

# HPL3 Documentation

## Engine

### [Rendering](#)

Overview of the different rendering techniques that happens.

### [Materials](#)

Detailed information on the different material that can be used.

### [Static Objects](#)

Some information specific to static objects that are used to build the base geometry of the levels.

### [Entities](#)

Information regarding entities, which is used for all the interactive and dynamic objects in the world.

### [Terrain](#)

Terrain is quite different from other parts and require some special explanations.

### [Script](#)

Scripting is a big part of the engine and meant to implement most of the game related things.

### [Optimizations](#)

This part discusses various important optimizations.

### [Model Export](#)

How to properly export models from various programs.

### [Sound](#)

How the sound system functions and on the needs of assets.

## Game

### [Commandline](#)

What different commands can be used in the command line.

### [Entity types](#)

The different basic entity types that are in the game.

### [Scripting](#)

Game specific information on the scripting.

### [Event Database](#)

How the game handles the event database.

### [Voice Handler](#)

The voice handler system used to handle, you guess it, voices.

## Tutorials

### [DDS Texture Export](#)

A tutorial on how to export a texture using the Nvidia textureTools

### [Translucent Material](#)

Here is explained how to create a translucent material.

### [Basic Modeling](#)

The basics on modelling.

## 3rd Party Tools

### [CodeLite Script Editor](#)

Basic info on using CodeLite as a script editor for Angel Script.

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Last update: **2012/06/21 13:40**

