

Configuring GtkRadiant for Transfusion mapping

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This short manual explains how to set up GtkRadiant to be able to map for Transfusion. It will allow you to keep the ability to map for original Quake III Arena if you already map, or plan to map for that game. If you follow all the steps described here you'll be easily switching between Q3 mode and TF mode back and forth.

It is assumed that you'll install GtkRadiant (version 1.5) in `C:\ProgramFiles\GtkRadiant 1.5.0\` and Quake III Arena, if installed, resides in `C:\Games\Q3A\`. You can have both programs installed in different directories, just keep it in mind and replace the paths given above with your actual paths.

We'll configure everything so that you'll map for Transfusion in a directory DIFFERENT than the one you have it installed in. We'll assume that Transfusion is installed in `C:\Games\Transfusion`, while your mapping directory will be `C:\Games\Q3A\transfusion`. It is a *very good* idea to have it organized this way to avoid possible file type conflicts.

Those who want to edit older Transfusion maps, in original Quake format, should also see Appendix A.

1. What you need

You'll need to download a few files to make things work.

They are available at Transfusion website: <http://www.transfusion-game.com>

- GtkRadiant 1.5.0
- config files (for switching between Q3 mode and TF mode)
- entity definition file (Transfusion entities)
- scripts directory content - for GtkRadiant and Q3map2
- texture pack (basic textures and shader definitions)

2. Installation

First things first – install GtkRadiant into `C:\ProgramFiles\GtkRadiant 1.5.0\`.

We are going to pretend that Transfusion is a Quake III Arena mod. Start the editor, if it asks you what game you want to map for select Quake 3. Go to *File*, then *Project Settings*. Select *Custom Quake III modification* and in the *fs_game* field enter *transfusion*. Now go to *Edit*, then *Preferences*. Under *Settings* click *Paths* and enter the path to Quake 3: `C:/Games/Q3A/` (even if Quake 3 itself is not really installed). This is also a good moment to adjust other editor settings to make it work the way you'd like it to work. Customize the editor. Two boxes worth checking are *Clipper tool uses caulk* and *Show Light Radii*. After you customize the editor and accept changes, close it.

Now unzip *q3game.zip*, *scripts.zip*, *textures.zip* and *utils.zip* to an empty directory of your choice. It will be just a temporary place for all unzipped files. You'll soon *move* them to appropriate locations.

Next thing to do is placing Transfusion entity definition file and configuration files in the right place. Go to `C:\ProgramFiles\GtkRadiant 1.5.0\`, enter *q3.game* subdirectory and place the files called *synapse.config.q3* and *synapse.config.tf* there. You should also see at least two directories, called *baseq3* and *missionpack*. Create a new directory called *transfusion* and place the file *entities.ent* there. Files *synapse.config.q3* and *synapse.config.tf* will store GtkRadiant settings for standard Quake 3 and Transfusion modes. Keep them. Depending on whether you want to map for Quake 3 or Transfusion you have to **copy (not move!)** either *synapse.config.q3* or *synapse.config.tf* to *synapse.config*. Since we want to start mapping for Transfusion now we'll have to **copy** *synapse.config.tf* to *synapse.config*.

We are almost done. Now go to the root Q3 directory `C:\Games\Q3A`. If you don't have Q3 installed create that directory and enter it. Move the files *cmpl_full.bat*, *cmpl_relight.bat*, *cmpl_revis.bat*, *cmpl_oe.bat* and *cmpl_simple.bat* to where you are. These files are not required, but they are very useful. They are batch files you can use to compile your maps. You'll learn how to use them in the next section of this manual.

Now create a subdirectory called *transfusion*. Place the texture pack called *tf_textures.pk3* there. Enter that directory. Create two subdirectories called *maps* and *scripts*. Place the files *common.shader*, *tfliquids.shader*, *tfskies.shader*, *tftrans.shader*, *tfanimations.shader* and *shaderlist.txt* in the *scripts* subdirectory.

Finally we are done. You can now launch GtkRadiant and start mapping for Transfusion! A short tutorial with basic info and hints will soon be available on the project's page. It will, however, cover only those aspects of mapping that are specific to Transfusion. For general instructions on using GtkRadiant consult the tutorial which comes with the editor and these references:

- GtkRadiant's tutorials: <http://www.qeradiant.com/manual/>
- Quake III Arena shader manual: <http://www.heppler.com/shader/>

3. Compiling maps

Let's say you are ready to compile your first Transfusion map. How exactly would you do it? You can use default GtkRadiant build menu, but I'd strongly advise you to compile your maps using the batch files you should already have in `C:\Games\Q3A`. No matter which batch you want to use syntax is always the same, and always simple. Let's assume that your map is called *cruento.map*. You compile it this way:

`cmpl_full cruento`

Note that there's no extension in the command line – it's NOT *cruento.map*, it's just *cruento*. The batch will add necessary extensions during all phases of compilation. You'll find your compiled map in `C:\Games\Q3A\transfusion\maps\`.

The batch *cmpl_full.bat* should be used for final compilation. It will add radiosity passes to the light phase of compilation and, generally, it will ensure high quality compilation settings. If you want to compile your map for testing purposes use *cmpl_simple.bat*. Files *cmpl_relight.bat* and *cmpl_revis.bat* are needed when you want to repeat only either light or vis phase. The last file - *cmpl_oe.bat* – is useful when you only want to update entities in your map. It means that map's geometry and lighting hasn't changed and the only changes are changes in item

placement or item properties. Remember that when you use *cmpl_oe.bat* your bsp file, *cruento.bsp*, should be in C:\Games\Q3A\transfusion\maps\ directory.

After compilation is completed you'll want to test your map.

You have to move it from C:\Games\Q3A\transfusion\maps\ to C:\Games\Transfusion\basetf\maps\.

Now just launch the game, call the console by pressing the ~ key and type *map cruento*.

If it is a deathmatch-only map you'll first have to type *deathmatch 1* to be able to launch it.

NOTE: If your directories are different than C:\ProgramFiles\GtkRadiant 1.5.0\ and C:\Games\Q3A\ you must edit all batches and change the paths.

Appendix A

This section is for those who have older Transfusion maps, in Quake 1 format, and want to convert them to Quake III format.

All you need to do is download Q1 to Q3 map converter called [q1q3convert](#).

It's available at Transfusion website, in the same section as all other files.

Versions for both Linux and Windows are provided.

Unzip the downloaded archive to a directory of your choice, it's not a bad idea to unzip it to C:\Games\Q3A\transfusion\maps – the place where all your source maps will reside.

You'll see that the program comes with two configuration files: *q1q3convert.cfg* and *textures.dat*. File *q1q3convert.cfg* looks like this:

```
/* Q1Q3CONVERT                */
/* QUAKE TO QUAKE III ARENA MAP CONVERTER */
/* WRITTEN FOR TRANSFUSION      */

/* BY PREDATOR                September 2005 */

LIGHT_LIGHT          100
LIGHT_TORCH          160
LIGHT_FLAME_SMALL    180
LIGHT_FLAME_LARGE    200

COLOR_LIGHT_RED      1.0
COLOR_LIGHT_GREEN    1.0
COLOR_LIGHT_BLUE     1.0
COLOR_TORCH_RED      1.0
COLOR_TORCH_GREEN    0.82
COLOR_TORCH_BLUE     0.0
COLOR_FLAME_RED      1.0
COLOR_FLAME_GREEN    0.77
COLOR_FLAME_BLUE     0.0

STYLE_LIGHT          0
STYLE_TORCH          6
STYLE_FLAME_SMALL    7
STYLE_FLAME_LARGE    8
```

It contains default values for some important light entity keys. They are used when the converter finds a light entity with value of style key different than 0. You can adjust all values to your liking.

File *textures.dat* looks more or less like this:

```
*GRNSLIME      transfusion_liquids/tfslime
*VOMIT         transfusion_liquids/tfvomit
*LAVA_1        transfusion_liquids/tflava
*WATER         transfusion_liquids/tfwater1
*MOLTEN        transfusion_liquids/tfmolten
```

It tells the converter which special Quake textures (liquids for example) should be replaced and with what Transfusion shaders they should be replaced. Feel free to adjust the file to your liking. You can also add other textures to the list.

Conversion itself is very easy and fast. The program works in this way:

```
q1q3convert <input map> <output map>
```

Assuming that your map in Q1 format is called *rampage.map* you could type:

```
q1q3convert rampage.map q3rampage.map
```

Your freshly converted map is now ready to be loaded and edited in GtkRadiant's Transfusion mode. Have fun.