



## ÜberRadiant Basics

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<http://forums.darkmatter-clan.com/?&board=28.0>

## INDEX

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## Introduction

**IMPORTANT:** This tutorial is neither supported by the creators nor by the publishers of the respective games. Use this at your own risk.

*Setting up the ÜberRadiant correctly is your first step to work with that Program, else you will be lost with the ÜberCrap Default Settings this Programm comes with!!!*

**First of all you need to know that the Radiant is not a 3D Modeling tool, it's a Level Editor wich follows Game Engine Specified Rules, so it will have totally different Features, and some Missing features wich you may know from such Modeling Programs.**

The Radiant is freeware and although it is currently version 1.0, a newer version is not expected to be released. Radiant has a few bugs wich you better get used to. The Radiant likes to crash every time you have less Memory (Ram or Graphics Card Memory). You also should never use CSG Substract.

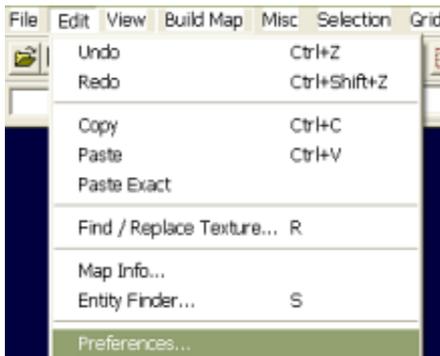
Do not use the Sleep Function of Radiant, it will make the Radiant act strangly.

## Tools

The following tools are required:

- ÜberRadiant

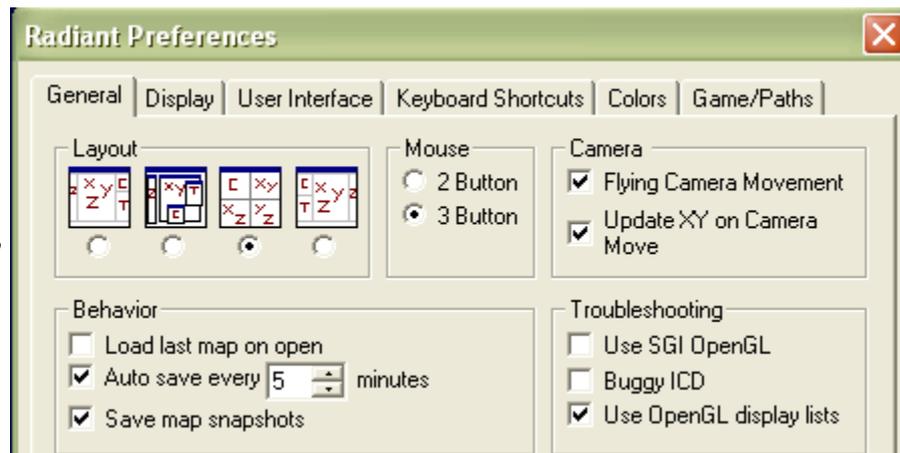
## Tutorial



So now let us set up the Radiant, firstly you need to click on Edit -> Preferences

### The Register card "General".

I suggest you select the third Layout, and Mouse "3 Button", in Behavior, "Auto Save every 5 minutes" and "Save map snapshots" (this option will take some disk space, but allows you to recover maps), at Camera "Flying Camera Movement" and "Update XY on Camera Move".



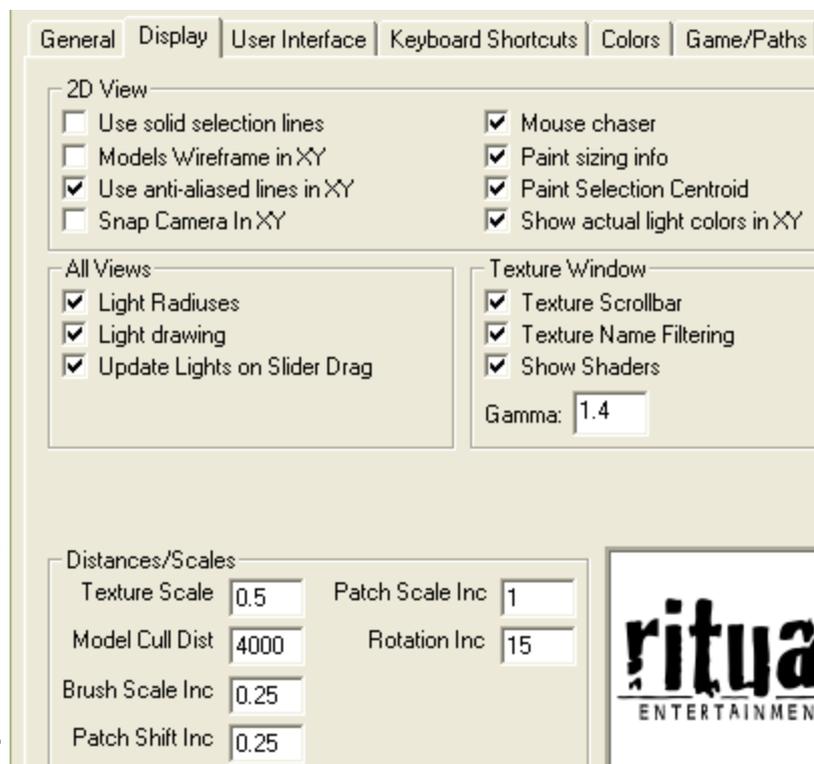
### Now switch to the tab "Display".

#### Select at "2D View":

- "Use anti-aliased lines in XY" this will make the lines shown smother.
- "Mouse chaser" I have no clue as to what this does!
- "Paint sizing info" displays the Size of the object you have currently selected, this is very useful!!!
- "Paint Selection Centroid" this shows a small Dot in the center of the selected Object, this is also useful.
- "Show acutal light colors in XY" this shows the color of a selected light.

#### Select at "All Views":

- "Light Radiuses" this will make radiant draw the light Radius of selected lights.
- "Light drawing" this will make the Radiant *draw* the light.
- "Update Lights on Slider Drag" this will make the Radiant to update the Lights.



At Distances/Scale fill in the following values:

- "Texture Scale: 0.5" this will scale textures on default to 50% of their Original size of the Brushes etc.
- "Model Cull Dist: 2048" this will make the model currently being displayed as boxes ,if your cam view is more than 2048 units away from the Model. The stronger your machine is, the greater this Distance can be, if you have lag in the Radiant reduce this Number. Leave the rest to it's standard settings, and focus now on the Area "Texture Window".

The "Texture Window" shows up if you press the T Key, from there you can select Textures for your Brushes, Patches etc.

Select "Texture Window":

- "Texture Scrollbar" this will make a very helpful scrollbar appear on the Texture Window.
  - "Texture Naming Filter" this will make another very helpful filter appear, on which you can type in a part of a shader's name and all Shaders which do not match the string you have entered will be hidden.
  - "Show Shaders" I do not know what this does exactly, but select it anyway.
- Now fill in your individual Gamma Value at "Gamma", I use 1.4 since this is the difference between my Desktop and in Game Gama.

**Now we come to some other but also very intresting settings you can do at:**

**View -> Show**

The image on the left shows you my Settings, and I am pretty happy with them, if you wish, use them too.

Below you can find an explanation of the entries shown in the Image:

**Alpha Texture:**

I could not find out what this is for exactly.

**Animated Models:**

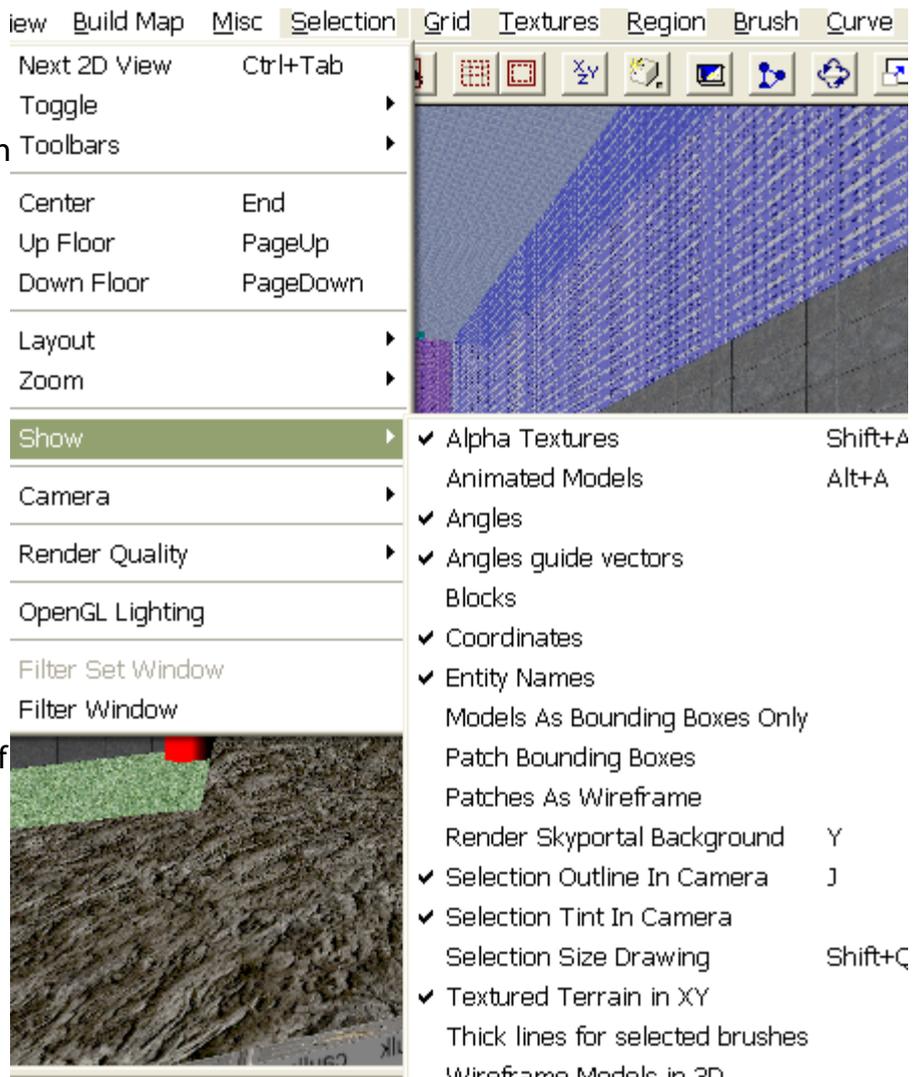
Show Model animations, costs a lot of resources.

**Angles:** Show angle of models script\_origins.

**Angles guide vectors:**

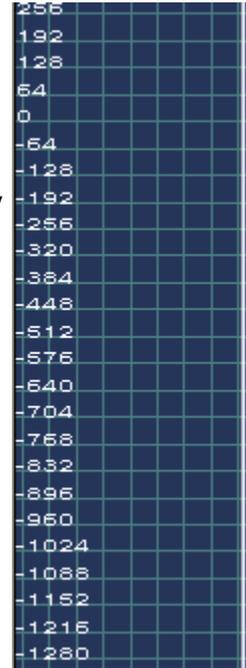
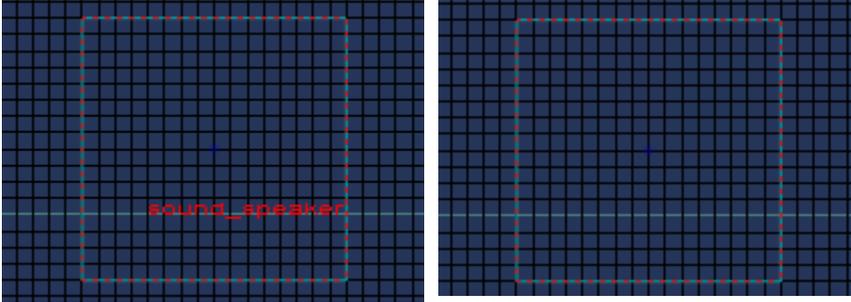
Show angle vectors (if you rotate an object instead of giving it an angle value).

**Blocks:** It shows the VIS blocks (used by vis/full compile), this is very hard to explain if you are interested in an explanation ask for it at the HazardModding Forums.



**Coordinates:** Shows the coordinate Information in the 2D View. The square Image on the right side containing many Numbers shows you what I'm talking about. They are the Map Coordinates; the Game Engine uses a Coordinate system to locate Entities, computing distances, etc.

**Entity Names:** Show the class-name of the entities in the 2D View. The images below show you what the differences are, they are showing the same Object, activating the Entity Names can make it easier to identify Objects.



**Models As Bounding Boxes Only:** Disables rendering of the Models in the 3D Cam/Preview, this can help on slower Machines to get the Radiant faster and more stable.

**Patch Bounding Boxes:** This shows Patches as Bounding Boxes only, this can help for a better overview.

**Patches As wireframe:** Displays Patches as wireframes only in the 3D Cam/Preview, this can help on slower Machines or for a better Overview.

**Render Sky Portal Background:** This renders the skyportal in the background.

**Selection Outline in Camera:** This outlines the Selected Object, this can be helpful in some situations.

**Selection Tint in Camera:** This tints the selected Object, the selection color you can define at the Perferences at the tab - Colors.

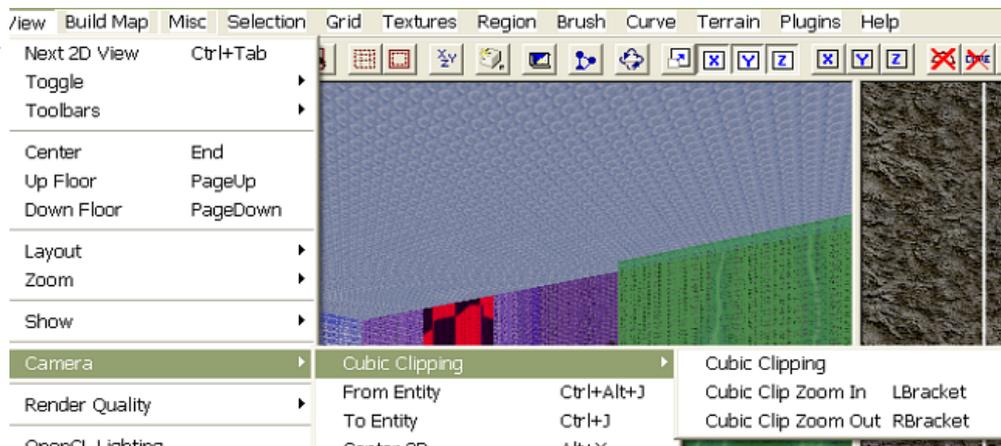
**Selection Size Drawing:** Draws the Size Information of the Selected Object.

**Textured Terrain in XY:** Shows the Terrain textured in the 2D Views.

**Thick Lines for selected brushes:** Makes the Selection Line for brushes easier to see.

**wireframe Models in 3D:** Show Models as wireframe in the 3D Cam/Preview.

**Under the Camera, you should disable Cubic Clipping, this will stop the Radiant from hiding objects which are far away from your view.**



## Tips and Tricks

### You can temporarily Hide Objects in the Radiant View.

If you press H the selected Object(s) will be hidden in the Radiant View until you press shift + H to unhide all Objects again.

### You can Quick Save you Map

Just press Control + S and the Radiant saves your map.

### You can Filter(hide) Objects



Filters: Caulk, Clip Contents, Ents, Lights, Liquids, Patches, Paths, AI Nodes, Translucent, World Region, Brush, Curve, Terrain, Plugins, Help

**On the title-bar of the Radiant you can see what kinds of filters are currently active, as you can see on the image above. Using the same key Combination one again will disable the filtering again.**

The following filters you can use:

Alt + 1 will filter all **World-Objects**.

Alt + 2 will filter all **Entities**. (Script Objects, Models, Speakers, Triggers, Chars, etc.)

Alt + 3 will filter all **Patches**.

Alt + 4 will filter all **Translucent** (water, movement clip, etc.).

Alt + 5 will filter all **Liquids** (like watter).

Alt + 6 will filter all **Cauked Objects** (This can help you at Caulking Brushes).

Alt + 7 will filter all **Clip Contents** (Clip all, Monsterclip, Movement Clip, etc).

Alt + 8 will filter all **Path** (Path for Chars/Script\_Objects/Cams).

Alt + 9 will filter all **AI Nodes** (Information Nodes for Single Player the Actors).

Alt + 0 will filter all **Lights**.

Alt + T will filter all **Triggers**.

Alt + D will filter all **Detailed** (Detail Brushes).

Control + R will filter all **Terrain**

Control + P will filter all **Portals** (Area Portals)

Control + H will filter all **Hint/Skip Portals**.

Control + M will filter all **Models**.

### You can invert the current selection

Select any Object and press ALT + I or go to Selection -> Invert Current Selection

### You Can Merge Brushes

Select at least two brushes and press CONTROL + SHIFT + U

**Now you are almost done, click on OK and restart the Radiant, to ensure it saves your settings, this is very important.**

## Credits

Special thanks to all those who have helped me to learn those things:

Avenger

GSIO01

Explorer

Marvelman

Antiker

Very Special Thanks for spell correction:

Michael Appleby

//Eof @Chrisstrahl