

Level Editor

[Tutorial 1](#) The minimum required to get a level that can load.

[Tutorial 2](#) Placement of lights and advanced setup of lights.

[Tutorial 3](#) How to make an outdoor environment.

[Tutorial 4](#) Explains how to make water.

[Tutorial 5](#) Prop dimensions and detailing your map.

Model Editor

[Model Editor - Basic tutorial](#) The minimum required to load a model as an entity with collision and game properties.

[Model Editor - Creating Ragdoll Entities](#) How to create full physics-based entities

[Model Editor - Making Items Static](#) How to change an items' properties to static

Particle Editor

[Particle Editor - Creating Particles](#) A guide on all the functions in the particle editor and what they do.

Material Editor

[Tutorial 1](#) Basic materials and their properties.

Scripting tutorials

[Tutorial 1](#) Using a tutorial level, with some objects to make basic scripts.

["For" Loop](#) Explains how and when to use the "for" loop.

[Advanced Timers](#) Explains how to use multiple timers in one function.

[Monster Path Nodes](#) Explains how to set up a monster's path and how to trigger it.

[Local and Global Variables](#) Explains what they are and how to use them correctly.

[Advanced Timers](#) Explains how to use multiple timers in one function.

[Item That Unlocks a Door](#) How to make an item that unlocks a certain door.

[Impulse and forces](#) Explains how to use the Force and Impulse.

[Push doors open using force](#) Explains how to use Force to open doors and entities.

[Buttons that opens a door](#) Explains how to make buttons that opens a door.

[Levers and secret bookshelves](#) Explains how to make a lever that opens a bookshelf.

[Scary events](#) Explains how to make scary door events.

[Triggering monsters on entities](#) Explains how to trigger a monster when picking up an entity.

[Scripting Sequences](#) Explains how to build simple and easy to use cutscenes, or sequences for your mod.

[Scares](#) Explains in as much detail as possible the multiple scares you can use without having to bring out the monsters.

[Activating/Using Message Pop-Ups](#) Explains how to activate a message to appear when walking into a script area.

[Using A Crowbar On A Door](#) Explains how to script a crowbar to blow open a door.

[Adding Messages To Locked Doors](#) Explains how to display a message when a player tries to open a locked door.

[Combining The Hammer And Chipper](#) Explains how to combine your hammer and chipper in your inventory.

[Checkpoints using ScriptArea's](#) Explains how to make an checkpoint using ScriptArea's.

Modeling

[Modeling tutorial](#) initially written for outsources.

Videos

[How To Make Level Door](#) - by *Simpanra*

[How To Get a Key To Unlock a Door](#) - by *Simpanra*

[How To Make Water](#) - by *Simpanra*

[How To Make a Custom Story Background](#) - by *Simpanra*

[How To Make a Functional and Interactable Ladder](#) - by *Simpanra*

[How To Name and Describe Keys](#) - by *Simpanra*

[Simple Script Function](#) - by *Simpanra*

[Building and Lighting in The Level Editor](#) - by *Khyrpa*

[Lighting in Level Editor](#) - by *Khyrpa*

[Billboards](#) - by *Khyrpa*

[Advanced Candle Light Connecting](#) - by *Khyrpa*

[Wind Scare \(Part 1\)](#) - by *Khyrpa*

[Wind Scare \(Part 2\)](#) - by *Khyrpa*

[How To Create a Custom Story](#) - by *TheVegaNVega*

[How To Make Journal Entries/Notes](#) - by *RussMoney*

[How To Make Journal Entries/Mementos](#) - by *RussMoney*

[How To Convert a Custom Story To a Full Conversion](#) - by *RussMoney*

[How to convert cube map images to DDS format in the GIMP](#) - By *YourComputer*

[From Noob to Pro: Amnesia Custom Story Creation Series](#) - By *YourComputer*

[Adding Voice to your Diaries](#) - By *triadtimes*

[How to create a custom main menu background](#) - By *CTCommunity*

[Using Prop Force: How Do I Know Which Coordinate To Put My Value In?](#) - By *JenniferOrange*

User-made Tutorials

These tutorials are made by users / players like you! If you have something to share, create an account and make a page about it here.

Scripting

[Newbie's Guide to Scripting](#) | A tutorial for those new to scripting, focusing on syntax and a few helpful hints - by *Entih*

['Disable' gravity and make objects float!](#) | Using timer functions you can make entities seem to float! - by *Frontcannon*

[Make a key unlock a specific door](#) | **Video Tutorial**- by *MulleDK19*

[How to create and use Areas or Triggers](#) | **Video Tutorial**- by *MulleDK19*

The Editors

[Using the Level Editor \(Part 1\)](#) | **Video Tutorial**- by *MulleDK19*

[Using the Level Editor \(Part 2\)](#) | **Video Tutorial**- by *MulleDK19*

[Using the Level Editor \(Part 3\)](#) | **Video Tutorial**- by *MulleDK19*

Other

[Setting up your Custom Story \(Part 1\)](#) | **Video Tutorial**- by *MulleDK19*

[Setting up your Custom Story \(Part 2\)](#) | **Video Tutorial**- by *MulleDK19*

[Setting up your Custom Story \(Part 3\)](#) | **Video Tutorial**- by *MulleDK19*

[How to create your own Main Menu Backgrounds!](#) | The usability of Amnesia's .cfg files and its Editors - by *Tonewww*

[How to Create Notes and Journal Entries](#) Explains how to make pickup notes and journals for your custom story.

[How to create Custom Sounds](#) | Teaches how to create custom sounds for your custom story. - by *Stepper321*

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