



Your First Dystopia Map

It is strongly recommended that you learn mapping on Half-Life 2 or Counter-Strike:Source, as mapping for Dystopia is harder than these.

That said, the author of this guide made a functional, if very simple, Dystopia within 24 hours of loading Hammer for the first time. So if you too are foolhardy and enthusiastic, this guide should show you how to do the same.

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Step 1: Set Up Hammer

Follow the instructions in [Setting Hammer Up for Dystopia](#). The easiest way to do this is to the [GameConfig.txt](#) file and place it in the appropriate directory.

Step 2: Make Your First HL2 Map

Follow the guide to create your first map at [the Valve developer wiki](#). This wiki is also a useful resource for anything else you might want to know with Hammer.

Note that that tutorial is for Half-Life 2 mapping. The easiest way to launch Hammer in the right configuration is to open the SDK launcher, and at the bottom make sure that Engine Version is Half-Life 2: Episode 1, and the Current Game is Half-Life 2.

By the end of that tutorial, you should be able to make a simple "box" room containing the player, and a few entities like crates, fences and oldrums.

Step 3: Play With Hammer

Play around with Hammer for a bit. Add some more things like the crate. The Block tool has some interesting features for making primitives - there's a good guide at [this](#) webpage, as well as a lot of other helpful ideas.

The reason I say to do this is because basic familiarity with making an enclosed room and adding stuff to it makes the next step easy.

Step 4: Start Again, For Dystopia

Close Hammer. Set the Current Game (at the very bottom of the SDK launcher) to Dystopia. Launch Hammer.

If you open the map you just created, you're likely to get a few weird problems because the entities won't be recognised properly - Hammer was configured to use file from HL2, not Dystopia. So it's a good idea not to reopen that map. Instead, create an empty room again. If you can't do it from memory, you should have spent more time on Step 3.

Add a crate to the centre of the room - exactly like in the tutorial, as a [func_breakable](#), etc. Again, if you can't do it, go back to step 3.

Step 5: Plan The Map

This is where things get tricky. Dystopia has different requirements to Half-Life 2 - it's a fairly thorough modification. A map needs a few things to not crash or do weird, unexpected stuff. At the very least, you map needs a spawn point and a spawn. We'll add a few more things so that it actually runs as a real map.

The Bare Minimum

Your map needs:

- one spawn and one spawn point

Extra Stuff

We'll also add

- a second spawn and spawn point (for the other team)
- an objective
- an entity to tie the objective to (we'll use the crate primitive you just added)
- a damage filter for the objective (to stop it being destroyed by its own team)
- a filter activator, to apply the damage filter to the objective
- a start position camera (or the camera will be drawn at the origin by default, which can result in some very weird rendering if it's on a face)
- a camera for when punks win
- a camera for when corps win

Then you need to link appropriate things together to make everything function as it should. Fret not! It isn't that hard.

The [Entity Guide](#) is your friend for a lot of these. If you want to know what something does, most things are explained in there. The previously-linked Steam wiki is helpful as well.

Step 6: Spawns

Read the pages on [spawns](#) and [spawn points](#). One [dys_spawn](#) can control multiple [dys_spawn_point](#)'s. Punks spawn at the lowest enabled spawn, Corps spawn at the highest enabled spawn. Spawns are added like any other entity - select the entity tool, click where you want it on the 3D map view, select the selector tool, and double click on it in the 3D map view to set its type and properties. You can't see spawns in-game - they're an invisible controller thingummy.

Place a [dys_spawn](#) on one side of the room.

Double click it to open its Object Properties.

Name it Obj1PunkSpawn.

Set its team to Punks, and its SpawnID to PunksHQ.

Place a [dys_spawn](#) on the other side of the room.

Name it Obj1CorpSpawn.

Set its team to Corps and its SpawnID to 2.

Now we add spawn points to go with them. Spawn points are added in the same way - with the Entity tool - but they have a model.

Place a [dys_spawn_point](#) beside the PunksHQ [dys_spawn](#). Set its SpawnID to PunksHQ.

Place a [dys_spawn_point](#) beside [dys_spawn](#) #2. Set its SpawnID to 2.

Congratulations, spawning is set up.

Step 7: The Objective

You should have made a destroyable box-shaped primitive and placed it in the middle of the room. Set its name to Obj1Crate. We want to make an objective that requires punks to shoot this crate, and corps to defend it.

dys_objective

To do this, we place a [dys_objective](#) entity. It's another invisible controller thingummies. Place it beside the crate for convenience. Double click on it to bring up its Object Properties.

Set its Name to Obj1 (or whatever you want).

Set its Team to Corps. This is a Corp-held objective (i.e. it hasn't been blown up yet).

Set its Number to 1.

Leave it as Primary Objective, and in Meatspace.

Set its Objective Text for Punks to something descriptive, "Smash Crate" will do. Likewise set its Objective Text for Corps to "Defend Crate".

Set its Objective Entity to Obj1Crate in the pull-down menu.

Select the Flags tab at the top of the screen.

Check the "Final Objective" box, since this is the only objective we have.

Now we've set up the objective. A spinning blue O will draw on the HUD at the crate's position. But we still need to connect it to the crate so that the objective is captured by punks when it's destroyed.

Objective Outputs

Double click the crate to open its Object Properties.

Select the Outputs tab at the top of the screen.

Select the Add button at the bottom.

Set the "My output named:" OnBreak. (We want it to trigger an output when the crate breaks).

Set "Targets entities named:" Obj1. (We want the output to connect to the objective)

Set "Via this input:" SetPunks. (The punks capture the objective).

Set "After a delay of:" 0.00 seconds (insta-trigger).

Check the Fire Once Only box.

The crate is now connected to the objective. When the crate is destroyed, it sets the objective to Punks.

But we haven't set a damage filter for it, so both Corps and Punks can damage the precious crate. Corps don't want to destroy their own crate, so we'll assume that they are prevented from harming it by a new technology involving nanobots and a friendly wizard. To implement this:

filter_activator_team

Create a [filter_activator_team](#) entity and place it beside the crate (and the [dys_objective](#)).

Double click it to open its Object Properties.

Name it CorpsNotDamage.

Set its Filter mode to "Disallow entities that match criteria".

Set its Filter Team Number to Corps.

So the filter is created! Now we need to tie it to the objective crate.

Double click the Obj1Crate to open its Object Properties.

Set its Damage Filter to CorpsNotDamage. Congratulations, it is now impervious to harm from Corps.

Step 8: Cameras

We need to set up a start position camera, which is what camera we use when waiting for the round to begin. If we don't set one, the default used is the origin, and this will either look weird and unplanned, or even break things if it's on a surface. So we'll set a camera to prevent this.

info_camera_start

Place an [info_camera_start](#) on the roof above the crate (or anywhere else you want, really).

Double click it to open its Object Properties.

Select its Pitch Yaw Roll, and select Point At.

Move the Object Properties window, and click on the Obj1Crate. This points the camera at the crate.

That's the start set up, but we want something to look at when the round is over and people are gloating over getting three awards.

info_camera_punkswin

This is what you'll see behind the scoreboard after a Punk victory. It's exactly like the [info_camera_start](#) for now, but it's got a different name. Place it wherever you want.

info_camera_corpswin

This is what you'll see behind the scoreboard after a Corp victory. Again, like the other cameras, place it wherever you want.

Step 9: Compiling and Running

Press F9.

Check the box "Don't run the game after compiling" - we'll start the game separately, it may crash if you run it immediately after compiling. Feel free to try with this box unchecked, though.

Press OK. The map should compile. If you have leaks, you should have spent more time on Step 3.

Launch Dystopia. Select "Create Server" and the name of the map you made. It should launch quickly - it's not a complicated map. You should see the view from your [info_camera_start](#) camera.

Join a team. The round doesn't start until you do. You'll see it's a 90 second wait.

Useful Console Commands

[mp_startdelay](#) X (where X is the delay time. Default is 90 seconds, which gets boring) [map_restart](#) ([mp_startdelay](#) doesn't activate until the next restart - use this to activate it) [map dys_whatever](#) (changes to [map dys_whatever](#). Useful for changing maps quickly.)

When you spawn as Corps

Your objective menu should say "Guard Crate" or whatever you wrote. The crate should be invulnerable.

When you spawn as Punks

Your objective menu should say "Smash Crate" or whatever you wrote. The crate has 1 life if you made it properly, so it'll die to anything. This should trigger the objective capture and round end - triggering the view from your [info_camera_punkswin](#).

Further Reading

Now that you've got that working, play around with Hammer. Add some more objectives, spawns, whatever. Mapping is one of those things best learnt by doing.

If you seek further guidance, perhaps its time to make [Your Second Dystopia Map](#).

Retrieved from "http://www.dystopia-game.com/wiki/index.php?title=Your_First_Dystopia_Map"

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