

Index

• Symbols and Numerics •

- ~ (tilde) key, opening/closing console with, 39–40
- 2D window (mapping editor)
 - copying rooms, 94–95
 - creating halls, 96–97
 - maneuvering, 54–56
 - overview, 47
 - resizing brushes from, 56
 - splitting brushes, 101–102
- 3D
 - adding texture, 28
 - understanding concept of, 26–27

• A •

- accent lights
 - adding, 155–156
 - adding light entities to, 159
 - adding texture to, 156–157
 - copying, 160
 - optimizing, 158
- action. *See* multiplayer action; single-player action
- Add Noise dialog box (Photoshop), creating height map with, 272–275
- additions, creating distribution packages for game, 334–337
- Adobe Photoshop
 - altering models with, 319
 - for creating custom texture, 247
 - creating diffuse map in, 259–260
 - creating editor image in, 275–278
 - creating GUI images, 297
 - creating height map in, 271–275
 - creating normal map in, 265–270
 - creating specular map in, 260–265
 - creating thumbnail images, 211–212
 - editing screenshots in, 208–209

- exposing image seams with, 252–254
- modifying model body with, 327–328
- modifying model eyeballs with, 325–327
- modifying model head with, 328–331
- modifying model images with, 324–325
- NVIDIA plug-ins, 247, 266–270
- recommended, 19
- resizing images for custom textures in, 251
- resizing screenshot images in, 209–211
- trial version, 367
- alterations, creating distribution packages for game, 337–340
- ambient light, simulating outdoor, 148–150
- ammo, placing, 176–179
- Ammo-Regen pickup, function of, 216
- angle
 - adjusting for armor placement, 170–172
 - adjusting for gladiator entity, 193
 - adjusting for health pickups, 172
 - adjusting for weapon pickups, 174–175
 - adjusting team spawn point, 199
- antialiasing, turning off, 38–39
- antivirus software, CD problems, 368
- areas
 - defined, 85
 - dividing mapping to, 85–86
- arena CTF (Capture the Flag)
 - defined, 198
 - special power pickups for, 216–217
- armor, adding, 170–172
- assets, looking for mod ideas, 11
- ATI, Normal Map Generator tool, 270, 367
- audio, modding, 350

• B •

- background color, selecting for custom GUI, 295–296
- bfunc_mover entity, turning platform into, 236–237

- Binary Space Partitioning (BSP) process,
 - overview, 84
 - bind command, binding entities with, 241
 - blockades, adding for team-based play,
 - 198–199
 - blocks, filling corners in with, 129–130
 - body
 - disappearing, 353–354
 - modifying model, 327–328
 - bottleneck, fixing, 141
 - boundaries
 - defining with textures, 130–131
 - setting maps, 25
 - brightness, reducing, 39–40
 - brush faces
 - accessing difficult, 139–140
 - defined, 67
 - fixing textures of doorways, 137–140
 - selecting/painting ceiling and floor, 71–73
 - selecting/painting on walls, 68–69
 - brushes. *See also* brush faces
 - accessing inner door, 139
 - active, 29
 - adding ledges to walls with, 152–153
 - adding texture to ledge, 153–155
 - creating climbable crates with, 164–165
 - creating doorways with, 100–104
 - creating error-free triangles with, 346–347
 - creating GUI with, 286–288
 - creating halls with, 96–97
 - creating indoor light box with, 160–161
 - creating outdoor environment with,
 - 127–128
 - creating platform tracks with, 233–234
 - creating platforms with, 229–231
 - creating portals with, 119–121
 - creating triggers with, 188–189
 - creating turning platform with, 234–236
 - deleting unnecessary hall, 98
 - drawing, 53–54
 - fixing overlapping walls in, 60–63
 - hollowing out, 58–59, 97–98
 - making maps with, 25
 - mitering, 114–117
 - problems with oversized, 347
 - resizing/moving, 56–57
 - splitting to create doorways, 101–104
 - splitting to create outside access,
 - 136–137
 - turning into detail brushes, 165
 - turning into GUI entity, 288–290
 - using patch meshes for, 348–349
 - BSP (Binary Space Partitioning) process,
 - overview, 84
 - BSP command, optimizing map, 122
 - .bsp files, 86–87
 - buildings, adding texture to exterior of,
 - 132–133. *See also* rooms
 - bumping effect
 - creating with normal map, 265–270
 - defining in script, 280
 - on texture, 246
 - buttons
 - adding player interactive to GUIs,
 - 305–307
 - in mapping editor, 47
- C ●
- CAM window (mapping editor)
 - copying rooms in, 94–95
 - light entity appearing in, 76
 - maneuvering, 60
 - overview, 45
 - selecting brushes from, 61, 62
 - Canyon texture set, adding to crates,
 - 164–165
 - canyon/crate_a_front texture,
 - applying to crates, 164
 - canyon/crate_a_top texture, applying
 - to crates, 165
 - CAP button (Surface Inspector dialog box),
 - aligning textures with, 71
 - capped patches, aligning textures on, 71
 - Capture the Flag (CTF)
 - adding crate blockades for, 198–199
 - creating flags for, 201
 - defined, 198
 - placing flags for, 201–204
 - placing team spawn points for, 199–200
 - Cartesian coordinate system, in gaming, 26
 - Catacomb 3D*, FPS gaming, 10

- Caulk texture
 - creating climbable crates with, 164–165
 - creating halls with, 96–97
 - creating indoor light box with, 160–161
 - loading/selecting, 51–53
 - overview, 50
- ceiling
 - option of mitering, 116–117
 - selecting/painting, 71–73
- child layers
 - adding, 301–304
 - adding to GUI Desktop, 296–297
 - adjusting size of, 298–299
 - changing color of, 299–300
 - duplicating, 300–301
- clans
 - defined, 362
 - getting original ideas from, 343–344
- climbable crates, creating, 164–165. *See also* crates
- Clipper tool
 - creating doorways with, 101–104
 - creating outside access with, 136–137
 - creating turning platform with, 235–236
 - defining boundaries with, 130–131
 - splitting brushes with, 120–121
- coding, versus scripting, 221
- color
 - adding to accent lights, 159
 - changing a copied room, 95–96
 - changing child layer, 299–300
 - changing light entity, 78–79
 - creating diffuse map for, 259–260
 - modifying model body image, 327–328
 - modifying model eyeball, 325–327
 - selecting background for custom GUI, 295–296
 - simulating ambient light, 149
 - texture, 246
- Color Balance dialog box (Photoshop),
 - modifying model head image with, 330
- Color Picker dialog box (Photoshop)
 - changing light entity color with, 78–79
 - modifying model eyeballs with, 325
- Color Range dialog box (Photoshop),
 - creating specular map with, 263
- commands
 - adding to shortcut's Target field, 35–36
 - bind, 241
 - BSP, 122
 - + disconnect, 35–36
 - g_showHud 0, 210
 - g_showHud 1, 210
 - Move Model, 181
 - moveToPos (), 239–240, 243
 - no_touch, 292
 - Rotate Model, 181
 - rotateTo(), 241–242
 - r_showPortals 1, 111
 - r_showTris 2, 110–111
 - r_useScissor 0, 111
 - +set com_allowConsole 1, 35–36
 - to show what is being rendered within
 - game, 110–111
 - unbind, 243
 - vid_restart, 39
 - waitFor, 240–242
 - Zoom Model, 181
- comments, available for GUIs, 290
- Common Floors texture set, adding texture
 - to platforms from, 231
- Common Lights texture set, adding to
 - accent lights, 156–157
- Common Misc texture set, adding texture
 - to platform tracks from, 234
- Common texture set
 - creating GUI from, 286–288
 - trigger texture, 188
- Common Walls texture set
 - adding texture to building exteriors with, 132–133
 - adding texture to outer wall with, 134
 - adding texture to roof tops with, 133
 - loading, 67–68
- common/entitygui texture, applying to
 - brush, 288
- common_floors/c_floor_1b texture,
 - adding to platforms, 231
- common_floors/floor5_1 texture,
 - applying to ceiling, 72
- common_lights/rect_light6 texture,
 - applying to accent lights, 157

- common_lights/small_light4 texture,
 - applying to indoor lights, 161
- common_misc/concrete05 texture,
 - applying to floor, 72
- common_misc/p4_beam_5 texture, adding
 - to platform tracks, 234
- common/trigonce texture
 - creating gladiator triggers with, 193
 - creating Strogg triggers with,
 - 186, 188, 190
- common_walls/ba_wall1_5c texture,
 - applying to walls, 68
- common_walls/c_ribwall texture,
 - defining outer wall with, 134
- common_walls/outdoor_wall1_1 texture, applying to building
 - exteriors, 132
- common_walls/outdoor_wall1_1a texture, applying to building
 - rooftops, 133
- compile process
 - automatic optimization in, 117–118
 - BSP process, 84
 - lighting process, 86
 - overview, 83–84
 - starting, 87
 - using after optimization, 122
 - VIS process, 85–86
- compressed files, accessing, 18–19
- compression utilities
 - accessing compressed files with, 18–19
 - extracting glossary terms with, 223–226
 - preparing distribution package with,
 - 336–337
 - renaming files in, 317
 - trial version, 367
- The Compressorator
 - on CD, 367
 - compressing modified model images
 - with, 332
 - converting DDS images with, 19–20
 - creating custom textures, 247
 - loading, 275
 - performing batch conversions with,
 - 276–278
- computer memory, textures size, 249
- config.spec file, function of, 318
- console
 - checking for compilation errors in, 87–89
 - loading custom textured map from, 283
 - showing what is being rendered within
 - game from, 110–111
- content, moddable, 12–13
- copying
 - accent light fixtures, 160
 - child layers, 300–301
 - crates, 166
 - fixing ground brushes by, 128–129
 - flag stand models, 202
 - keyboard shortcut for, 335
 - lighting to hallways, 105
 - mirroring face image with, 331
 - rooms, 93–95
 - textures from brush face to brush
 - face, 104
 - updated information, 140
- Core texture set, adding texture to
 - platforms from, 231–232
- core/sc_warning texture, adding to
 - platforms, 231–232
- corners
 - filling in useless, 129–130
 - mitering exterior, 132
 - mitering floor and ceiling, 116–117
 - mitering wall, 114–116
 - value of mitering, 112–113
- Corpse Stay and Self Shadow* mod
 - overview, 353–354
 - problems with, 355
- crates
 - adding to outside structure, 168–169
 - creating climbable, 164–165
 - creating team-based play blockades with,
 - 198–199
 - hiding enemies behind, 186
 - overview, 163–164
 - placing for strategy, 166–167
 - placing pickups on, 176–178
 - testing, 182–183
- CSG Subtraction tool, avoiding errors
 - with, 346

- CTF (Capture the Flag)
 - adding crate blockades for, 198–199
 - creating flags for, 201
 - defined, 198
 - placing flags for, 201–204
 - placing team spawn points for, 199–200
- custom textures. *See also* textures
 - applying, 281–282
 - creating diffuse map for, 259–260
 - creating editor image for, 275–278
 - creating height map for, 270–275
 - creating normal map for, 265–270
 - creating shaders for, 279–281
 - creating specular map for, 260–265
 - eliminating seams in, 254–257
 - exposing seams in, 252–254
 - resizing images for, 248–251
 - testing in game, 283
 - turning images into, 247–248
 - value of repeating, 251–252
- cut-scenes, in loading screen, 23
- **D** •
- Dark Matter Mayhem* mod
 - overview, 359–360
 - problems with, 360
- DDS (DirectDraw Surface) images
 - converting modified model images into, 332
 - converting Targa images into, 275–278
 - overview, 19–20
- deathmatch
 - defined, 195
 - defining crates presence during, 198–199
 - team, 197
- definition files
 - creating for multiplayer levels, 205–206
 - defined, 204
 - determining level size, 212–215
 - editing for tourney play, 216
- deleting, unnecessary hall brushes, 98
- `description.txt` file, 316
- designing minimally, importance of, 344–345
- Desktop (GUI editor)
 - adding child layer to, 296–300
 - overview, 294
- detail brushes
 - turning crate brushes into, 165
 - turning light fixtures into, 158
- details. *See also* pickups
 - adding accent lights, 155–160
 - adding crates, 163–164
 - adding crates to outside structure, 168–169
 - adding ledges, 152–155
 - creating climbable crates, 164–165
 - creating custom textures, 249
 - creating mip-maps for image, 275–278
 - designing minimally, 344–345
 - from images to textures, 248
 - pairing doors to work in tandem, 162–163
 - placing crates for strategy, 166–167
 - testing, 182–183
 - value of adding, 151
- dialog boxes
 - Add Noise (Photoshop), 272–275
 - Color Balance (Photoshop), 330
 - Color Picker (map editor), 78–79
 - Color Range (Photoshop), 263
 - Fill (Photoshop), 263–264
 - Find (ModView), 322–323
 - GUI selection (GUI editor), 289–290
 - Image Size (Photoshop), 259–260
 - Item Properties (GUI editor), 295–297
 - Offset (Photoshop), 252–254, 257–258
 - Surface Inspector (map editor), 70–71, 288
- diffuse map
 - computer finding, 279–280
 - creating, 259–260
 - defined, 246
- dimensions
 - player, 349
 - understanding, 26–27
- DirectDraw Surface (DDS) images
 - converting modified model images into, 332
 - converting Targa images into, 275–278
 - overview, 19–20

- +disconnect command, adding to
 - shortcut's Target field, 35–36
- display mode, adjusting settings for, 36–38
- distribution package
 - creating custom image for, 336
 - creating README file for, 336
 - for game additions, 334–337
 - for game alterations, 337–340
 - including README files in, 333–334
- distribution, tips for, 340
- Doom* (id Software, Inc.), FPS games, 10
- doors
 - adding accent lights over, 156–157
 - adding GUIs to control, 286–288
 - adding motion to, 142–143
 - adding player interactive buttons to, 305–307
 - applying texture to, 138–139
 - creating appearance of sliding, 137
 - creating custom GUI for, 296–305
 - GUI interactivity considerations, 292–293
 - pairing to work in tandem, 162–163
 - setting GUIs to control, 290–292
- doorways
 - applying texture to, 138
 - creating, 100–104
 - creating with Clipper tool, 136–137
 - fixing bottleneck situation, 141
 - fixing textures around, 137–140
 - ways of creating, 135–136
- Doubler pickup, function of, 216
- Drach-FPS-Mappack* mod
 - overview, 355–356
 - problems with, 356
- drawing. *See also* brushes
 - creating brushes with, 53–54
 - defined, 53
- dr4ch (author, *Drach-FPS-Mappack* mod), 355
- duplicating. *See* copying

● E ●

- edges, defining map, 126
- editor image
 - creating, 275–278
 - defined, 246
- effects, modding, 350
- Elliptical Marquee tool (Photoshop),
 - modifying model eyeball with, 326
- end user, importance of instructing, 21
- enemies
 - creating triggers for Stroggs, 187–192
 - inserting Stroggs for single-player game, 186
 - in multiplayer versus single-player action, 185
 - removing for testing, 243
- entities
 - adding light to maps, 76
 - adding light to outdoor structure, 144
 - adding portal to door, 143–144
 - adding trigger entities to monster_
 - strogg_marine, 187–192
 - adding virtual sun with light, 146–148
 - creating flag, 201
 - creating open doors with, 142–143
 - creating trigger, 187–192
 - creating triggers for monster_
 - gladiator, 193–194
 - inserting monster_gladiator, 192
 - inserting monster_strogg_marine, 186
 - overview, 28–29
 - positioning light, 78
 - positioning monster_gladiator, 192–193
 - simulating ambient light with, 148–150
 - turning brushes into GUI, 288–290
- Entity tab
 - adjusting player spawn point orientation with, 81–82
 - defining doors as teams in, 162–163
- environment, creating with texture, 245–246
- Eraser tool (Photoshop), function of, 330
- errors
 - creating triangles, 346–347
 - CSG Subtraction tool for, 346
 - oversized brushes, 347
 - planning, 344
 - running CD programs, 368
 - ways of avoiding, 345–346
- examples, re-creating from, 347–348
- exiting, game, 90
- eyeballs, modifying model, 325–327

● **F** ●

- faces. *See also* brushes
 - accessing difficult, 139–140
 - defined, 67
 - fixing textures of doorways, 137–140
 - selecting/painting ceiling and floor, 71–73
 - selecting/painting on walls, 68–69
- falloff level, creating virtual sun, 146–148
- Feather tool (Photoshop), function of, 328
- file corruption, using Hollow tool, 59
- file extensions
 - for pak files, 18
 - saving files in NotePad, 280
 - for script files, 227–228
 - for Targa images, 19
- files. *See also specific files*
 - added to mods by game, 318
 - avoiding overwriting game, 21
 - converting Targa to DDS, 19–20, 276–278
 - creating definition for multiplayer levels, 205–206
 - decompressing pak, 18–19
 - definition, 204
 - determining level size and definition, 212–215
 - editing definition for tourney play, 216
 - extracting glossary terms from pak, 223–226
 - importance of including all necessary, 21
 - including in game additions distribution package, 334–335
 - including in game alterations at distribution package, 338
 - locating compiled maps, 89
 - map compilation resulting in, 87
 - material for models, 320–321
 - modding audio, 350
 - naming scripting, 280–281
 - organization of pak, 321
 - searching for material, 321–324
 - shader, 246
 - understanding game function and pak, 313–314
 - viewing game, 313–314
- Fill dialog box (Photoshop), creating specular map with, 263–264
- final coats, texture, 50
- Find dialog box (ModView), finding materials with, 322–323
- first-person shooter (FPS) games, history of, 10
- first-person shooter (FPS) players, competition for, 9
- Fit button (Surface Inspector dialog box), adjusting texture fit with, 71
- flags
 - creating CTF, 201
 - placing CTF, 201–204
- flag_stand_new.lwo model, placing flags with, 202–204
- Fleischer, Major (author, *Fleischhaus* mod), 356
- Fleischhaus* mod
 - overview, 356
 - problems with, 357
- Flip X button (Surface Inspector dialog box), function of, 71
- Flip Y button (Surface Inspector dialog box), function of, 71
- floors
 - option of mitering, 116–117
 - selecting/painting, 71–73
- flow, placing pickups, 171
- folder structure, viewing game, 313
- folders
 - adding custom mods with, 315–316
 - packaging distribution files, 335–339
 - viewing game, 313–314
- FPS (first-person shooter) games, history of, 10
- FPS (first-person shooter) players, competition for, 9
- Fragger, Tom “imTFG” (author, *Dark Matter Mayhem* mod), 359
- freeware programs, overview, 366
- Fullscreen mode, changing from to Windowed mode, 36–38

`func_door` entity
 adding portal to, 143–144
 creating opening doors with, 142

`func_mover` entity, turning platform hinge into, 236

`func_static` entities
 turning brushes into GUI, 288–290
 turning crate brushes into, 165
 turning light fixtures into, 158
 turning platform track into, 237

• G •

game modification, overview, 9

game-defined mods, understanding, 313–314

games. *See also specific games*
 development of FPS, 10
 differences among, modding, 22

`gamex86.dll` file, function of, 318

gaming groups, getting original ideas from, 343–344

General tab (Item Properties dialog box, GUI editor)
 adding child layer with, 296–297
 function of, 295

gladiators
 creating triggers for, 193–194
 inserting, 192
 positioning, 192–193
 removing for testing, 243

glossary
 extracting, 223–226
 of scripting terms, 222–223

GNU software, overview, 366

Gookin, Dan (*PCs For Dummies*), 365

graphical user interfaces (GUIs). *See also* GUI editor
 adding child layer to custom, 296–297, 301–304
 adding player interactive buttons to, 305–307
 adding structure around, 293
 adding text to custom, 304–305
 adding to control doors, 286–288
 adjusting child layer size of custom, 298–299
 applying custom, 308–309
 changing child layer color of custom, 299–300
 copying child layers of custom, 300–301
 creating images in Photoshop, 297
 exploring potential uses for, 310
 interactivity considerations, 292–293
 overview, 29–30
 role of, 285
 saving, 307–308
 selecting background color for, 295–296
 setting to control doors, 290–292
 starting custom, 294
 turning brushes into, 288–290

grid size
 changing 2D window, 55–56
 hollowing out brushes, 58

ground
 adding texture to, 132
 fixing overlapping, 128

`g_showHud 0` command, hiding HUD with, 210

`g_showHud 1` command, un hiding HUD with, 210

Guard pickup, function of, 216

GUI editor
 adding child layer, 296–297, 301–304
 adding text in, 304–305
 adjusting child layer size in, 298–299
 changing child layer color in, 299–300
 copying child layers in, 300–301
 overview, 293
 starting, 294
 starting custom GUI, 294

GUI selection dialog box, turning brushes into GUI entities, 289–290

GUIs (graphical user interfaces). *See also* GUI editor
 adding child layer to custom, 296–297, 301–304
 adding player interactive buttons to, 305–307
 adding structure around, 293
 adding text to custom, 304–305

- adding to control doors, 286–288
- adjusting child layer size of custom, 298–299
- applying custom, 308–309
- changing child layer color of custom, 299–300
- copying child layers of custom, 300–301
- creating images in Photoshop, 297
- exploring potential uses for, 310
- interactivity considerations, 292–293
- overview, 29–30
- role of, 285
- saving, 307–308
- selecting background color for, 295–296
- setting to control doors, 290–292
- starting custom, 294
- turning brushes into, 288–290

guns, placing, 173–176

• H •

halls

- creating doorways for, 100–104
- drawing connecting, 96–97
- hollowing out, 97–98
- lighting, 105–106
- resizing walls in, 98–99
- retexturing walls, 104–105

hallways, playing width, 106–107

Hansen, Jarad “TinMan” (author, *SABot* mod), 363

haste power pickups, placing, 179

head, modifying model, 328–331

Heads Up Display (HUD), hiding, 210

health pickups, placing, 172–173, 175

height

- considering sky, 126
- creating custom textures, 249
- determining hall, 96

height map

- creating, 270–275
- defined, 246

help

- finding, 350–351
- Wiley Product Technical Support, 368

hiding, doors, 138

Hollow button (mapping editor)

- hollowing halls with, 97–98
- hollowing rooms with, 59

Hovertank 3D (id Software, Inc.), FPS gaming, 10

HUD (Heads Up Display), hiding, 210

• I •

id Software, Inc.

- adding Radiant mapping tool, 33
- development of FPS games, 10
- Doom*, 10
- Hovertank 3D*, 10

ideas

- finding original, 343–344
- looking for mod, 11–12

Image Size dialog box (Photoshop), creating diffuse map with, 259–260

Image tab (Item Properties dialog box, GUI editor)

- function of, 295
- selecting background color from, 296

image-editing software. *See also* Adobe Photoshop

- editing screenshots in, 208–209
- selecting, 19–20

images

- antialiasing and quality, 38
- compressing modified model, 332
- creating for packaging, 336
- creating screenshot for custom loading screen, 207–208
- creating thumbnail, 211–212
- editing screenshot for custom loading screen, 208–209
- eliminating seams in, 254–257
- exposing seams in, 252–254
- moddability of, 12–13
- modifying a model body in Photoshop, 327–328
- modifying model eyeball in Photoshop, 325–327
- modifying model in Photoshop, 324–325
- offsetting to original position, 257–258
- resizing for custom textures, 248–251

images (*continued*)

- resizing screenshot, 209–211
- textures consisting of, 246
- turning into custom textures, 247–248
- viewing modified model, 332

indoor lights, defining with texture, 160–162

`info_player_deathmatch` entity, creating/positioning, 195–196

instructions

- creating, 336, 338
- importance of including, 21
- missing from *Corpse Stay and Self Shadow* mod, 353–355
- preparing for distribution package, 333–334

Item Properties dialog box (GUI editor)

- adding child layer with, 296–297
- selecting background color from, 295–296

• K •

keyboard shortcuts

- copying, 335
- copying textures from brush to brush, 69
- correcting seams, 255
- deselecting items, 264
- for Find dialog box (ModView), 322
- flipping selection, 121
- maneuvering 2D window with, 55–56
- moving within CAM window, 60
- pasting, 335
- saving, 65
- screenshot, 207
- selecting brush faces, 68
- shifting texture with, 70–71
- switching among 2D Window views, 47
- targeting entities with trigger, 189
- undoing operations, 102
- using mapping editor, 48
- zooming model, 181

• L •

Lasso tool (Photoshop), function of, 328

leaks

- checking for portal, 123
- fixing around doorways, 143–144

- importance of avoiding, 64
- preventing in outdoor structures, 131
- seeing in console window, 88–89

ledges

- adding textures to, 153–155
- adding to walls, 152–153

levels

- creating definition file for, 204–206
- creating flow for, 171
- defined, 83
- determining size of, 212–215
- loading custom, 90
- moddability of, 13
- multiplayer, 204
- origin of, 24
- overview, 23
- process for creating custom, 14

light box

- adding texture to, 157–158
- defining indoor with texture, 161–162

Light Editor

- creating virtual sun with, 146–148
- simulating ambient light with, 148–150

light entities

- adding to accent lights, 159
- adding to halls, 105–106
- adding to maps, 75–77
- adding to outdoor structure, 144
- adding virtual sun with, 146–148
- changing color of, 78–79
- positioning, 78
- simulating ambient light with, 148–150

light textures, creating sun with, 146

lighting

- adding accent, 155–156
- adding light entities to ask, 159
- adding texture to accent, 156–157
- copying accent, 160
- creating specular map for, 260–265
- defining indoor with texture, 160–162
- defining reaction to texture, 246
- optimizing accent, 158
- understanding outdoor environment, 144–146

lighting process, map compilation, 86

`lights/i_nofall` texture, applying to outdoor environment, 148

limitations, creating with crates, 169

- loading
 - adjustments for quicker, 34–36
 - mods, 317–318
 - ModView, 320
- loading screens
 - creating custom, 206
 - editing screenshot for, 208–209
 - moddability of, 12
 - overview, 23
 - taking screenshot for, 207–208
- location, creating with texture, 245–246
- Logo Crosshair* mod
 - overview, 357
 - problems with, 358
- M •
- Make Detail option, unavailability of, 160
- mapping tool. *See* Radiant mapping editor
- maps (game). *See also* Radiant mapping editor; *specific elements*
 - adding light to, 75–77
 - adding player spawn point to, 79
 - adjusting player spawn point orientation on, 81–82
 - Building blocks of, 25
 - caulking, 51–53
 - compiling with added hallways, 106–107
 - creating outside area of, 127–128
 - defining edge of, 126
 - drawing brushes for, 53–54
 - finding original ideas for, 343–344
 - hollowing out brushes in, 58–59
 - importance of designing minimally, 344–345
 - importance of planning, 344
 - importance of sealing, 64
 - measurement units for, 27
 - with multiplayer capabilities, 195
 - overview, 24–25
 - placing models in, 181–182
 - positioning player spawn point on, 80
 - re-creating from example, 347–348
 - resizing/moving brushes in, 56–57
 - saving, 64–65
 - selecting textures for, 49
 - setting boundaries, 25
 - understanding dimensions of, 26–27
 - using prefabs in, 348
- maps (image)
 - creating diffuse, 259–260
 - creating editor image, 275–278
 - creating height, 270–275
 - creating normal, 265–270
 - creating specular, 260–265
 - types of, 246
- Material field (Surface Inspector dialog box), overview, 70
- material files
 - in *Corpse Stay and Self Shadow* mod, 354–355
 - creating shaders in, 279–281
 - including in game package, 334
 - for models, 320–321
 - searching for, 321–324
- Maze War*, FPS gaming, 10
- measuring, map units for, 27
- memory, CD problems, 368
- menus, in mapping editor, 47
- Microsoft Windows, using CD with, 366
- Microsoft Zip, accessing compressed files with, 19. *See also* WinZip
- mip-maps, creating, 275–278
- mitering
 - exterior corners, 132
 - floor and ceiling options, 116–117
 - ledges, 153
 - overview, 112–113
 - wall corners, 114–116
- modding
 - additional options for, 350
 - defined, 12
 - differences among games, 22
 - models with Photoshop, 319
 - process of, 14
- models
 - adding for power pickups, 179–182
 - altering with Photoshop, 319
 - compressing modified images of, 332
 - creating, 350
 - loading for modification, 320–321
 - material files for, 320–321
 - modifying body, 327–328
 - modifying eyeballs on, 325–327
 - modifying head, 328–331

- models (*continued*)
 - modifying images in Photoshop, 324–325
 - placing with flags, 202–204
 - searching material files for, 321–324
 - viewing modified, 332
- models/characters/marine/body file,
 - function of, 320
- models/characters/marine/body_
 - collision file, function of, 321
- models/characters/marine/
 - body_d.tga file
 - function of, 324
 - modifying, 327–328
- models/characters/marine/eye file,
 - function of, 321
- models/characters/marine/
 - eye_green_d.tga file
 - function of, 324
 - modifying, 325–327
- models/characters/marine/hair file,
 - function of, 321
- models/characters/marine_heads/
 - head_collision file, function of, 321
- models/characters/marine_heads/
 - kane6 file, function of, 321
- models/characters/marine_heads/
 - kane6_d.tga file
 - function of, 325
 - modifying, 329–331
- models/characters/marine/teeth
 - file, function of, 321
- models/characters/marine/teeth_d.
 - tga file, function of, 325
- Modifications window, viewing mods
 - in, 313
- mods. *See also* maps (games); models
 - adding custom, 315–317
 - Corpse Stay and Self Shadow*, 353–355
 - Dark Matter Mayhem*, 359–360
 - defined, 9
 - Drach-FPS-Mappack*, 355–356
 - finding original ideas for, 343–344
 - Fleischhaus*, 356–357
 - importance of planning, 344
 - loading, 317–318
 - maintaining original game with, 311–314
 - naming, 315–317
 - Q4GIB-Instagib Mod*, 358–359
 - Q4MAX Competition Mod*, 363
 - Quake 4 WOD-Weapons of Destruction*, 360–361
 - Quake4logo_crosshair*, 357–358
 - understanding game-defined, 313–314
 - X-Battle*, 362
- ModView
 - function of, 319
 - loading, 320
 - locating models/skins in, 320–321
 - searching material files in, 321–324
 - viewing modified model images in, 332
- monster_gladadiator entities
 - creating triggers for, 193–194
 - inserting, 192
 - positioning, 192–193
- monsters
 - creating triggers for gladiators, 193–194
 - creating triggers for Stroggs, 187–192
 - inserting gladiators, 192
 - inserting Stroggs, 186
 - inserting Stroggs for single-player
 - game, 186
 - positioning gladiators, 192–193
 - removing for testing, 243
 - targeting the trigger entity to Stroggs, 189
- monster_strogg_marine entity
 - adding trigger entities to, 187–192
 - inserting, 186
 - targeting with trigger entity, 189
- Move Model command, 181
- moveToPos() command, moving entities
 - with, 239–240, 243
- mptexture texture set, adding to ledges,
 - 153–155
- mptextures/trim_h5 texture, applying
 - to ledges, 153
- mptextures/vertical_5_new texture,
 - applying to doors, 138
- multiplayer action
 - playing one-on-one, 195–197
 - versus single-player action, 185
 - team-based play, 197–204

multiplayer levels
 creating definition file for, 204–206
 determining size of, 212–215
 overview, 204
Multi-Purpose window (mapping editor),
 overview, 46–47

• N •

naming
 folders, 315
 following standard conventions for, 20
 GUIs, 308
 mods, 316–317
 WinZip files, 317
Natural Button (Surface Inspector dialog
 box), function of, 71
Nodraw texture
 creating GUI from, 286–288
 creating portals with, 119–121, 143–144
noise, adding in height map, 272
normal map
 creating with NVIDIA filter, 265–270
 creating without NVIDIA filter, 270
 defined, 246
Normal Map Generator tool (ATI)
 on CD, 367
 using, 270
Notepad
 creating definition files with, 205
 creating README files in, 336, 338
 creating script in, 227–228
 editing for tourney play in, 216
 naming mods in, 316–317
 opening script files with, 226
 saving files in, 280
 scripting, 222
 scripting platform movement in, 239–243
 scripting shaders in, 279–281
 as text editor application, 222
 updating level size information with,
 213–214
no_touch command, triggering doors to
 open, 292
NVIDIA normal map filter
 example of, 269
 using, 267–268

NVIDIA Photoshop plug-ins
 creating custom textures, 247
 creating normal map with, 266–270

• O •

Offset dialog box (Photoshop)
 exposing image seams with, 252–254
 returning images to original position,
 257–258
one-on-one based play, creating, 195–197
opacity, changing in Photoshop, 329
opponents
 creating triggers for Stroggs, 187–192
 inserting Stroggs for single-player
 game, 186
 in multiplayer versus single-player
 action, 185
 removing for testing, 243
optimization
 accent lights fixture, 158
 automatic during compile process,
 117–118
 climbable crates, 165
 commands to show what is being
 rendered within game, 110–111
 creating portals, 118–121
 mitering floor and ceiling, 116–117
 mitering walls, 112–116
 need for, 109–110
 viewing after, 122–123
orientation
 correcting texture, 153–155
 of pickups, 180
original game, maintaining, 21, 311–314
outdoor environment
 adding textures for, 126
 creating with texture, 245–246
 understanding lighting of, 144–146
outdoor structures. *See also* rooms
 accessing with Clipper tool, 136–137
 adding crates to, 168–169
 adding light entities to, 144
 adding texture to building exteriors,
 132–133
 adding texture to ground of, 132

outdoor structures. *See also* rooms

(continued)

adding texture to outer wall and sky, 134–135

adding texture to roof tops, 133

adding virtual sun to, 146–148

creating, 127–128

defining boundaries in, 130–131

filling useless corners in, 129–130

fixing ground problems in, 128–129

importance of texture, 131

overview, 125

simulating ambient light in, 148–150

testing, 150

overwriting, avoiding, 21, 311–314

• p •

painting

ceiling and floor faces, 71–73

faces, 68–69

painting a brush face, defined, 67

pak files (.pk4)

decompressing, 18–19

extracting glossary terms from, 223–226

organization of, 321

understanding game function, 313–314

parent Desktop (GUI editor), overview, 294

pasting, keyboard shortcut for, 335

patch meshes, using, 348–349

PCs For Dummies (Gookin), 365

photographs. *See also* images

resizing for custom textures, 248–251

turning into custom textures, 247–248

using for custom textures, 246

Photoshop. *See* Adobe Photoshop

pickups

adding ammo, 176–179

adding armor, 170–172

adding health, 172–173

adding models for power, 179–182

adding weapons, 173–176

hiding, 75

overview, 170

placing health, 175

placing power, 179

testing, 182–183

pixels, measurement units for maps, 27

placing

armor for pickup, 170–172

crates for strategy, 166–167

gladiator entities, 192

health pickups, 172–173

models, 181–182

player interactive buttons on GUIs, 303

Strogg entities, 186, 190–191

weapons, 173–176

plain text. *See also* text

defined, 18

scripting, 222

plain text editor

creating definition files with, 205

creating README files in, 336, 338

creating script in, 227–228

editing for tourney play in, 216

naming mods in, 316–317

need for, 18

opening script files with, 226

saving files in, 280

scripting, 222

scripting platform movement in, 239–243

scripting shaders in, 279–281

as text editor application, 222

updating level size information with, 213–214

planning, importance of, 344

platforms

adding texture to, 231–233

creating, 229–231

creating track for, 233–234

function of, 228–229

scripting movement of, 238–243

setting up for movement, 236–238

testing, 243–244

turning, 234–236

Player process, overview, 86

player spawn points

adding, 79

adding for one-on-one play, 195–197

adjusting orientation of, 81–82

placing for team play, 199–200

positioning, 80
 recommended number of, 196
 players. *See also* single-player action; team-based play
 creating bottleneck with, 141
 dimensions of game, 349
 maximum number allowed, 200
 one-on-one based play, 195–197
 playing, before making mods, 11
 plug-ins, NVIDIA Photoshop, 247, 266–270
 point entities
 creating/placing armor, 170–172
 overview, 29
 placing ammo, 176–179
 placing health, 172–173
 placing power, 179
 placing weapon, 173–176
 polygons
 normal map affecting, 265–266
 reducing with mitering, 112–116
 seeing after optimization, 122
 showing rendering with, 111–112
 portals. *See also* areas
 adding inside doorways, 143–144
 creating for optimization, 118–121
 defined, 85
 viewing after optimization, 122
 power pickups (power-ups)
 adding models with, 179–182
 for arena CTF games, 216–217
 placing, 179
 prefabs, using, 348
 primer, adding texture, 50
 programming, versus scripting, 221

• Q •

Q4GIB-Instagib Mod
 overview, 358–359
 problems with, 359
Q4MAX Competition Mod, 363
 QRAD (Quake Radiance) process,
 overview, 86
 Quake 4 Model Viewer
 function of, 319
 loading, 320

locating models/skins in, 320–321
 searching material files in, 321–324
 viewing modified model images in, 332
Quake 4 WOD-Weapons of Destruction mod
 overview, 360–361
 problems with, 361
 Quake4Config.cfg file, function of, 318
Quake4logo_crosshair mod
 overview, 357
 problems with, 358

• R •

Radiant mapping editor. *See also* maps (game)
 adjusting screen resolution for, 42–43
 adjusting windows in, 43–44
 buttons/menus in, 47
 editor settings displayed in, 58
 fixing overlapping walls in, 60–63
 history of, 33
 image defined for use by, 246
 installing, 33–34
 launching, 41
 maneuvering CAM window in, 60
 maneuvering 2D window in, 54–56
 preparing to access, 34–40
 problems with, 48
 recommended screen resolution for,
 41–42
 using keyboard shortcuts, 48
 working with textures, 50–51
 railing, creating for platform, 235
 RAM, CD problems, 368
 Rathbone, Andy
 Windows 2000 Professional For Dummies, 365
 Windows XP For Dummies, 365
 README files
 creating, 336, 338
 importance of including, 21
 missing from *Corpse Stay and Self Shadow*
 mod, 353–355
 preparing for distribution package,
 333–334

- Reinhold, Moritz (author, *Fleischhaus* mod), 356
- rendering
 overview, 25
 showing, 110–112
 textures facilitating, 28
 understanding, 85
- resizing
 child layer, 298–299
 head image, 329
 images for custom textures, 248–251
 screenshot images, 209–211
 specular map image, 264–265
 to thumbnail images, 211–212
- resolution, resizing screenshots, 209
- Rock texture set, covering ground with, 132
- rock/sand01 texture, applying to
 ground, 132
- roof tops, adding texture to, 133
- rooms. *See also* outdoor structures
 adding texture to exterior of, 132–133
 changing duplicate, 95–96
 copying, 93–95
 creating doorways for, 100–104
 drawing halls between, 96–97
 fixing overlapping walls in, 60–63
 hollowing out brushes for, 58–59
 player dimensions, 349
 positioning within outdoor
 environment, 127
- Rotate Model command, 181
- rotateTo() command, causing platform
 rotation with, 241–242
- r_showPortals 1 command, showing
 what is being rendered within
 game, 111
- r_showTris 2 command, showing what
 is being rendered within game,
 110–111
- Rubber Stamp tool (Photoshop), eliminat-
 ing image seams with, 254–257
- r_useScissor 0 command, showing what
 is being rendered within game, 111
- **S** ●
- SABot (Stupid Angry Bot) mod, 363–364
- saving
 custom texture images, 258
 importance of, 22
 maps, 64–65
- scale, adjusting texture, 52
- Scale values (Surface Inspector dialog
 box), setting texture width/
 height with, 71
- Scout pickup, function of, 216
- screen resolution
 adjusting for mapping editor, 42–43
 viewing mapping editor, 41–42
- screenshot images. *See also* images
 creating for custom loading screen,
 207–208
 editing for custom loading screen,
 208–209
 resizing, 209–211
- script files, opening with Notepad, 226
- scripting
 adding player interactive buttons to GUIs
 with, 306–307
 closing, 280
 versus coding, 221
 glossary of terms, 222–223
 necessary tools for, 221–222
 overview, 29
 platform movement, 238–243
 shaders, 278–281
 text editors, 222
 understanding, 226–228
- sealing
 around doorways, 143–144
 checking for portal leaks, 123
 importance of, 64
 outdoor structures, 131
- seams
 eliminating image, 254–257
 exposing image, 252–254
- searching
 for material files, 321–324
 for Web sites to distribute to, 340
- +set com_allowConsole 1 command,
 adding to shortcut's Target field, 35–36
- shader, defined, 278
- shader files, texture images, 246
- shadows, *Corpse Stay and Self Shadow*
 mod, 353–355

- shareware programs, overview, 366
- Shift Horizontally field (Surface Inspector dialog box), using, 70
- Shift Vertically field (Surface Inspector dialog box), using, 70
- shortcuts. *See also* keyboard shortcuts
 - creating to Quake 4, 34
 - customizing, 35
- single-player action
 - creating triggers for Stroggs, 187–192
 - inserting Stroggs, 186
 - versus multiplayer action, 185
- size. *See also* resizing
 - determining levels, 212–215
 - turning images to textures, 248–251
- Skies texture set, creating open sky with, 134–135
- skies/canyonclouds_sky texture,
 - applying to sky, 134
- skins (model)
 - compressing modified images of, 332
 - locating, 320–321
 - modifying body, 325–327
 - modifying eyeballs, 325–327
 - modifying head, 328–331
 - modifying in Photoshop, 324–325
 - searching material files for, 321–324
 - viewing modified, 332
- sky, height considerations, 126
- Sleepwalker (author, *Quake4logo_crosshair* mod), 357
- sliding doors, creating appearance of, 137
- Spasim*, FPS gaming, 10
- spawn points
 - adding, 79
 - adding for one-on-one play, 195–197
 - adjusting orientation of, 81–82
 - placing for team play, 199–200
 - positioning, 80
 - recommended number of, 196
- specular map
 - computer finding, 279–280
 - creating, 260–265
 - defined, 246
- splitting. *See* Clipper tool
- starting point, adding, 79
- strategy, placing crates for, 166–167
- strogg_flag entity
 - creating, 201
 - placing, 201–204
- Stroggs
 - adding trigger entities to, 187–192
 - creating triggers for, 187–192
 - inserting, 186
 - inserting for single-player game, 186
 - removing for testing, 243
 - targeting the trigger entity, 189
- structures. *See also* rooms
 - accessing outdoor with Clipper tool, 136–137
 - adding around GUI, 293
 - adding crates to outdoor, 168–169
 - adding light entities to outdoor, 144
 - adding texture to building exteriors, 132–133
 - adding texture to ground of outdoor, 132
 - adding texture to light box, 157–158
 - adding texture to outer wall and sky, 134–135
 - adding texture to roof tops, 133
 - adding virtual sun to outdoor, 146–148
 - creating outdoor, 127–128
 - defining boundaries in outdoor, 130–131
 - defining indoor light box with texture, 161–162
 - filling useless corners in outdoor, 129–130
 - fixing ground problems in outdoor, 128–129
 - importance of texture in outdoor, 131
 - outdoor, 125
 - simulating ambient light in outdoor, 148–150
 - testing outdoor, 150
- Stupid Angry Bot (*SABot*) mod, 363–364
- Subdivide Patch option (Surface Inspector dialog box), function of, 71
- sun
 - adding virtual, 146–148
 - reproducing effect of, 145–146
- Surface Inspector dialog box
 - adjusting GUI texture settings with, 288
 - adjusting texture settings with, 70–71
- surface type, defining for custom textures, 279
- system requirements, 365

• T •

tandem, doors working in, 162–163

Targa (TGA) images

- converting into DDS format, 275–278

- creating custom texture from, 247

- image-editing software, 19

- quality levels of, 259

target, defined, 189

Target field, adding commands to

- shortcut's, 35–36

targeting

- enemy entity with trigger entity, 189–190

- to set GUIs to control doors, 291

team deathmatch

- defined, 197

- placing team spawn points for, 199–200

team-based play

- adding blockades for, 198–199

- placing team spawn points for, 199–200

- types of, 197–198

teams

- defining doors as, 162–163

- multiplayer games, 185

Terminal texture set, adding texture

- around doors with, 138

terminal/t1_meta12 texture

- applying to bottoms of platforms, 232–233

- applying to doorways, 138, 140

- applying to light fixtures, 140, 157, 161

- applying to platform tracks, 234

text. *See also* plain text

- adding to GUIs, 304–305

- adding to screenshot, 209

- hiding, 210

text editor. *See* Notepad; plain text editor

text files, for mods naming, 316–317

Text tab (Item Properties dialog box,

- GUI editor), function of, 295

texture scale, adjusting, 52

texture sets

- adding Canyon to crates, 164–165

- adding Common Lights to accent lights, 156–157

- adding mptexture to ledges, 153–155

- adding texture around doors with

- Terminal, 138

- adding texture to platform tracks from

- Common Misc, 234

- adding texture to platforms from

- Common Floors, 231

- adding texture to platforms from Core, 231–232

- creating GUI from Common, 286–288

- creating indoor light box with, 160–162

- loading, 50–51

- loading Common, 51–52

- loading Common Walls, 67–68

- Rock, 132

- using Common Walls for building

- exteriors, 132–133

- using Common Walls for outer wall, 134

- using Common Walls for roof tops, 133

- using Skies, 134–135

textures. *See also specific textures*

- adding to accent lights, 156–157

- adding to building exteriors, 132–133

- adding to climbable crates, 164–165

- adding to ledges, 153–155

- adding to light, 146

- adding to light box, 157–158

- adding to outer wall and sky, 134–135

- adding to platform railing, 235

- adding to platform tracks, 234

- adding to platforms, 231–233

- adding to roof tops, 133

- adding to sky, 134–135

- adjusting settings for, 70–71

- applying custom, 281–282

- applying to hallway walls, 104

- correcting orientation of, 153–155

- creating diffuse map for custom, 259–260

- creating editor image for custom, 275–278

- creating height map for custom, 270–275

- creating location with, 245–246

- creating normal map for custom, 265–270

- creating outdoor environment, 125–126

- creating shaders for custom, 279–281

- creating specular map for custom, 260–265

- defining boundaries with, 130–131
 - defining indoor lights with, 160–162
 - eliminating seams in custom, 254–257
 - exposing seams in custom, 252–254
 - fixing around doorways, 137–140
 - image components of, 246
 - importance of in outdoor structures, 131
 - methods of acquiring, 345
 - moddability of, 12–13
 - overview, 27–28
 - resizing images for custom, 248–251
 - selecting, 49
 - sizing of, 55
 - testing custom in game, 283
 - tools for creating custom, 247
 - trigger, 188, 193
 - turning images into custom, 247–248
 - using clipping tool, 103
 - value of repeating custom, 251–252
 - Textures folder, exploring, 51
 - Textures folder icon, caution about, 51
 - TGA (Targa) images
 - converting into DDS format, 275–278
 - creating custom texture from, 247
 - image-editing software, 19
 - quality levels of, 259
 - 3D
 - adding texture, 28
 - understanding concept of, 26–27
 - thumbnail images
 - computer finding, 279
 - creating, 211–212
 - tilde (-) key, opening/closing console with, 39–40
 - tileable images, defined, 67
 - tiling, overview, 251–252
 - tools. *See also* GUI editor; ModView; plain text editor; Radiant mapping editor
 - for accessing compressed files, 18–19
 - ATI Normal Map Generator, 270
 - Clipper, 101–104, 120–121, 130–131, 136–137, 235–236
 - for converting DDS images, 20
 - for creating custom texture, 247
 - CSG Subtraction, 346
 - Elliptical Marquee (Photoshop), 326
 - Eraser (Photoshop), 330
 - Feather (Photoshop), 328
 - Hollow, 59, 97–98
 - image-editing software, 19–20
 - Lasso (Photoshop), 328
 - necessary for scripting, 221–222
 - need for additional, 13
 - Normal Map Generator, 270
 - overview of necessary, 17–18
 - plain text editor, 18
 - Rubber Stamp (Photoshop), 254–257
 - tourney
 - adding crate blockades for, 198–199
 - defined, 197
 - placing team spawn points for, 199–200
 - playing, 215–216
 - triangles
 - creating error-free, 346–347
 - creating with Clipper tool, 119
 - triggers
 - creating for gladiator entities, 193–194
 - creating for platform, 237–238
 - creating for Strogg entities, 187–192
 - 2D window (mapping editor)
 - copying rooms, 94–95
 - creating halls, 96–97
 - maneuvering, 54–56
 - overview, 47
 - resizing brushes from, 56
 - splitting brushes, 101–102
- U •
- unbind command, unbinding entities
 - with, 243
 - unhiding, doors, 138
 - units, measuring maps, 27
 - user interfaces, moddability of, 12
- V •
- VGA Graphics, *Wolfenstein 3D*, 10
 - video settings
 - adjusting, 36
 - adjusting display mode, 36–38

video settings (*continued*)
 reducing brightness, 39–40
 turning off antialiasing, 38–39

`vid_restart` command, reducing
 brightness, 39

visibility (VIS) process, overview, 85–86

Visportal texture, creating portals
 with, 121

• **W** •

`waitFor` command, instructing game to
 wait with, 240–241, 242

walls
 adding ledges to, 152–155
 adjusting texture settings on, 70–71
 defining map edge with, 126
 fixing outdoor structure, 128
 fixing overlapping, 60–63
 importance of mitering, 112–113
 mitering corners of, 114–116
 resizing hallway, 98–99
 retexturing hallway, 104–105
 selecting/painting faces on, 68–69
 splitting to defining boundaries, 130–131
 stretching to filling corners, 129

weapons, placing, 173–176

Web sites
 The Compressorator, 367
 for *Dark Matter Mayhem*, 359
 distributing to, 340
 for *Drach-FPS-Mappack* mod, 355
 finding help on, 365
 for *Fleischhaus* mod, 356
 Normal Map Generator, 367
 Photoshop, 367
 for *Q4GIB-Instagib Mod*, 358
 for *Q4MAX Competition Mod*, 363
 for *Quake 4 WOD-Weapons of Destruction*
 mod, 360
 for *Quake4logo_crosshair* mod, 357

for *SABot* (Stupid Angry Bot) mod, 363

WinZip, 19, 367
 for *X-Battle*, 362

width
 creating custom textures, 250
 determining hall, 96

Wiley Product Technical Support, 368

Windowed mode, changing from Fullscreen
 mode to, 36–38

windows
 adjusting in mapping editor, 43–44
 mapping editor, 45–47

Windows File Explorer, viewing folder
 structure in, 313

Windows 2000 Professional For Dummies
 (Rathbone), 365

Windows XP For Dummies (Rathbone), 365

WinRar, accessing compressed files
 with, 19

WinZip
 accessing compressed files with, 18–19
 extracting glossary terms with, 223–226
 preparing distribution package with,
 336–337
 renaming files in, 317
 trial version, 367

Wolfenstein 3D, FPS gaming, 10

word processing programs
 versus plain text editor, 18
 scripting, 222

• **X** •

X-Battle mod, 362

• **Z** •

Z window (mapping editor)
 overview, 47
 resizing brushes from, 57

Zoom Model command, 181