

HPL2 Documentation

Full documentation of all the aspects of the HPL2 Engine by [Frictional Games](#)

HOW TO START

1. Download & Read about the [Tools](#).
2. Investigate [how to setup a dev environment](#).
3. Read up on making a [Custom Story](#).
4. Make sure you add a default script file to all your maps, [as shown here](#).
5. Check the rest of the [Tutorials](#).
6. If you get started with scripts, then the [Script Functions](#) page is a must.
7. Having problems with the tools? look for a solution on the [Troubleshooting](#) page.

Game Specific - Amnesia

Specific information on [Script Functions](#) available in [Game Specific - Amnesia](#)

Editors & Viewers

HPL2 comes with a great set of [Tools](#) to ease the development.

Tutorials

[Tutorials](#) for all tools, scripts and engine usage.

Third Party Tools

Information on [Third Party Tools](#) that can be used to create models, graphics and art for the game and what specific things you will need to setup to make it all work.

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