

This is a very basic tutorial to get you started on the road to mapping in Unreal Tournament. This tutorial will cover only UnrealEd v.2.0. This is not designed as a complete mapping course, and may not even be very good at what it's supposed to do: introduce mapping concepts.

First a word or two on navigating in the editor. You are going to need to experience how to move around and experiment with it. Generally speaking, clicking and dragging with the left mouse button in any of UnrealEd's viewports will move the view around. In the Top, Side, and Front views, left-clicking+drag will pan the view around; clicking BOTH mouse buttons at the same time and dragging will zoom in and out on the scene. In the real-time-like viewport, left-click+drag will allow you to turn around and move forward and backward; clicking BOTH mouse buttons in this view and dragging will strafe you left and right, up and down.

Just so you know, when you quit UnrealEd, you will hear the "bonk" sound Windows makes when something bad happens. Don't sweat it, nothing terrible happened. However, the next time you open UT to play, you will get the Unreal Crashed and Burned Dialog. Just click through it and play as normal. You'll get used to it -- it's just another UnrealEd bug.

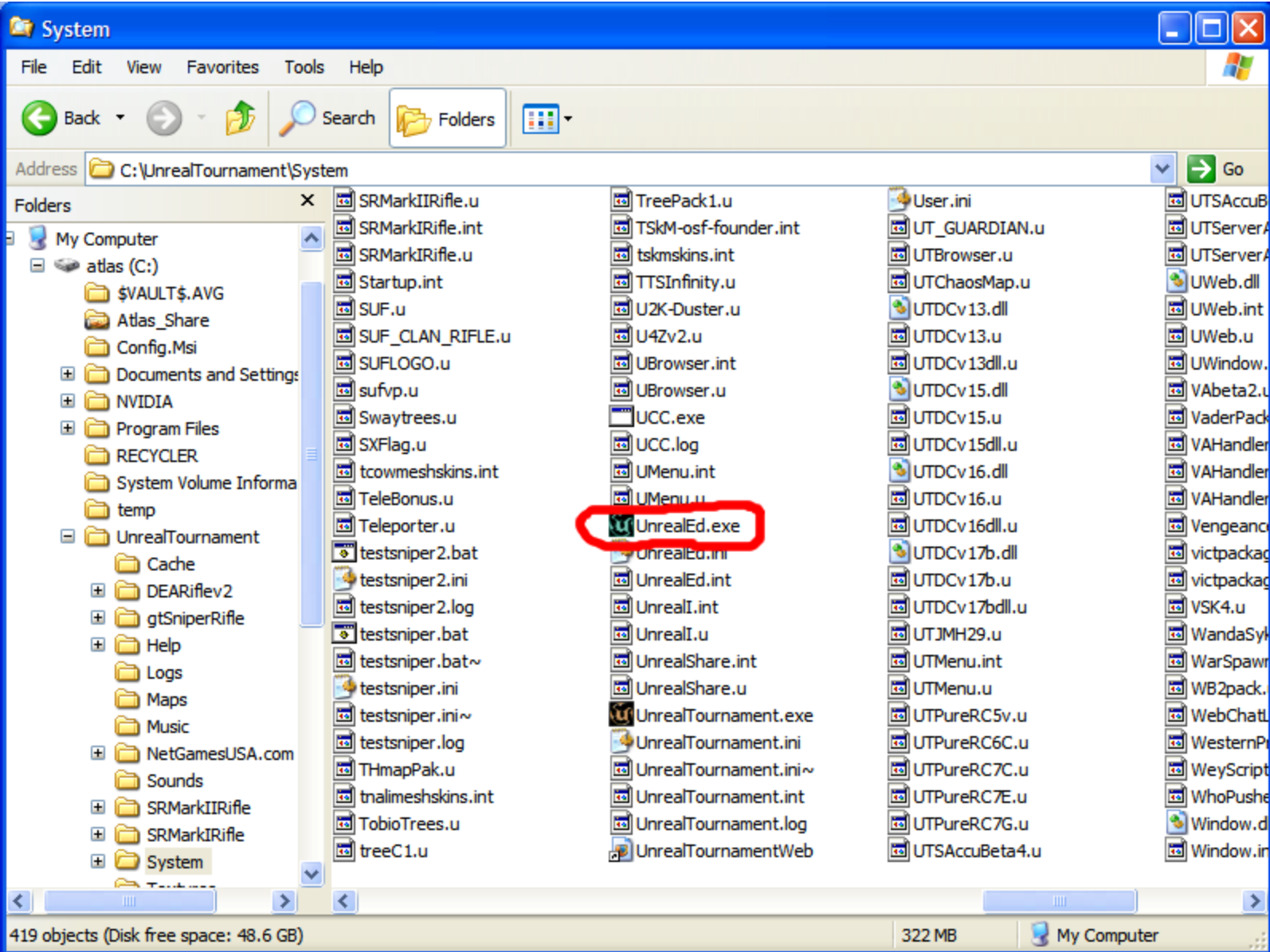
On with the show:

1. Open the editor --

First let's find the editor. It's located in

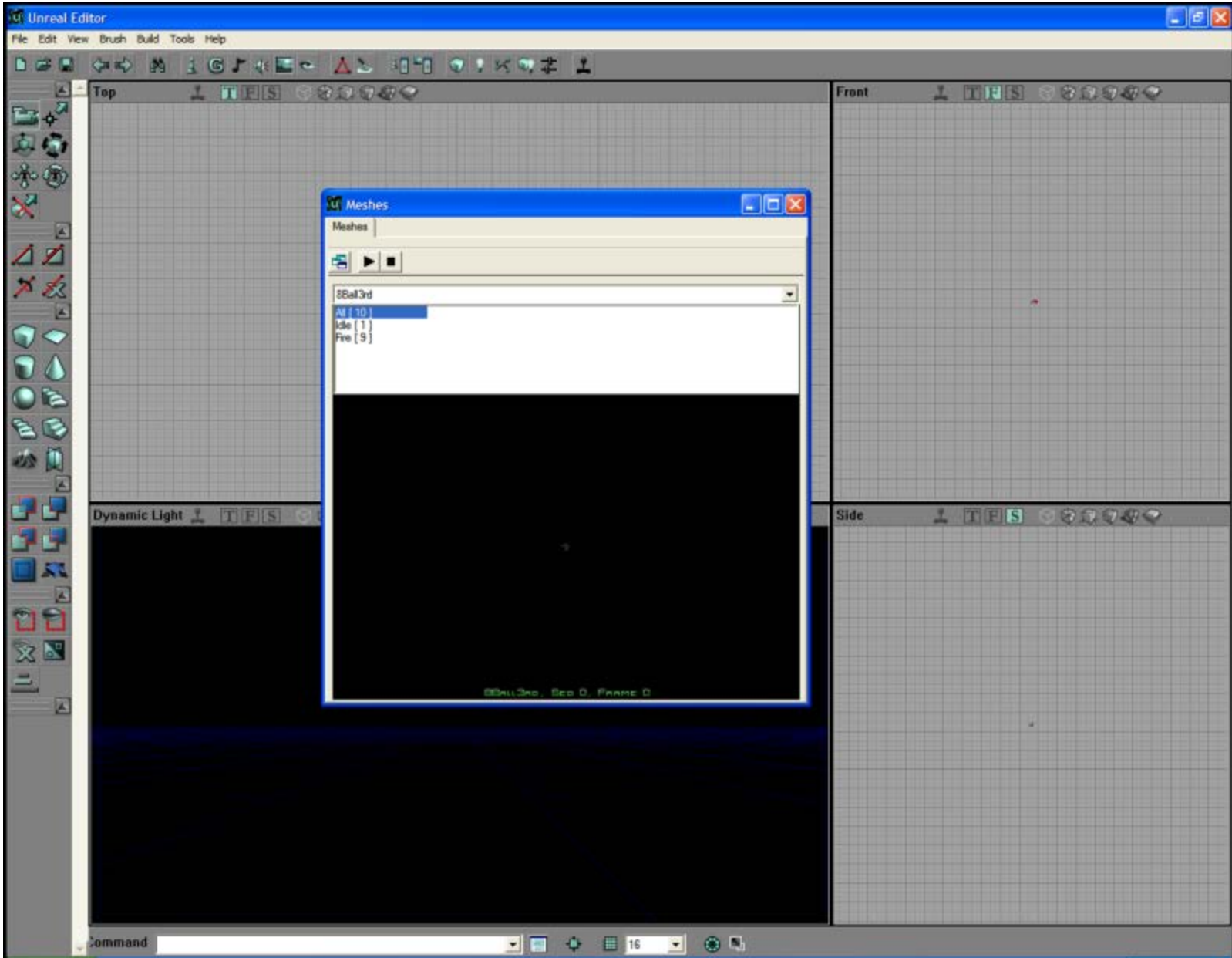
C:\UnrealTournament\System

Look for the file called UnrealEd.exe



You can double-click this file or drag a shortcut onto your desktop and double-click that. Either way, that will start the editor.

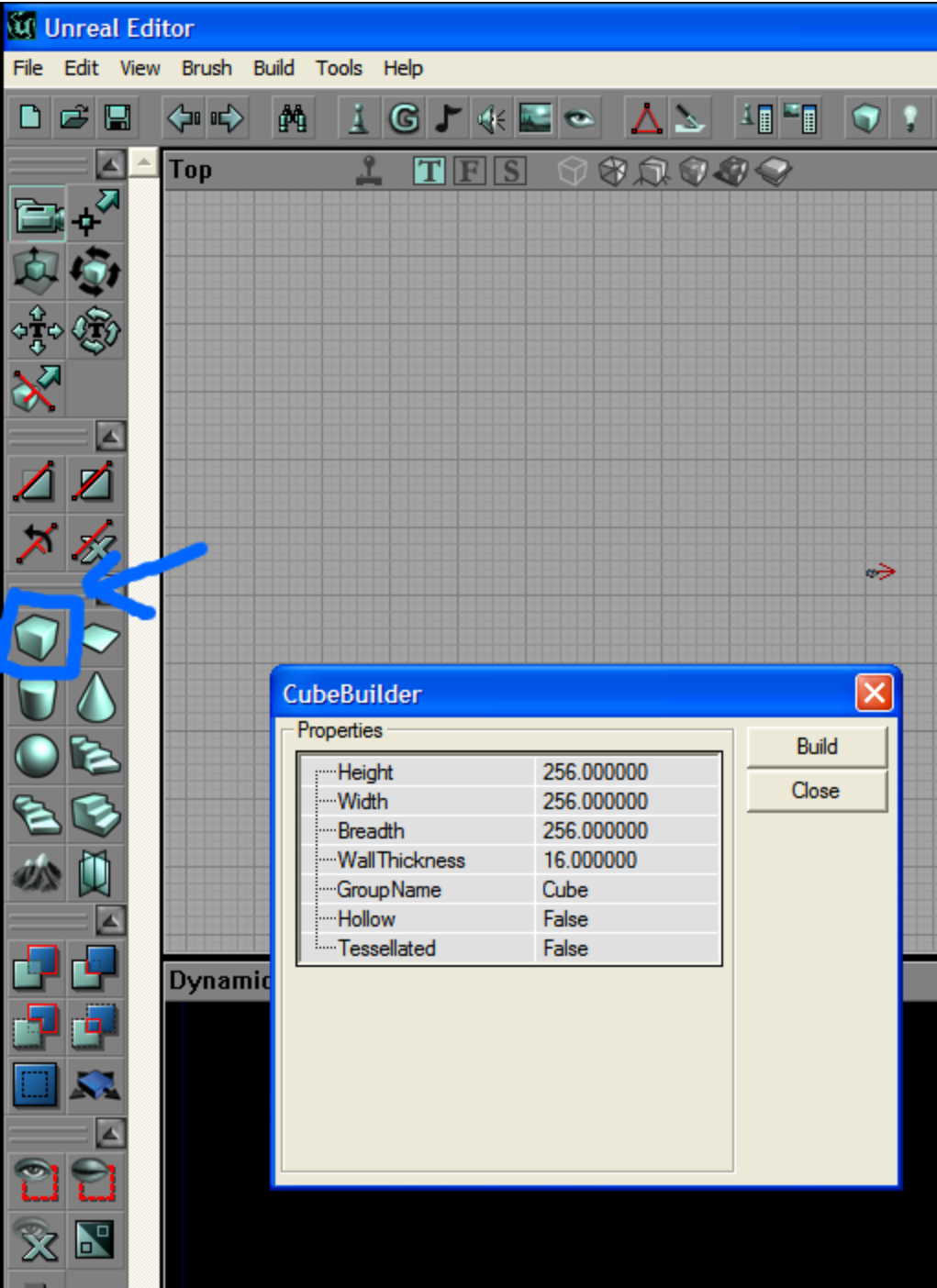
Your first view of UnrealEd should be something like this:



Don't worry about the window up there called "Meshes". Your .exe may open this or it may not -- or it may open something else. The important thing is that it started. At all. UnrealEd is notoriously crash prone. Don't be surprised if it shuts down on you; you just have to live with it, so save your work often.

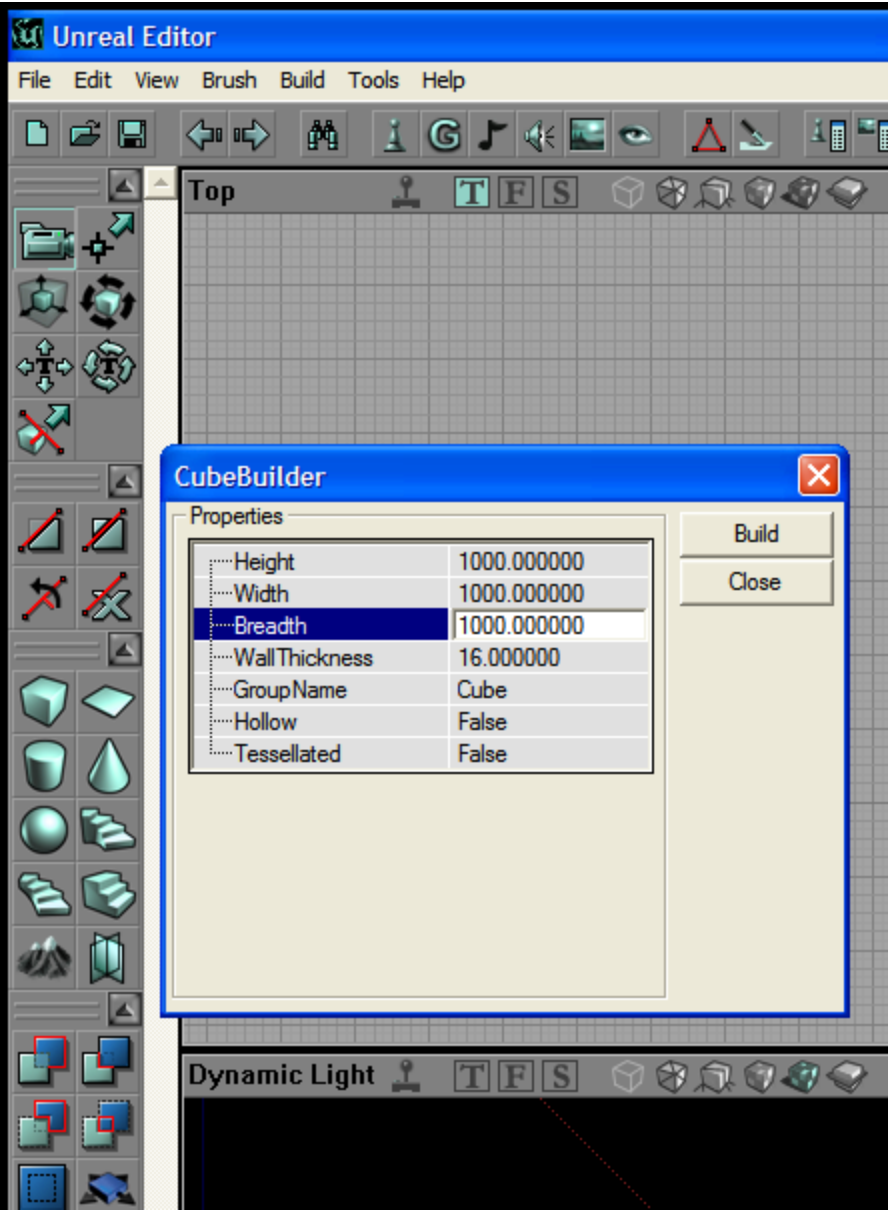
2. Building --

First, RIGHT-click on the cube builder off to the left, circled in blue below:

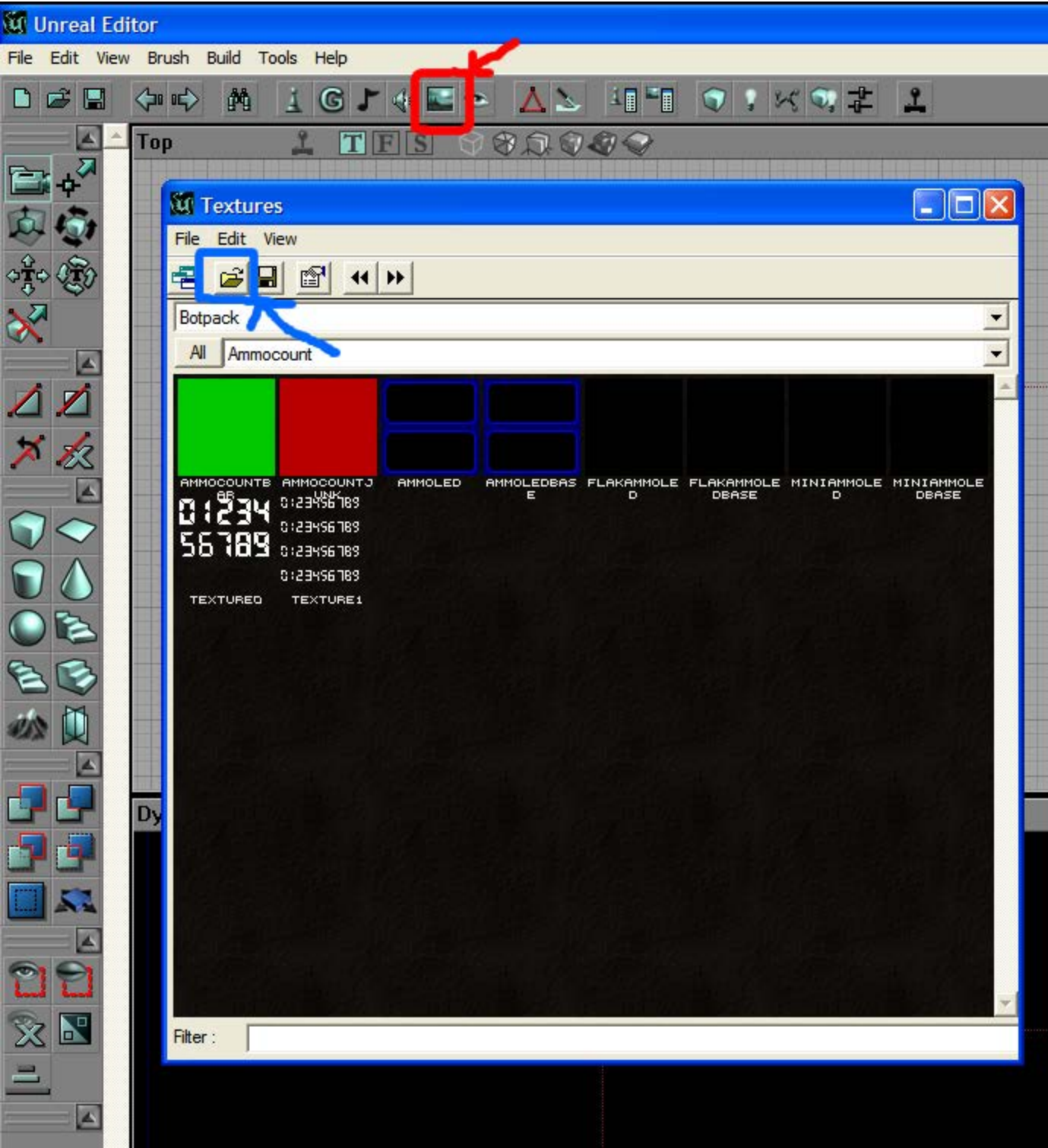


The CubeBuilder dialog will pop up as shown. You will be concerned with the Height, Width, and Breath of your objects. Personally, I've never used any of the other options, but I'm not a pro.

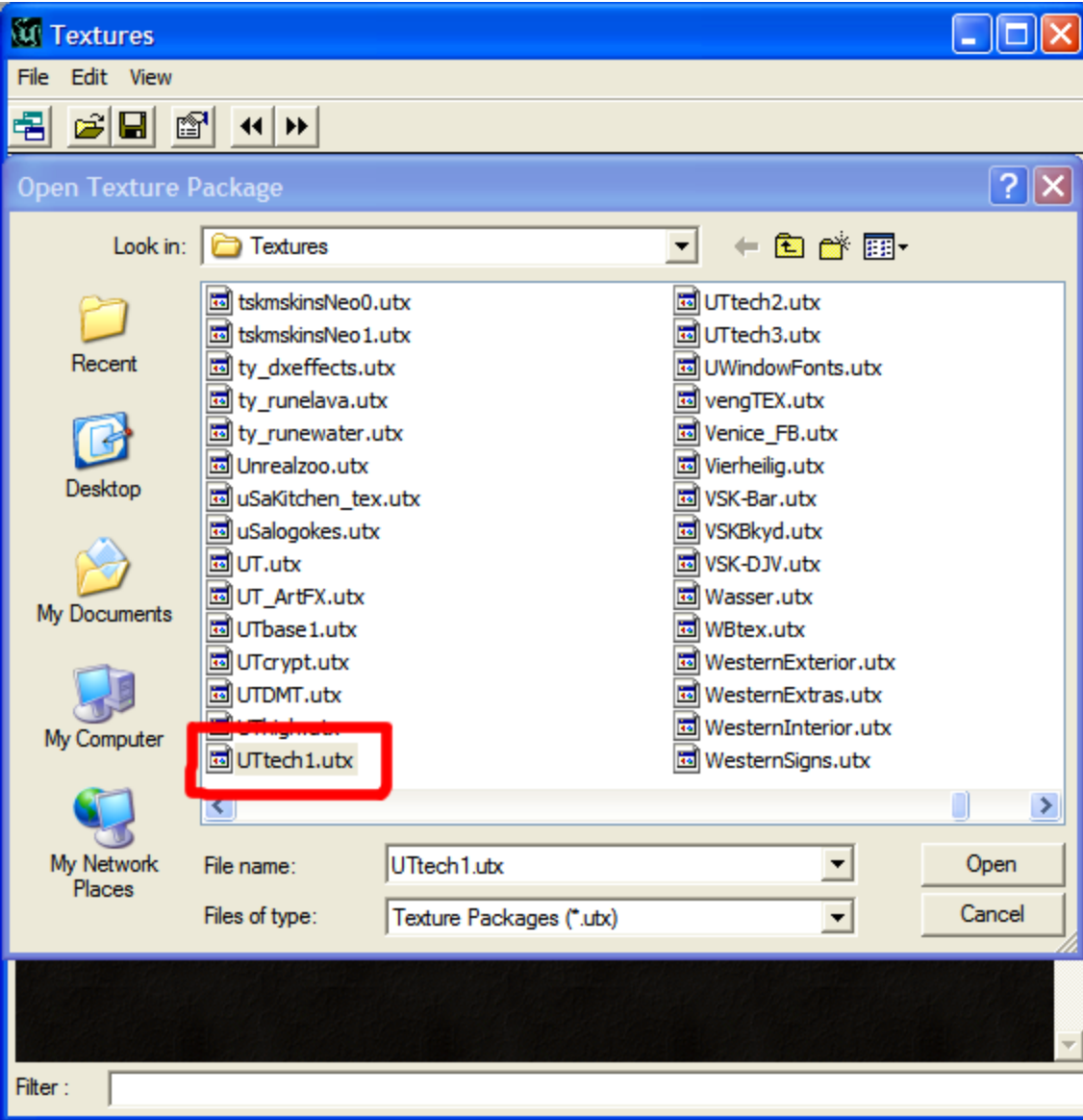
Make a cube 1000x1000x1000 as shown below and then click on "Build":



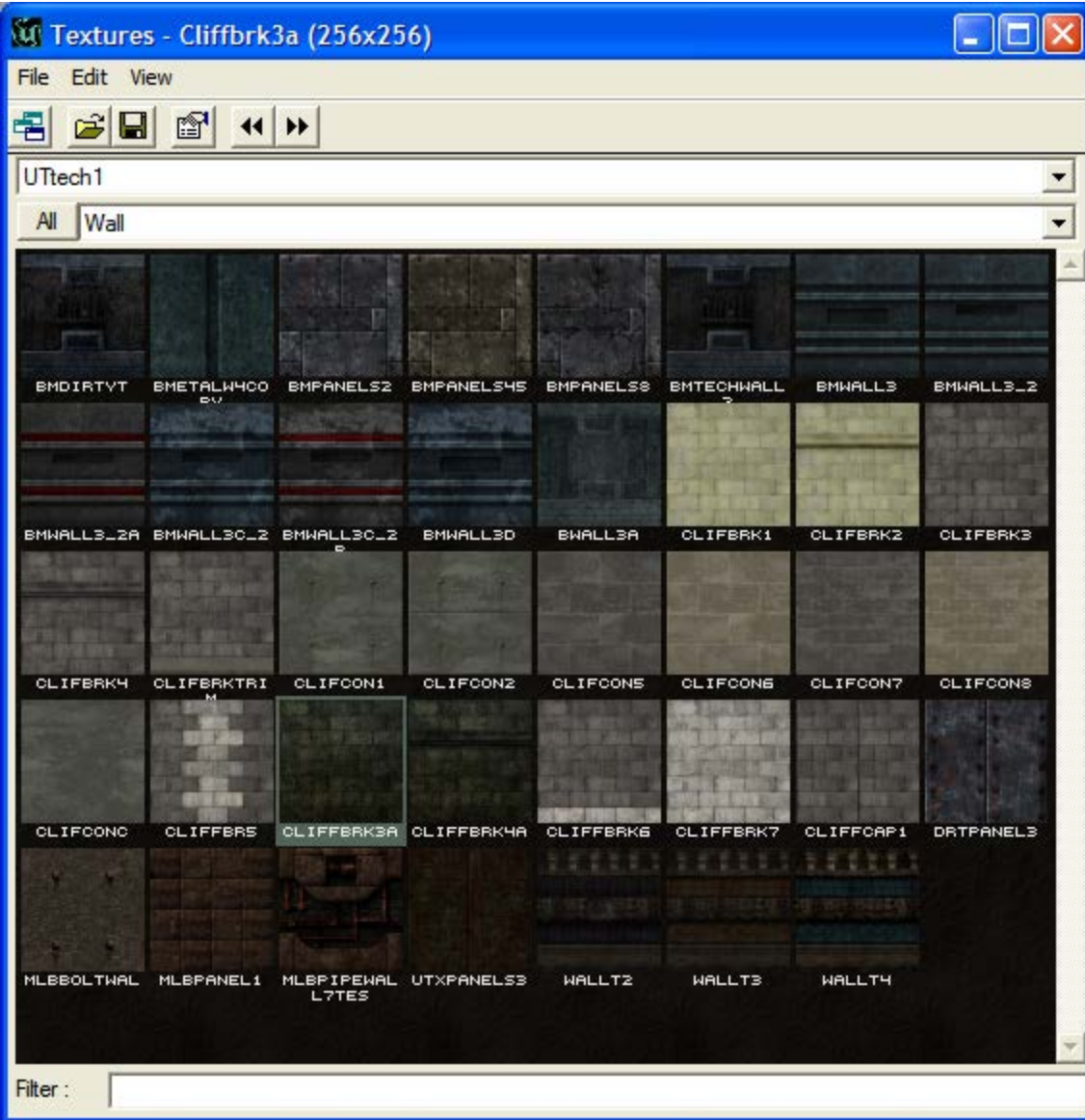
Once you have clicked Build and your BuilderBrush (that's the red wire-frame object that just turned into a cube) has become a cube, click on the Texture Browser icon at the top of the editor marked below in red. The resulting Textures window should open as demonstrated:



Next, click the "Open" icon (in blue, above) which will present a standard Windows open dialog. Choose "UTtech1.utx", as below. This a fairly comprehensive texture package that will be a lot of help later on as well as in future projects:

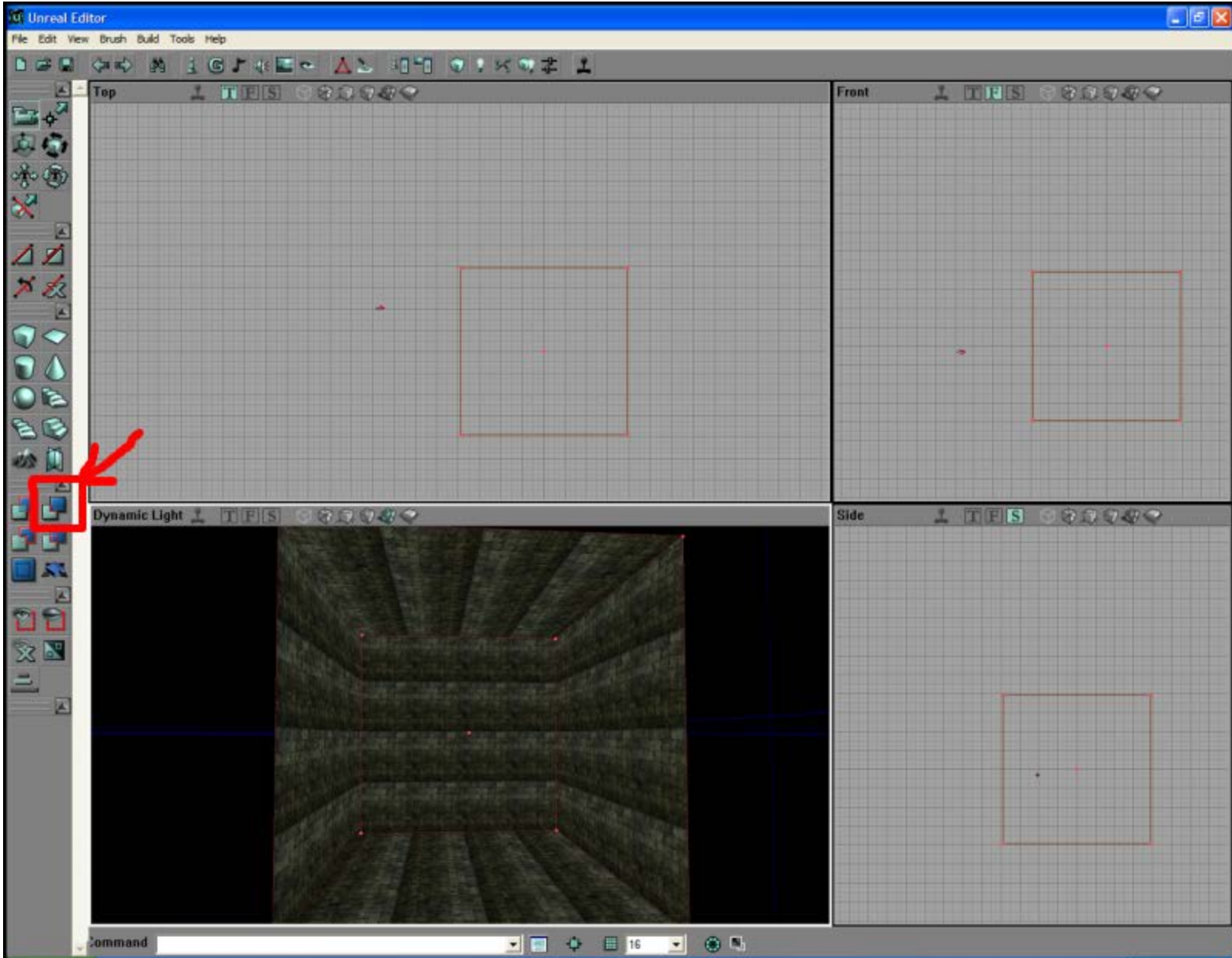


Click "Open" to open the package in the Textures Browser:



Note toward the top of the above dialog -- it tells you the name of the package you are working with (UTtech1) and beside the button marked "All" you see what subgroup of textures you are viewing inside the texture package. Click the down arrow on the right and choose "Wall". Here you will find textures more-or-less appropriate for walls. You can choose whatever texture you want by clicking on the tile to highlight it; I chose "CLIFFBRK3A".

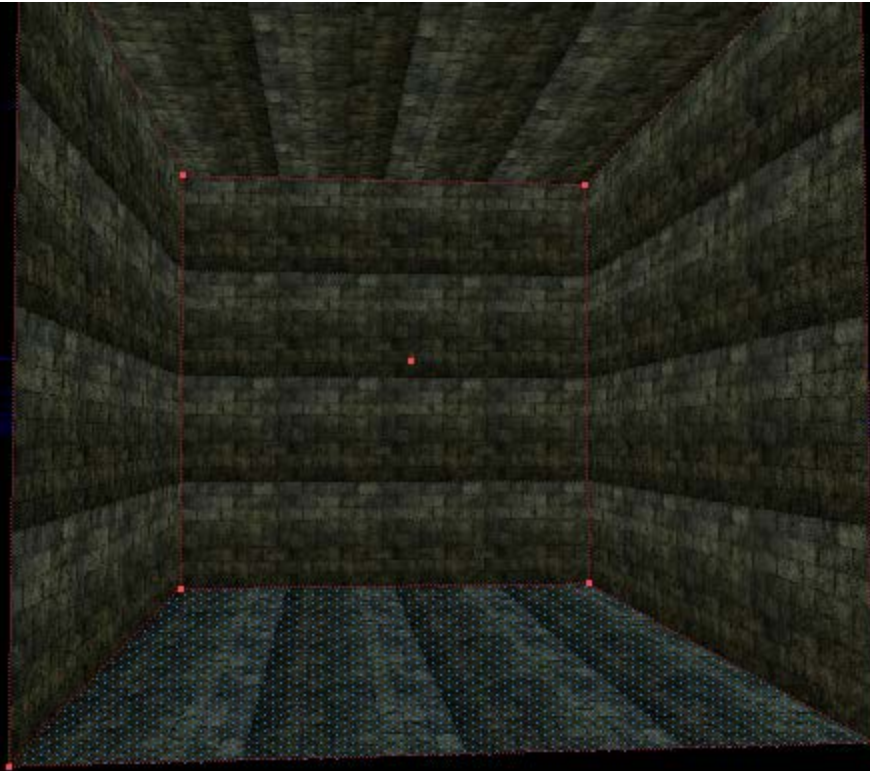
Now that you have chosen a texture, close the "Textures" window.



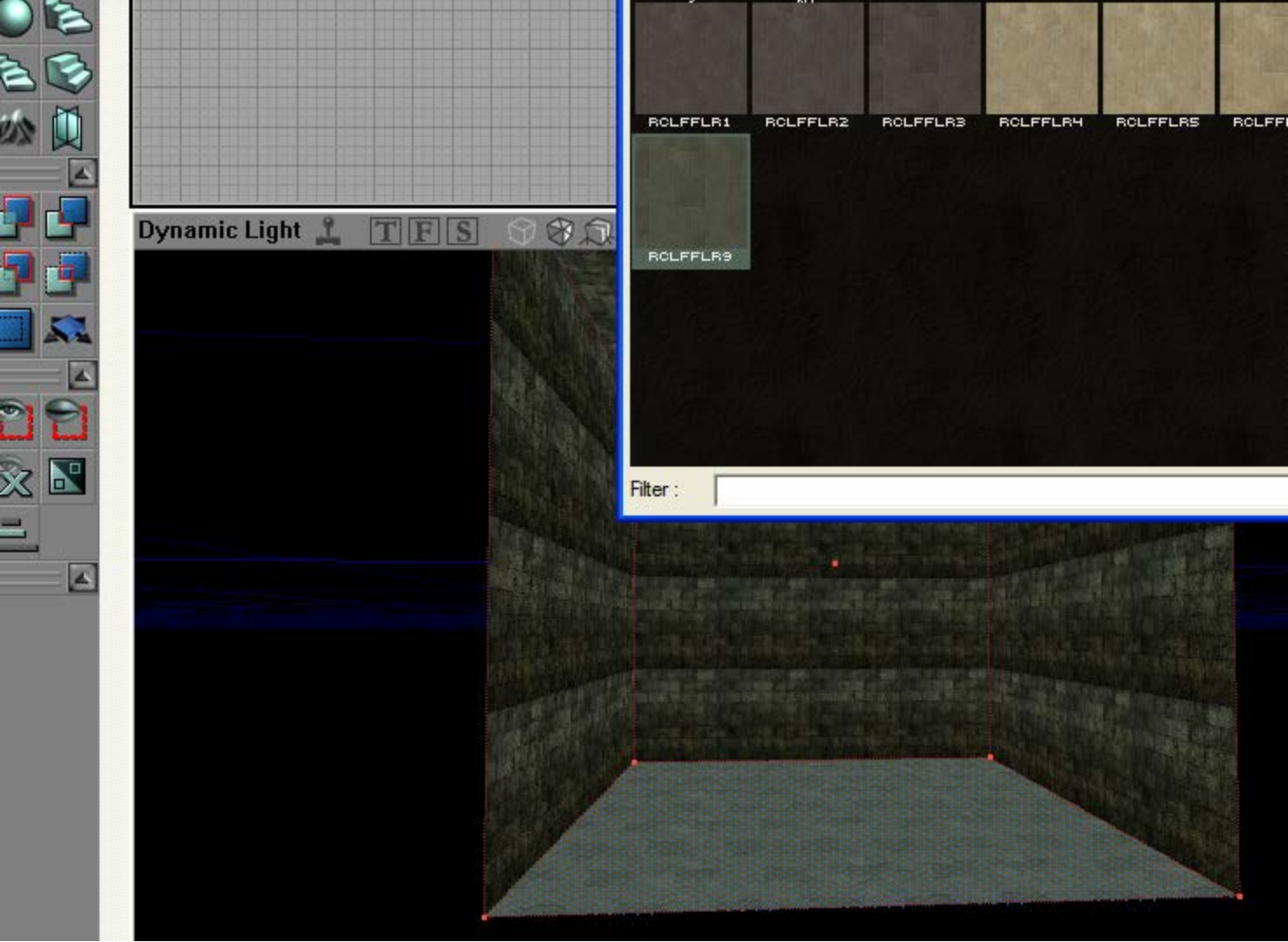
Now click on the "Subtract" button (in red, above). Congrats, you have just carved out your first room, which should be textured in whatever you chose. You should be rewarded with something along the lines of the above view.

Ok, now that we have our first room, let's do something with it.

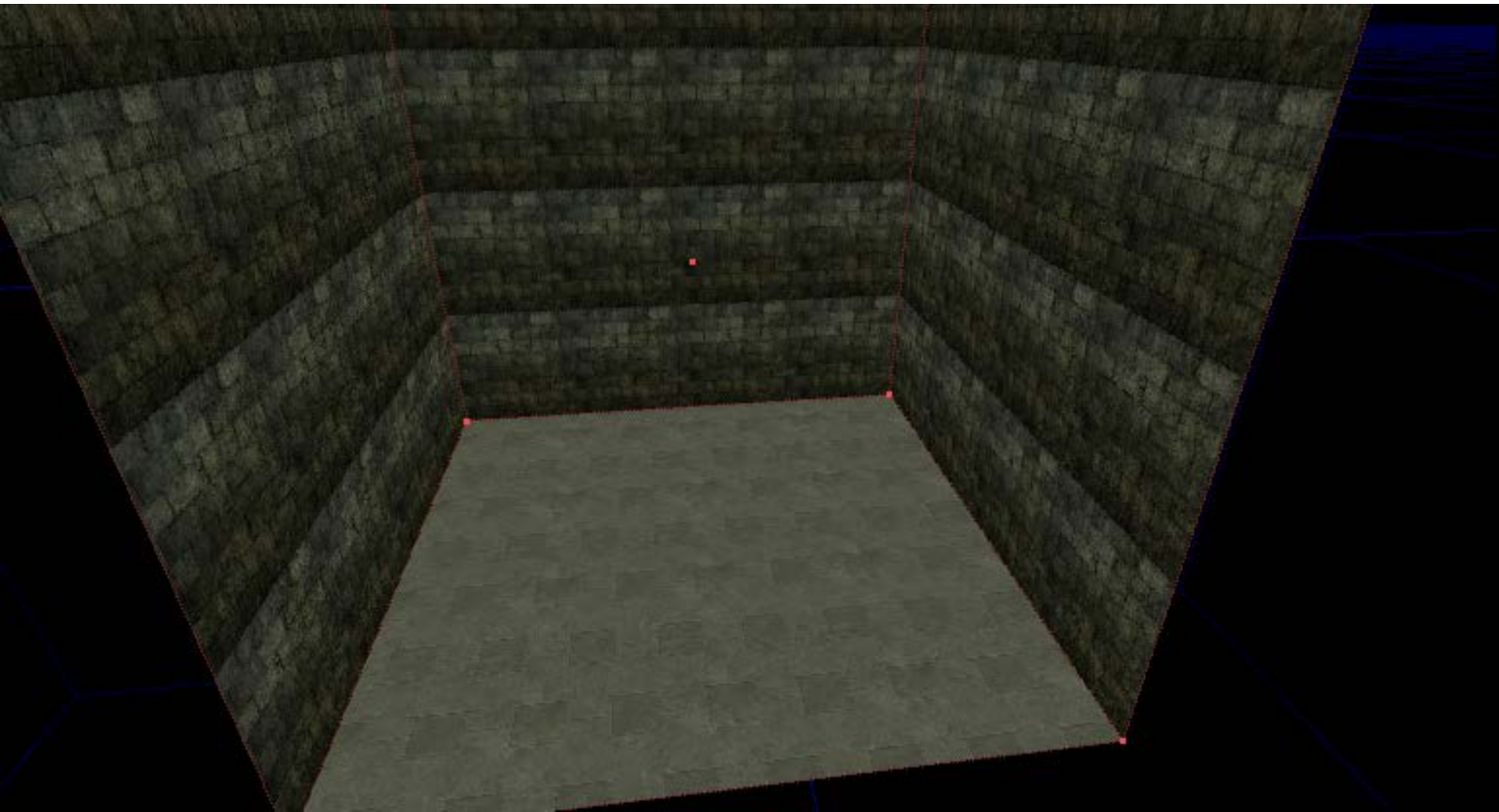
In the bottom left view, the preview window, click on the floor. It should highlight in blue:



Open the Texture browser again and choose a floor texture from the "Floor" subsection:



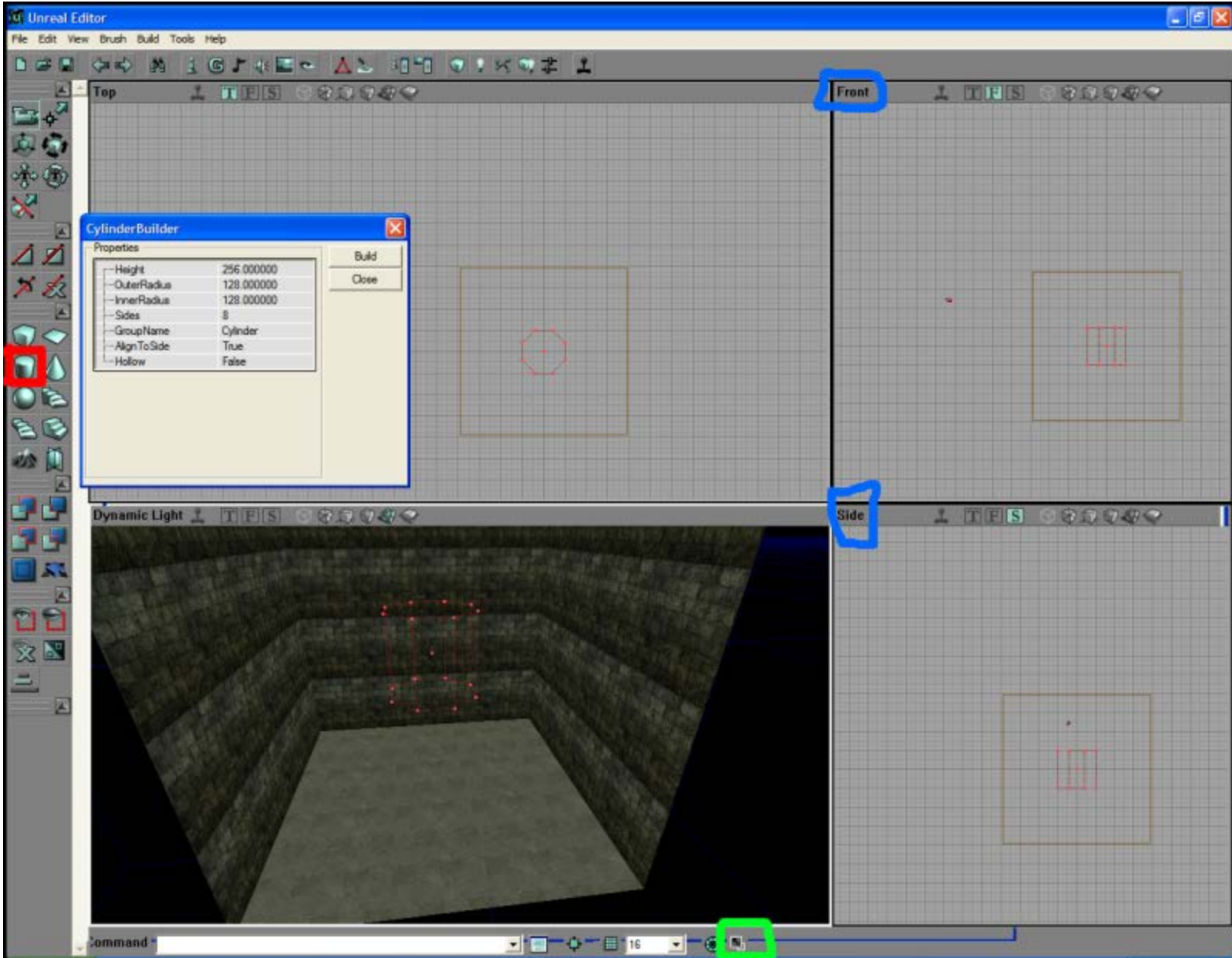
I choose "RCLFFLR9". Once you choose your texture it should appear on the floor automagically. Click the floor again to clear the selection for a better view:



Now, lets put a water feature in the middle of the room.

3. Water Feature --

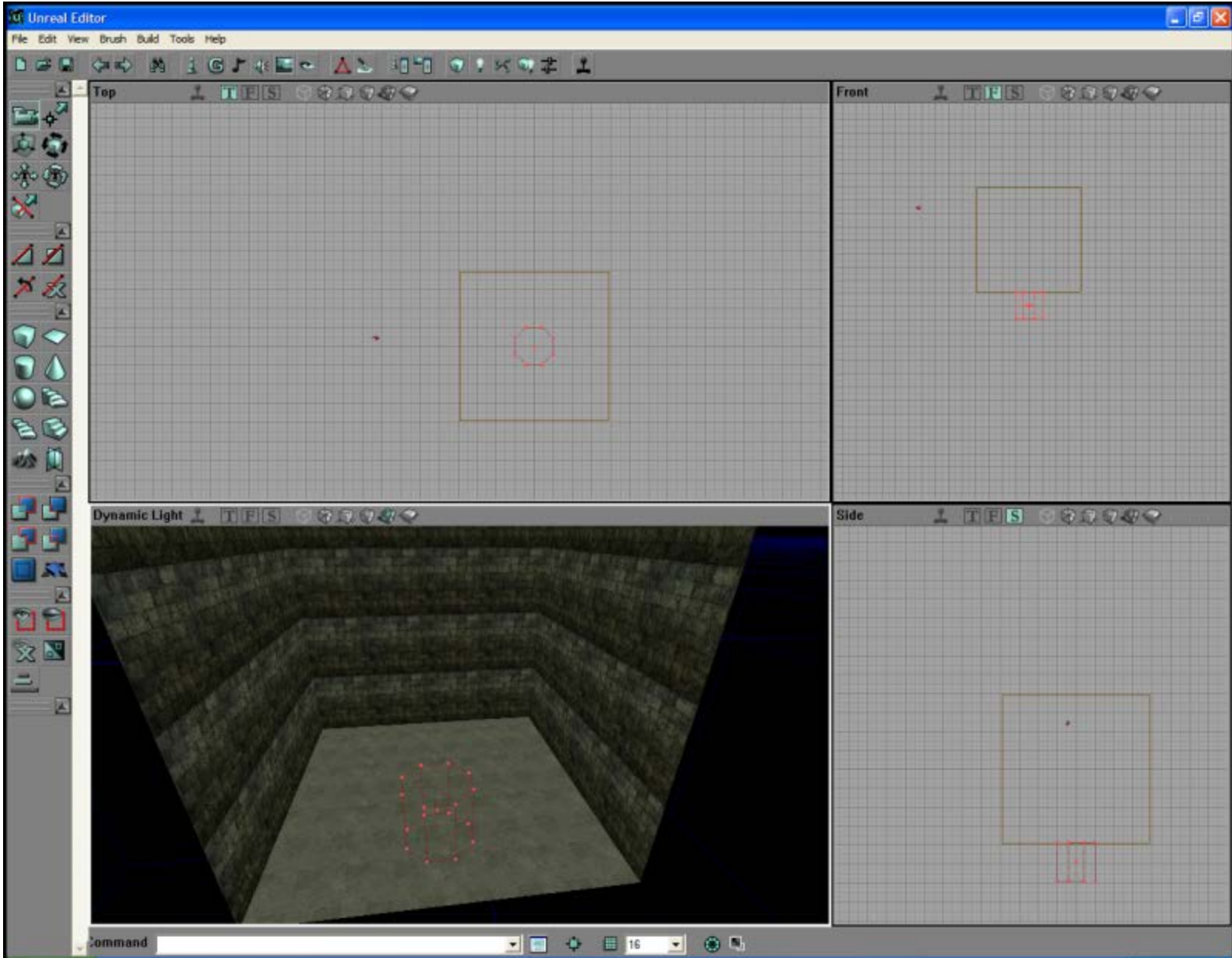
First we'll build a cylinder with the default 8 sides:



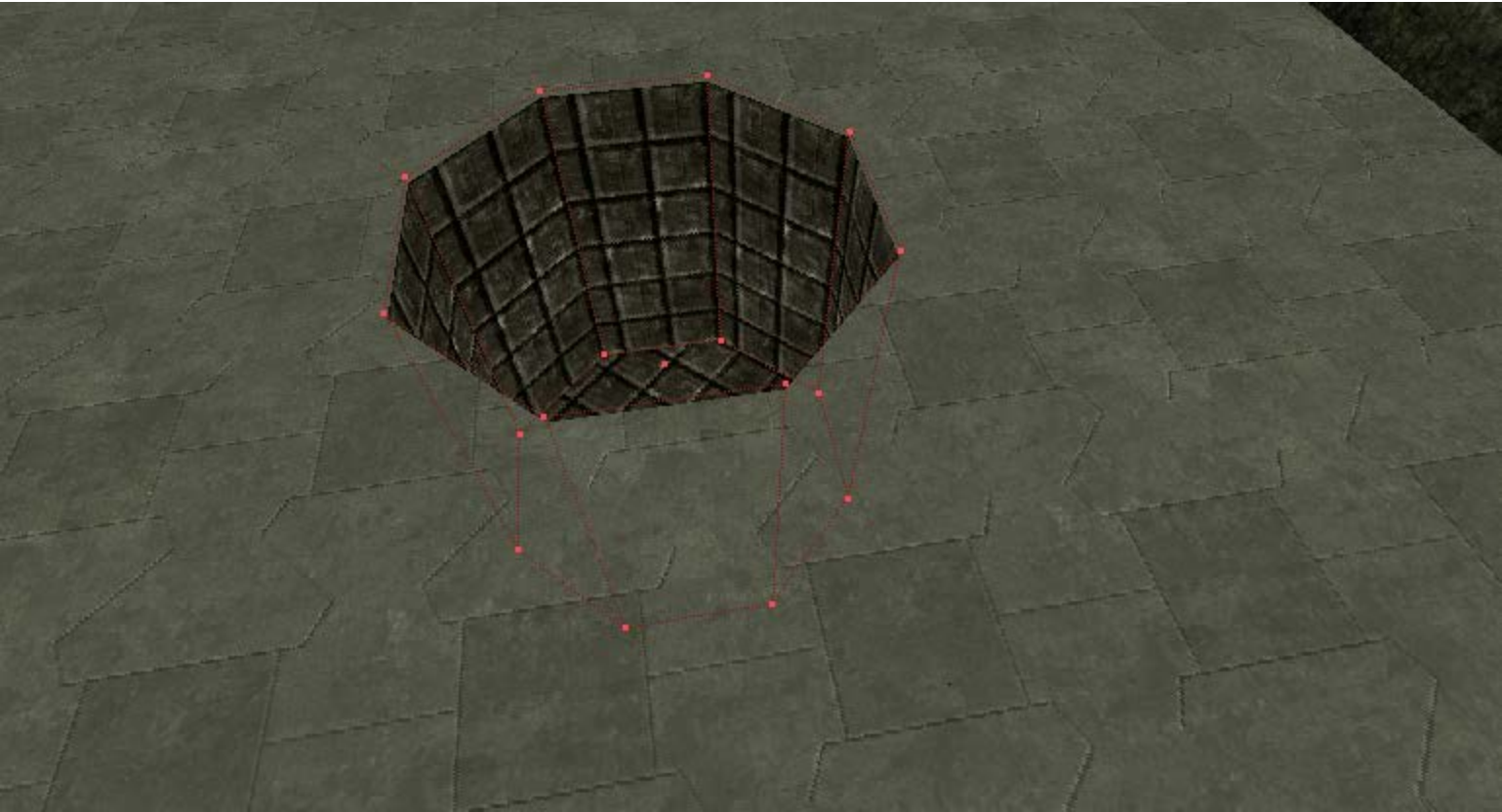
Right click on the cylinder builder. The cylinder builder dialog will pop up -- you only need be concerned with the Height and OuterRadius for now. You can leave InnerRadius and the rest as it is defaulted (my inner radius says 128 'cause I screwed up ;)). The Sides entry says 8, just what we want. You can choose more sides to round out your cylinder, or choose as few as 4 -- at which point it would become yet another cube... Notice that your red BuilderBrush is now shaped like an 8-sided "cylinder".

Now, left click on the BuilderBrush to ensure it's highlighted and active. Using the Front or Side viewports (marked in blue), push Ctrl+Left-click+drag the red builder brush down till it's top is approximately level with the floor. If you are having trouble seeing what is going on in the small viewports, click the "maximize" button (in green) to enlarge the currently active viewport (left-click in a viewport to activate it). Click the "maximize" button again to return the view to normal.

You should now have something resembling this:



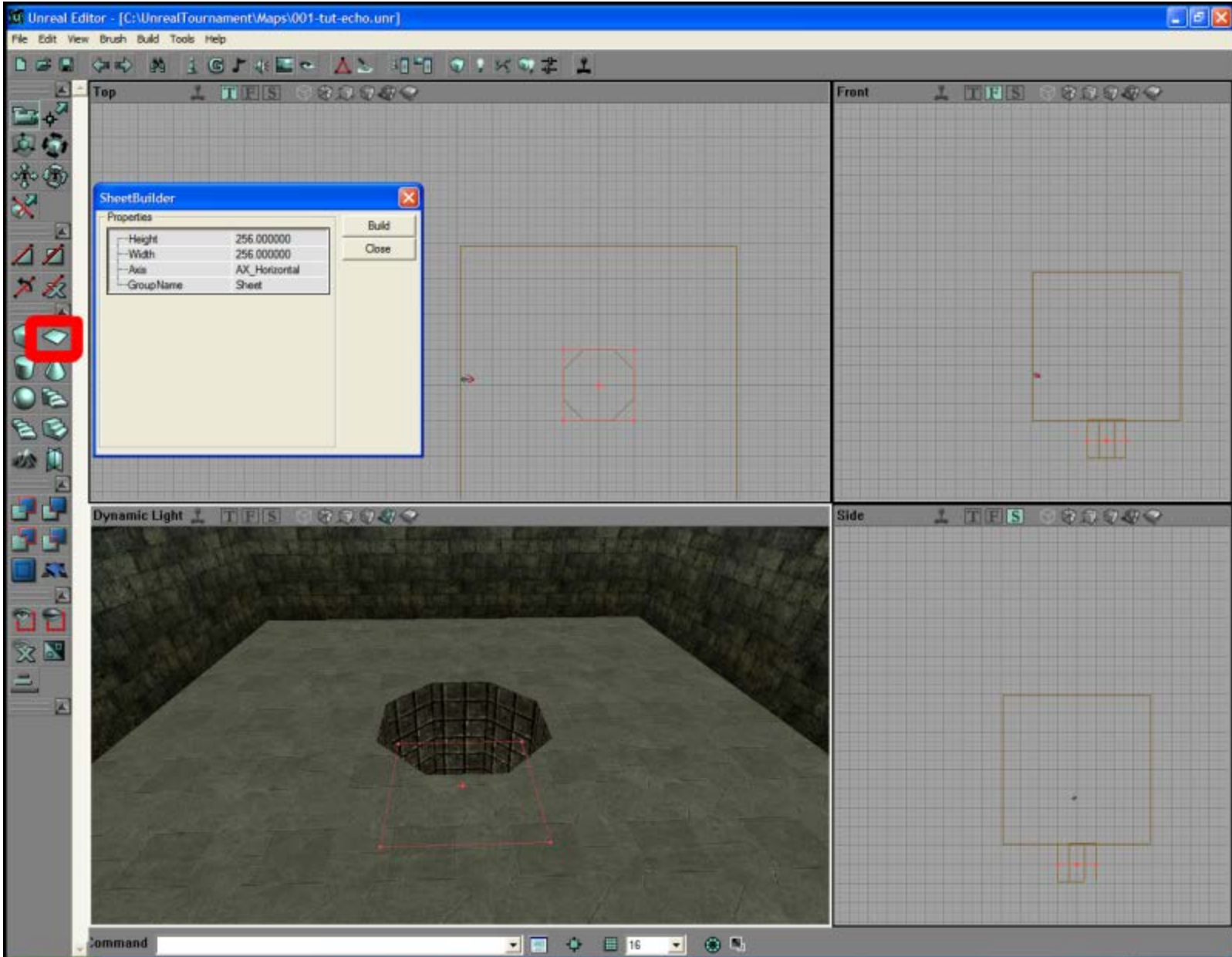
Now, using the Texture dialog, choose a texture to line your cylinder (it really doesn't matter which one, be creative). Close the Texture chooser and click the "Subtract" button as we did earlier. You should now have a pit in your floor, something like this:



Okay, let's make the water.

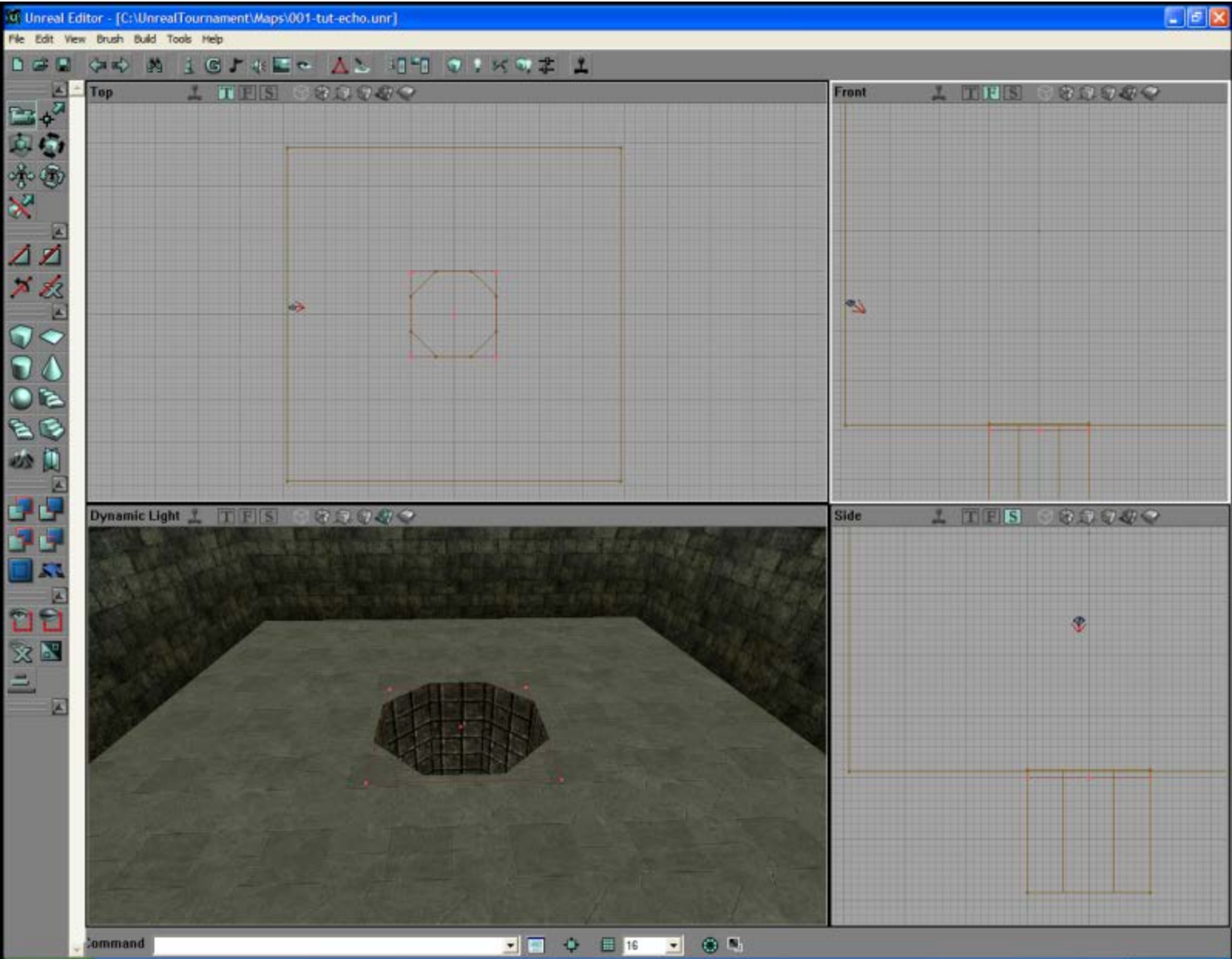
4. The Water --

First, right-click on the SheetBuilder button highlighted in red below:

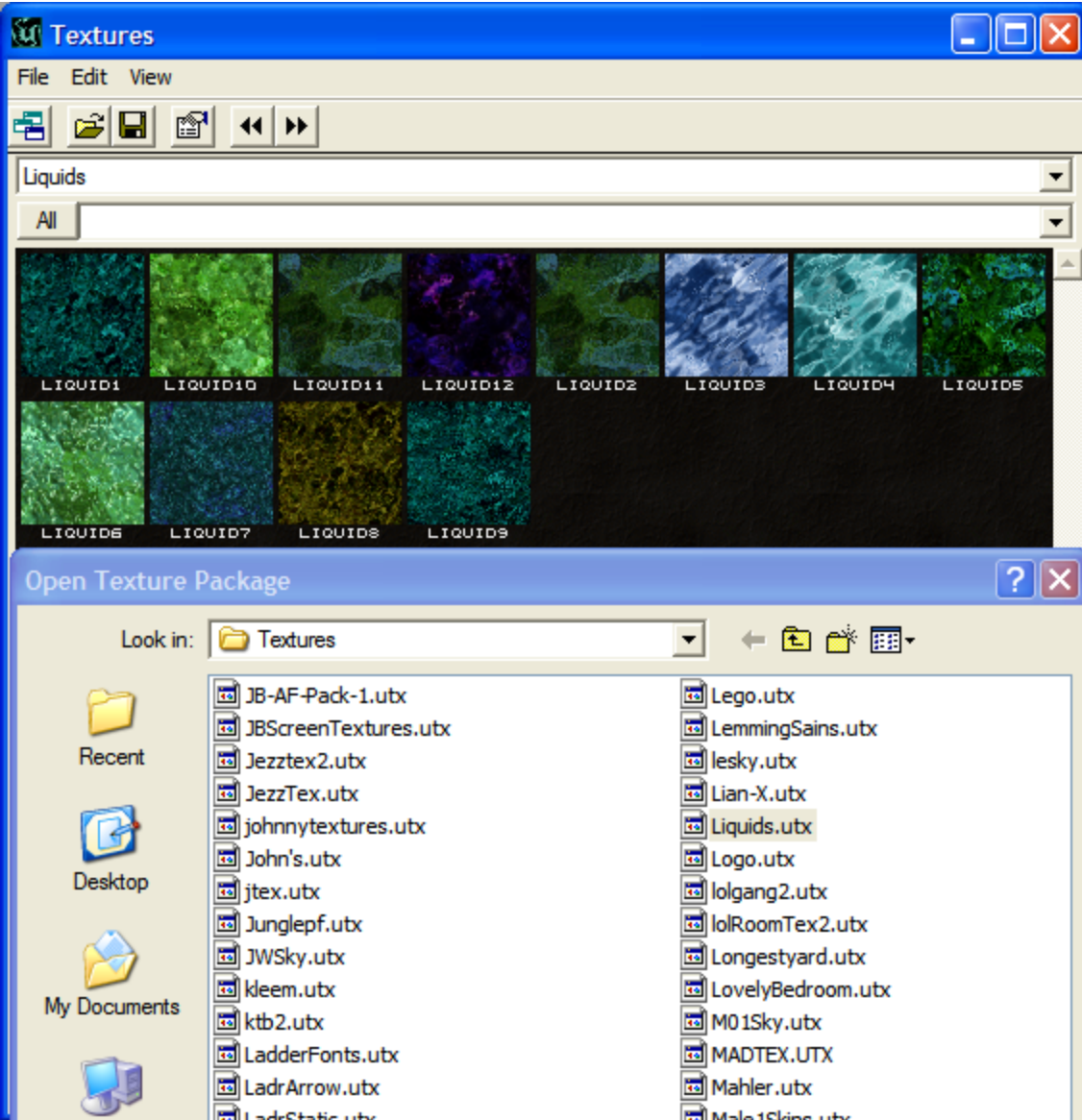


Height and Width should be at 256x256. Axis should be AX_Horizontal as we are making a horizontal sheet that is to be on the same plane orientation as the floor.

Next, using the Ctrl+Left-click+drag, move the red BuilderBrush up until it's just under the floor. Remember, it must be just **under** the floor, and not too far under -- otherwise, when you jump in you can't get out:

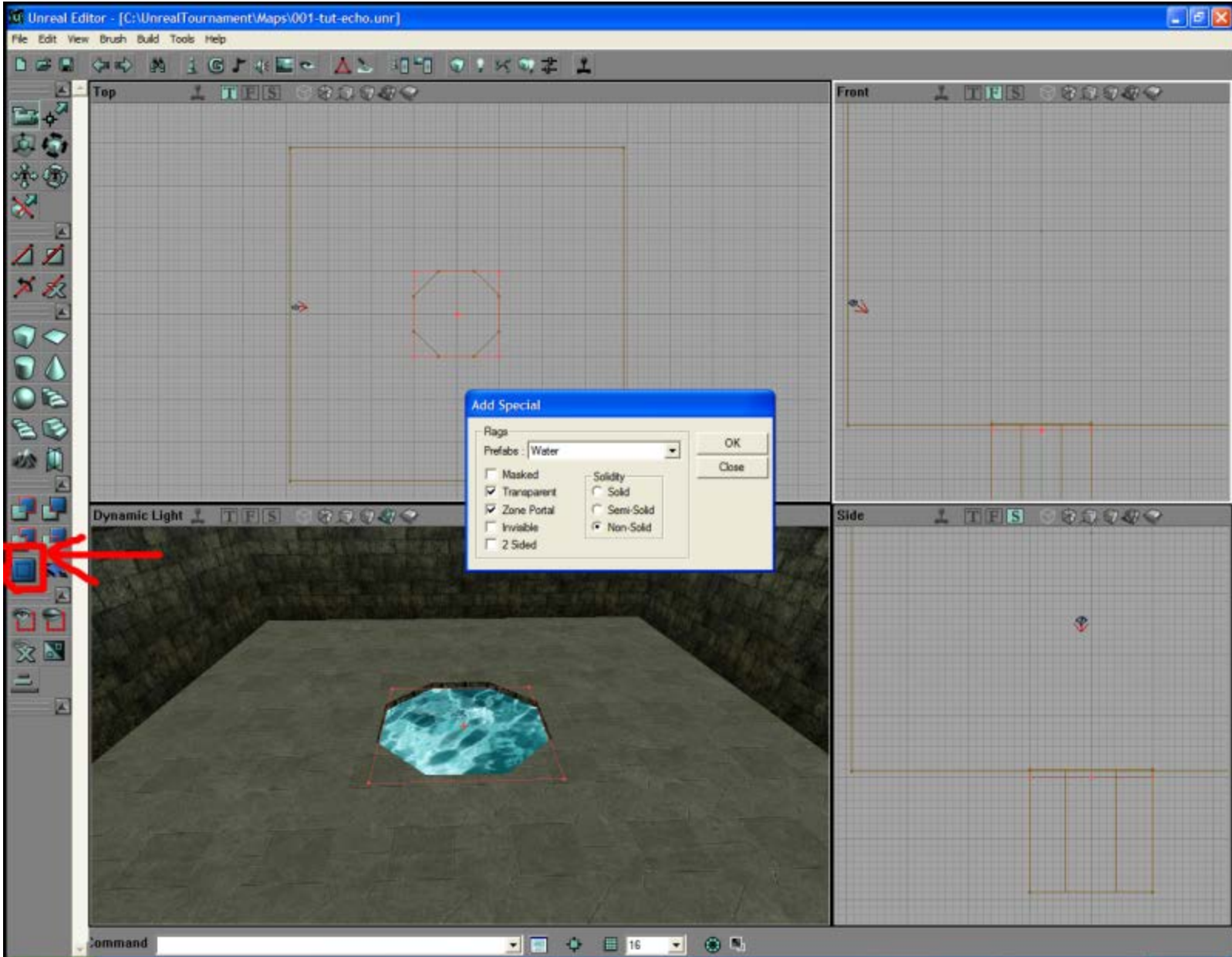


Ok, now we need to texture the surface of the water, which is what our sheet will be. We will need to open a new texture package, however. Open the texture browser and choose the "Liquids.utx" package:



Choose a texture. I chose "LIQUID4". These are special textures that should cause the water to move in-game. You may have noticed something different about them as you clicked on your texture.

Now, this will not be an ordinary sheet. We will need to insert it as a special Brush by using the "Add Special Brush" button and configuring it by the "Add Special" dialog:

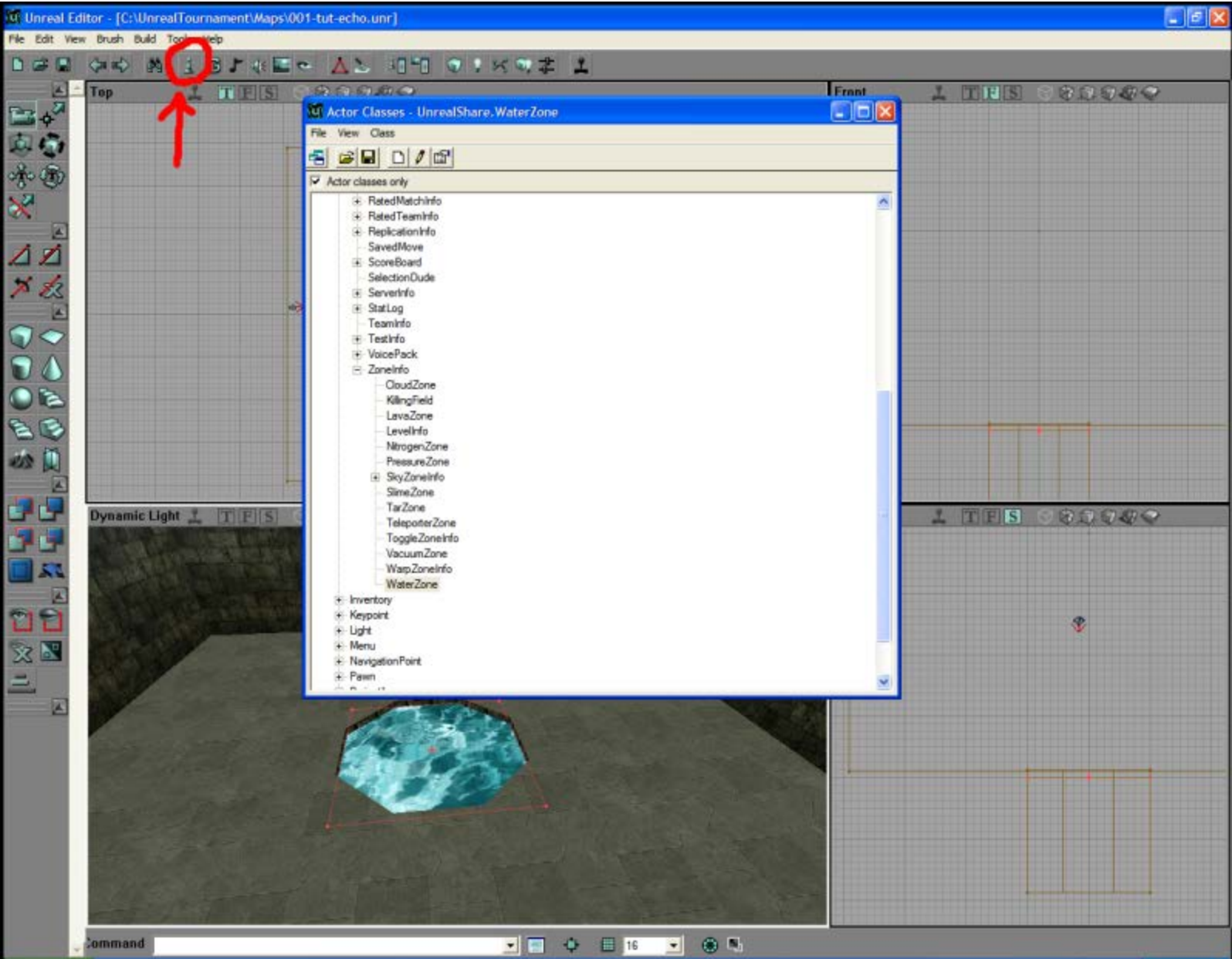


The "Add Special Brush" is highlighted above in red. Note that the pull-down menu is set to "Water". Leave the default selections in place for Transparent, Zone Portal, and Non-Solid. Your water surface may or may not appear as above. If it didn't, don't sweat it right now. We'll sort it out later.

Anyway, once you've chosen "Water" and clicked "OK", click "Close" to close the dialog. You now have a water surface, but you're not done.

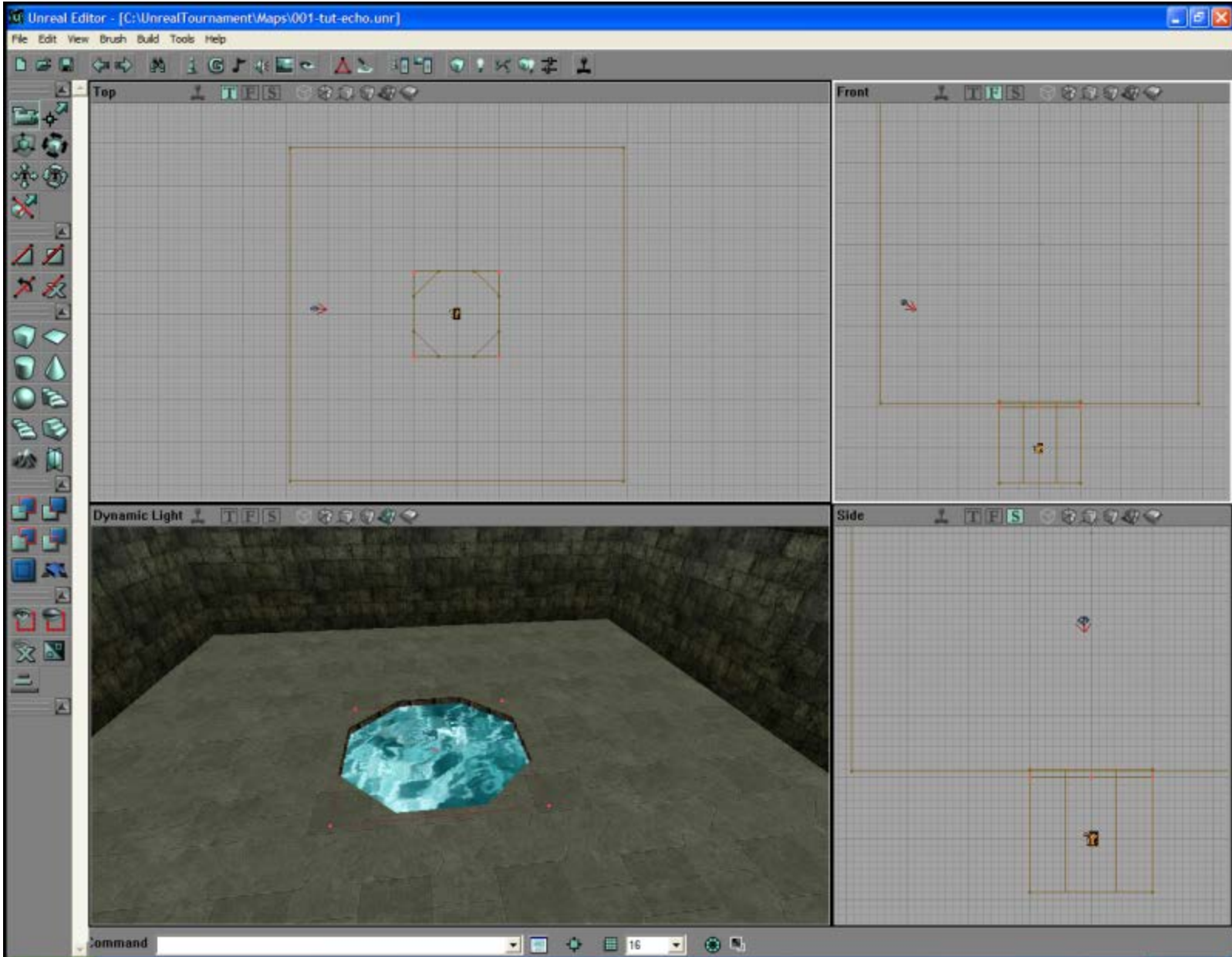
5. Water Zone --

Now we need to add a WaterZone actor. To do this we need to open the "Actor Class Browser" dialog using the red highlighted chess pawn icon:



We need to get to WaterZone (highlighted brown in the dialog). To do this choose Actor --> Info --> ZoneInfo --> WaterZone. Once "WaterZone" is highlighted, just close the dialog.

To place the "WaterZone" as below:

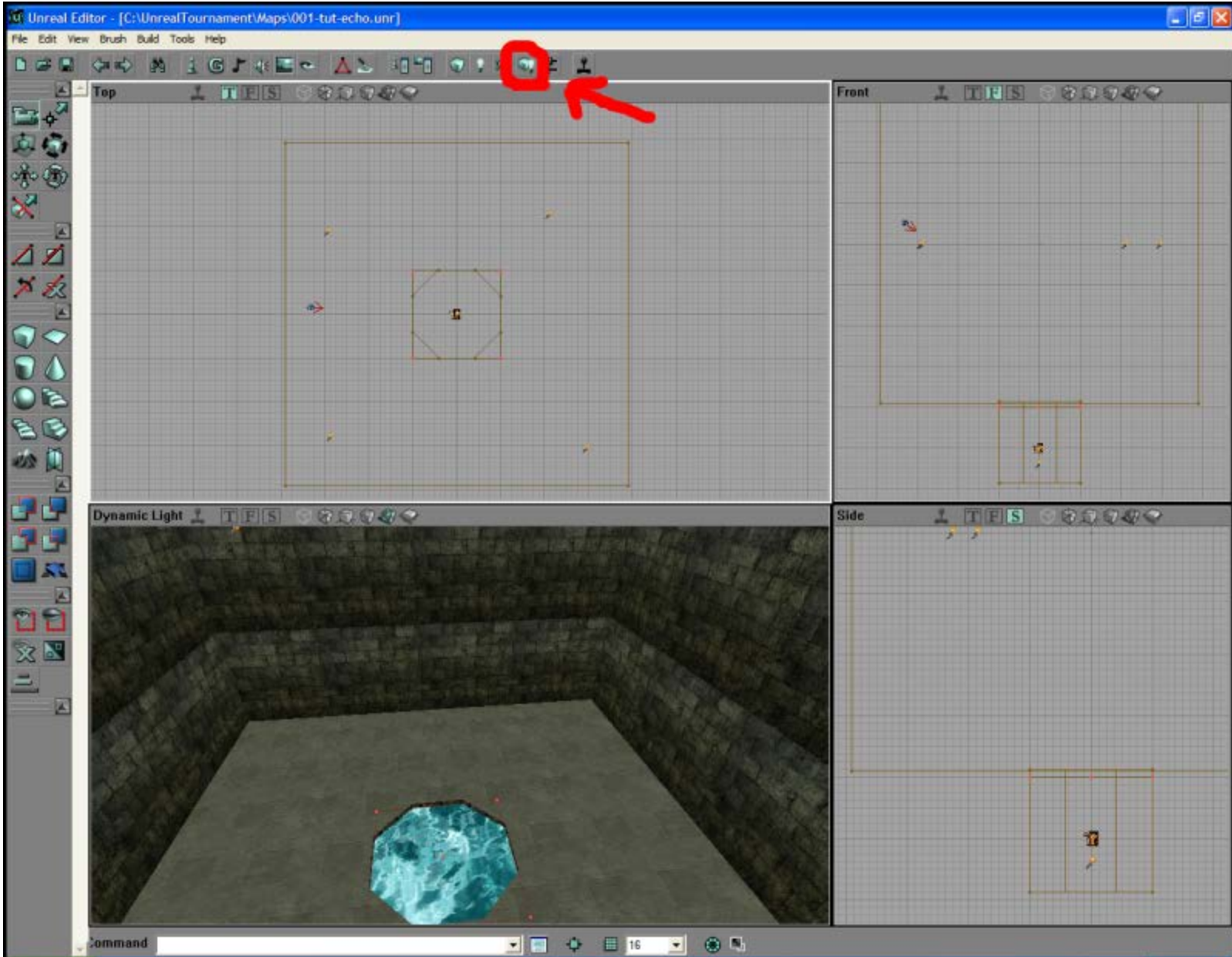


Simply RIGHT-click in either the "Front" or "Side" views where you want to position the Zone and click on the "Add WaterZone here" that appears at the top of the resulting dialog. Check it's positioning in the three views. Try to get in in the middle to middle-bottom of you cylinder.

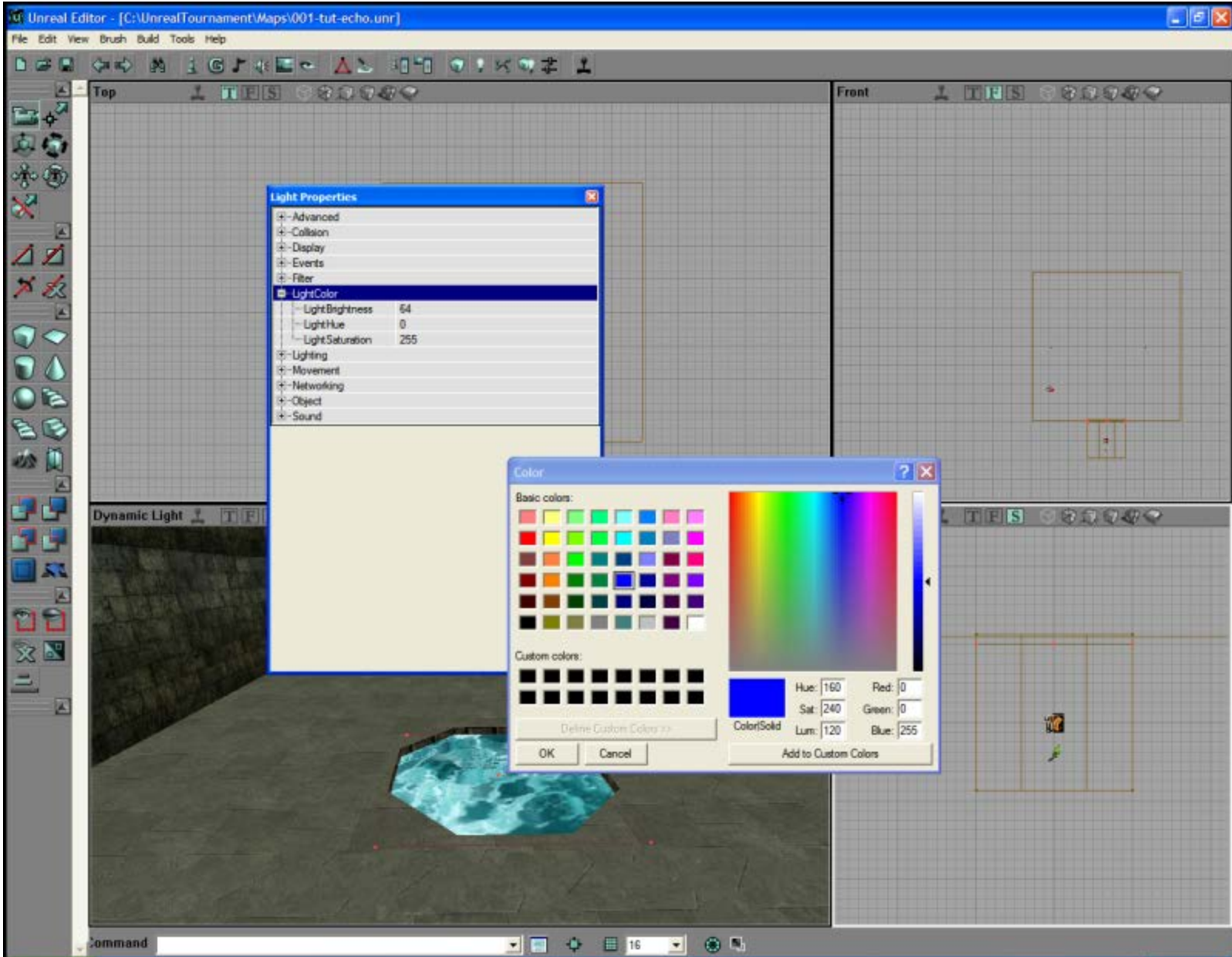
You now have a water hazard. Take a moment and save your work.

6. Basic Lighting --

Ok, let's put some lights in here. I'm going to add five lights to the map. Using the "Top" view, I'll place four lights, one in each corner of the room. The fifth I'll place using the "Side" view in the bottom of our new water hazard:



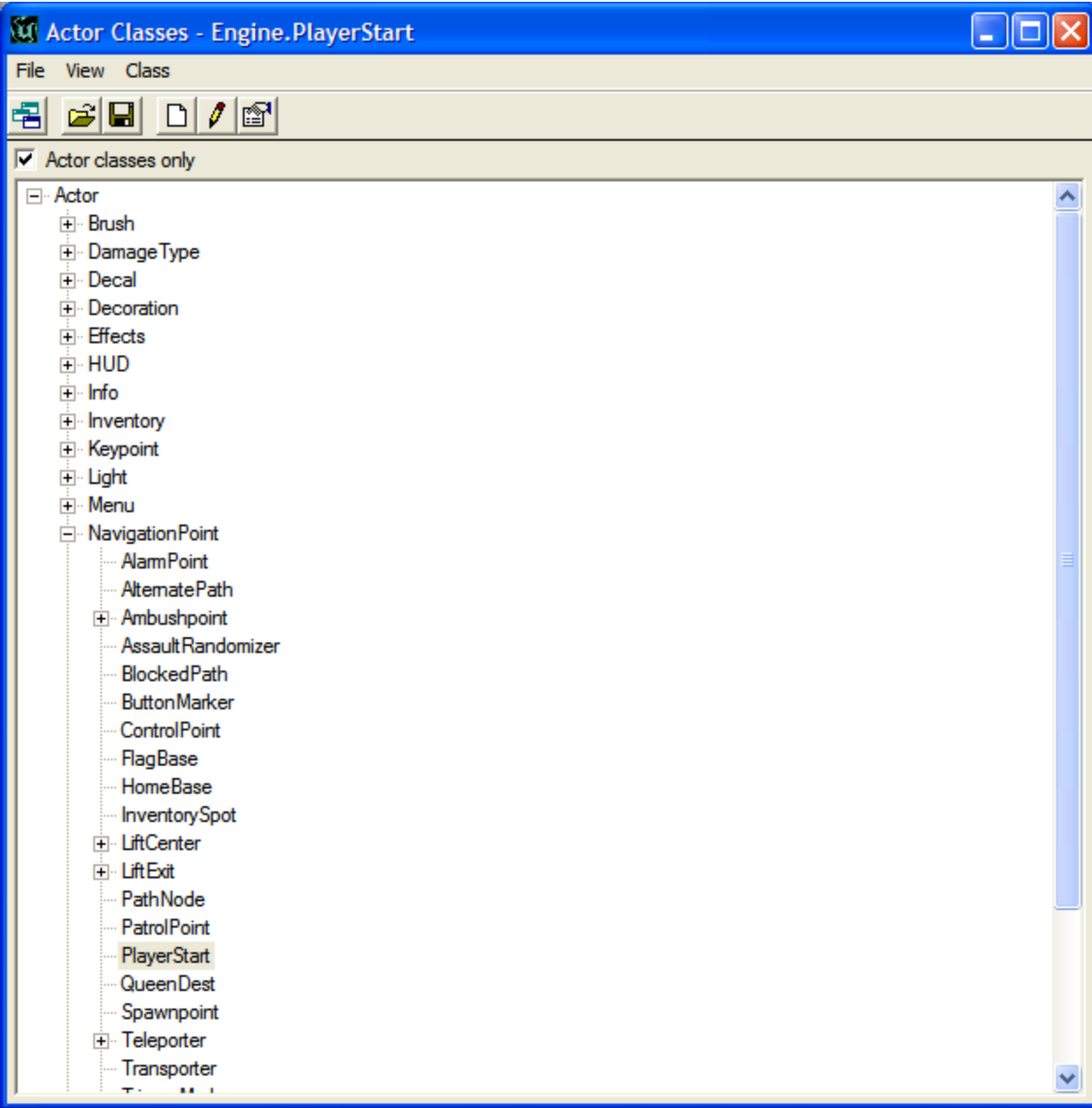
The lights are denoted by the little torches you now see around your room. Save your work and click the "Build All" button as denoted in red, above. You can add or remove lights as you want to suit your intended mood for the room. Note that if you right-click on the lights, a dialog pops up with various options for the lights. most of that is more advaced than this tutorial will go into, except for one: light color. I'm going to delete two of the lights in the main room leaving two lights there and one in the water. Right-click on the water light and choose the very top option: "Light Properties".



The torch in the water should turn green to denote it is active after it is right-clicked. Once you click on "Light Properties" the "Light Properties" dialog will pop up. Choose "LightColor" and click the "Color" button to the far right (not shown as it has already been clicked here). When the "Color" dialog pops up, choose your light color -- either a preselected color (you can see what I chose) or roll-your-own. Click OK to close the "Color" dialog, then click the "Light Properties" closed. Now, save your work again and click the "Build All" button again. And save again.

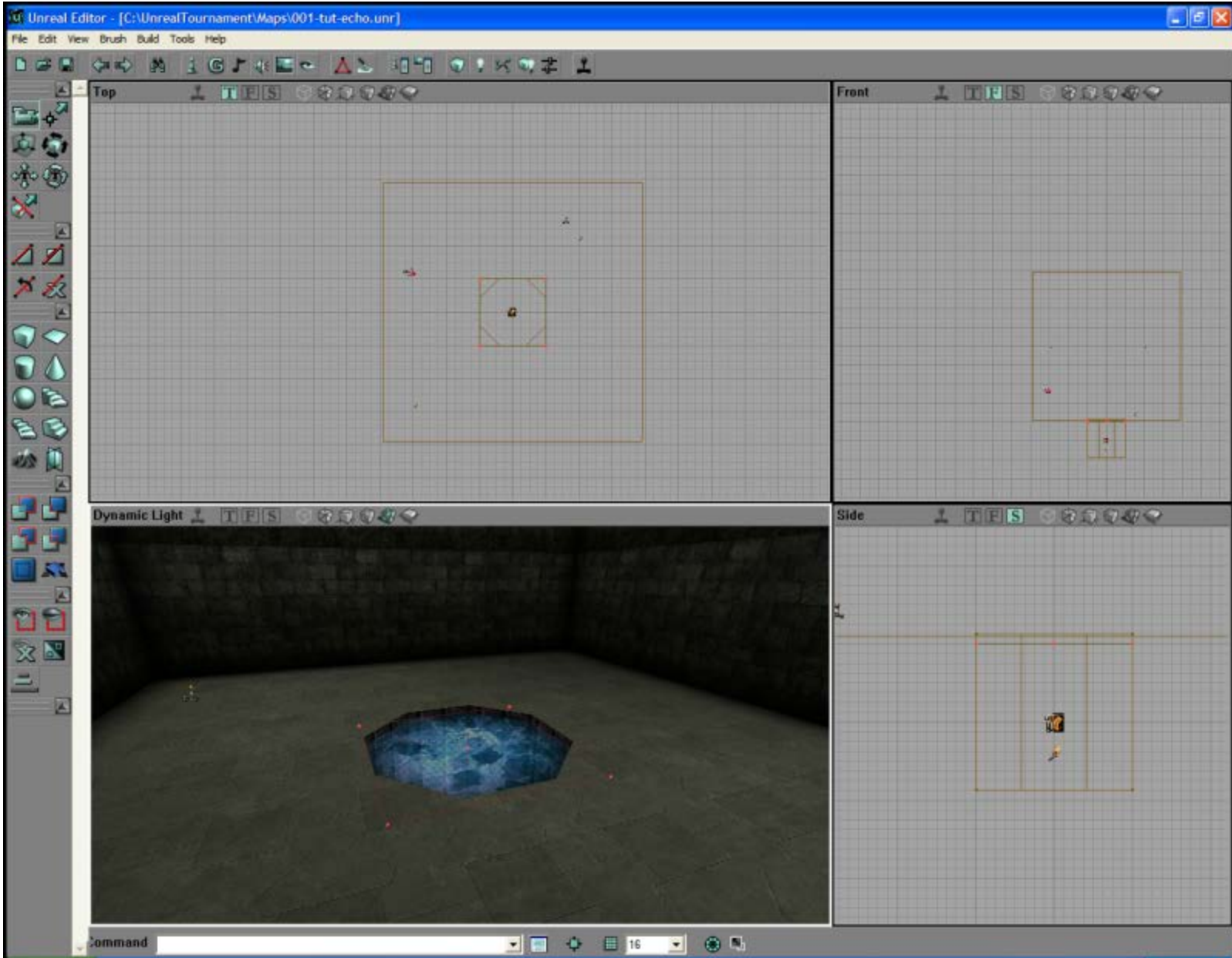
7. Player Start --

Now that we have a room to play in, let's put ourselves in it. To do this we will need to use the "Actor Class Browser" again. Open it, navigate to Actor --> NavigatonPoint --> PlayerStart. Once "PlayerStart" is highlighted, close the dialog:



Note where "PlayerStart" is highlighted in brown above.

Now, in the view on the lower left, "Dynamic Light", you can right click in that viewport and select "Add PlayerStart Here" to place the player startpoint. It can be done via the other viewports as well, but it's easier, in my opinion, through the "Dynamic Light" viewport:



You can see my PlayerStart in the upper left corner.

Save your work and click "BuildAll". The button two to the right of "BuildAll" is the "Play Map!" button. Click that and away you go. If you have problems because of bots spawning in and telefragging you instantly, just pull down the in-game console by pushing the tilde key ("~") and type in "killpawns" (no quotes) and press enter. That should quiet things down for you so you can take a dip in the pool or shoot your name in the wall.

We now have a working room. Sure, it's boring, but it will give us something to build off of for part two of the tutorial -- coming soon.