

[GR]DemonX's scripting tutorial.

In this tutorial you will learn the basics of what you need to know to script in HL2DM.

For all entities visit: [https://developer.valvesoftware.com/wiki/List\\_of\\_entities](https://developer.valvesoftware.com/wiki/List_of_entities)

Also use Nick's script maker: <http://www.area51cheatsserver.com/scriptbuilder.html>

A script I made earlier for you to use, it is a rainbow trail:

<http://www.mediafire.com/?o3guq34ltyj7v9o>

Basic Commands of an Entity:

ent\_create <Name of Entity> - A command which creates an entity.

ent\_fire - A command which can allow you to give scripts properties.

addoutput - Add's an output.

Key Value - A key value which tells the entity to change the entities properties

Value - A number(s) or word(s) which tells the entity to do the key value within this value.

wait <Ammount> - Wait commmand allows to make something happen after a certain time. (100 - 1 sec)

kill - Delete's the entity.

Input - Inputs are commands that cause an entity to change what it is doing.

Output - Outputs are events that fire when an entity's state changes.

Commands of an env\_explosion entity:

env\_explosion - Entity of my choice.

explode - The command for my entity to do it's job.

iMagnitude - Magnitude of the explosion

iRadiusOverride - Radius of the explosion

Template for any script:

You can add as much "Addoutput's" as you want.  
Anything with <...> must be filled in (Do not include <> but do include "")

```
ent_create <Name of Entity>
ent_fire <Name of Entity> addoutput "targetname <New name the entity>"
ent_fire <New name of Entity> addoutput "Key Value"
ent_fire <New name of Entity> <Input>
wait <Ammount of time>;ent_fire <New name of Entity> kill
```

Example of an explosion:

```
ent_create env_explosion
ent_fire env_explosion addoutput "targetname explosion"
ent_fire explosion addoutput "iMagnitude 500"
ent_fire explosion addoutput "iRadiusOverride 700"
ent_fire explosion explode
wait 100;ent_fire explosion kill
```

You can find out any key values to any entities by doing the following:

Open up "Source SDK", open "Hammer Editor"

Click file, new, make a block somewhere in your level with the "Block Tool" (Shift + B) on the left of the screen then click the "Entity Tool" (Shift + E) on the left of the screen above the "Block Tool" and click on the block you just made.

Click the "Selection Tool" (Shift + S) on the left of the screen and double click the entity.

Click the down arrow and select any entity from the list and hit apply.

Fill out the the "Values" of the "Properties Name", after click the button which says "Smart Edit" and now the column that says "Property Name" are your "Key Values" and the "Values" are "Values", just copy and paste the "Key Values" and "Values" to your script. if you want to find out the "Input's" and "Output's" of your entity click the "Help" button next to "Smart Edit" and scroll down and find any information about the entity.

Once you done your script save it as Name\_of\_script.cfg and save it into  
"Steam\steamapps\YOUR USER NAME\half-life 2 deathmatch\hl2mp\cfg"

Then launch HL2DM and in console type in:  
exec Name\_of\_script

You can also use a bind to open up the script by pressing a key just type in:  
bind <Key> "exec Name\_of\_script"

Do not include <> but include ""

To open up a console press the button ` or ~ (The button under "esc")  
To enable your console do the following

Open up HL2DM

Press "esc"

Options --> Keyboard --> Advanced

Tick the box which says "Enable Developer Console"