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| **Custom Winodows/Good Windows** |
| **What we are going to do:** |
| Okay, lets make super nice windows!!!!!!!!! This is a long Tut! And it is a good idea to understand Photoshop some! I am using Photoshop 7, but 6 is great also! |
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| **Get Going!** |
| 1st, Open Photoshop and make a new picture, w/the dimensions 256x256. Now in the "Layers" window, click the "layer" button twice. Then delete the background:   |  |  | | --- | --- | | http://web.archive.org/web/20050129132457/http://users.1st.net/kimberly/tutorial/custmap/256.jpg | http://web.archive.org/web/20040112113413im_/http:/users.1st.net/kimberly/tutorial/custmap/t/2x.jpg |   Now back to your image, make sure you are in Layer 2, it is highlighted, then on the left, click the fill button and then pick a grey shade color, any color u want:   |  |  | | --- | --- | | http://web.archive.org/web/20050129165612/http://users.1st.net/kimberly/tutorial/custmap/color.jpg | http://web.archive.org/web/20050129142844/http://users.1st.net/kimberly/tutorial/custmap/choose.jpg |   Now select the paint bucket and click on your canvas/image:  http://web.archive.org/web/20050129154526/http://users.1st.net/kimberly/tutorial/custmap/click.jpg  Okay, now go up to "file" "save as" and choose your desktop, then from the drag down menu, choose ".tga" and name it "ref":  http://web.archive.org/web/20050129191423/http://users.1st.net/kimberly/tutorial/custmap/name.jpg  Okay, what we just made is the "reflection" so if you ever want anything different or want to mess around some, just edit this file!  Good phew! okay now close out of your image. So you have a blank Photoshop window, go to file new and make it 256x256 again.  Go down to the layers again and hit the layer button 1 time and then delete the background.  Should look like this:  http://web.archive.org/web/20040112113413im_/http:/users.1st.net/kimberly/tutorial/custmap/t/blank.jpg (((( A NICE BLANK PICTURE))))  Now go to "file" "save" and choose your desktop. Then choose ".tga" from the drop down menu, and name it "glass\_1"  Now this texture we just made is the window it self!  Now u can totally close out of Photoshop.  Good!  Go to your desktop now and make a folder named "textures" then make a folder in it named "glass" put your "ref.tga" and "glass\_1.tga" files in it  Okay go get some cookies if you want! Or stick w/me!  Open wordpad and copy this script in it ""EXCEPT THE GREEN"":   |  | | --- | | textures/glass/glass\_1 <---This is the path where it will look  { qer\_editorimage textures/glass/glass\_1.tga <---This is our glass texture we made qer\_keyword window qer\_keyword broken qer\_keyword glass surfaceparm glass // cull none { map textures/glass/ref.tga <---This is our reflection image we made tcgen environment alphagen const .2 blendFunc blend } { map textures/glass/glass\_1.tga <---This is our glass texture we made // blendFunc blend depthWrite alphaFunc GE128 nextbundle map $lightmap } } |   Now save this on your desktop as "glass\_1.shader"  Now u can close out of Notepad and go to your desktop and make a folder named "scripts" and put the "glass\_1.shader" file in it!  Phew good!  Okay, close out of everything!!!!!  Open Packscape, go to "file" "new" and drag your "textures" and "scripts" folder to it:  http://web.archive.org/web/20050129175745/http://users.1st.net/kimberly/tutorial/custmap/drag.jpg  Save it in your "mohaa\main" folder as "glass\_1.pk3"  Wow, now that all that is done open MOHRadiant and make a map 512x512x256, put grid on 8, and hollow it out, and apply a texture.  Now just draw a box in the middle of your room and go to "textures" "Glass" http://web.archive.org/web/20040112113413im_/http:/users.1st.net/kimberly/tutorial/custmap/t/g_ass.jpgand pic your texture, it will just be all white:  http://web.archive.org/web/20040112113413im_/http:/users.1st.net/kimberly/tutorial/custmap/t/it.jpg  Great! Now with your box still selected, right click in any 2D view and go to "func" "window" then hit "n" on the keyboard to bring up the console and put in:  health / 200  Good add a player start and a light and vualla!   |  | | --- | | **Download this tut:** | | 1) You get the Map 2) You get the Textures 3) You get the Script 4) Well you get everything! | | http://web.archive.org/web/20040112113413im_/http:/users.1st.net/kimberly/tutorial/downloadable.jpg | |