

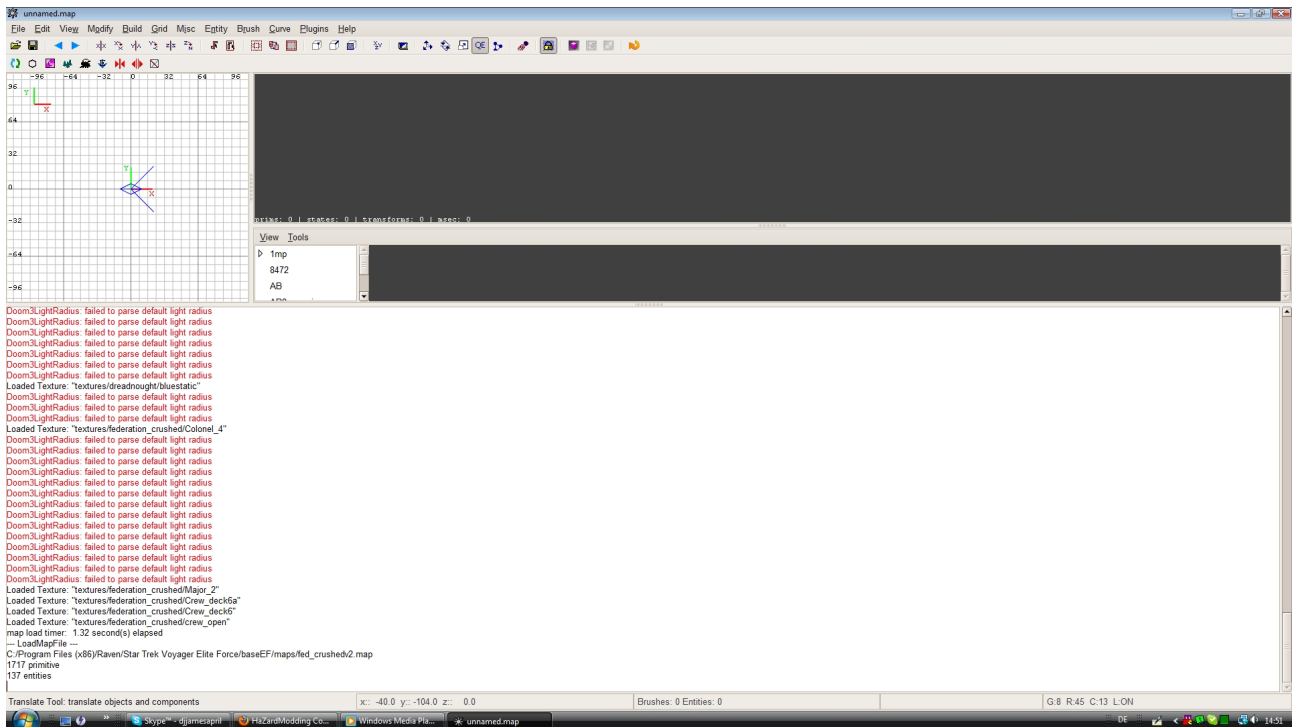
# STAR TREK VOYAGER ELITE FORCE MAPPING TUTORIAL

PERSONAL LOG CHIEF ENGINEER JAMES APRIL  
STARDATE 22.01.2011

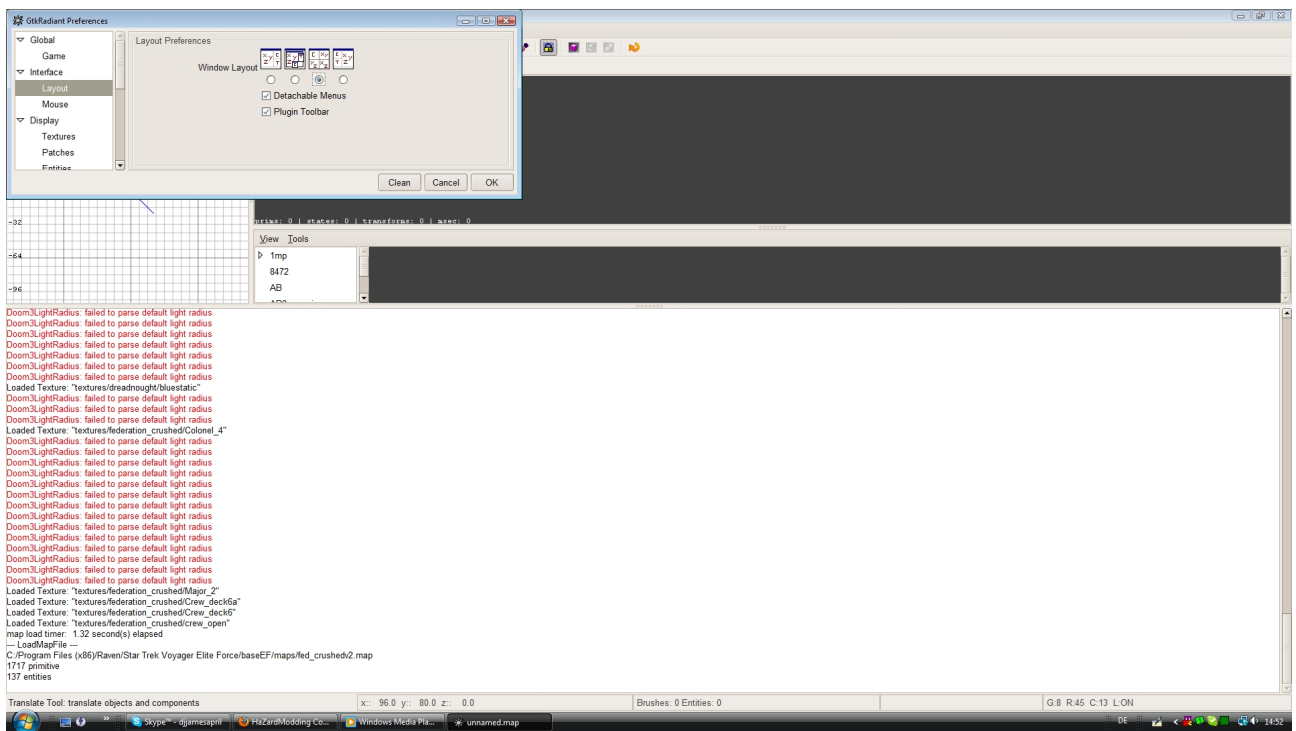
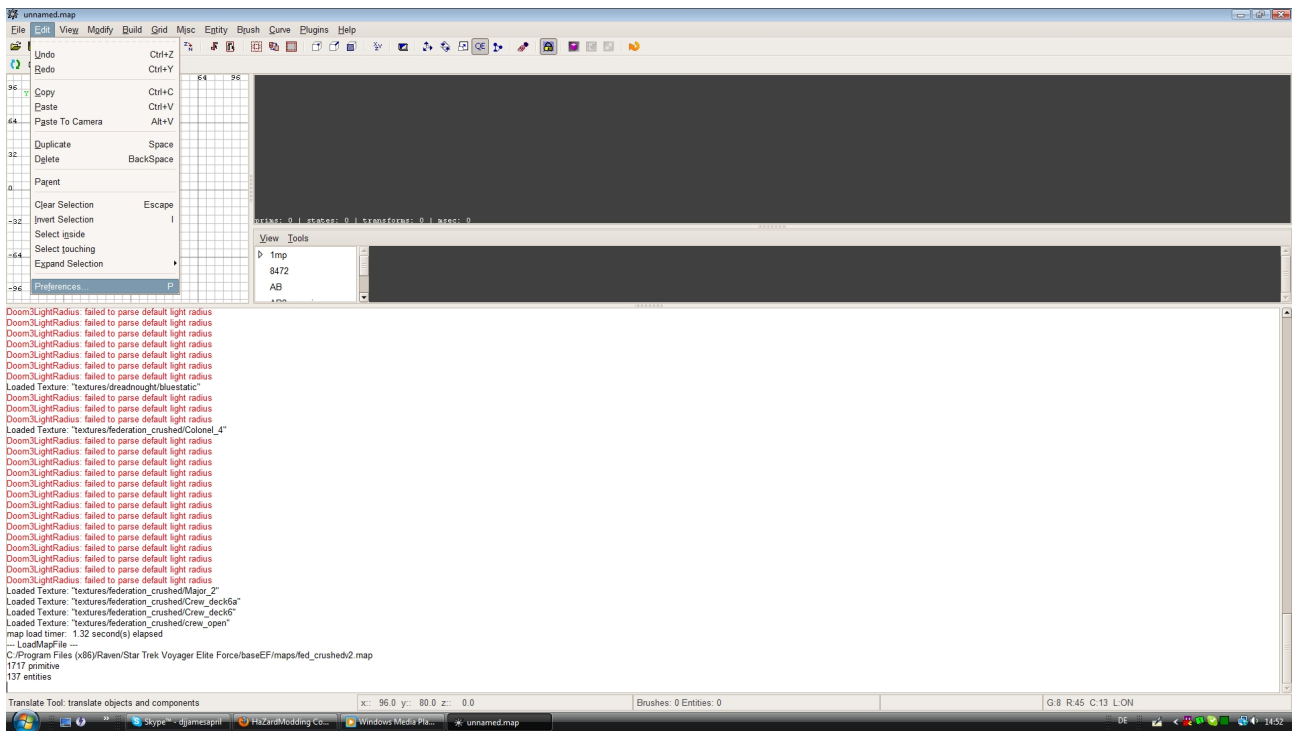
DUE TO THE FACT THAT STARFLEET LACKS NEW SHIPS AND DESIGNS, FLEET COMMAND HAS DECIDED TO RECRUIT NEW ENGINEERS. MY CURRENT TASK IS TO WRITE A MANUAL FOR NEW ENGINEERS THAT WILL INTRODUCE THEM TO THE **GTKRADIANT**, STARFLEET'S LATEST APPLICATION IN TERMS OF STARSHIP DESIGN.

WHEN RUNNING THE PROGRAM FOR THE FIRST TIME IT WILL ASK YOU FOR THE PATH TO YOUR DESIGN DOCUMENTS, IN MOST CASES THAT WILL BE «**C:/PROGRAM FILES/RAVEN/STAR TREK VOYAGER ELITE FORCE/**». IT ALSO SHOWS THE OPTION «**SHOW GLOBAL PREFERNCES AT STARTUP**». YOU SHOULD UNCHECK THAT BOX, AS IT WOULD SLOW DOWN YOUR BUILDING PROCESS.

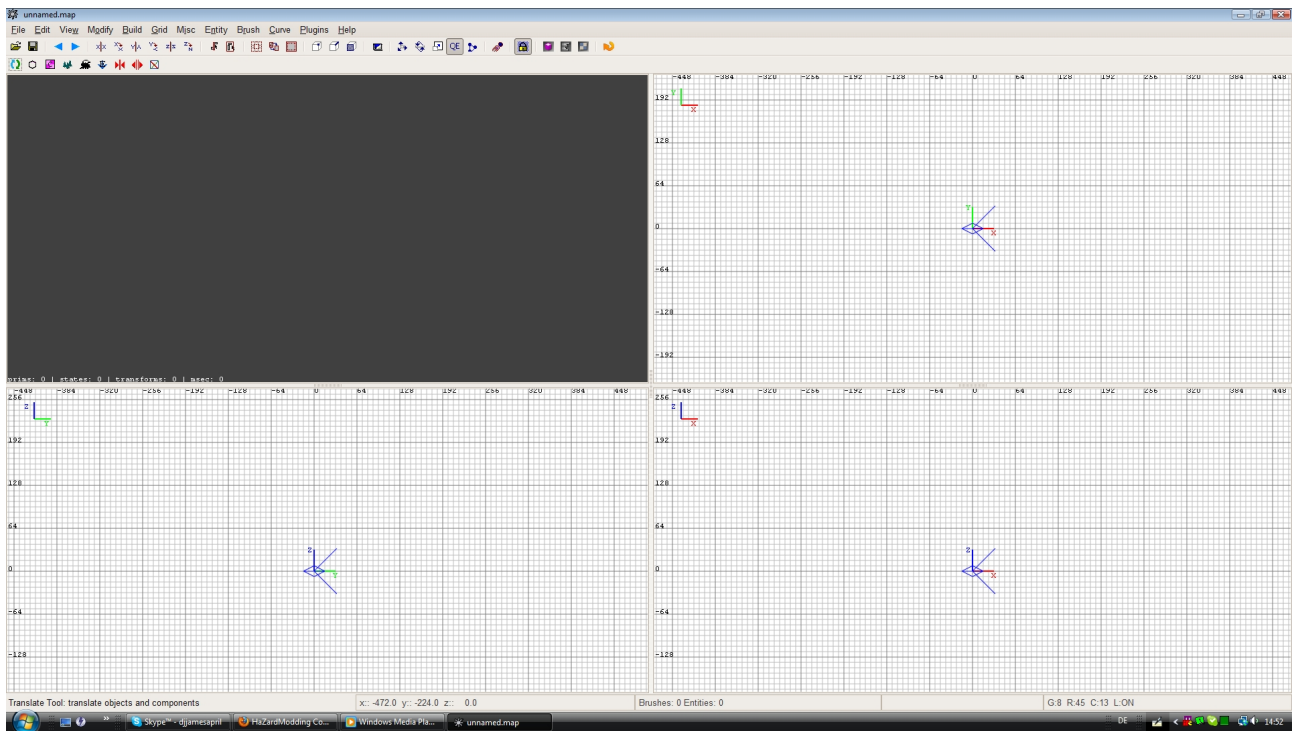
WHEN OPENING THE **RADIANT**, MOST ENGINEERS ARE OVERWHELMED BY THE COMPLEX-LOOKING LAYOUT.



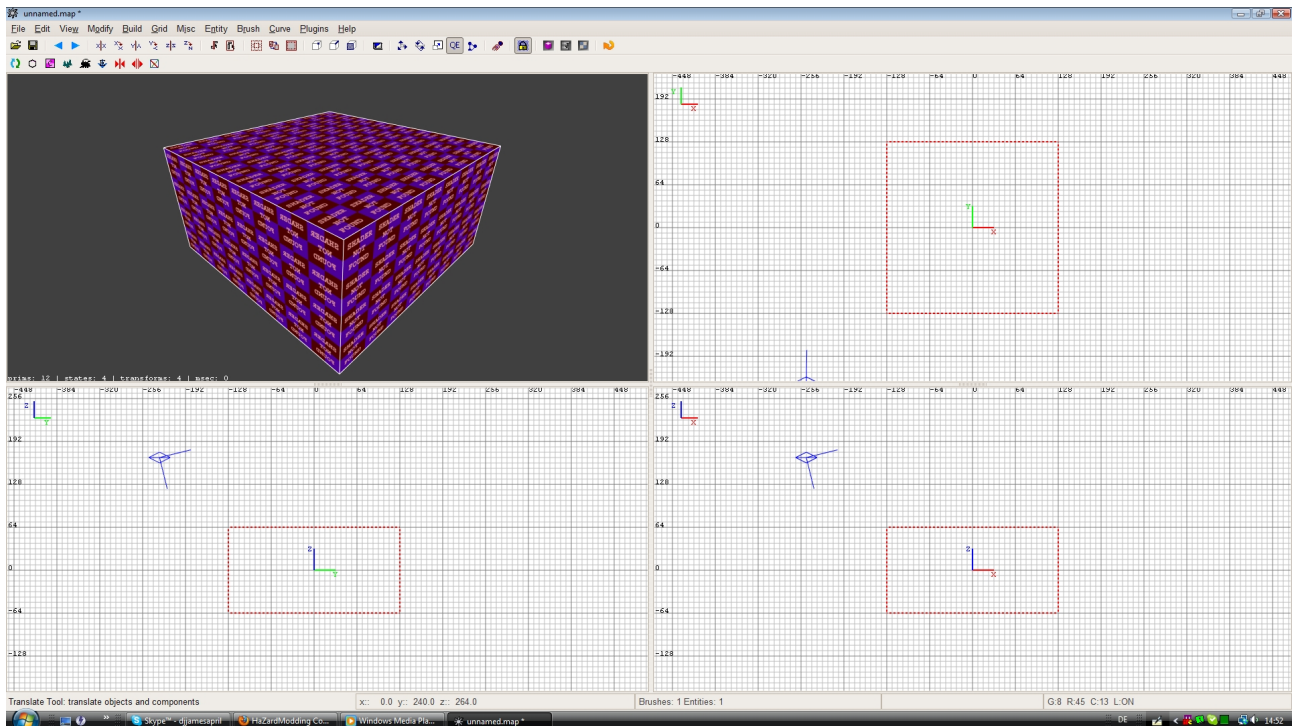
THIS CAN SIMPLY BE CHANGED BY CLICKING ON «**EDIT-PREFERENCES-LAYOUT**» AND SELECTING THE **FOUR-WINDOW-LAYOUT**



**AFTER RESTARTING THE PROGRAM, YOU SHOULD LOOK AT SOMETHING LIKE THIS.**

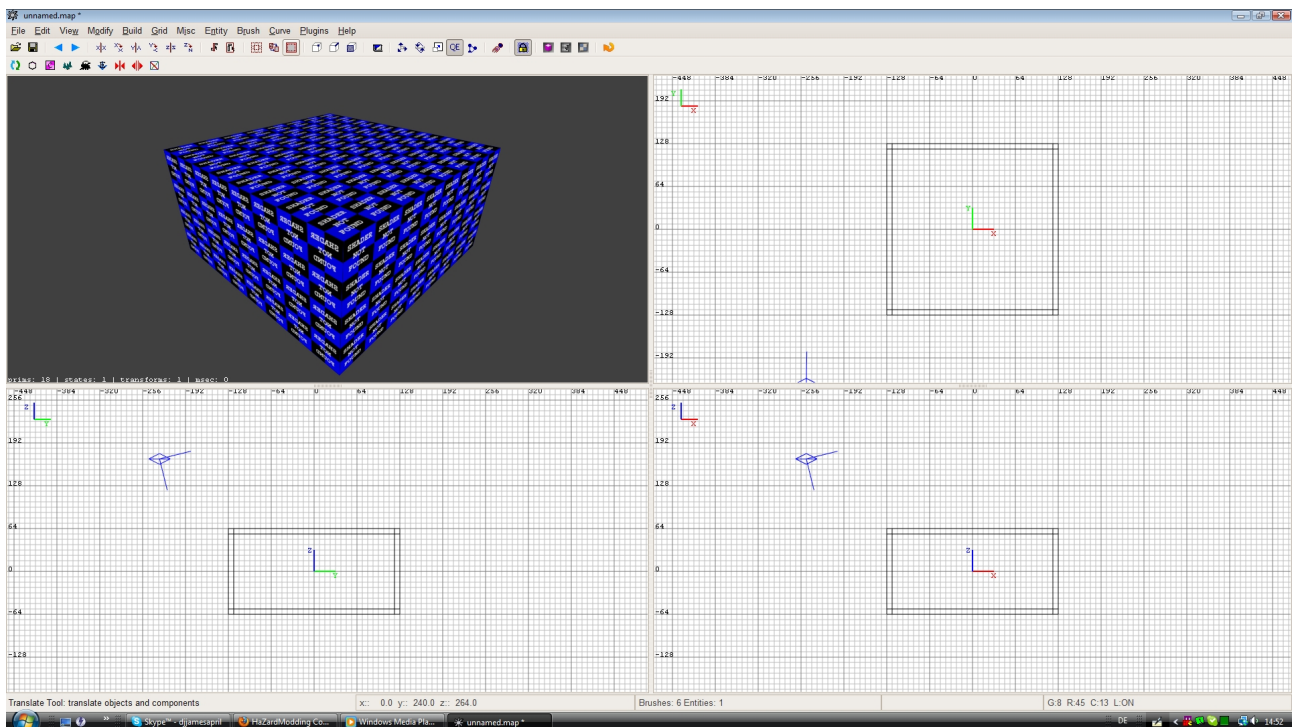


**IN ORDER TO CREATE YOUR FIRST, SIMPLE ROOM HOLD DOWN YOUR LEFT MOUSE-BUTTON AND DRAG A BOX LIKE SHOWN IN THE PICTURE BELOW.**

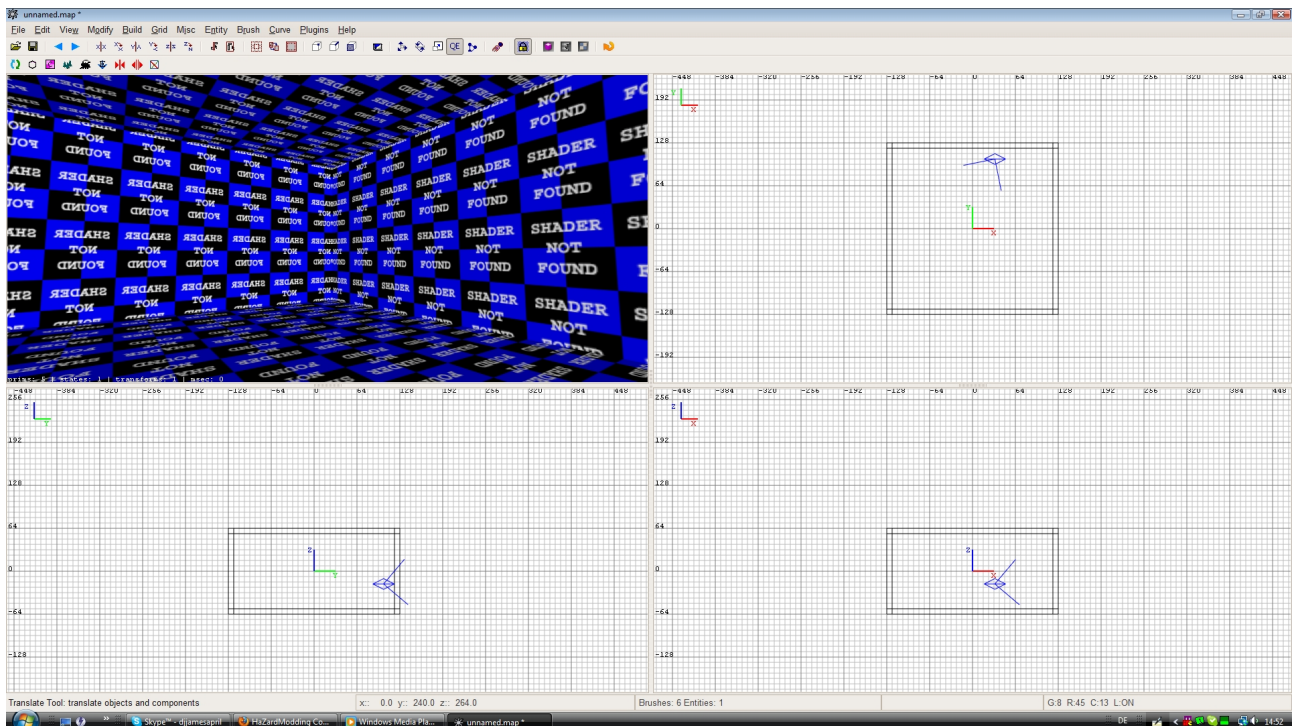


**(NOTE: THE CAMERA VIEW IN THE TOP LEFT-HAND BOX CAN BE CHANGED BY CLICKING IN IT WITH YOUR RIGHT MOUSE-BUTTON AND THEN MOVING YOUR VIEW WITH THE ARROW KEYS AND BY TURNING IT WITH YOUR MOUSE. YOU CAN SCROLL THE OTHER VIEWPORTS BY HOLDING DOWN YOUR RIGHT MOUSE-BUTTON AND MOVING YOUR MOUSE. YOU CAN ZOOM IN USING YOUR MOUSE-WHEEL)**

BOXES LIKE THIS, THE «**HARDWARE**» OF YOUR SHIP ARE CALLED «**BRUSHES**». RIGHT NOW THIS BRUSH IS SOLID AND YOU CAN'T ENTER IT. TO MAKE A ROOM OUT OF THIS BRUSH SELECT IT BY HOLDING DOWN «**SHIFT**» AND LEFT-CLICKING ON IT AND CLICK ON «**HOLLOW**» IN THE UPPER TOOLBAR.



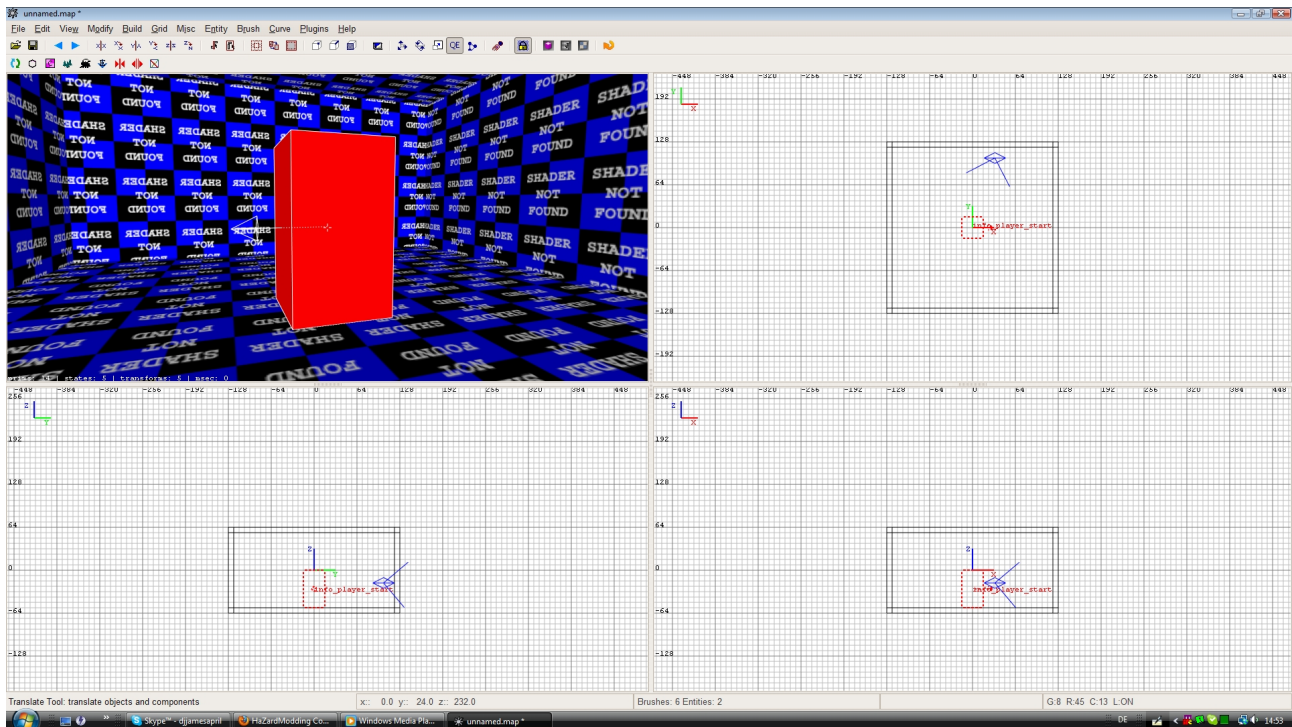
FROM THE INSIDE YOUR ROOM SHOULD LOOK LIKE THIS NOW:



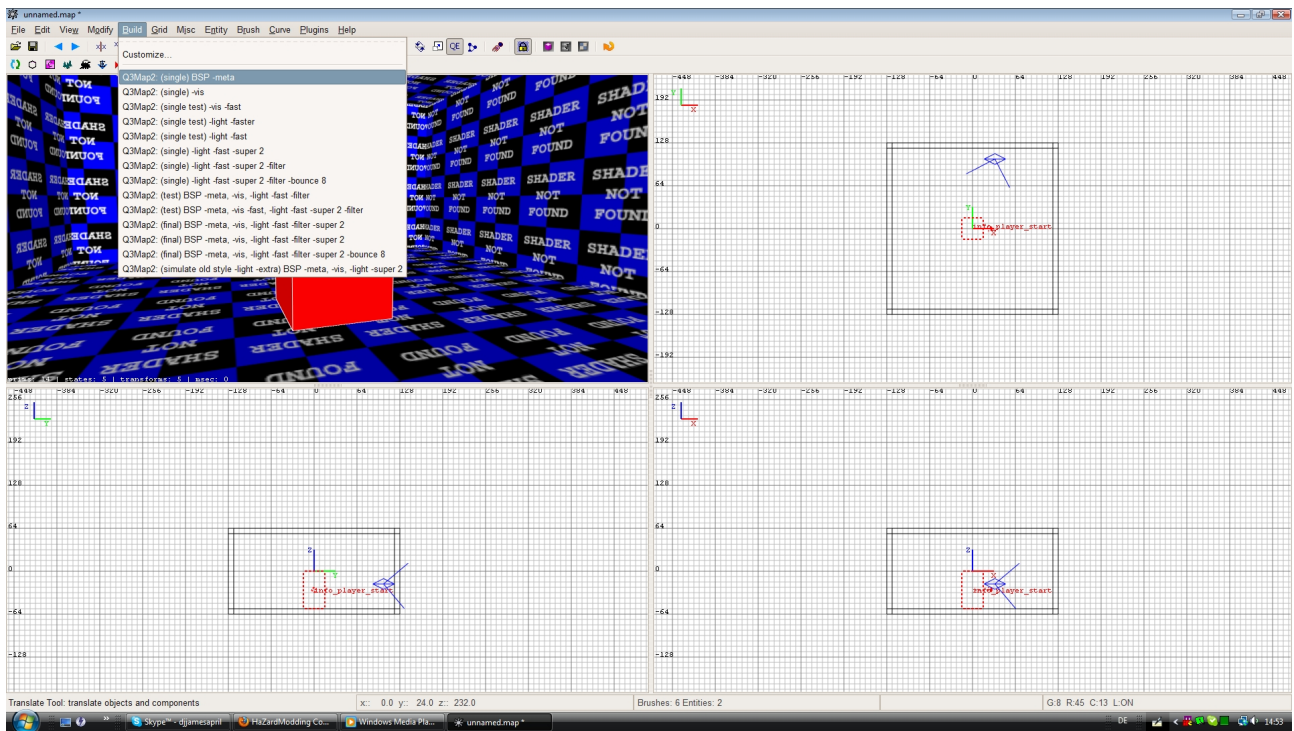
THE BLUE BOXES ON THE WALLS INDICATE THAT THERE IS NO TEXTURE CURRENTLY ASSIGNED TO THEM. THIS TOPIC WILL BE COVERED LATER ON.



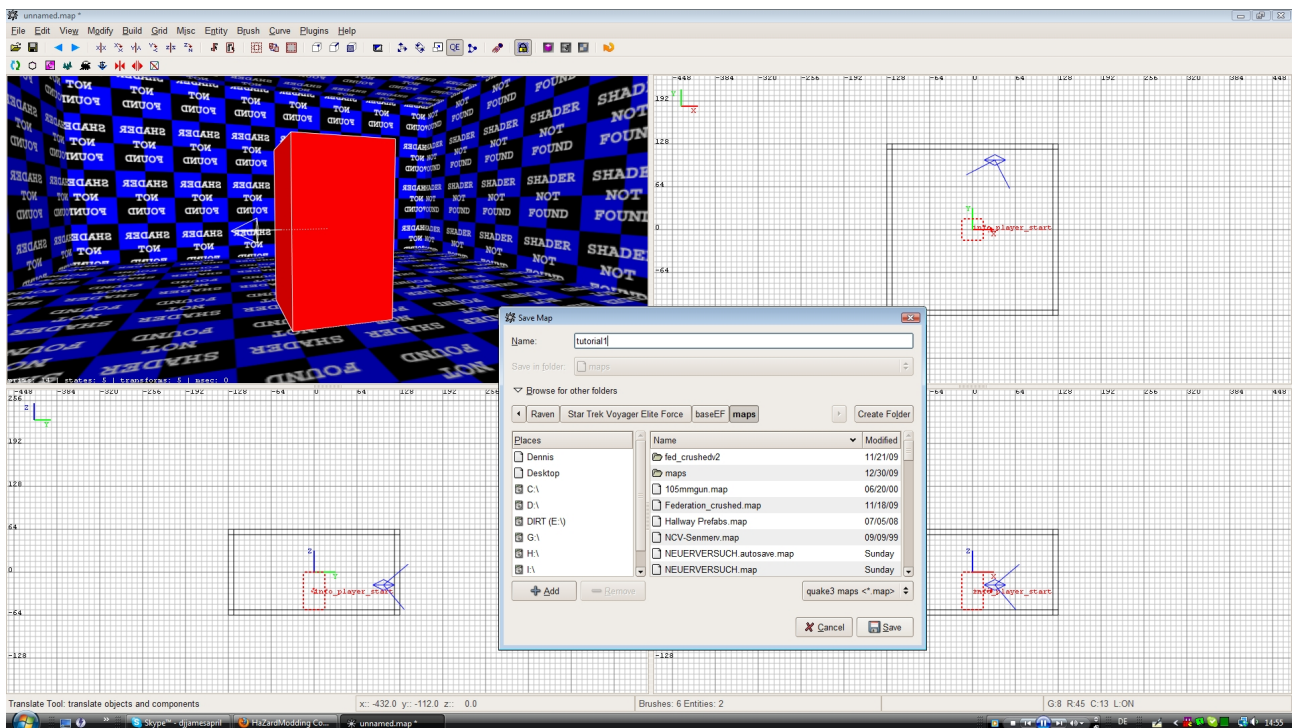
CONGRATULATIONS, YOU CREATED YOUR FIRST ROOM. IN ORDER TO BE ABLE TO BEAM INTO IT, YOU HAVE TO POSITION A SPAWNPPOINT. RIGHT-CLICK INSIDE YOUR ROOM AND SELECT «INFO-INFO\_PLAYER\_START». THE RED BOX THAT WAS CREATED IS YOUR SPAWNPPOINT. SPAWNPPOINTS AND OTHER FUNCTIONS OF YOUR SHIP ARE CALLED «ENTITIES». THEY ARE BASICALLY THE SOFTWARE OF YOUR SHIP AND INCLUDE EVERYTHING, FROM LIGHTS TO BUTTONS TO DOORS.



TO VIEW YOUR RESULTS IN ELITE FORCE, YOU HAVE TO «COMPILE» YOUR MAP. CLICK ON «BUILD» IN THE TOOLBAR AT THE TOP AND THEN SELECT «BSP-META». IF YOU HAVE LIGHTS ON YOUR MAP LATER ON, YOU SHOULD SELECT «BSP-META -VIS -LIGHT -FAST -FILTER» SO THAT ELITE FORCE WILL USE YOUR LIGHTING AND NOT A GLOBAL ILLUMINATION.



**BEFORE COMPILING A NEW MAP, YOU HAVE TO NAME IT, E.G. «TUTORIAL». CHOOSE AN EASY NAME, SINCE YOU WILL NEED IT LATER ON.**



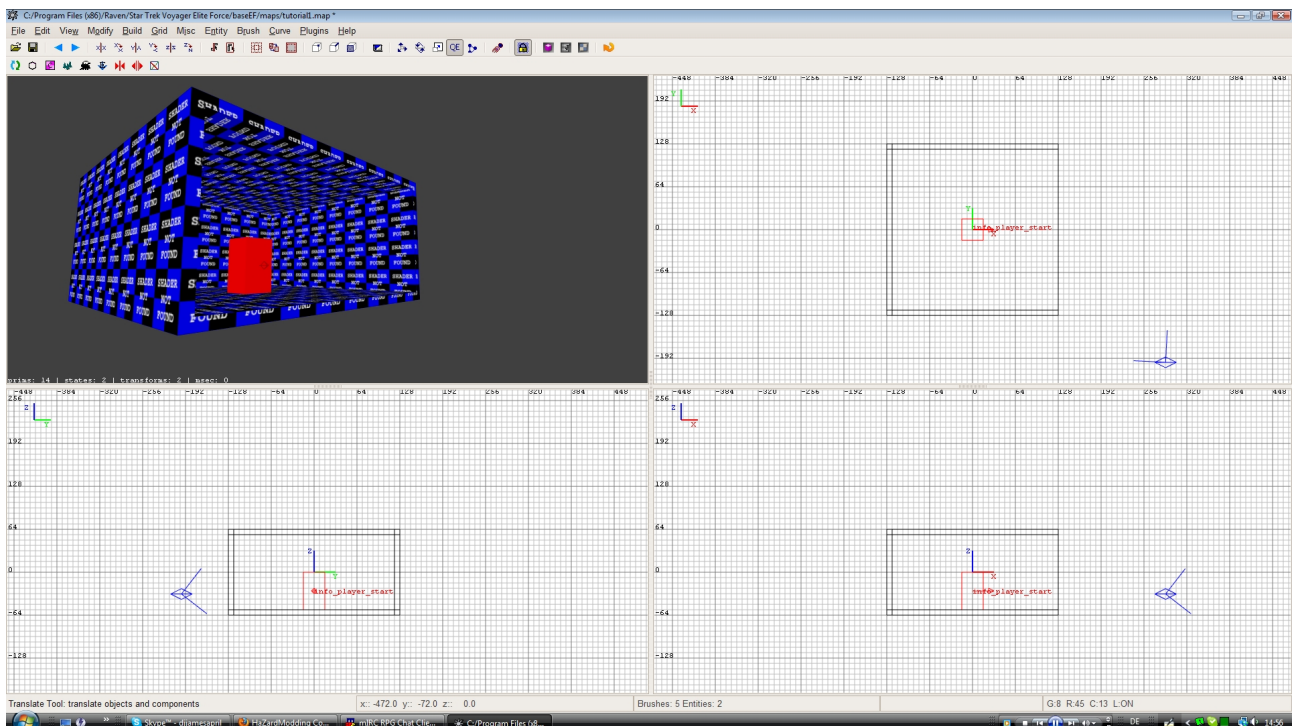
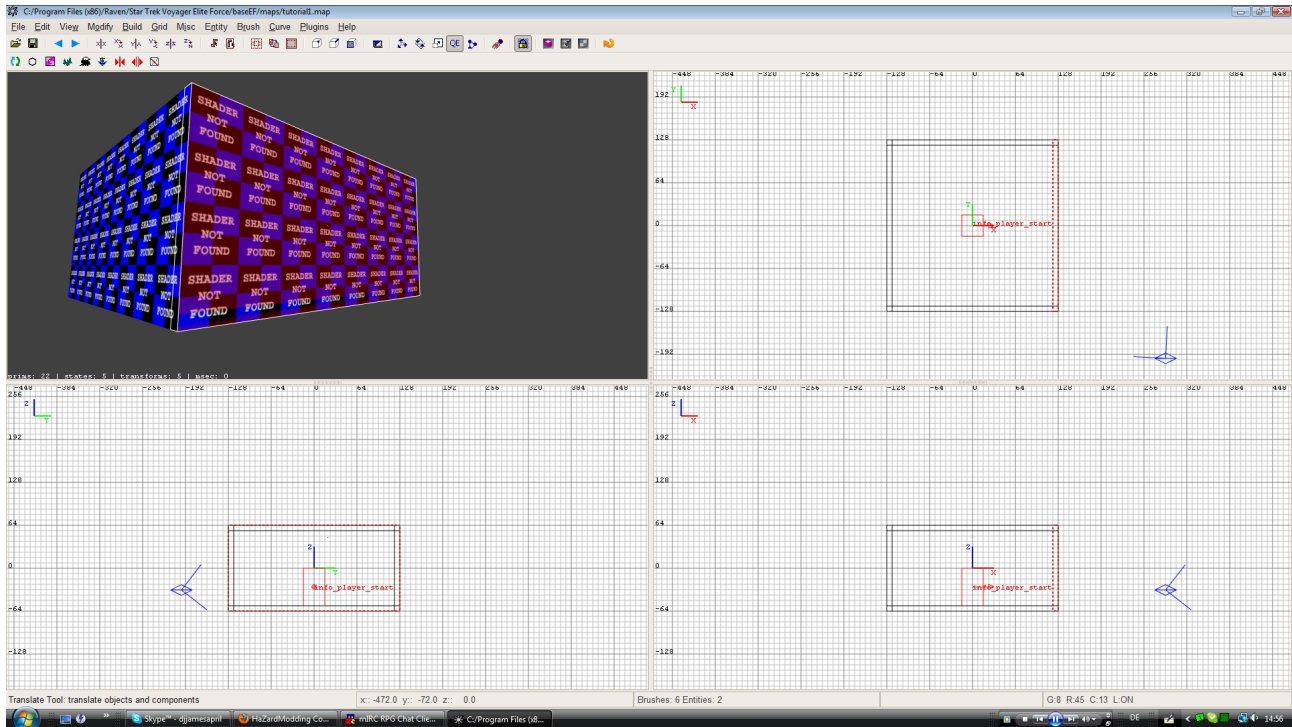
**AFTER THE MAP HAS BEEN COMPILED, WHICH MAY TAKE A WHILE, OPEN UP ELITE FORCE AND OPEN THE CONSOLE BY PRESSING «SHIFT+^». TYPE IN /MAP (INSERT YOUR NAME FOR THE MAP HERE) AND PRESS ENTER. YOU WILL NOW WALK IN A GREY ROOM WITH WHITE LINES.**

## PART 2: THE FIRST DOOR

SINCE A STARSHIP HAS MORE THAN ONE ROOM, WE WILL OPEN UP THE RADIANT AGAIN TO CREATE A SECOND ROOM AND A DOOR.

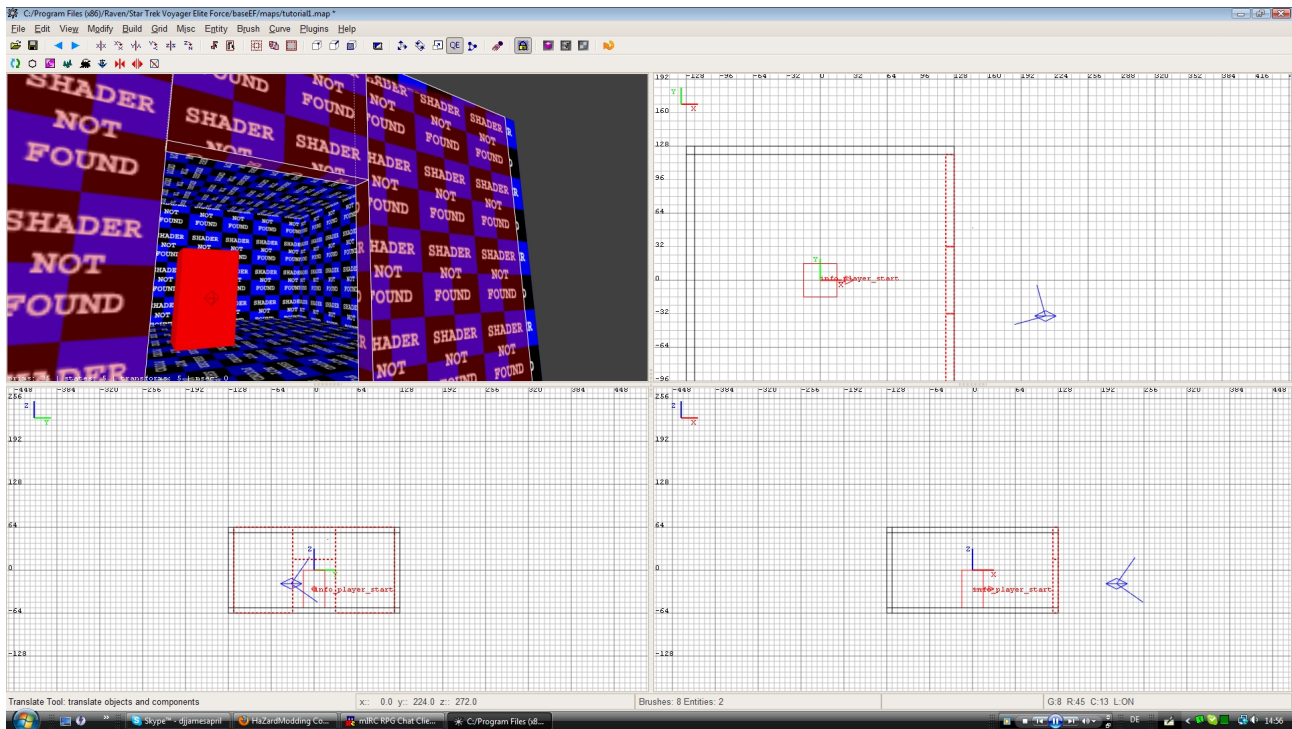
TO OPEN YOUR MAP, CLICK ON «FILE-OPEN» AND SELECT IT FROM THE LIST.

SELECT ONE OF THE WALLS AND DELETE IT BY PRESSING BACKSPACE.

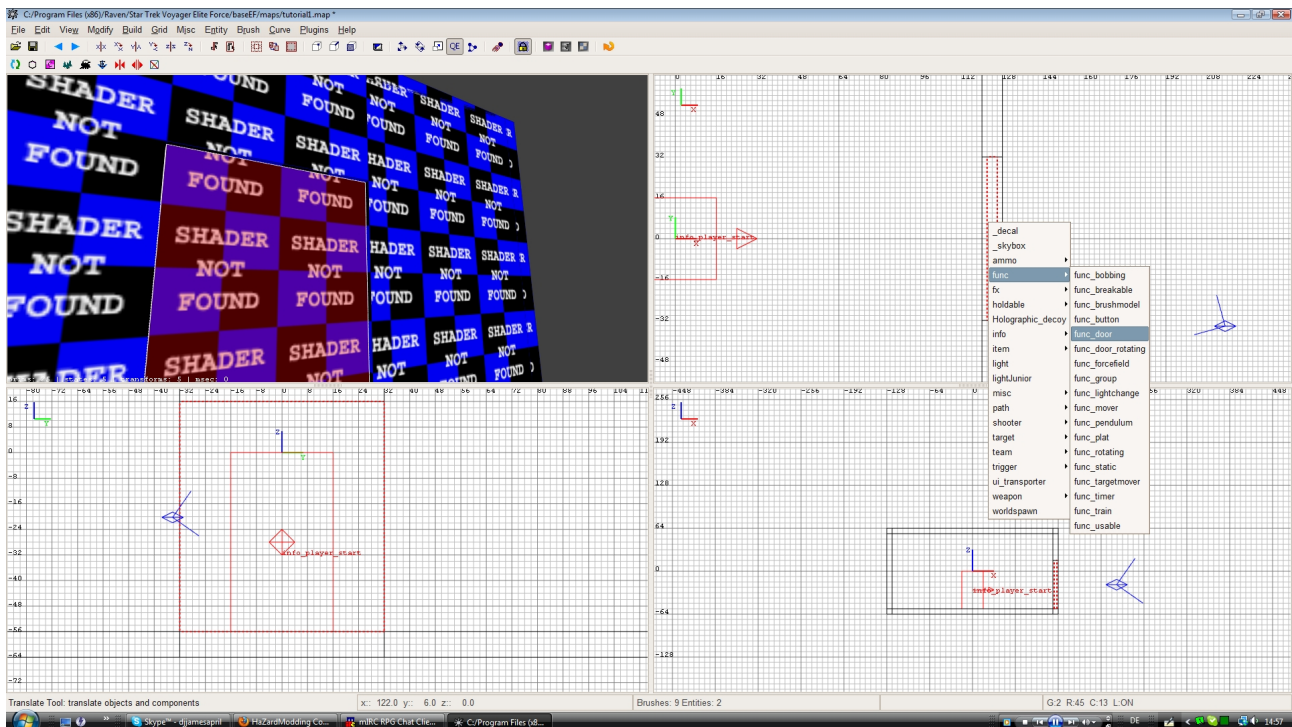




**NOW CREATE THREE NEW BRUSHES TO REPLACE THE DELETED WALL BUT LEAVE A SMALL GAP FOR THE DOOR.**

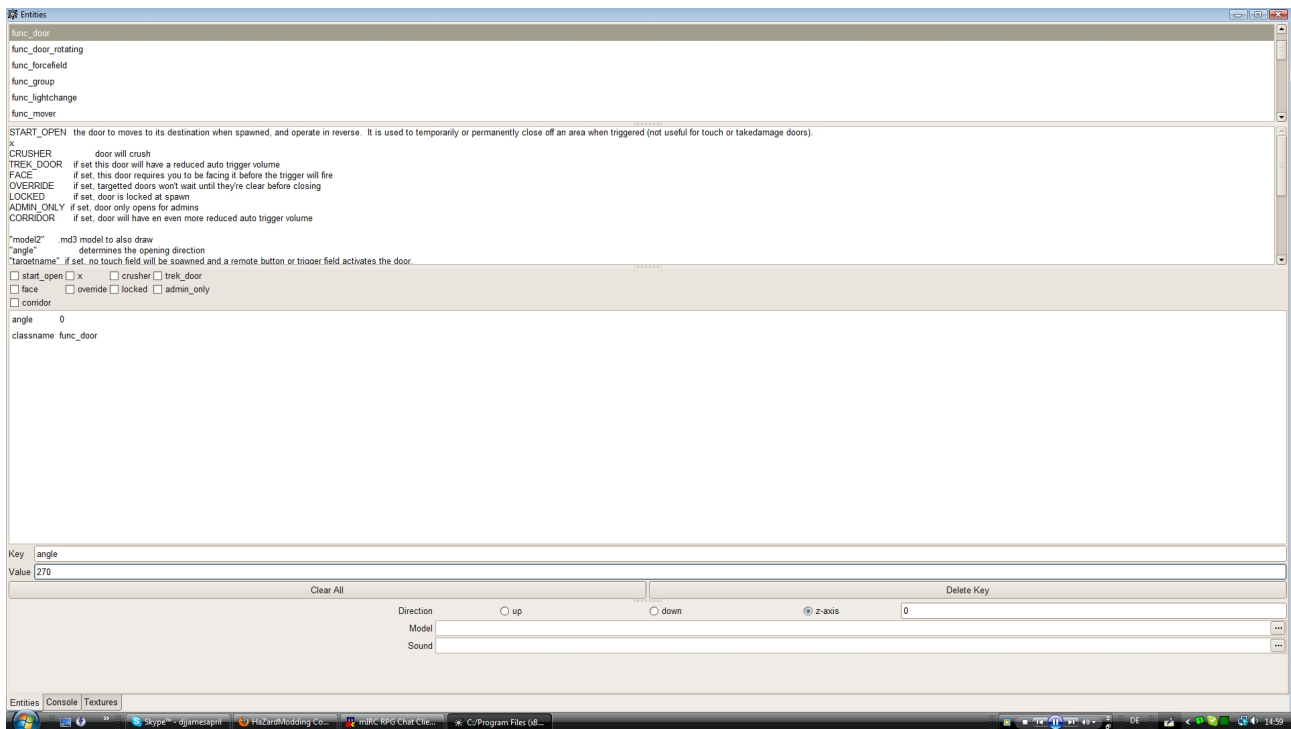


**SELECT A SMALLER WORK GRID BY CLICKING ON «GRID-GRID2» OR SIMPLY PRESSING «2» AND CREATE A BRUSH FOR THE DOOR. TO MAKE THE DOOR MOVE, SELECT THE BRUSH, RIGHT-CLICK ON IT AND SELECT «FUNC-FUNC\_DOOR».**

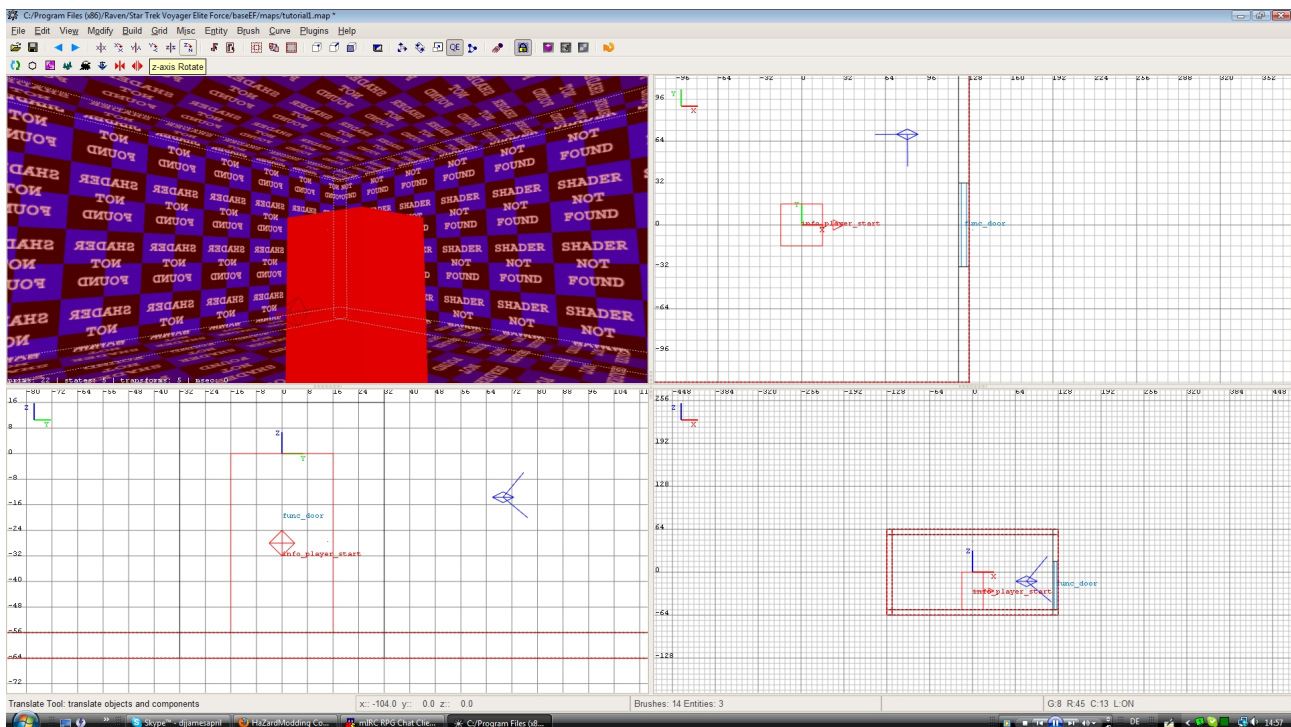


**PRESS «N» TO BRING UP THE ENTITY'S PROPERTIES WINDOW. ENTER THE VALUE OF 270 FOR THE «ANGLE» KEY SO THAT IT MOVES «INTO» THE WALL.**

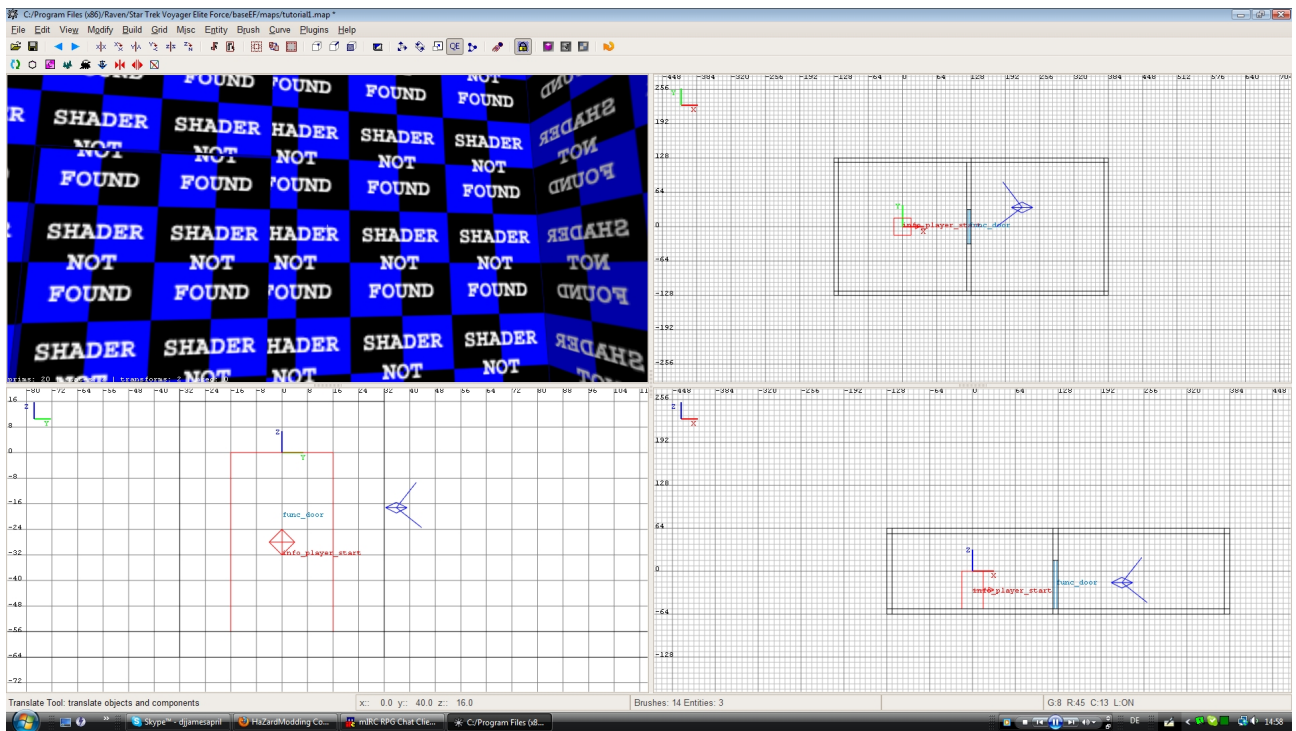




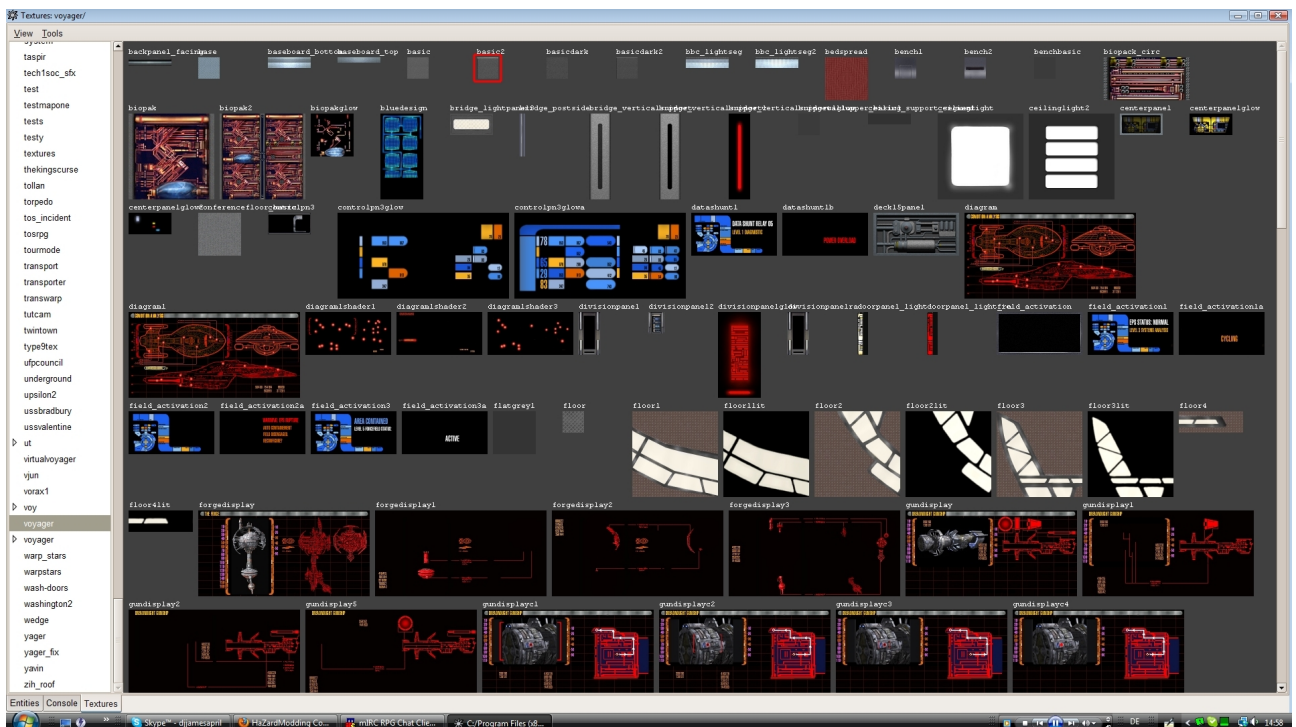
NOW, WE DON'T WANT TO STEP INTO THE VOID SO WE HAVE TO BUILD A NEW ROOM. OR EVEN BETTER, WE COPY-PASTE THE OLD ONE. SELECT ALL THE BRUSHES, PRESS «CTRL-C» AND «CTRL-V» AND TURN THE ROOM BY 180 DEGREES BY CLICKING ON THE «Z-AXIS ROTATE» BUTTON TWO TIMES.



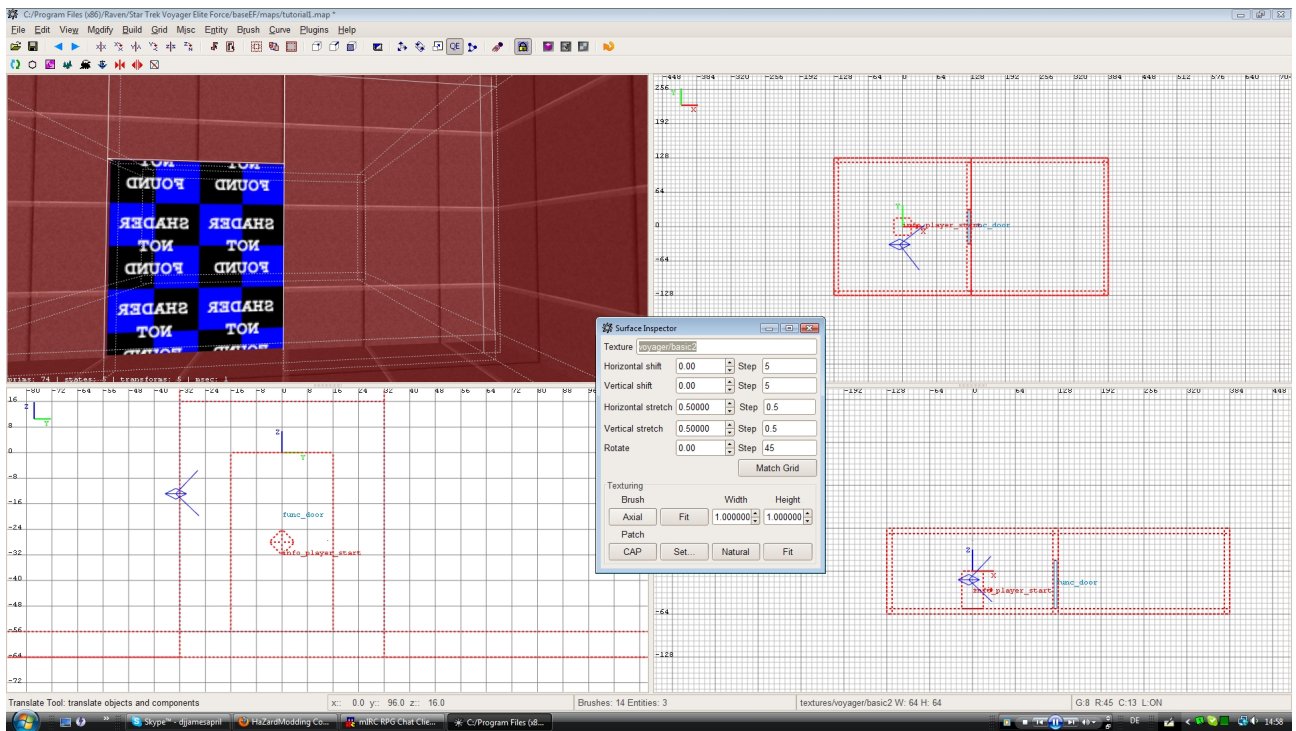
HOLD DOWN YOUR LEFT MOUSE-BUTTON AND DRAG THE BRUSHES INTO THEIR NEW POSITION.



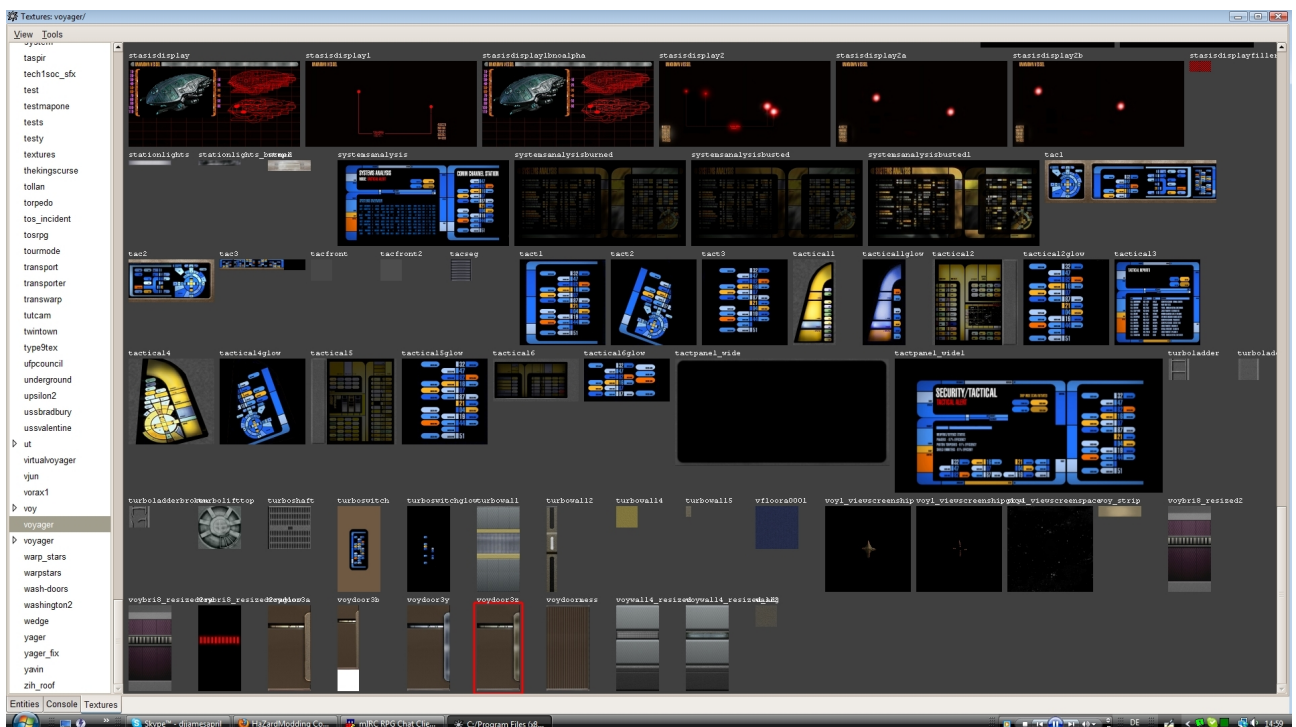
NOW WE PUT A TEXTURE ON OUR WALLS, NOT THE DOOR. SELECT ALL WALLS AND PRESS «T» TO BRING UP THE TEXTURES WINDOW. SCROLL DOWN TO THE «VOYAGER» FOLDER AND SELECT THE TEXTURE «BASIC2» OR ANY TEXTURE YOU LIKE.



CLOSE THE TEXTURE WINDOW AND BRING UP THE SURFACE INSPECTOR BY PRESSING «S». IN THIS WINDOW YOU CAN ADJUST THE FITTING OF THE TEXTURE. WE WANT ALL WALLS TO SHOW A FLUID TEXTURE SO WE CLICK ON «AXIAL» WHICH WILL PASTE THE TEXTURE ONTO ALL WALLS IN THE SAME WAY.

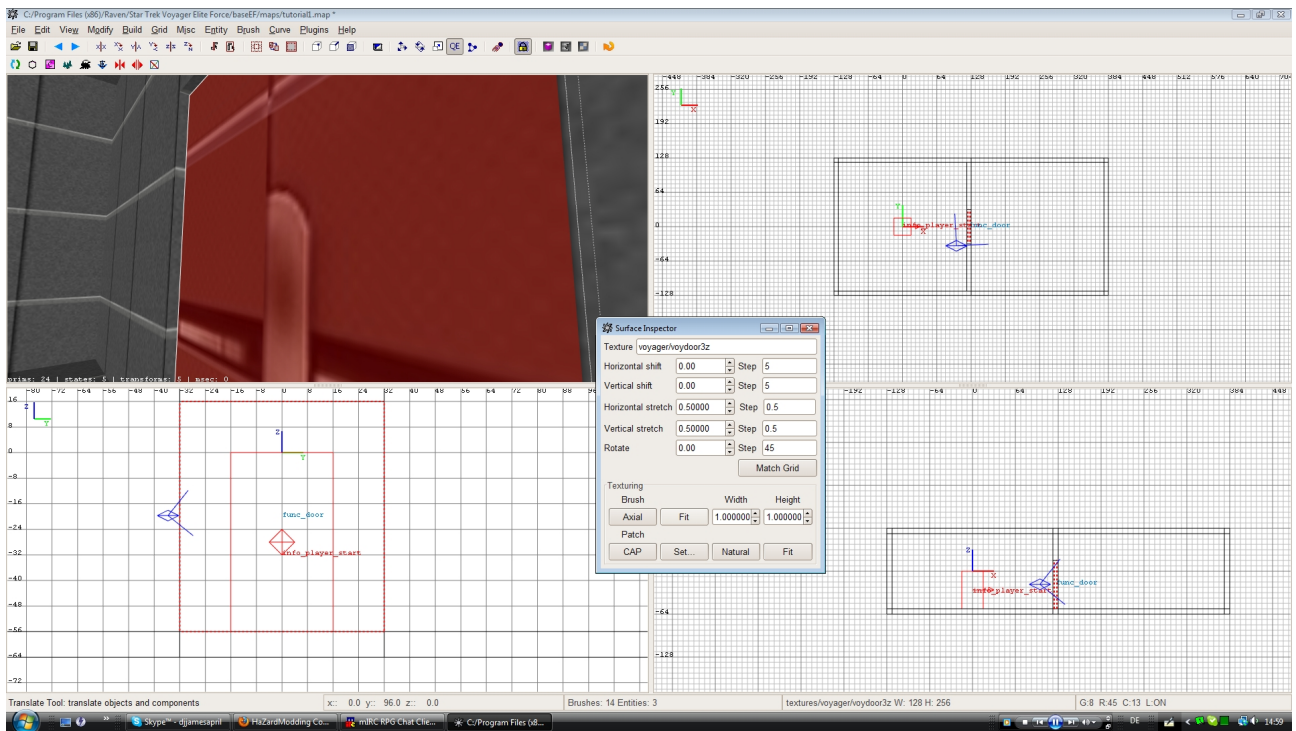


**DESELECT ALL BRUSHES BY PRESSING «ESC» AND SELECT THE DOOR.**  
**BRING UP THE TEXTURE WINDOW AGAIN AND SELECT THE «VOYDOOR3Z» TEXTURE FROM THE «VOYGAER» FOLDER.**



**WHEN YOU CLOSE THE WINDOW YOU WILL SEE A DOOR WITH AN IMPROPERLY FITTED TEXTURE. BRING UP THE SURFACE INSPECTOR AGAIN AND CLICK ON «FIT».**





**NOW YOU HAVE A BEAUTIFULLY TEXTURED DOOR AND CAN DESELECT THE BRUSH.**

**IF YOU DON'T WANT TO OVERWRITE YOUR PREVIOUS MYP WITH THIS ONE, CLICK ON «FILE-SAVE AS...» AND TYPE IN ANOTHER NAME FOR THE MAP.**

**NOW COMPILE THIS MAP USING «BSP-META» AND LOOK AT THE RESULT IN ELITE FORCE.**

**IN THE NEXT PART WE WILL TALK ABOUT LIGHTING A MAP. UNTIL THEN YOU SHOULD PRACTICE BUILDING ROOMS AND DOORS.**