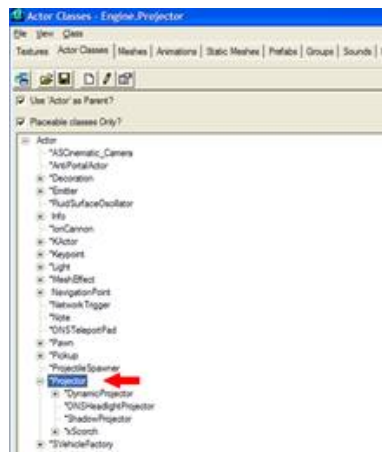


Projectors

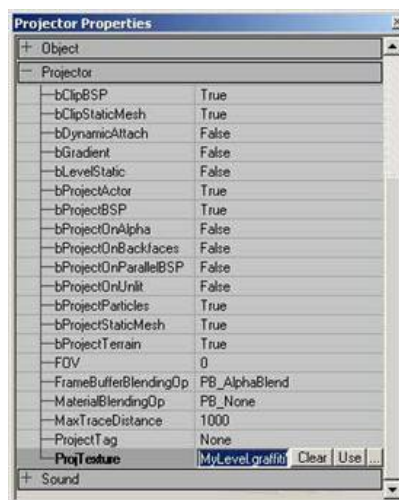
Overview: Projectors are used to achieve various types of effects including complex shadows, light casting through stained glass window, and decals (such as burn marks, bullet holes)

- Projectors can be used for shadow effects, projecting textures and more.

1. To create a projector, go to Actor class Browser->Projector and then right click on the part of the level that you want to create it in.



2. To project a texture go to projector properties and click on Projector->ProjTexture->hit use. See below



3. Go to the Texture browser and go to file import and import your texture (dds format) into the browser. Import the file with the alpha channel.

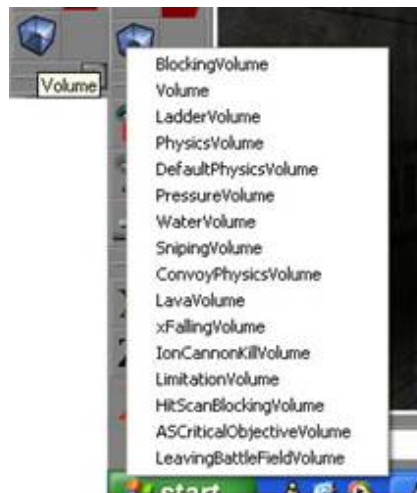
* Make sure your texture is 256 x256, 512 X 512. (a size of a power of 2)

4. Double click on the projector icon to open its properties.
Under Proj Texture-> make sure your texture is selected in the texture browser and choose use. Your texture should be projecting on the wall.
5. Go to **Display->DrawScale** under properties and choose the correct draw scale.
6. Go under **Projector->set bClipBSP to True**
7. Go to **FOV-> set the value to a low value** (1 would work well)
 - With FOV you can change the Field Of View. The higher the FOV, the more there will be cut away some sides of the texture.
8. Under **FrameBufferBlendingOP-> set it to PBAAlphaBlend**. In order to make your texture transparent.

Volumes

Overview: Volumes are invisible brushes that "know" when actors or players enter or leave it. When you are inside a volume, special properties can be set to take place (such as water-style friction, or pain-causing areas). There are several distinct types of Volumes, and the major subsets have their own docs or are covered in more appropriate areas.

1. To create a volume you create a bsp brush in the location that you want it in the level at the size of the area you want it to effect. Go to the volume bottom as shown below and choose the volume you want to use. Make any adjustments necessary. The most common volumes used are the Blocking Volumes, Ladder Volumes, Water Volumes, and Lava Volumes. Most are relatively simple.



- Note: The Lava Volume has a default DamagePerSec setting of 40. If you want your player to die instantly just change the setting to a really high number. To do this, click on the Lava Volume and open PhysicsVolume under the LavaVolume Properties and change the DamagePerSec setting. See below.

PhysicsVolume	
bBounceVelocity	False
bDestructive	True
bMoveProjectiles	False
bNeutralZone	False
bNoDecals	False
bNoInventory	True
bPainCausing	True
bWaterVolume	False
DamagePerSec	500.000000
DamageType	Engine.FellLava