

Never ever HOM again – Preventing the HOM effect

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Introduction

This tutorial will show you how you can prevent the Hall of Mirrors effect to appear even if you forget to texture something or delete something by accident. Of course as a mapper you should always find such errors and fix them as where a HOM effect appears you also always have a leak. This method will also help you with that as it can be modified to help you to find leaks in game which can sometimes be helpful as you might have come into a situation where you simply don't find the leak in Radiant.

For this tutorial you'll need the following tools: Radiant, q3map2, a good text editor, an image editing program.

Creating the needed images

Create six images size 8x8 use colours such as yellow or red if you want to find leaks in game otherwise I suggest to use black or grey, you even might use the same sky images as your skybox though. Now save your images as jpg and all under the same name (I'll use homsky here) with the suffix of _bk, _dn, _ft, _lf, _rt, and _up.

Writing the needed shader

The shader looks like this:

```
textures/common/homsky
{
    skyParms textures/common/homsky 0 -
    surfaceparm nolightmap
    surfaceparm nonsolid
    surfaceparm sky
    surfaceparm trans
}
```

The Finish

Now in Radiant select any worldspawn, and open the Entity window. Enter the following key-value pairs:

```
_foghull common/homsky
_farplanedist <distance>
```

The distance has to be greater then the longest visible distance in your map as the sky will get drawn at this distance.

Now just compile the map with q3map2 that's it.

Final notes

Please note this will only prevent the HOM effect as long as the player stays inside the map, if the player noclips and moves to far away from the access able areas the HOM effect will appear again.