

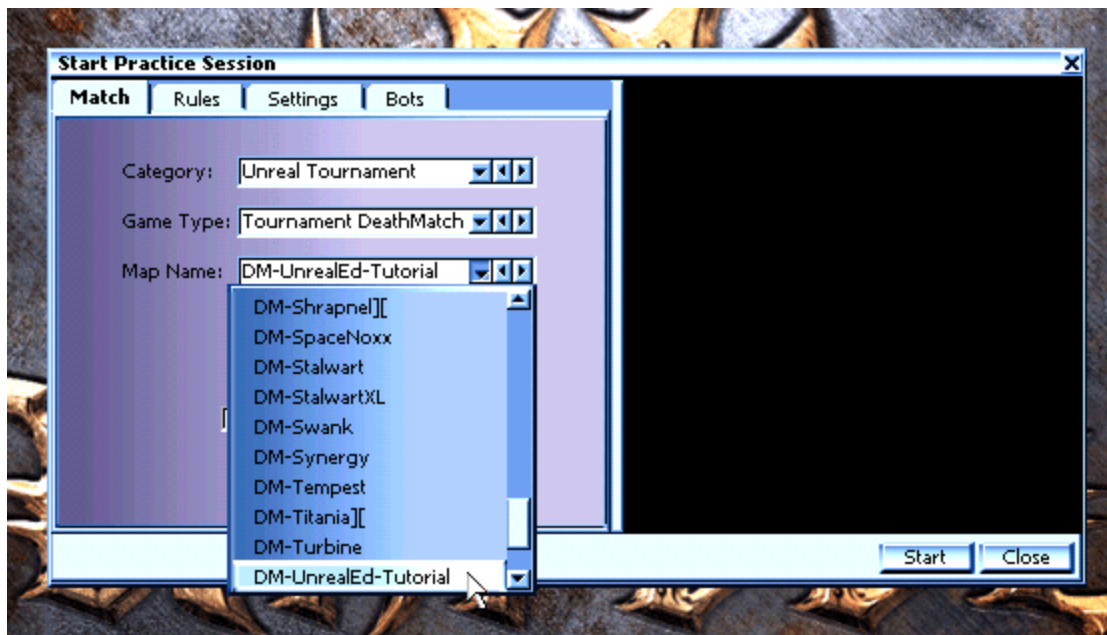
## IDS 4687 Games Engines – UnrealEd Tutorial 8

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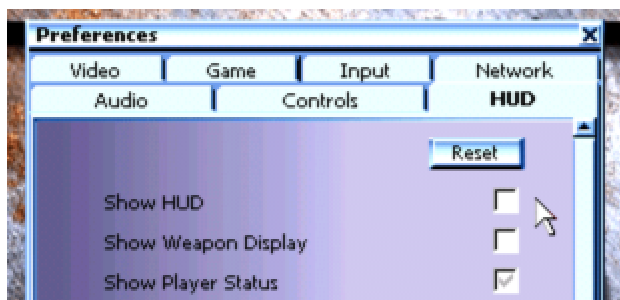
This document can be downloaded at: [www.planetunreal.com/squacky/UnrealEd-Tutorial8.doc](http://www.planetunreal.com/squacky/UnrealEd-Tutorial8.doc)

### Tutorial 8 – Importing Textures / Level Screenshot

This tutorial uses the level started in Tutorial 1. In this tutorial we will learn how to import textures and how to set a level screenshot. Make sure that the map you have been working on is saved in the UnrealTournament/Maps directory. If it is not, move it there now. Notice that your map shows up in the “Deathmatch” list in UT but no screenshot appears. Below the map is named “DM-UnrealEd-Tutorial”. DO NOT save your map as “DM-Tutorial” since there is an official UT map with that name. It is a deathmatch level in the single player game.

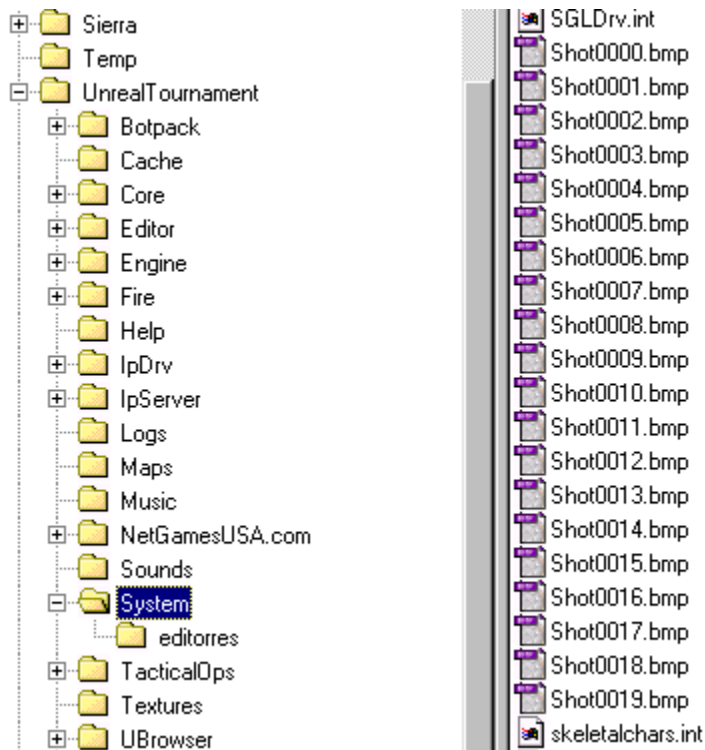


First, you must run your map and take an “In-game” screenshot. To do this simply hit Play Map and hit F9 when you want to take a screenshot in game. If you want to get rid of the HUD while taking your screenshot, press ESC to go to the UT main menu. Then go to Options>>Preferences>>HUD and uncheck “ShowHUD”.



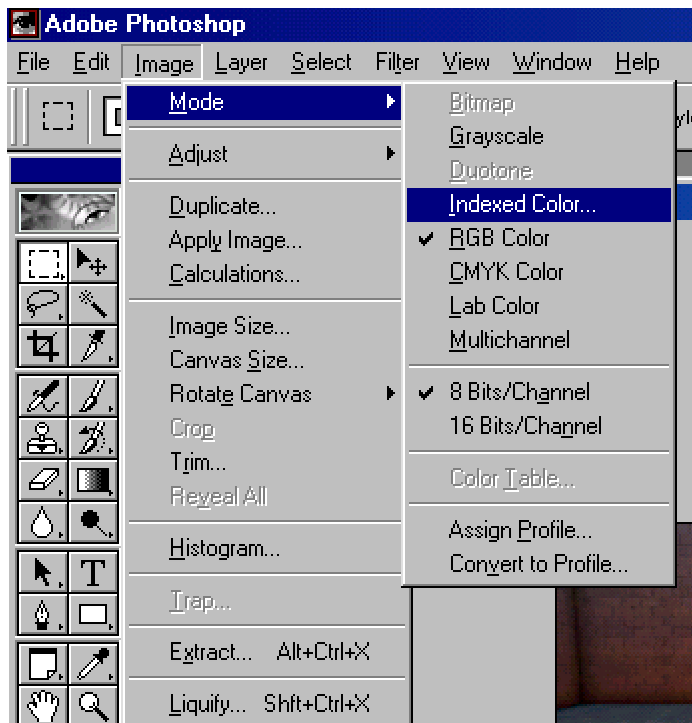
Then kill yourself and type “FLY” in the console. You will be able to fly around your map with no HUD and no weapon.

Screenshots will appear in the UnrealTournament/System directory as bitmaps in the order you took them.

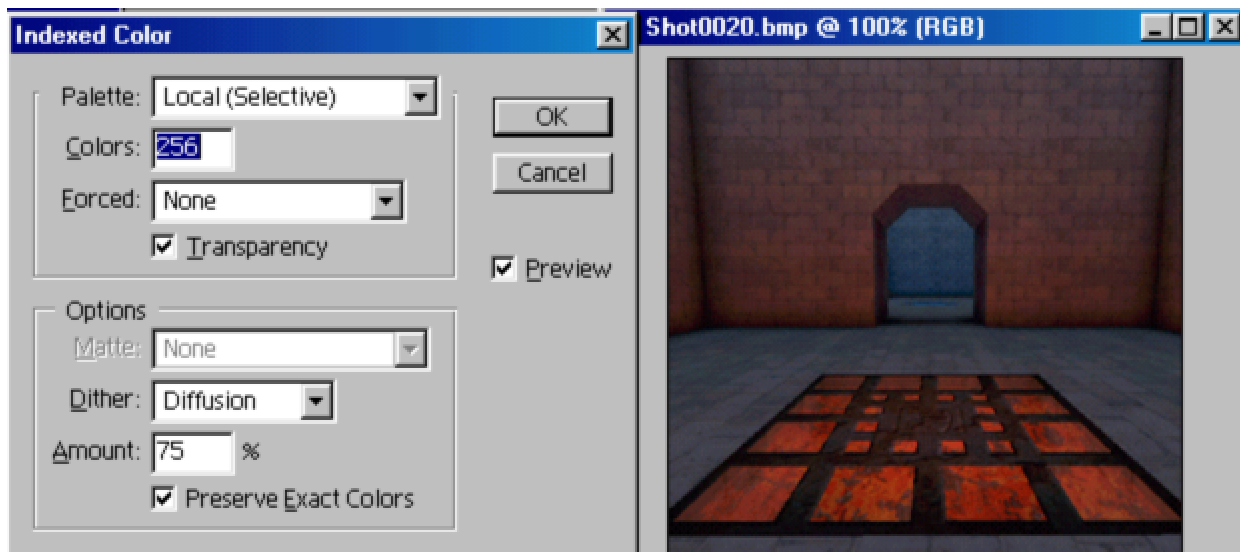


Your UnrealTournament directory may contain different folders from the one above. The highest numbered screenshot will be the last one you took. Open that screenshot in the image editor of your choice. This tutorial will use Adobe Photoshop 6.0.

The screenshot needs to be a 256\*256 .pcx file with at most 256 colors to import it into UnrealEd. First resize it to 256\*256. Then convert to 256 color .pcx using Image>>Mode>>Indexed Color...



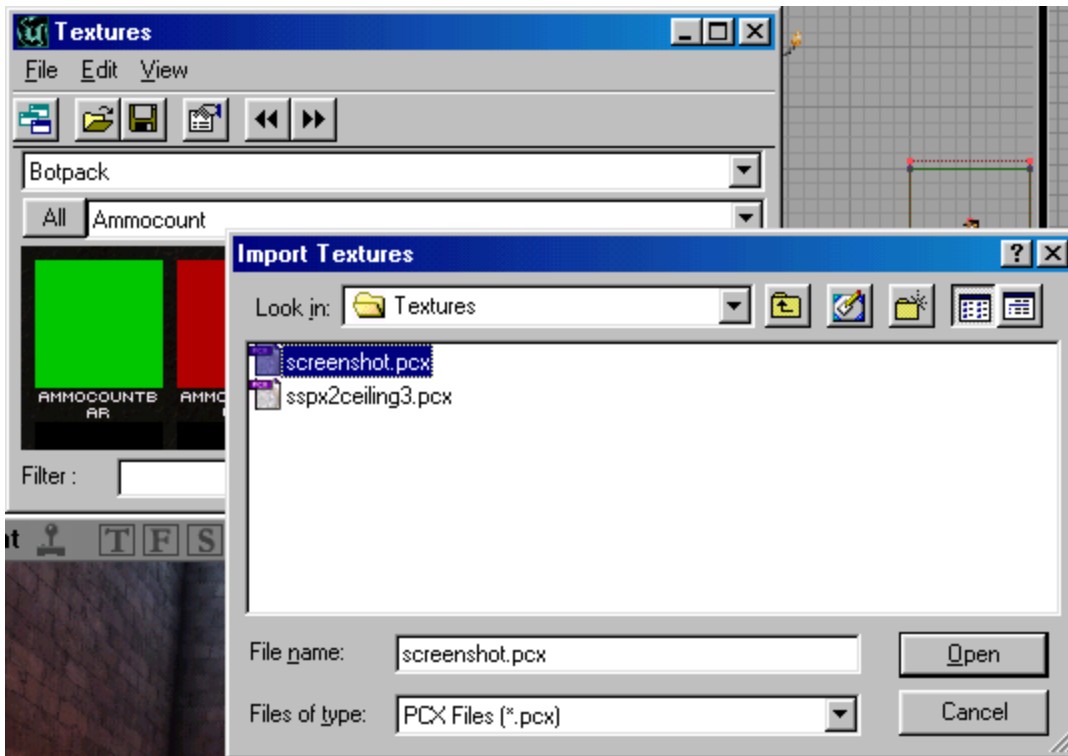
When asked “Flatten Layers” hit OK. Then use the following options in the dialogue box.



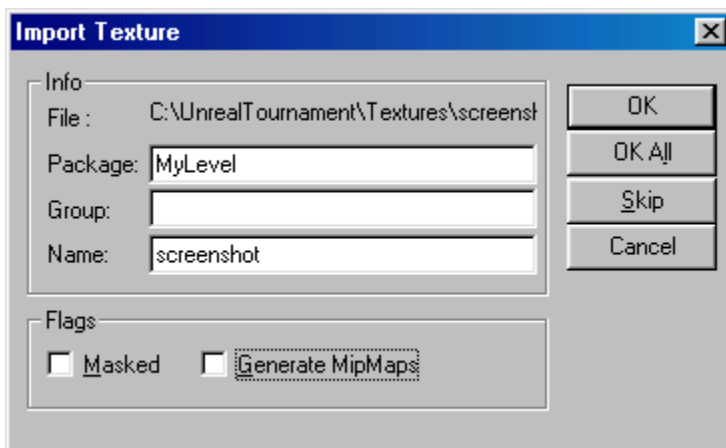
Now Save As... a .pcx file called “screenshot” in the UnrealTournament/Textures directory. Of course there are many other ways to do this. Just make sure the texture is a 256\*256 .pcx file of 256 colors.

Before attempting to import your texture read the following section carefully. It is possible to accidentally modify the default UT textures while you are importing textures.

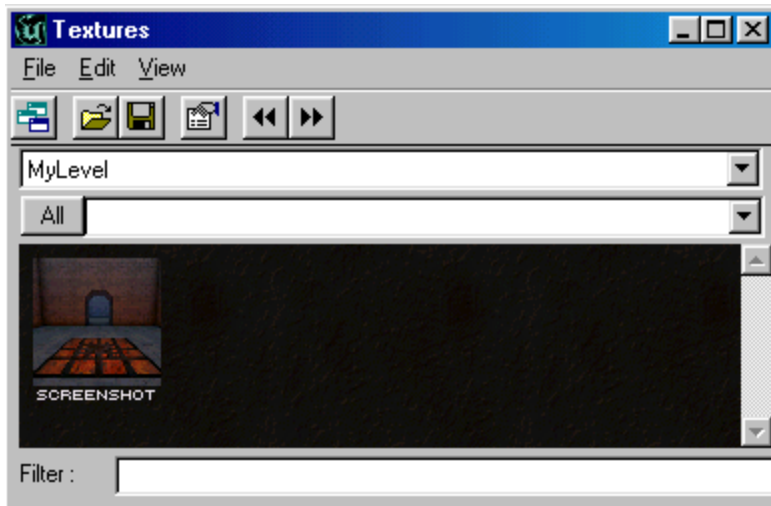
In the Unreal Texture Browser choose File>>Import and open your screenshot.pcx file.



Another dialogue box will come up. BE SURE that you choose the options below or you may modify the UT default texture packages!

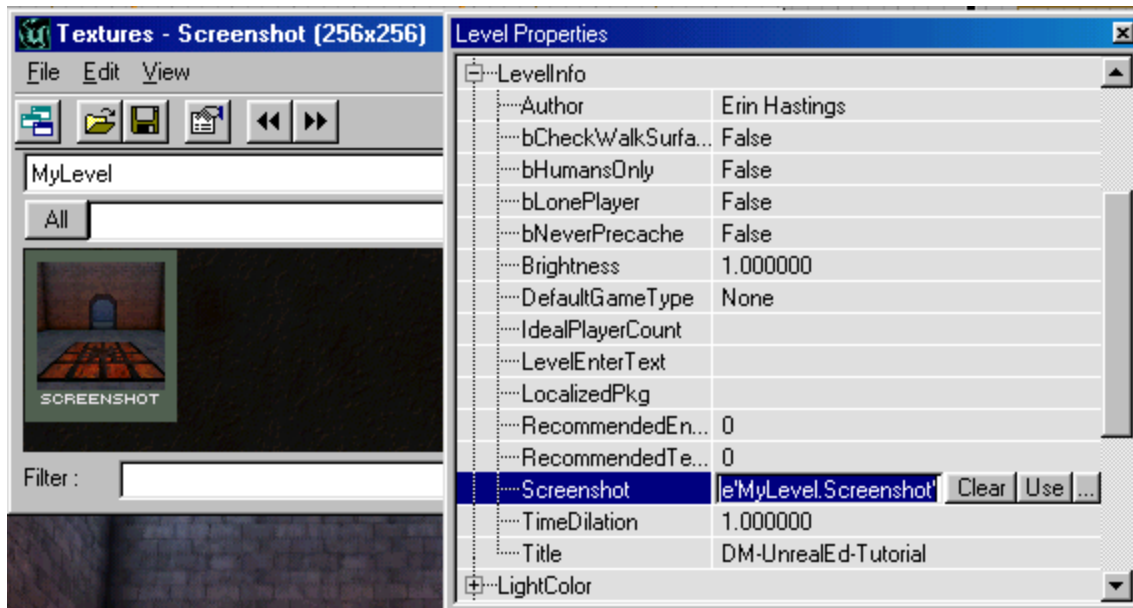


Import the texture into package “MyLevel”. This is a special package which actually embeds the texture into your map file. So whenever you import custom textures for your maps use the MyLevel package. Name it “screenshot” and un-check the generate MipMaps option. You may put your texture in a Group if you wish. This is helpful if you are putting a lot of custom textures in your map. When you hit OK you should see the following.

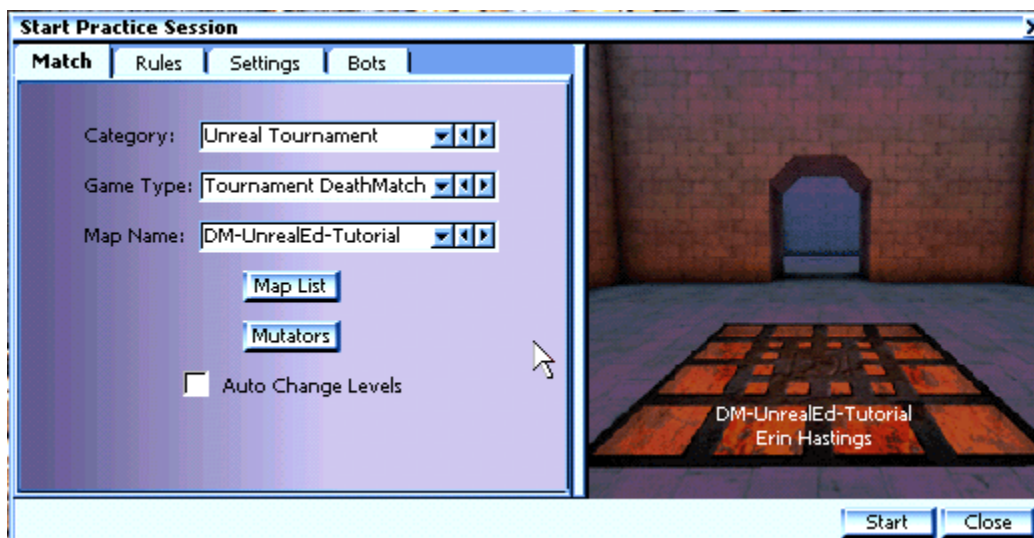


You should see your texture if you imported it correctly as a 256\*256 .pcx file. If the image does not appear your texture may be too big or have too many colors. Importing a wrongly formatted texture may also crash UnrealEd.

To set the texture as your level screenshot first select it in the Texture Browser. Go to View>>LevelOptions and under LevelProperties>>Screenshot hit “Use”. This will make the currently selected texture in the Texture Browser your level screenshot.



You may also want to name your map ("Title") and take credit for it ("Author"). "Ideal Player Count" will show the optimum player count on the title screen. Now save your level and you should see the level screenshot in the UT map browser.



You may think your level shot is too dark or too light. This depends on your monitor and video card settings and the image editor you use. To fix it, simply adjust the 256\*256 .pcx file and then re-import it with the same name into the MyLevel package. It will overwrite the old one

Now try importing a texture and using it in your map. If you want to use a texture in your map leave the "Generate MipMaps" option checked. Remember to import it into the MyLevel package!

