

## Unreal Editor Tutorial: Sample Building

Download tutorial: <http://visc.sis.pitt.edu/resources/tutorials/tutorials.asp>

To preview the map copy the ut2 file into the maps folder (typically c:\ut2004\maps\)

Play the game, select *instant action*, Select *Death Match*, select DM-SampleBuilding, click *Play*

Open Unreal Editor (typically c:\UT2004\system\unreald.exe)

### Create environment

Set your snap grid to 64 units from the bottom toolbar

Create a brush by right clicking on the *Cube* brush from the left toolbar.

Set the dimensions to h3072 w4096 b4096 (hollow – false)

Click *Build* then click *Close*

Select the *texture browser* from the top toolbar

*File > Open > X\_Skies*

Select the “BlueGrad” sky texture (then minimize the texture browser)

Click the Subtract button to cutout the brush

### Save Map

*File > Save* (use default location)

Name the file DM-SampleBuilding

### Modify cube textures

Select all four side walls using the control left click (make sure only the four walls are selected)

Right click on one of the walls and select *surface properties*

Select the *Pan/Rot/Scale* tab

In the *Scaling* box enter 12 into the *simple* dropdown box

Click the corresponding *Apply* button and close the properties window

Deselect the highlighted walls by click on one of them

Go back into the *texture browser*

Select the Blue2 texture from the X\_Skies package (then minimize the texture browser)

Right click on the top of the cube

Select *Apply Texture* (Make sure to deselect the top of the cube)

Select the *texture browser* icon again

*File > Open > ArboreaTerrain* (click the All button to show all textures in the ArboreaTerrain package)

Select the “flr24ar” ground texture (then minimize the texture browser)

Right click on the bottom of the cube

Select *Apply Texture* (Make sure to deselect the bottom of the cube)

### Playing the game

Right click on the ground of the environment

Select Add Player Start Here

Build the game by clicking on the *build* button on the top toolbar

Save the Map (*File > Save*)

Click on the *Play Map!*

To quit the game enter the console using the “~” key and type *quit <enter>*

### First Floor of building

Create a brush by right clicking on the *Cube* brush from the left toolbar.

Set the dimensions to h192 w1024 b768, hollow-true, wallthickness-16

Click *Build* then click *Close*

Align the brush in the TOP 2D editing space so that it's in the middle of the larger subtraction  
Align the brush in the Front or Side 2D editing space so that it's sits on the bottom of the larger subtraction  
Select the *texture browser* icon again  
*File > Open > Shiptech*  
Select the "Wal29CS" wall texture (then minimize the texture browser)  
Click the Add button to add the brush to the environment

### Second floor of building

Grab the red brush in side or front 2D view (CTRL left mouse button)  
Drag the red box up so that it sits on top of the first floor  
Click the Add button to add the brush to the environment

### Making a front door

Create a brush by right clicking on the *Cube* brush from the left toolbar.  
Set the dimensions to h128 w8 b64, hollow=false  
Click *Build* then click *Close*  
Change the grid size to 4 units  
Align the brush in the TOP 2D editing space so that it's at the front of the building  
Align the brush in the Front or Side 2D editing space so that it's on the ground floor  
Click the Subtraction button to cut the door out of the front

### Adding stairs to the second floor

Create a brush by right clicking on the *Cube* brush from the left toolbar.  
Set the dimensions to h16 w128 b64, hollow=false  
Click *Build* then click *Close*  
Change the grid size to 16 units  
Align the brush in the TOP 2D editing space so that it's in the middle of the building  
Align the brush in the Front or Side 2D editing space so that it's in the middle of the floors  
Click the Subtraction button to cut a hole in the ceiling/floor  
Change the grid size to 8 units  
Create a brush by right clicking on the *Linear Staircase* brush from the left toolbar.  
Set the dimensions to steplength=24, stepheight=16, numsteps=12, stepwidth=192  
Click *Build* then click *Close*  
Rotate brush to align with hole in the ceiling (CTRL right mouse drag)  
Align the brush in the TOP 2D editing space so that it's in the middle of the ceiling cutout  
Align the brush in the Front or Side 2D editing space so that it reaches from the floor to ceiling  
Click the Add button to add the staircase brush to the building

### Finally

Build the game by clicking on the *build* button on the top toolbar  
Save the Map (*File > Save*)  
Click on the *Play Map!*  
To quit the game enter the console using the "~" key and type *quit <enter>*