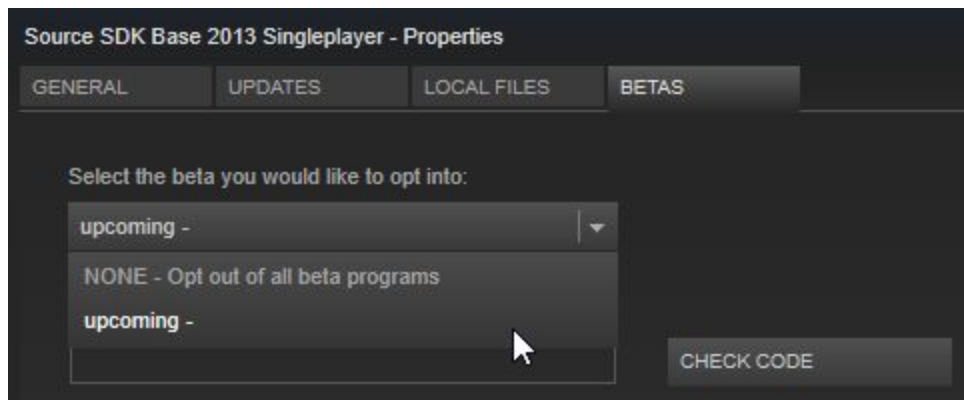# RTSL
LAMBDA CUP

SETTING UP HAMMER WITH THE NEW FEATURES

Introduction

This document will guide you through the configuration of Hammer to make maps with the new RTSL features, such as the MechaCrab.

Prerequisites

- Source SDK Base 2013 Singleplayer Installed, with the "upcoming" beta. You can install it from the "Tools" section of your Steam library. You can enable the "upcoming" beta by right clicking on "Source SDK Base 2013 Singleplayer" in your Tools list, selecting "Properties" and select the BETAS tab.

- Start Source SDK Base 2013 Singleplayer once after installation.

- Launch hammer.bat once, located in SteamApps/common/Source SDK Base 2013 Singleplayer/bin/ (or the SteamLibrary you installed it in) with the SourceTest configuration.

- Download the RTSL development mod. Install it in your sourcemods folder and run it once. You may have to restart Steam for the mod to appear in your games list. It will appear as "RTSL.DEV" in your games list.

Setting up the environment

SDK Base 2013 provides us with four game configurations out of the box: HL2, HL2:EP1, HL2:EP2 and SourceTest.

In order not to tamper with any of the original game configurations, we will modify the SourceTest configuration.

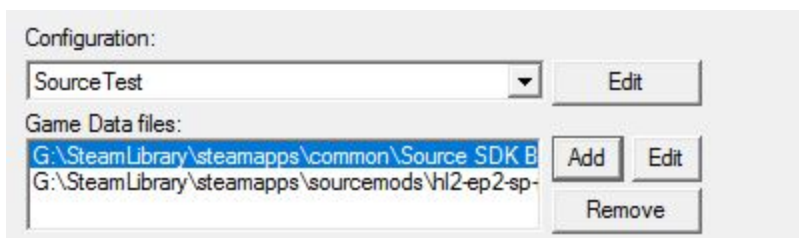Start hammer and select the SourceTest configuration. Go to Tools > Options.

Game Configurations

The first thing we need to do is add the custom FGD to be able to use the new entities.
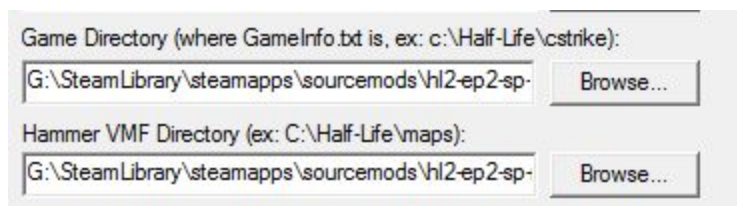**Do not remove the original FGD.**

Click on Add and navigate to the RTSL Dev mod folder. (ex: C:\Program
Files\Steam\SteamApps\sourcemods\hl2-ep2-sp-rtsl-dev) and select rtsl.fgd. You will now have
two FGDs listed.

Next, we need hammer to be able to load our custom models and make our life easier. To do
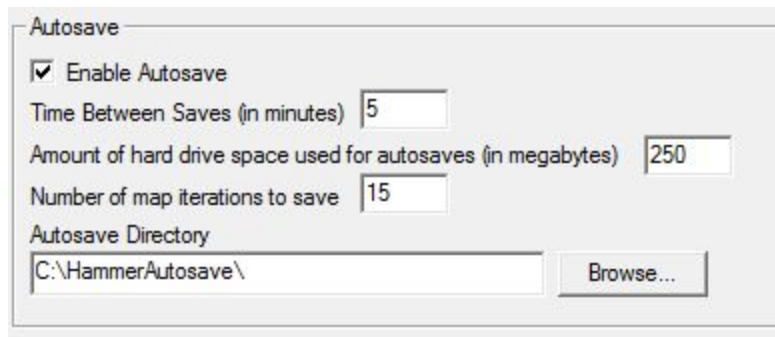this, we need to change the "Game Directory" path to the mod.
(ex: C:\Program Files\Steam\SteamApps\sourcemods\hl2-ep2-sp-rtsl-dev)

You may also want to change the Hammer VMF directory to the mod in order to easily find your
maps. (ex: C:\Program Files\Steam\SteamApps\sourcemods\hl2-ep2-sp-rtsl-dev\mapsrc)
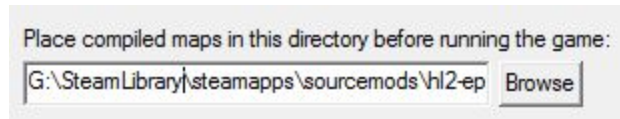
General

The general tab's most important feature is Autosave. If this is not enabled already, it is highly recommended to enable autosaves as Hammer's crashes are unpredictable and may lead to a serious loss of work.

Build Programs

In this section we will make it so compiled maps are automatically sent to the mod's folder. To do this, change the below path to the mod's maps folder. (ex: C:\Program Files\Steam\SteamApps\sourcemods\hl2-ep2-sp-rtsl-dev\maps)

Make sure to "Apply" the changes, press Ok and restart Hammer. Once restarted, we have provided you an example map named zoo.vmf, located in the mapsrc folder. Load it and look out for the MechaCrab. If you see it, you're all set!

See you soon!