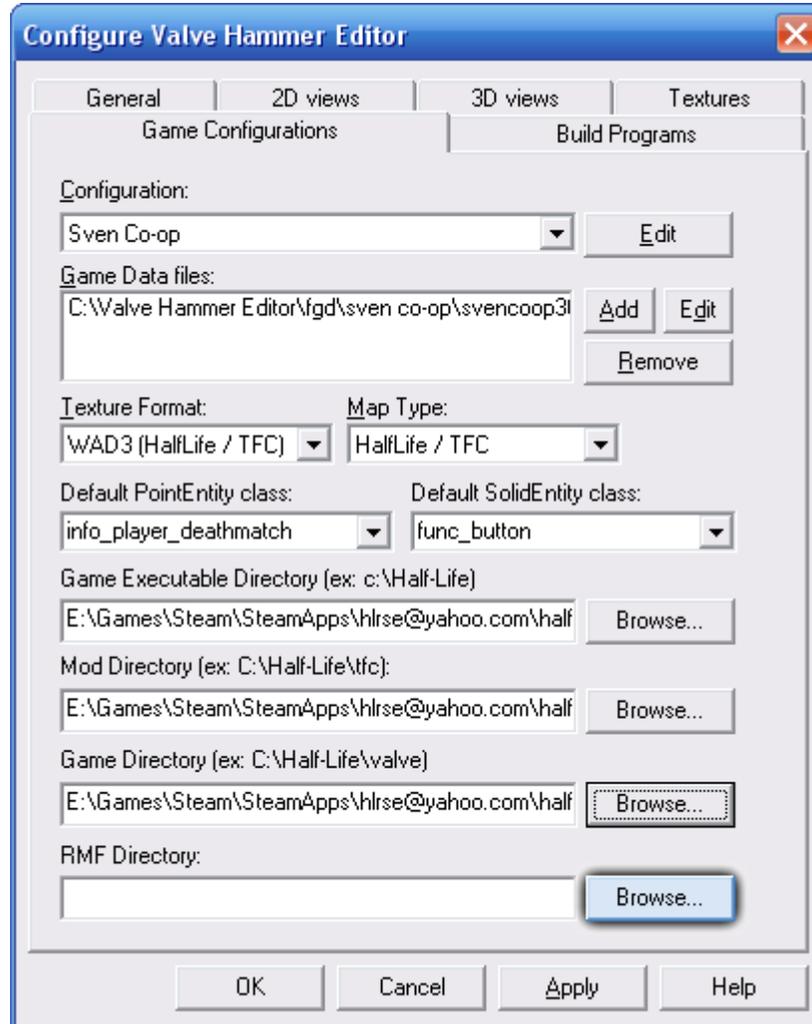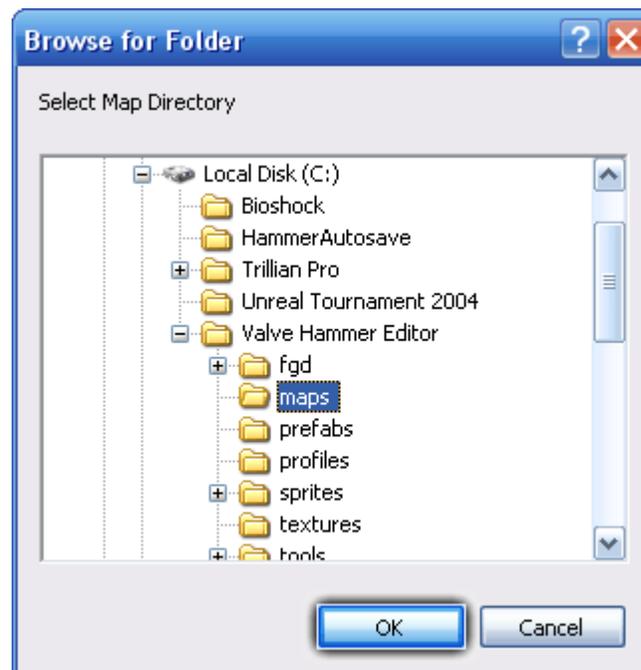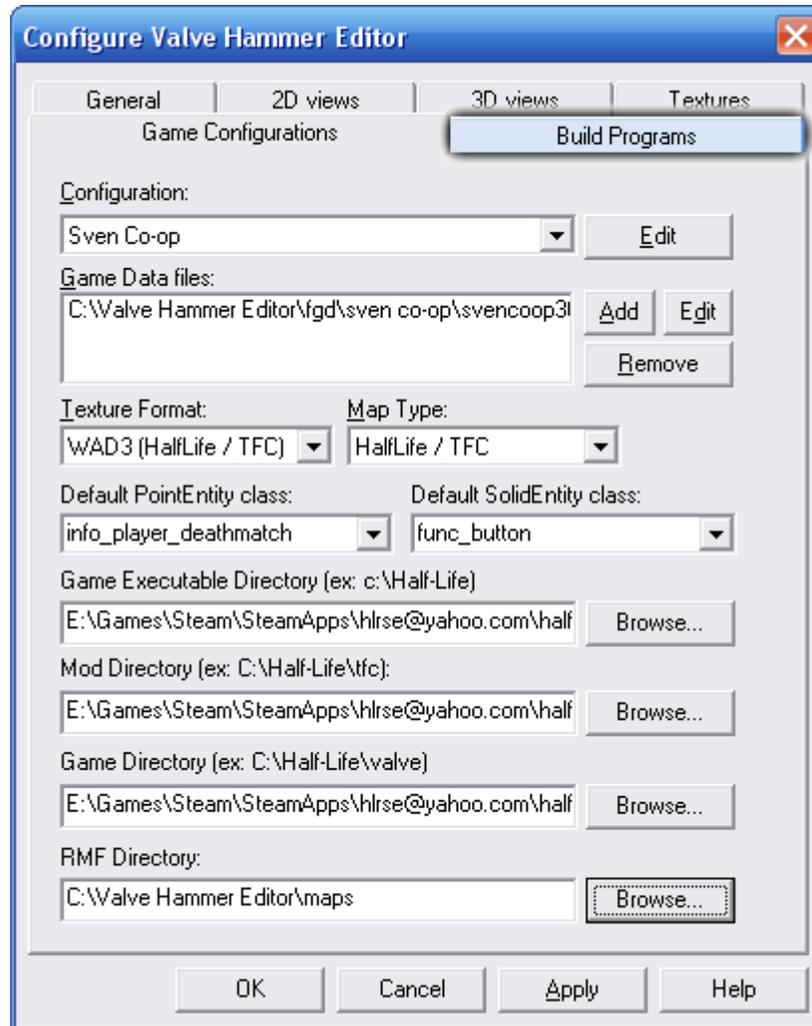
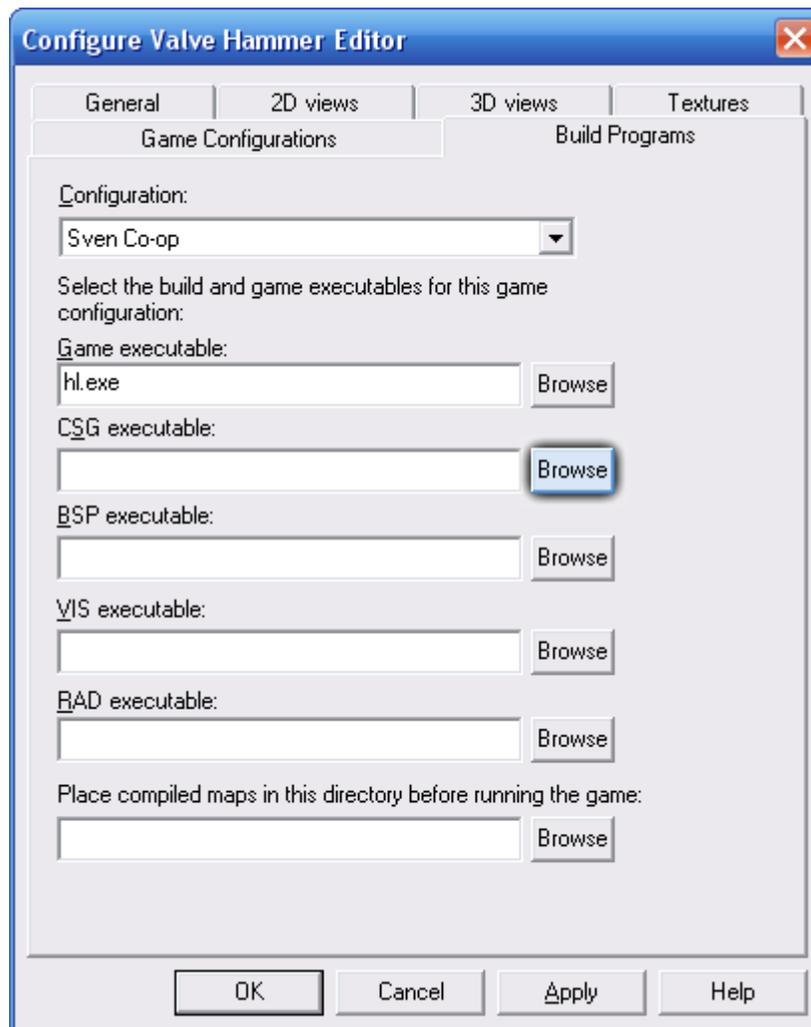16.   Click on the button labeled *Browse…* directly under and to the right of *Mod Directory (ex: C:\Half-Life\tfc)*.
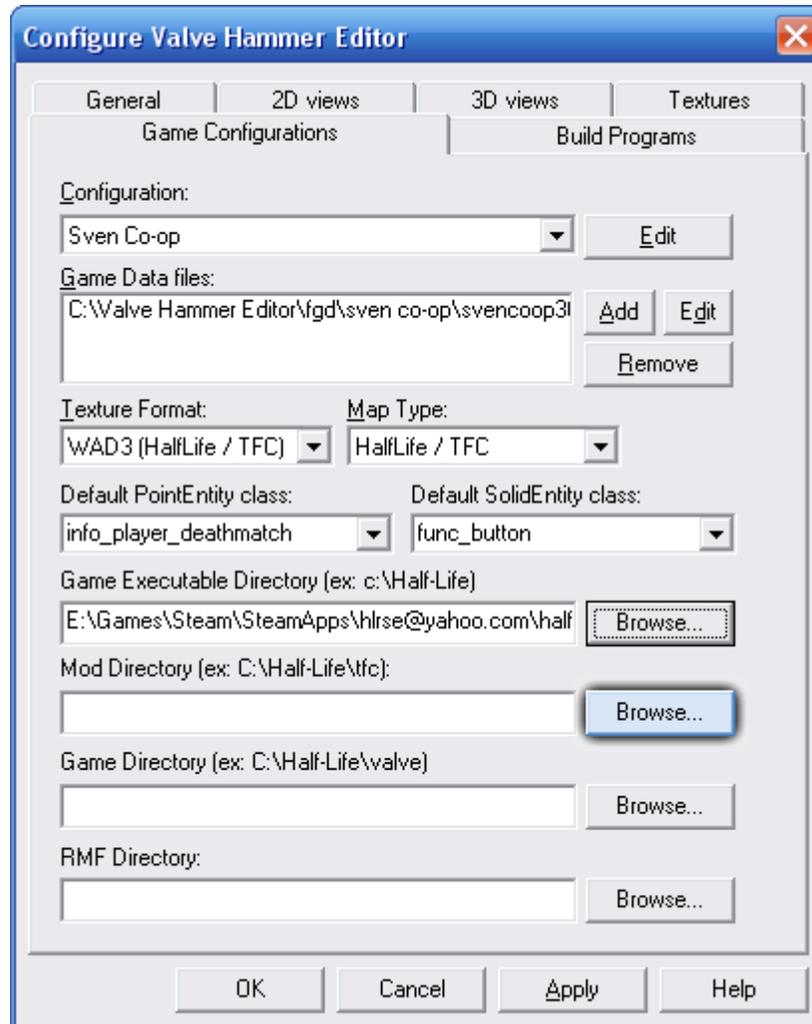
17.   Locate your *C:\Program Files\Steam\SteamApps\<account>\half-life\SvenCoop* or *C:\Sierra\Half-Life\SvenCoop* folder and click on the button labeled *OK*.
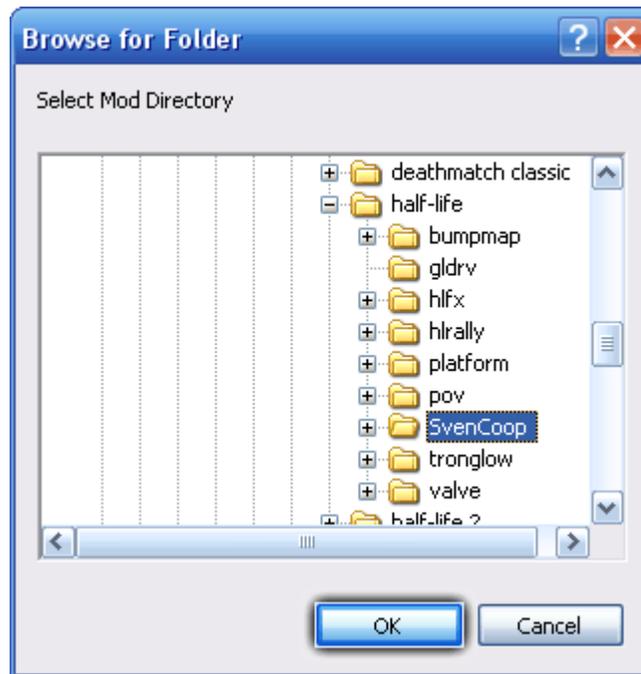
18.   Click on the button labeled *Browse…* directly under and to the right of *Game Directory (ex: C:\Half-Life\valve).*
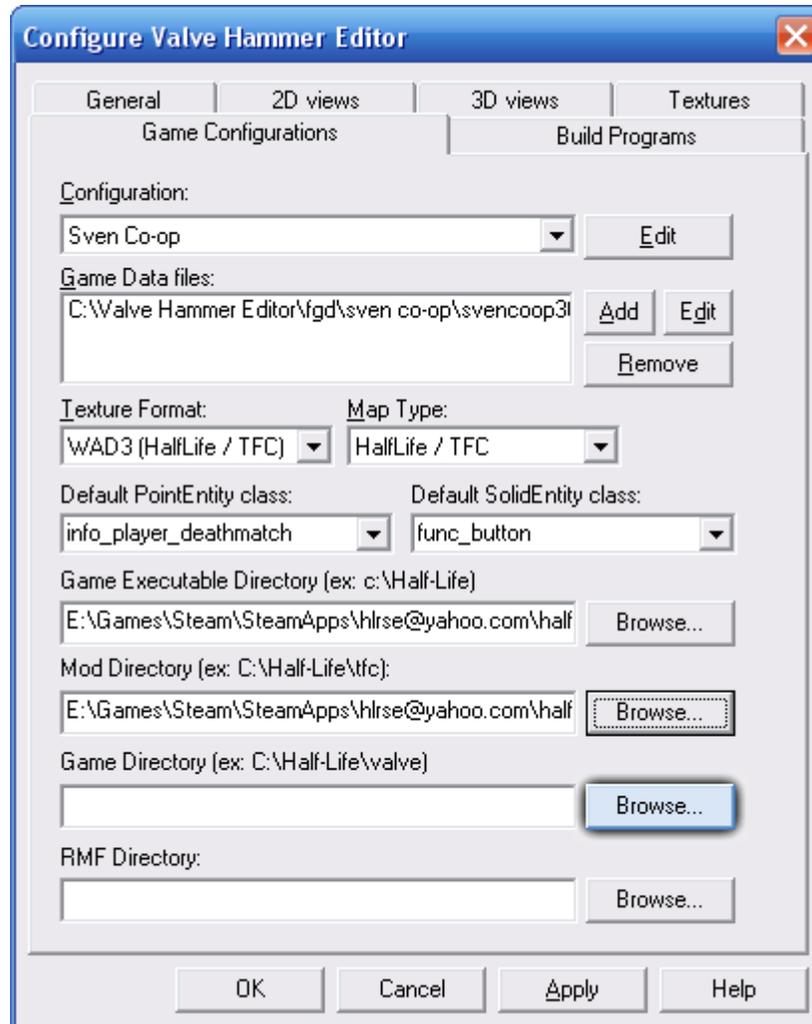
19.   Locate your *C:\Program Files\Steam\SteamApps\<account>\half-life\valve* or *C:\Sierra\Half-Life\valve* folder and click on the button labeled *OK*.

20.   Click on the button labeled *Browse…* directly under and to the right of *RMF Directory*.

21.   Locate your *C:\Valve Hammer Editor\maps* folder and click on the button labeled *OK*.

22.   Click on the tab labeled *Build Programs*.

23.   Enter in *hl.exe* under <u>G</u>ame executable and then click on the *Browse* button directly under and to the right of *C<u>S</u>G*

executable.
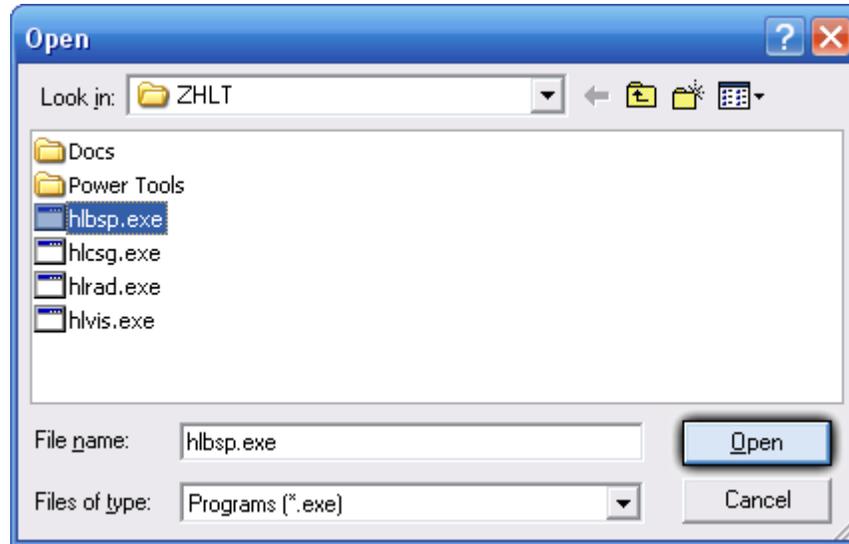

24.   Locate your *C:\Valve Hammer Editor\tools\ZHLT* folder.
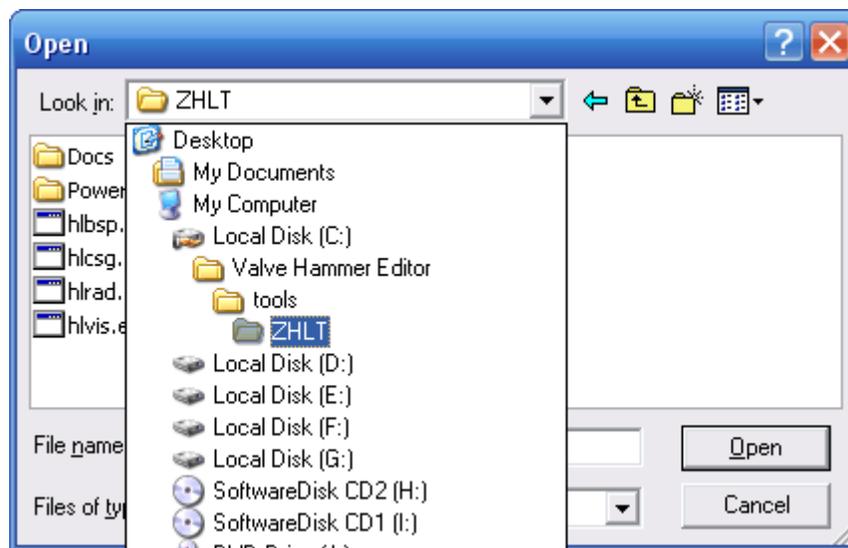
25.   Select the file that is titled *hlcsg.exe* and click on the button labeled *Open*.
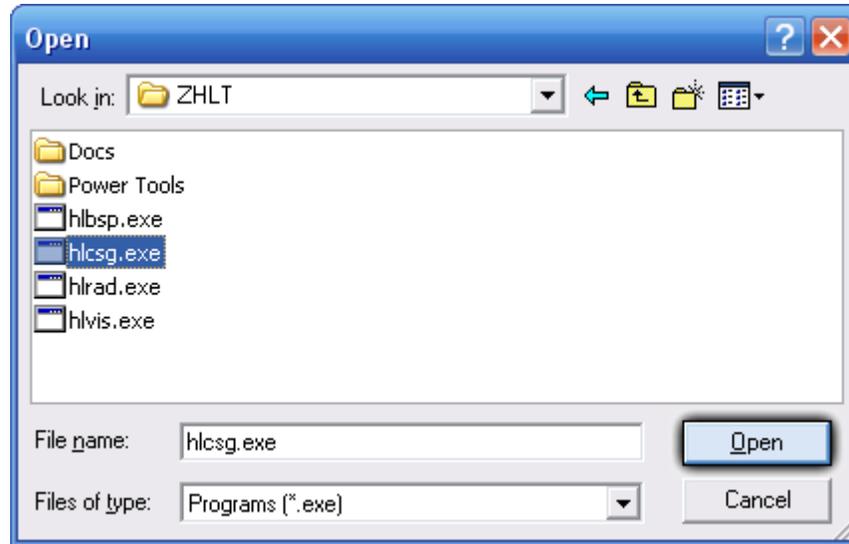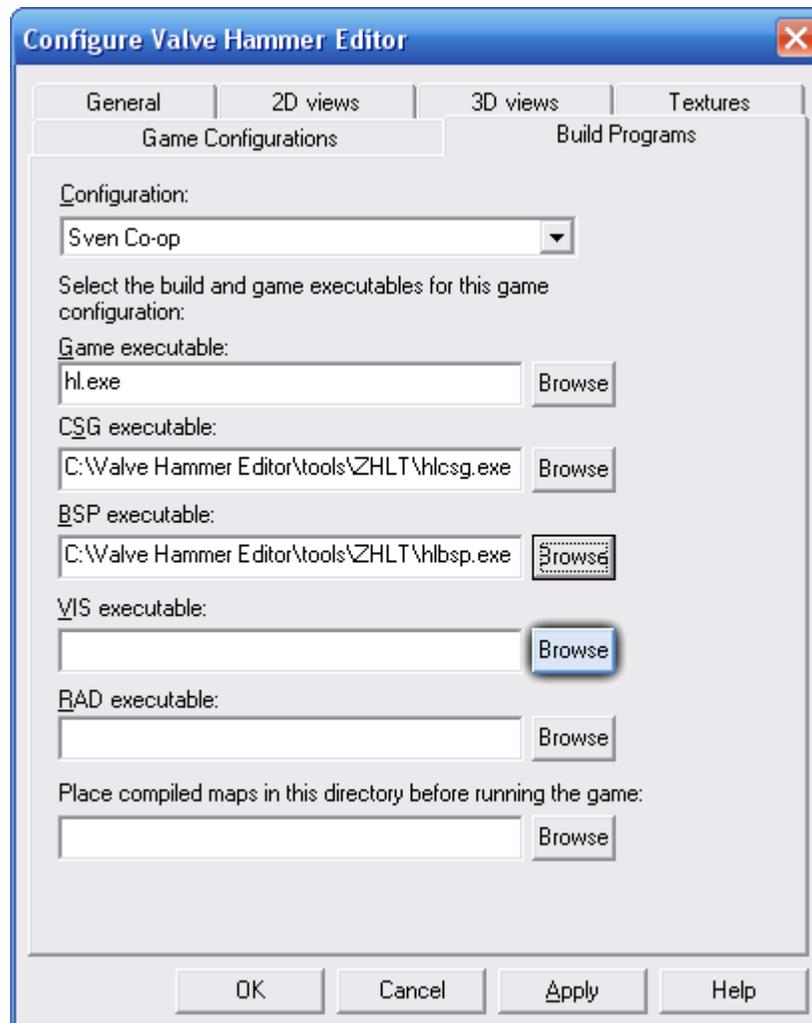

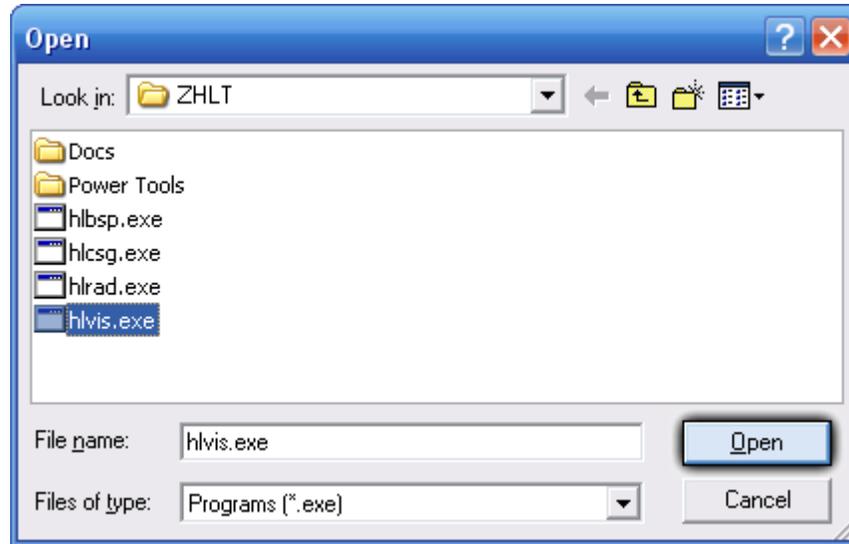26.   Click on button labeled *Browse* directly under and to the right of <u>B</u>SP executable.
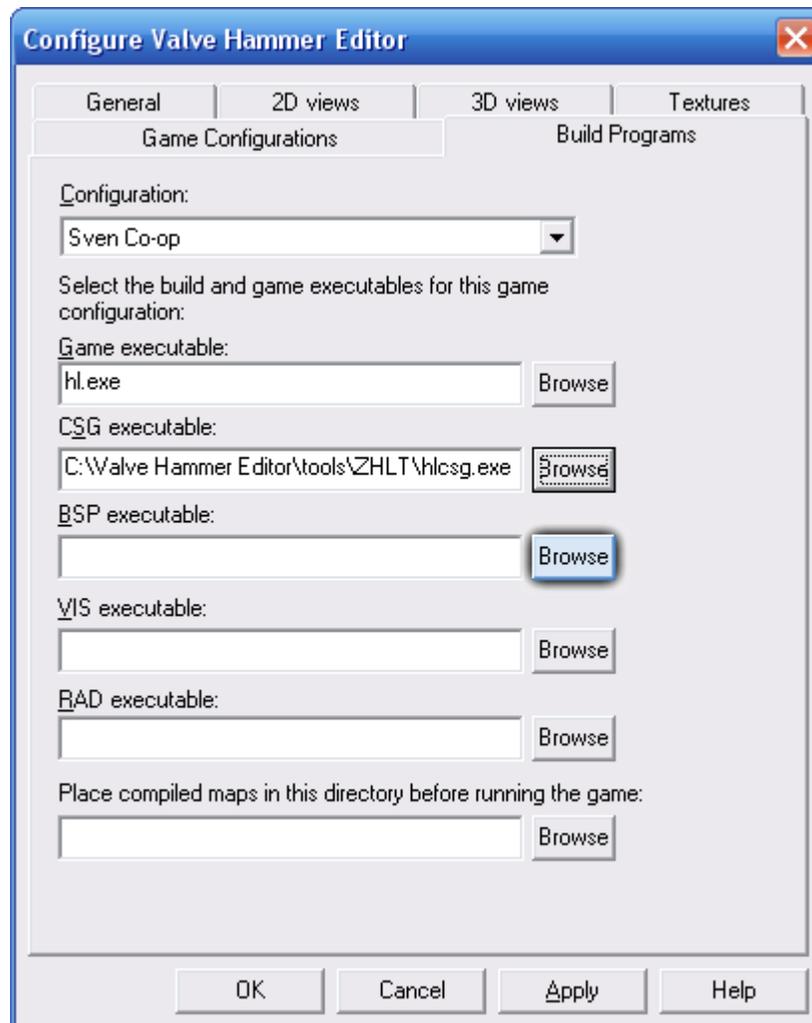
27.   Select the file titled *hlbsp.exe* and click on the button labeled *Open*.
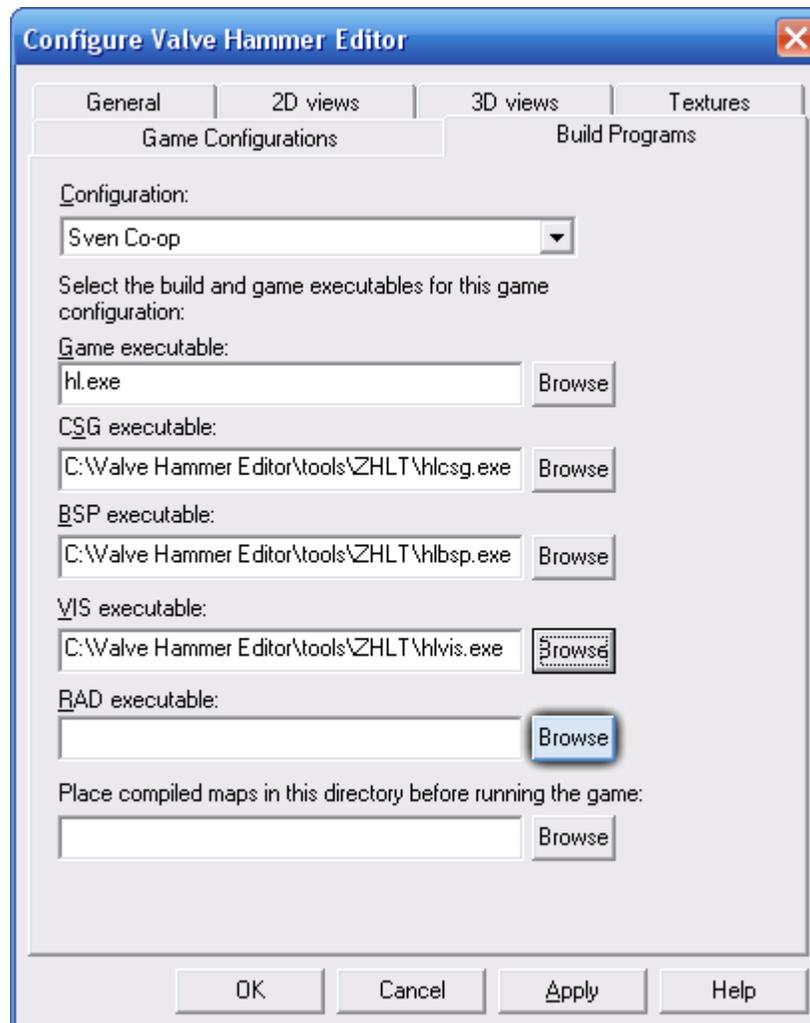

28.   Click on button labeled *Browse* directly under and to the right of *VIS executable*.
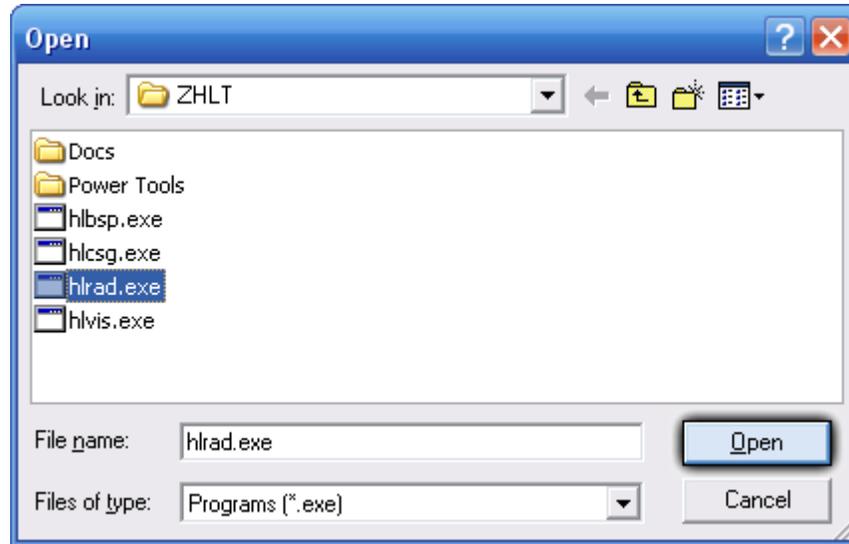
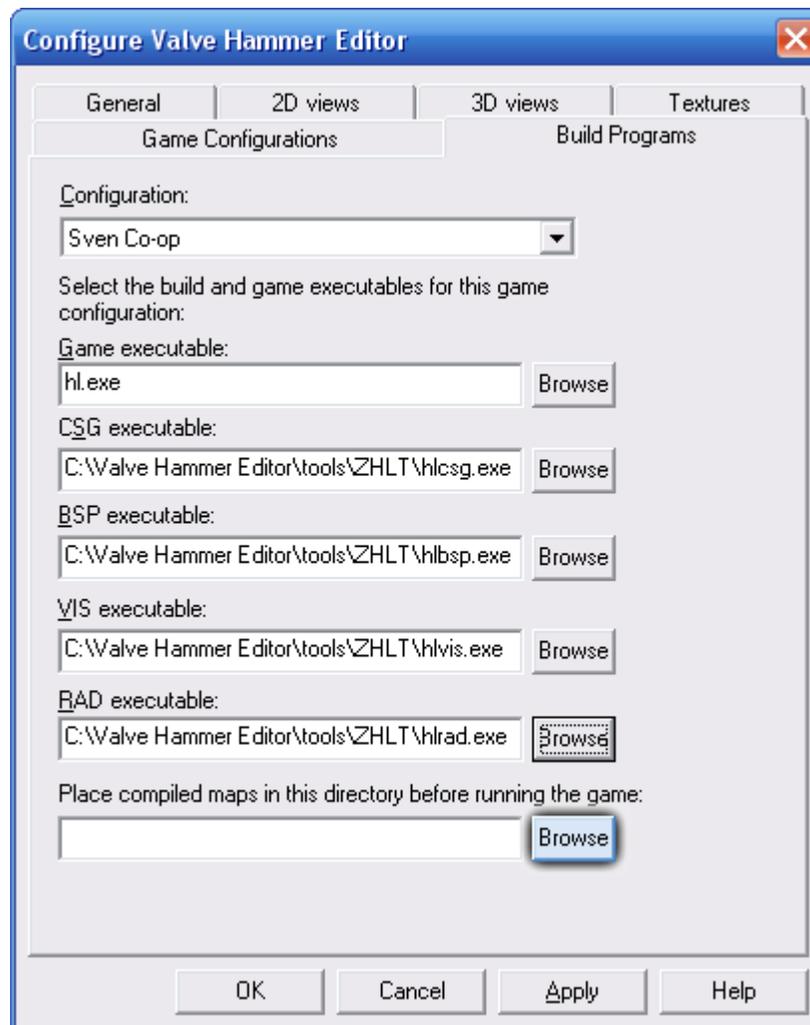29.   Select the file titled *hlvis.exe* and click on the button labeled *Open*.

30.   Click on button labeled *Browse* directly under and to the right of *RAD executable*.

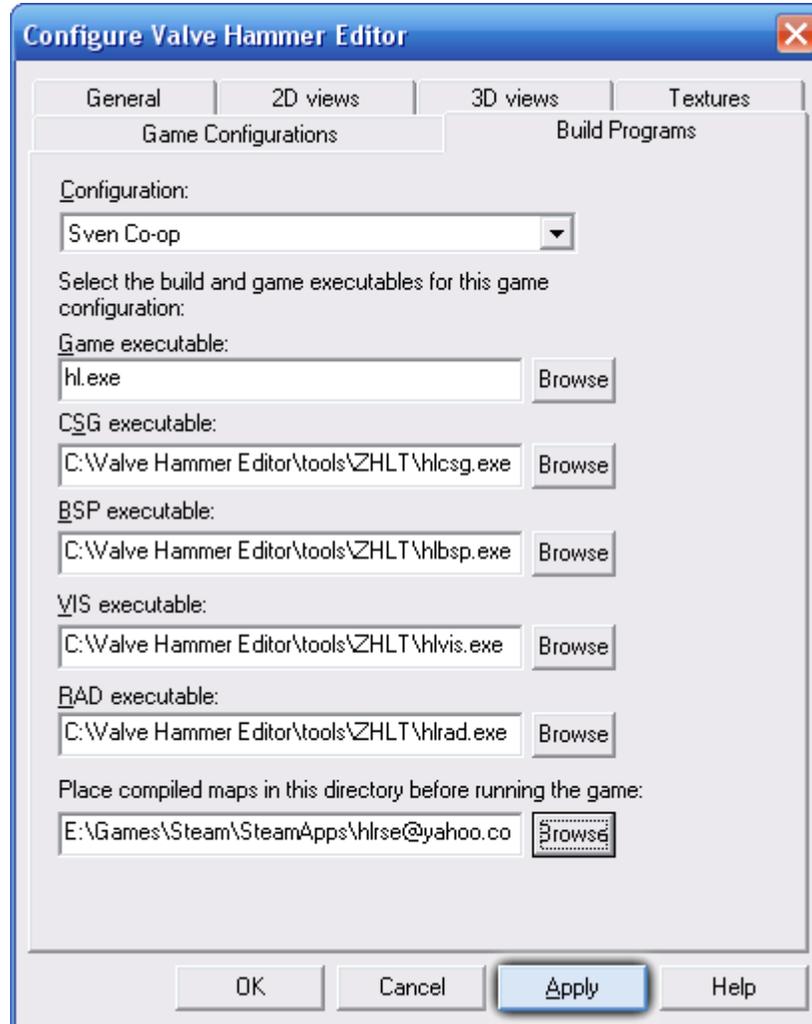31.   Select the file titled *hlrad.exe* and click on the button labeled *Open*.

32.   Click on button labeled *Browse* directly under and to the right of *Place compiled maps in this directory before running the game*.
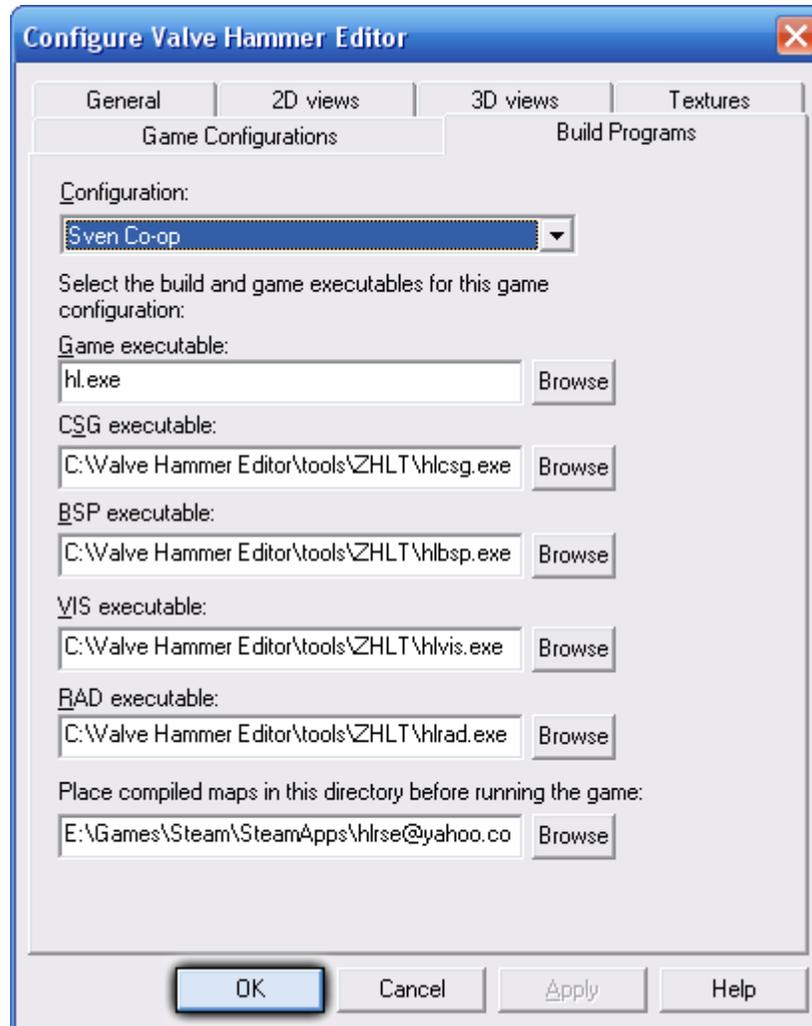
33. Locate your *C:\Program Files\Steam\SteamApps\<account>\half-life\SvenCoop\maps* or *C:\Sierra\Half-Life\SvenCoop\maps* folder and click on the button labeled *OK*.
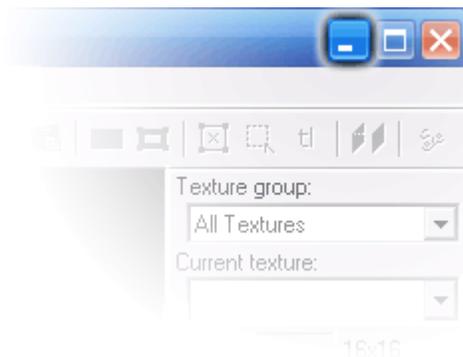
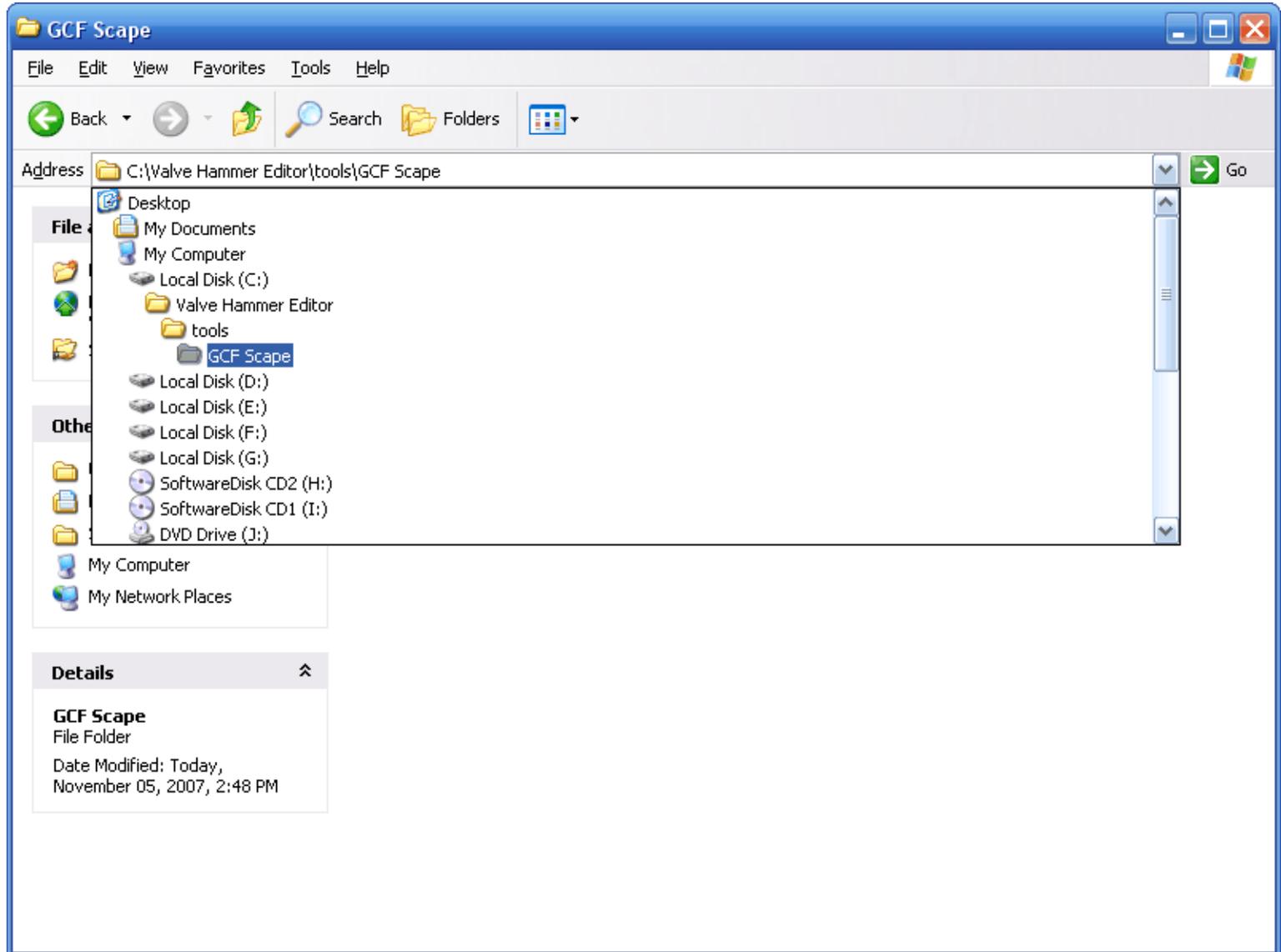34.   Click on the button that is labeled *Apply*.

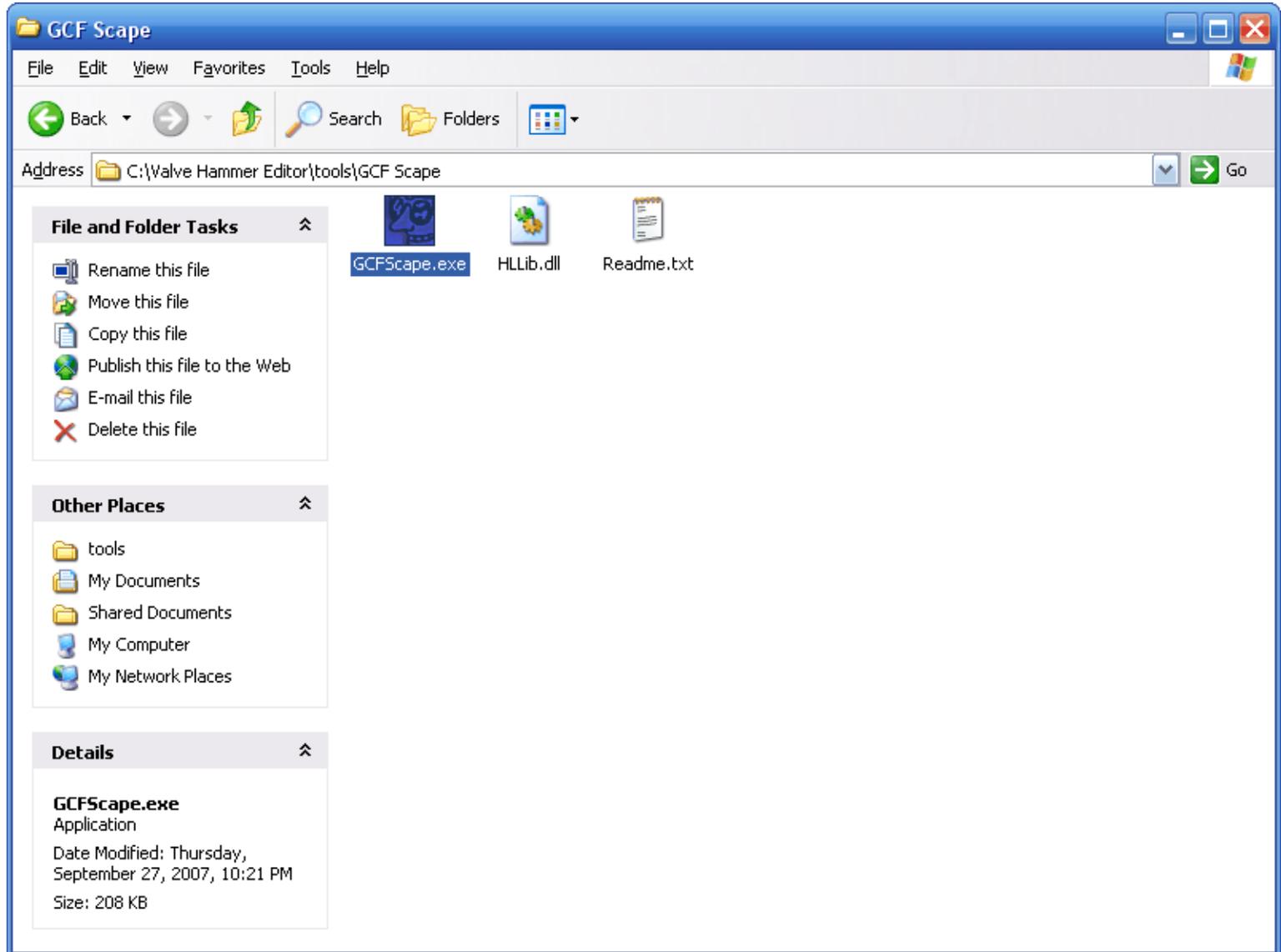35.   Click on the button that is labeled *OK*.
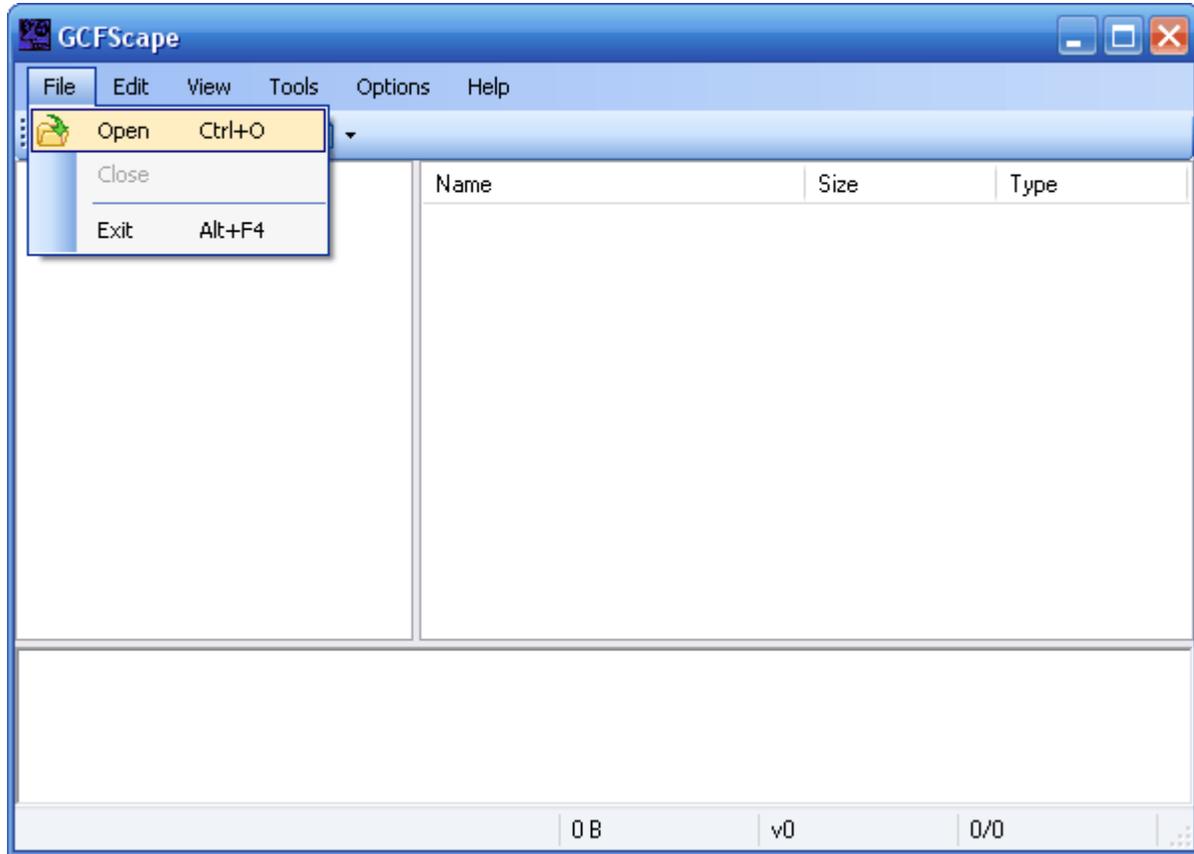

36.   Minimize Valve Hammer Editor.

37.		Locate your *C:\Valve Hammer Editor\tools\GCF Scape* folder.
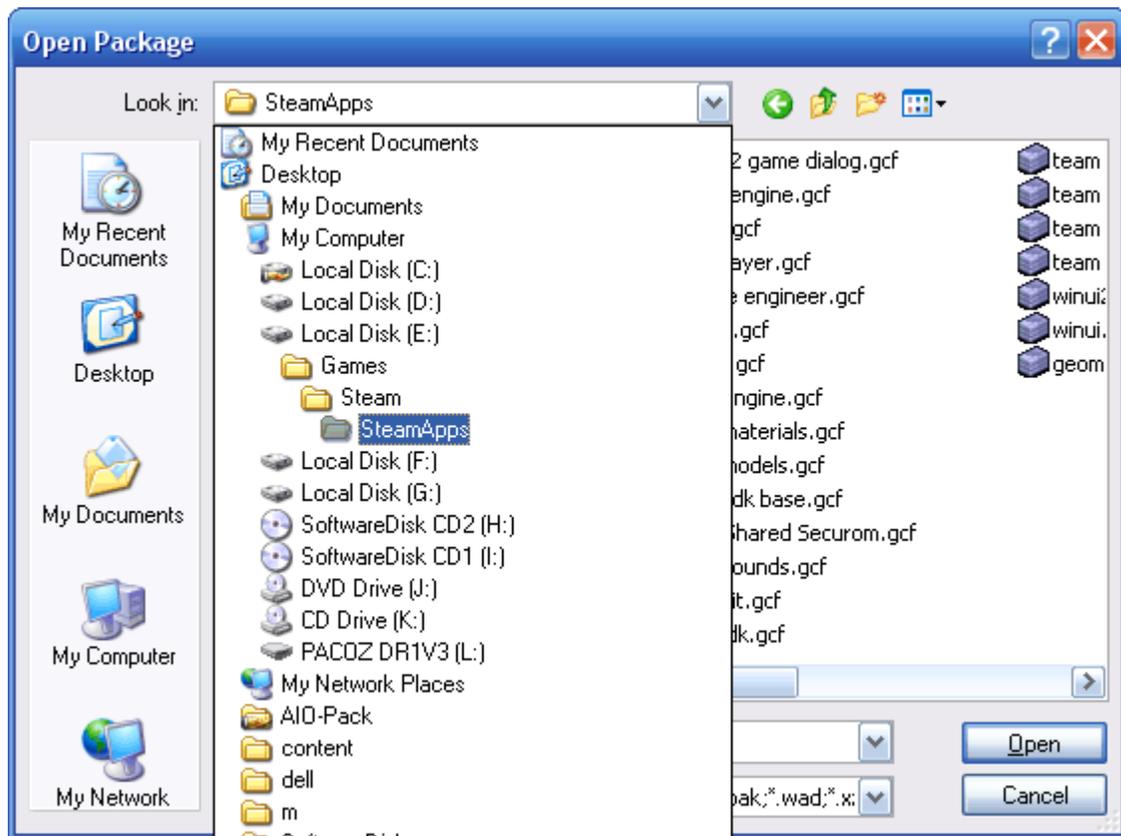
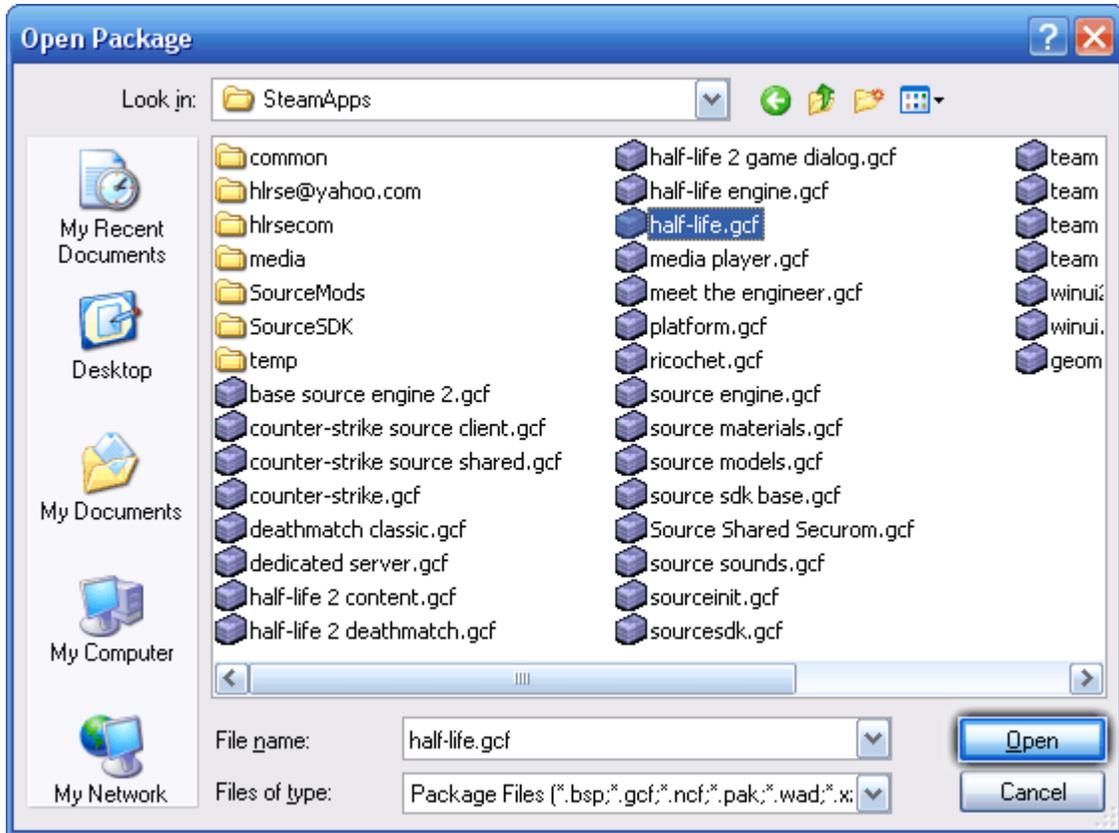38.   Launch *GCF Scape* (*GCFScape.exe*).

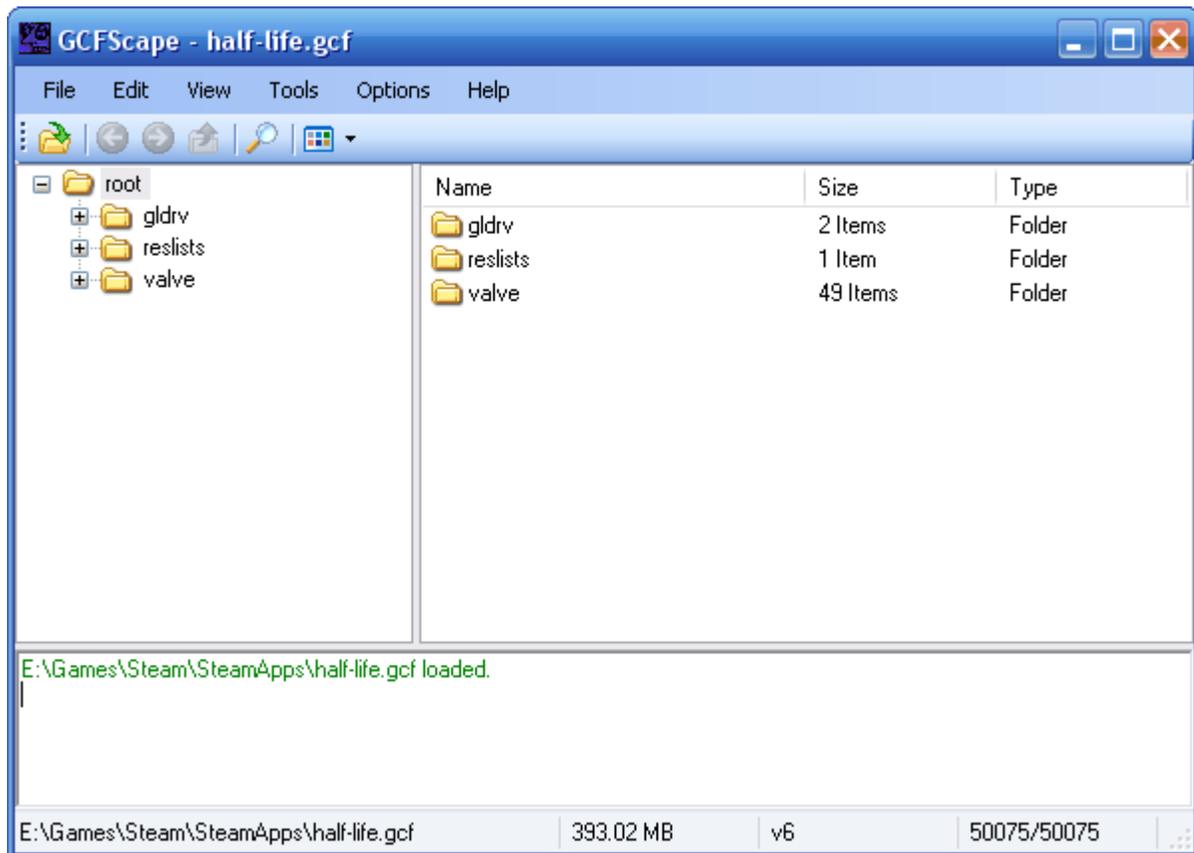39.   Go to *File* and then *Open*.

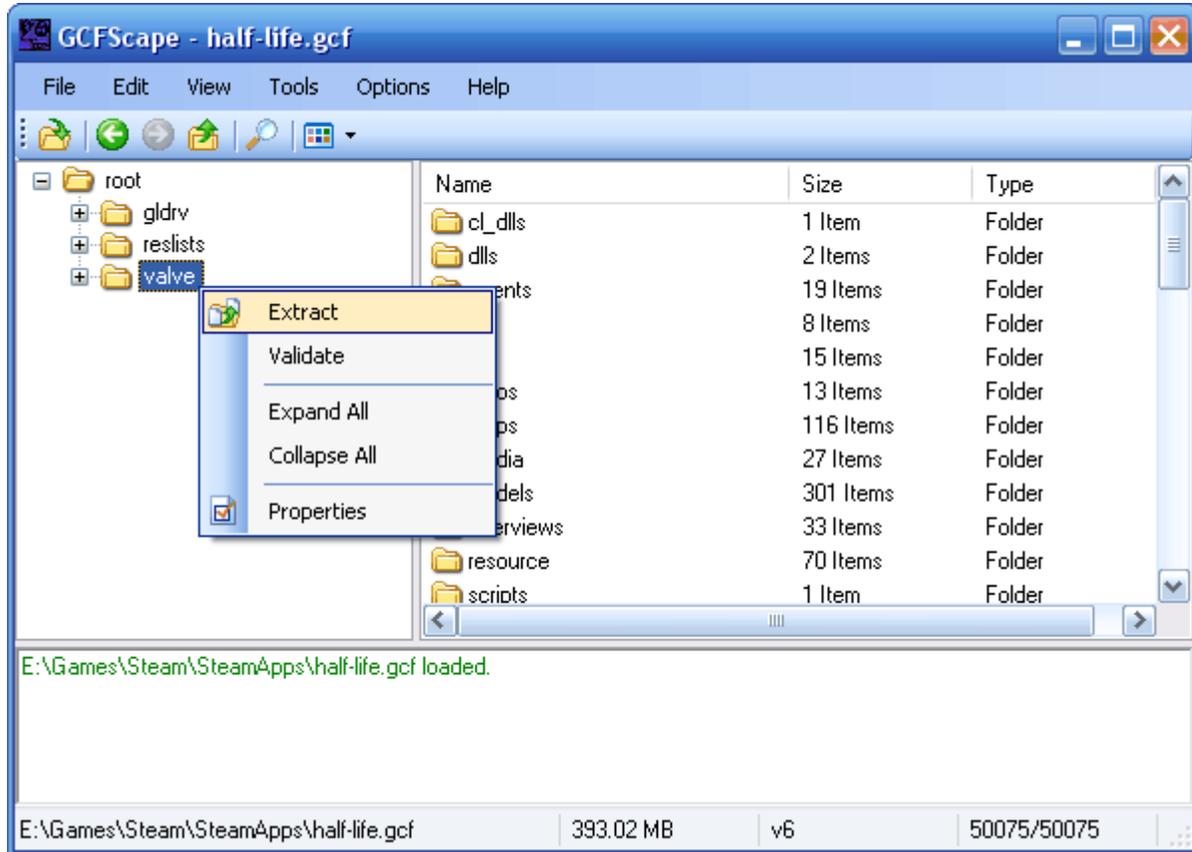40.   Locate your *C:\Program Files\Steam\SteamApps* folder.

41.   Select the file that is titled *half-life.gcf* and then click on the button that is labeled *Open*.
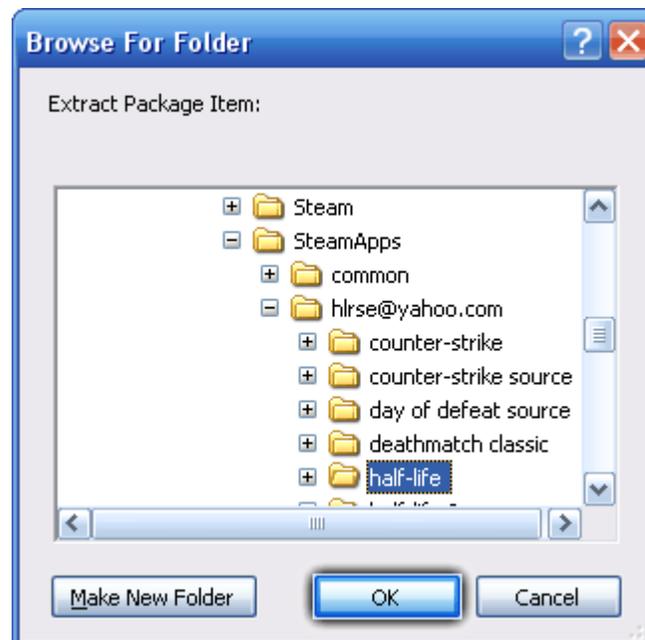

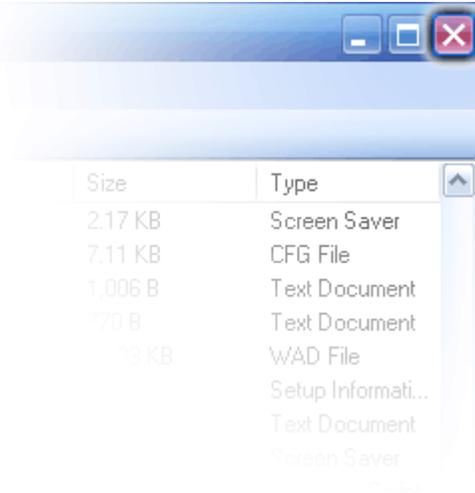42.   Your next screen should look similar to the following screenshot:

43.   Right click on the *valve* folder in the tree pane to the left and then click on *Extract* in the new menu.
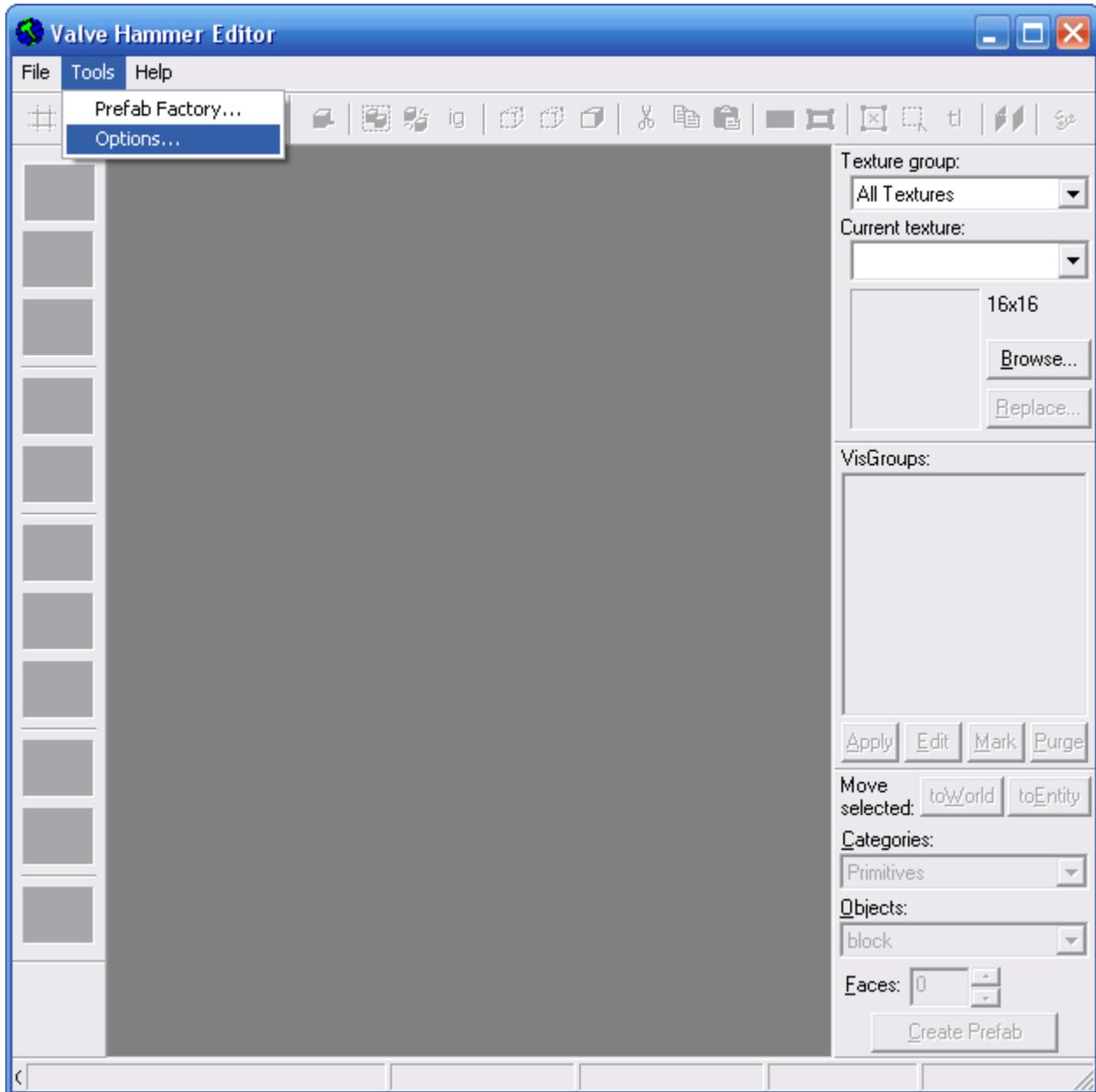

44.   Locate your Locate your *C:\Program Files\Steam\SteamApps\<account>\half-life* folder and click on the button that is labeled *OK*.
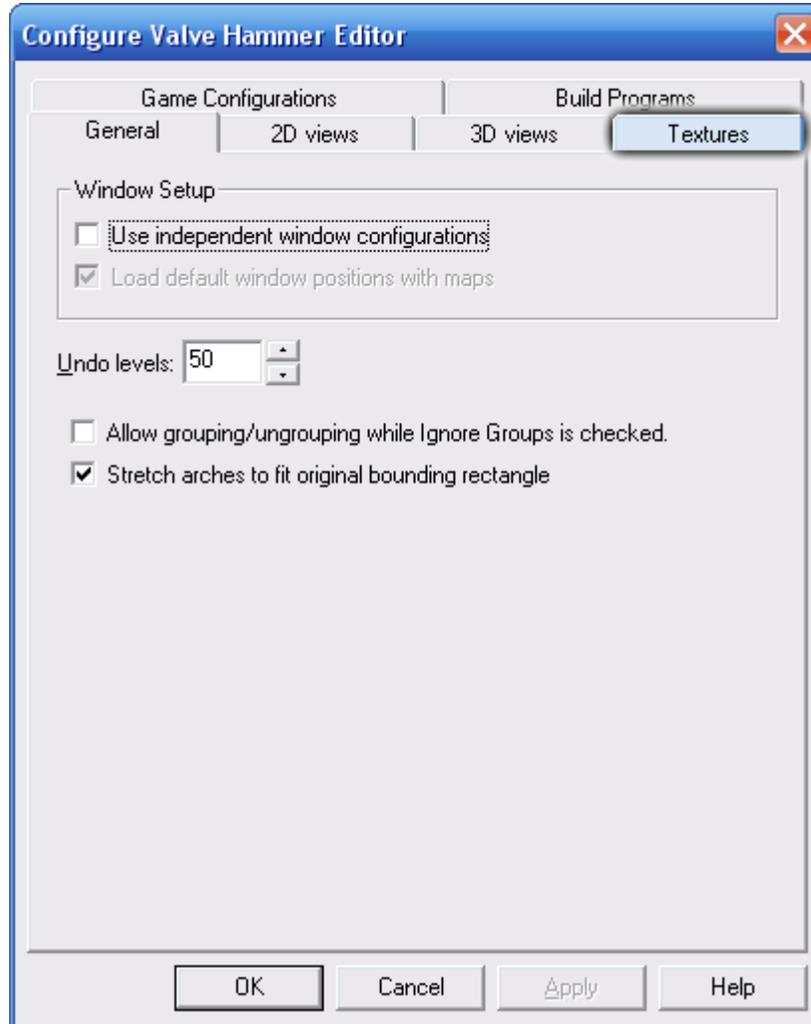
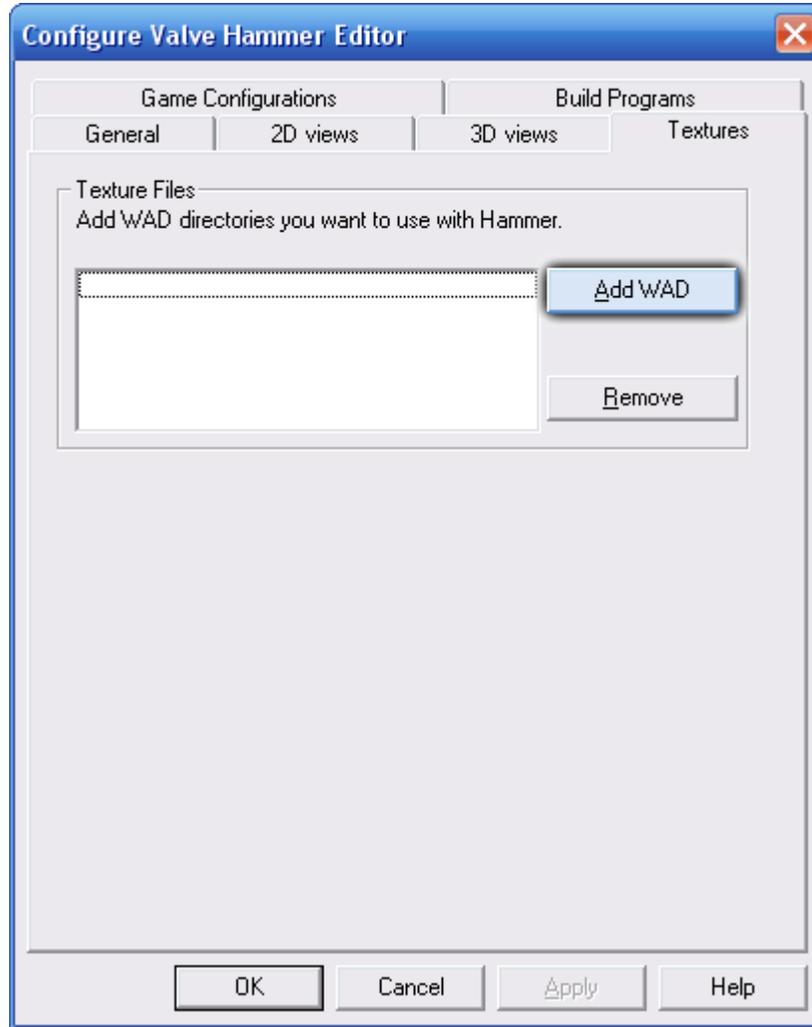45.   After GCF Scape is finished with extraction, you may exit the program.

46.   Bring Valve Hammer Editor back into view and go to *Tools*; then click on *Options…*.
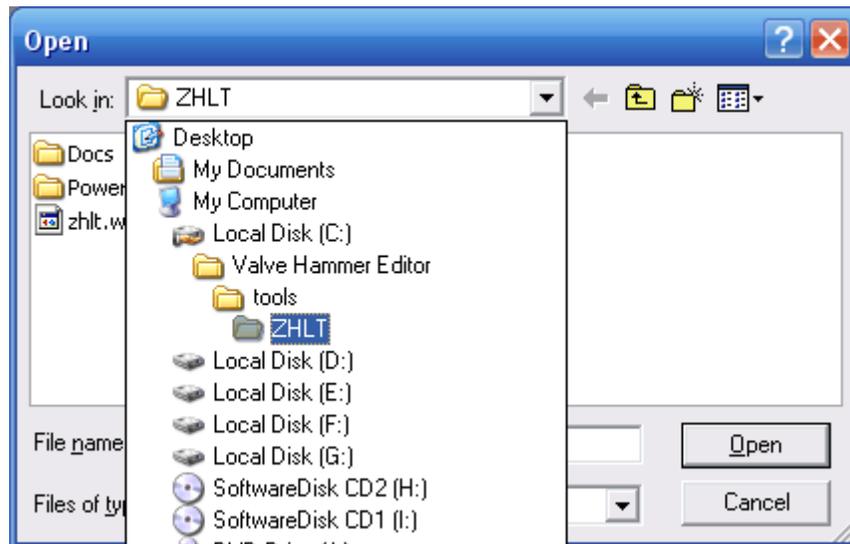
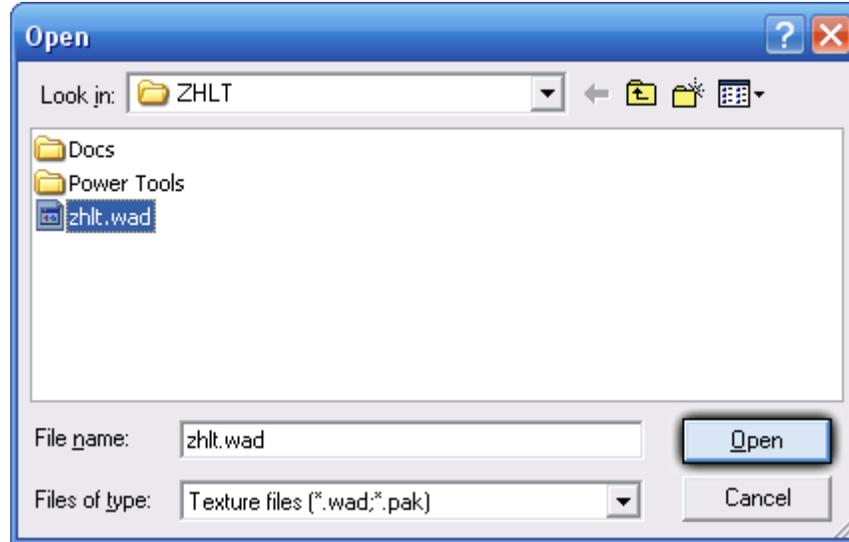47.   Click on the tab that is labeled *Textures*.

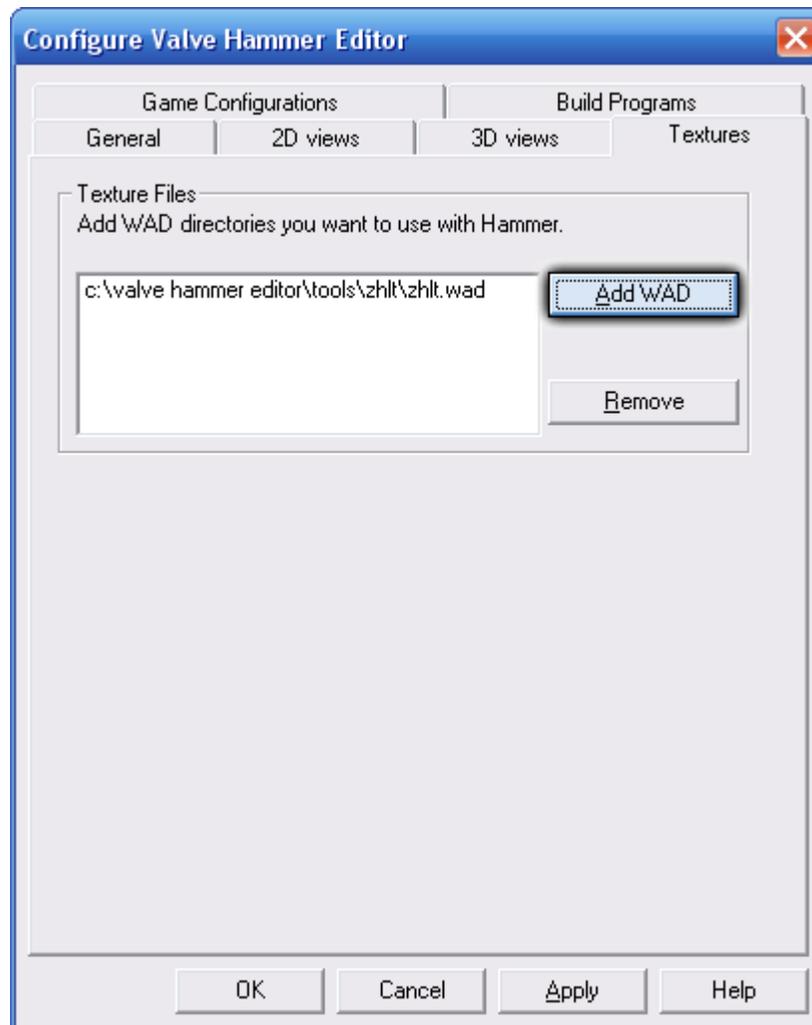48. Click on the button that is labeled *Add WAD*.

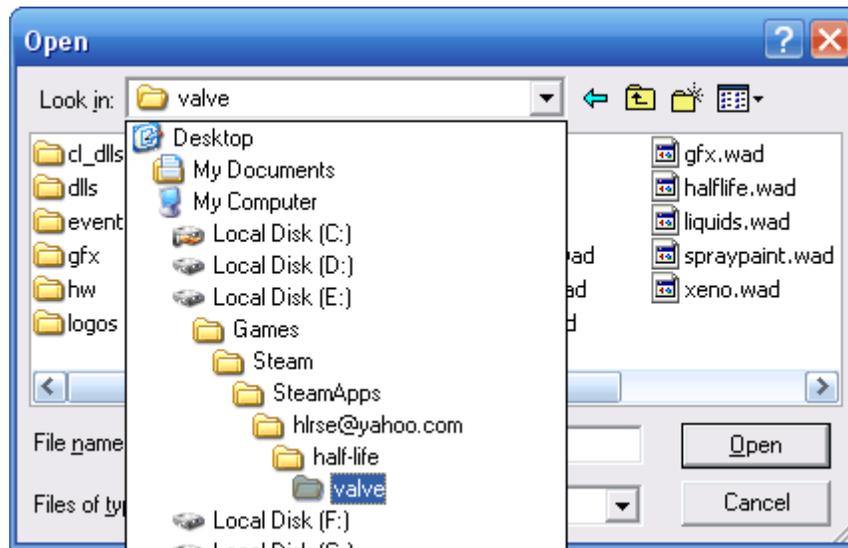49. Locate your *C:\Valve Hammer Editor\tools\ZHLT* folder.

50.   Select the file that is titled *zhlt.wad* and then click on the button that is labeled *Open*.
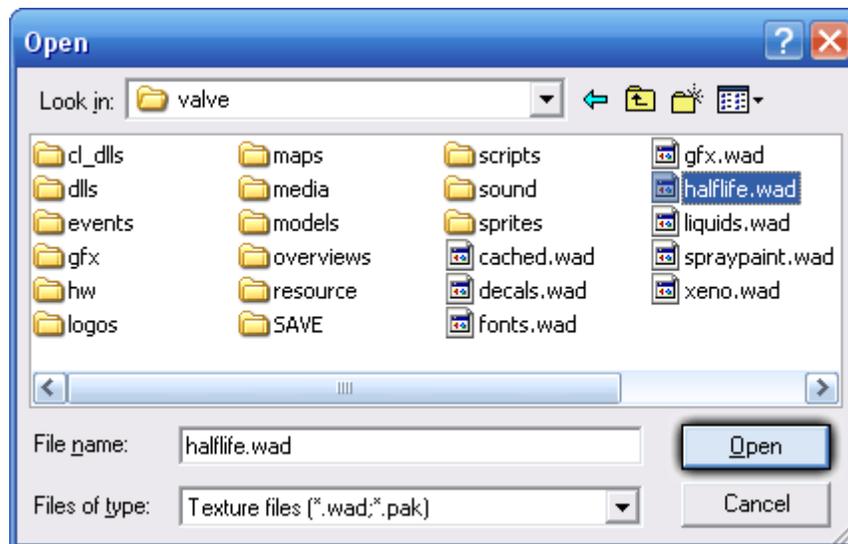

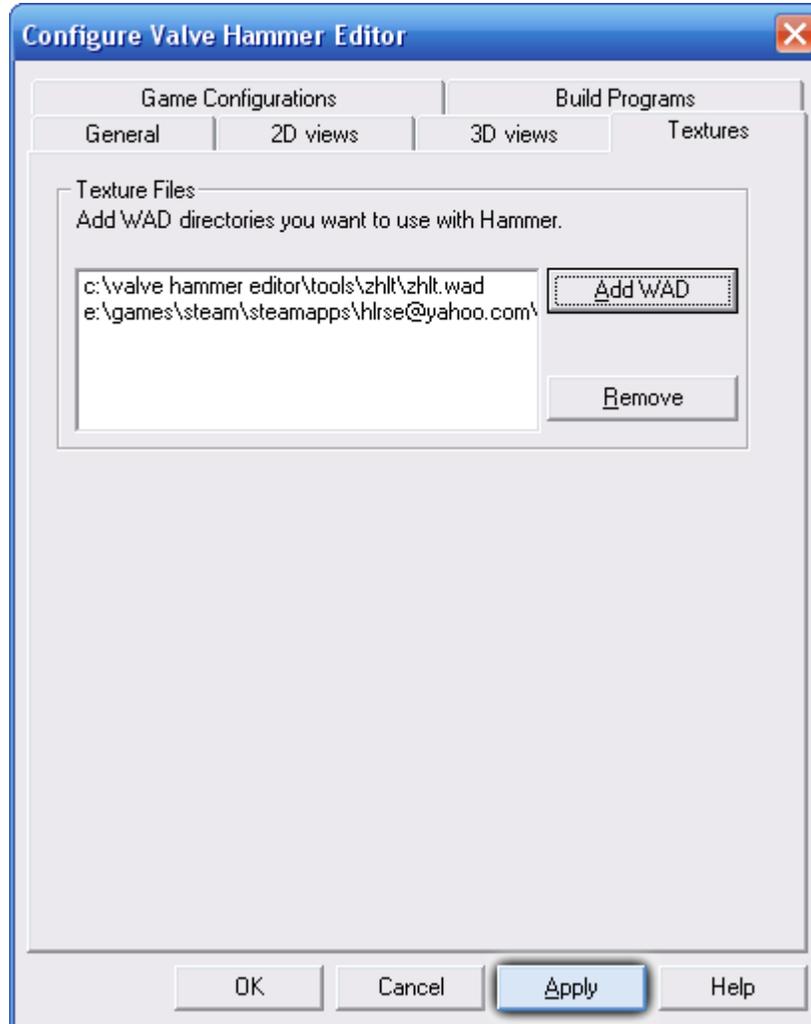51.   Click on the button that is labeled *Add WAD*.

52.   Locate your Locate your *C:\Program Files\Steam\SteamApps\<account>\half-life\valve* or *C:\Sierra\Half-Life\valve*

folder.

53.   Select the file that is titled *halflife.wad* and then click on the button that is titled *Open*.

54.   Click on the button that is labeled *Apply*.

55.   Click on the button that is labeled *OK*.

If you have followed setup procedures for configuring Valve Hammer Editor, you are now ready to begin mapping. Good luck!