DeAdMaNs Idiots Guide To Mapping
A Swat 4 Tutorial
www.hot-swat-mods.com &
www.dpi-swat3.cjb.net

# Created by -[*ATL*]- ĐeAdMaN

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I: Introduction

Have you opened up the editor and say Holy shit, this looks confusing. I know I did when I opened it. But now I have to say mapping swat 4 is quite easy. So I decided to share with you guys How to map swat 4. THE IDIOTS GUIDE. No developer talk here. Just one gamer to another. Well I will try and explain how to start mapping swat 4 today. This tutorial will cover the basics and hopefully some not so basics. I will take you step by step on how to make a room, fill it up to look nice and add suspects, and so forth. This tutorial is property of the above two websites and shall not be modified, distributed or hosted on any site but the two mentioned at the top. Any questions or concerns about this tutorial please contact me at deadman@abovethelaw.us.

****This guide is for training purposes only. I am Going over step by step what I did to create my map called DeAdMaNs Arcade. If you follow this tutorial that is fine. But keep in mind that if you do this map has already been made and you cannot distribute it out if you do follow along with me. I figured for a more accurate step by step guide I would create a map while making this tutorial. So please once you learn how make your own map. Do not edit mine if you did follow this step by step.*****

II: Starting A New Map

Ok here comes the easy part first of all lets open up your editor. The editor is found in your Swat4/Contents/System folder. If you'll notice upon starting you have 4 view ports. A top viewport, Two Textured View Ports and a Dynamic Light Viewport. I do most of my work in the Top and Dynamic view ports. First of all let's explore everything that the Swat4Ed has to offer. First off for me to make things easier I set my grid to 1. It's a lot easier for me anyways to drag stuff exactly where I want them. A lot of people use 16. But for this one and everyone I do my grid is set to 1. To do this go down to the very Bottom and use the drop down box to change it to whatever You choose
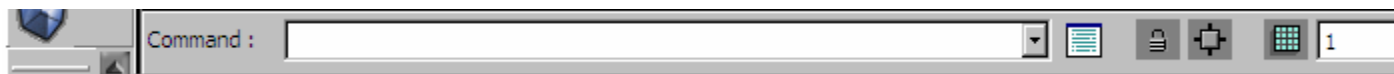
A: The Viewports

This is what your top view port looks like of course. Now when you open the map this view port is defaulted to Top view. From here you will be able to view your map from a lets say birds eye view. You can change that though by Clicking F or S. If you click F you will be viewing the map from the front. And if you click S you will be viewing the map from the Side. These three different views will help you set things exactly where you want them that way when you start adding meshes they won't be inches off the ground. You can also change this view from a wire mesh like view to a textured one by clicking the cubes next to your Top, Front, and Side options. There you will have * Different views. A perspective, Texture Usage, BSP Cuts, Textured, Lighting only, Dynamic Light, Zone/Portal, and Depth Complexity. These views I don't use very much except the Dynamic Lighting which is already set to the viewport below this one. For this Viewport I only use The Top, Front, And Side views. This viewport and the dynamic Lighting viewports are the ones we will be working with the most.
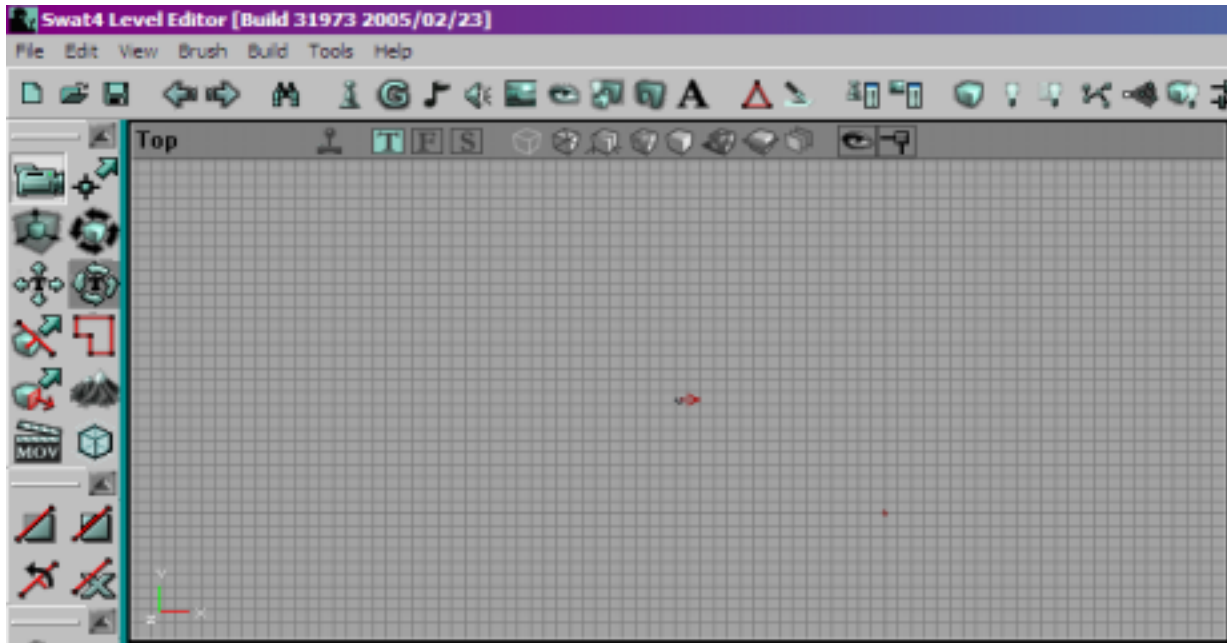
B: Browsers

　　　　Time to discuss some of the browsers in the editor that will allow you to create and place Non geometry objects.Starting with the Pawn like icon here are what they are. Class, Group, Music, Sound, Textures, Mesh, Prefabs, Static Meshes, and Animation. The ones we will be concentrating on the most will be the Class (actors) Sound, Textures, and Static meshes browsers. You can also get to your browsers by clicking View at the top.


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We will go over a little on what each browser is and what you can find in that browser when

mapping. First let's look at the first browser which will look like this .
This is your Class Browser. This browser will allow you to set up Actors in your game. This is where you will go to create a door, a spawn point, Triggers, Path Nodes, etc.
Clicking on this will bring up a window that has an object tree in it. Here is where you'll be able to pick and place your Actors into the game. More on this later.

Now Lets look at the texture Browser. it looks like this . This time when you click on this it will bring up a new window that will show a few textures from the Arms_Tex folder. To view more textures just go to the top of the window and click File and Open. This will bring up a new window where you will be browsing through what should be a texture folder. Here you will find all of the files you need to start searching for textures.
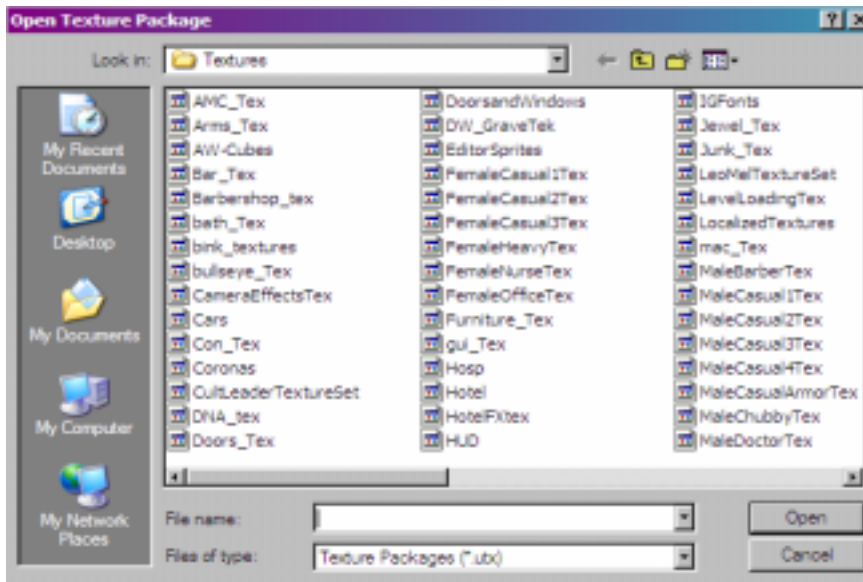
Now let's look at the Static Mesh Browser. It looks like this . This is where you will go to find and place objects in your map like Beds, Tables, Tv's etc. Click on it and it will open a new window that show a Mesh from the Arms_Sm folder which is a bathsink. Highlight arms_bathsink (which it should already be since it's the only object) and you will be able to view what it looks like in the viewport on the right like below. Use your right and Left mouse button holding them down to zoom in and out and around. Hold down both mouse buttons to move up and down. If you wanna view more of the meshes just like you did with the textures click on File open and open one of the files and view the textures that you can use for your map.
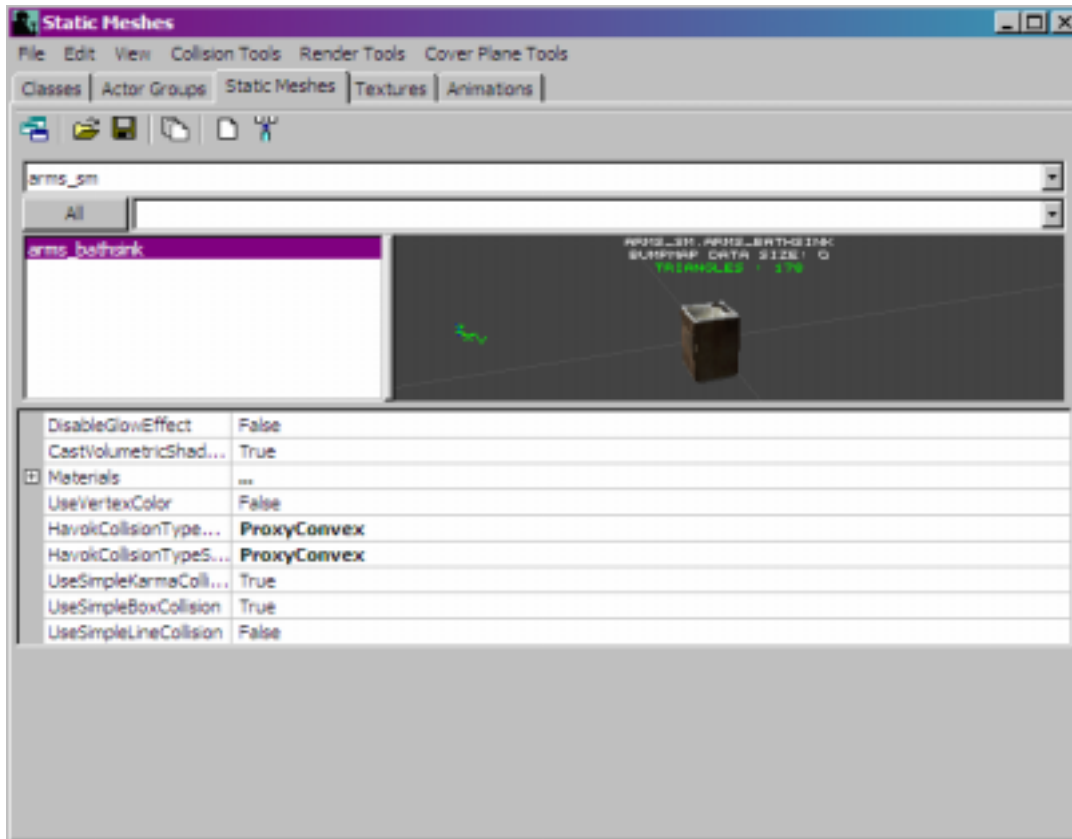
C: Primitives

Primitives are what you will use as a base in your level. Rooms, Stairs etc. To start adding meshes and textures to your level you'll need to build a place to put them and there's where your primitives come in handy. These will be used Quite often in your map because this is what you will use to make Rooms, Stairs, etc.

Here are your primitives.

Your list of primitives are Cube, Curved Stairs, Spiral, Linear, BSP based Terrain, Sheet, Cylinder, Cone, Volumetric, and Tetrahedron(sphere) The Ones we will use the most are Cube And the Linear Stairs. These primitives will allow you to create objects for you to add or subtract to your level. Now of course you can define the perimeters of the object you're going to create by right clicking lets say on the Cube. It should bring up a menu like below.
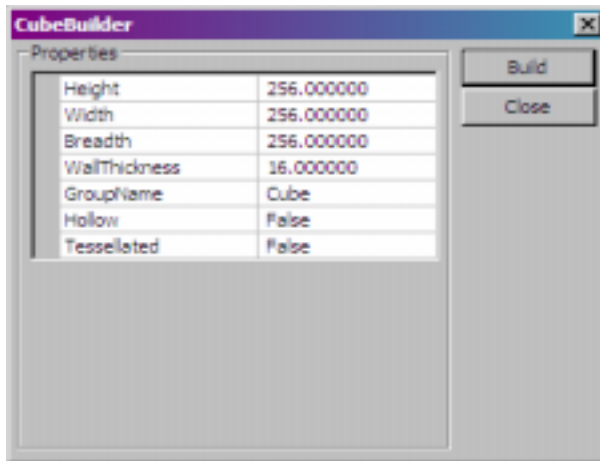
Here you will be able to set the height, Width, Breadth Thickness of the walls, Group name Hollow and tesslellated perimeters of your object that you want to create. As it shows above we will be setting our Red Building brush to make a room that's 256X256X256. However clicking build will not let you have a room to play in. This only makes your red builder brush make a 3d square of that size. I'll explain more later When we start the map. If you were to click Build Your red building brush looks like this.
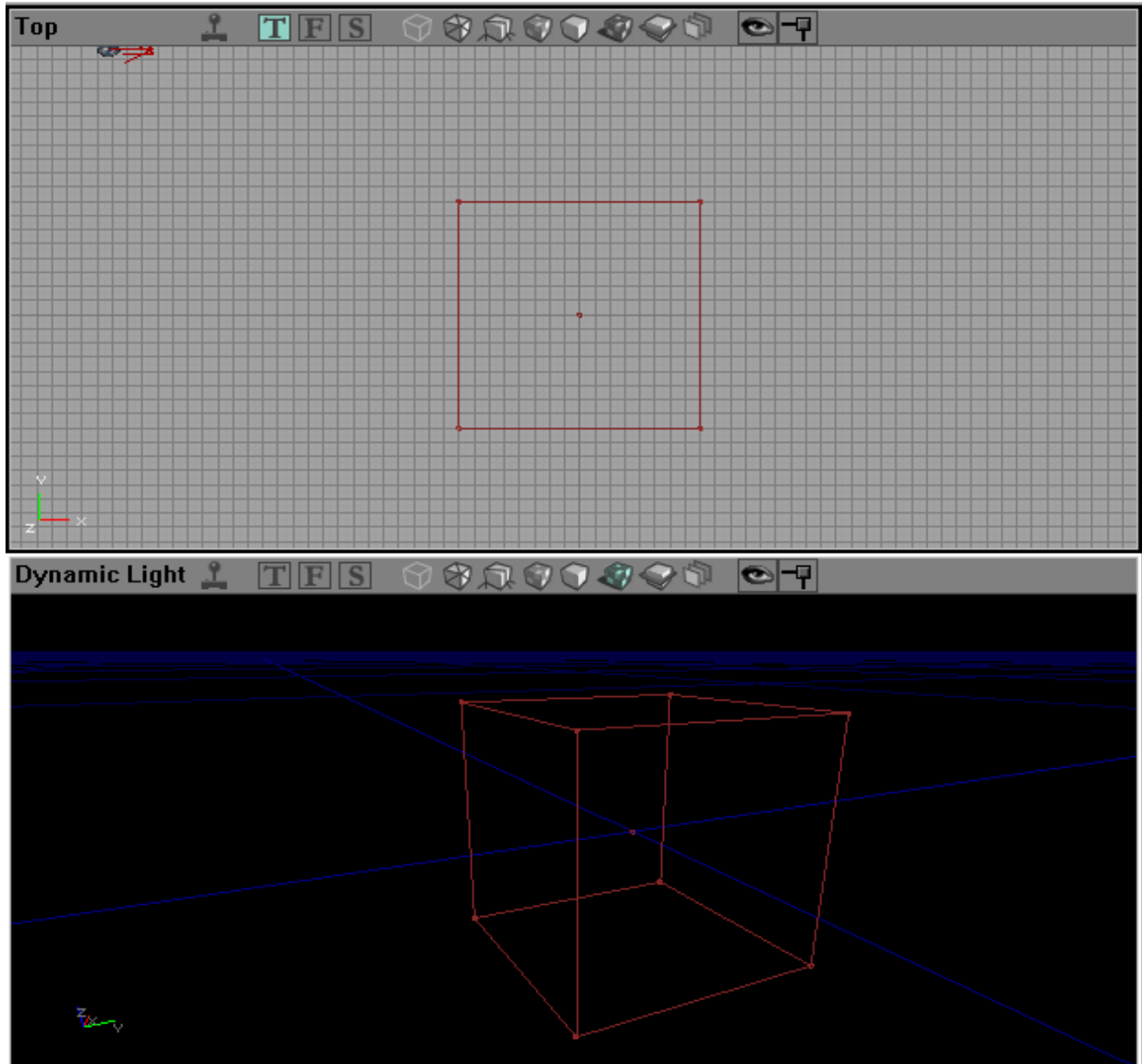
Nothing but a 3d wire cube. Don't worry we will learn more later in the tutorial.

D: CSG Operations

These buttons will allow you to actually create the object one you set the perimeters like explained above. Once you have your red brush builder set the way you want it you will use these buttons to create it. These buttons are Add, Subtract, Intersect, Deintersect, Add Special, Add Static Mesh, Add Mover, Add Anti-Portal, and Volume. The ones we you will need to learn are Add and Subtract. We will mostly use the subtract button since in order to create the geometry you need to subtract it from the world. Just don't think about it and you'll understand. These buttons are shown below.

Now that we have finally familiarized yourself with the tools we will be working with lets start making DeAdMaNs Arcade&Bar together shall we?

III:Building Your First Room

Ok now all of the geeky shit is out of the way time to build our first room of this Map. So here's where the fun begins people.Start of by right clicking on the Cube Primitive.

Ok from here we will set the perimeters of Our first room. The first room is going to be the main Pool Hall/Arcade room. So its Gonna Be rather big. So with that in mine lets give it a measurement of Height 256, Width 1000, and Breadth 1000. Don't mess with any of the rest of it. Now once you set the perimeters click on the Build Button and close out of the little box. This will allow you to see your red builder brush in the viewports. Now from here if we don't like the way our room is gonna be sized we can always right click on the Cube primitive again and change the Height, Width, and Breadth of it and click build to change it. Now for those not following along with my map make sure you get the room the right size you want it before subtracting it from the world. Or you can always go back either way. Now when you have the red brush builder set the way you want it lets go ahead and click on the subtract button. Your viewports should look like this.
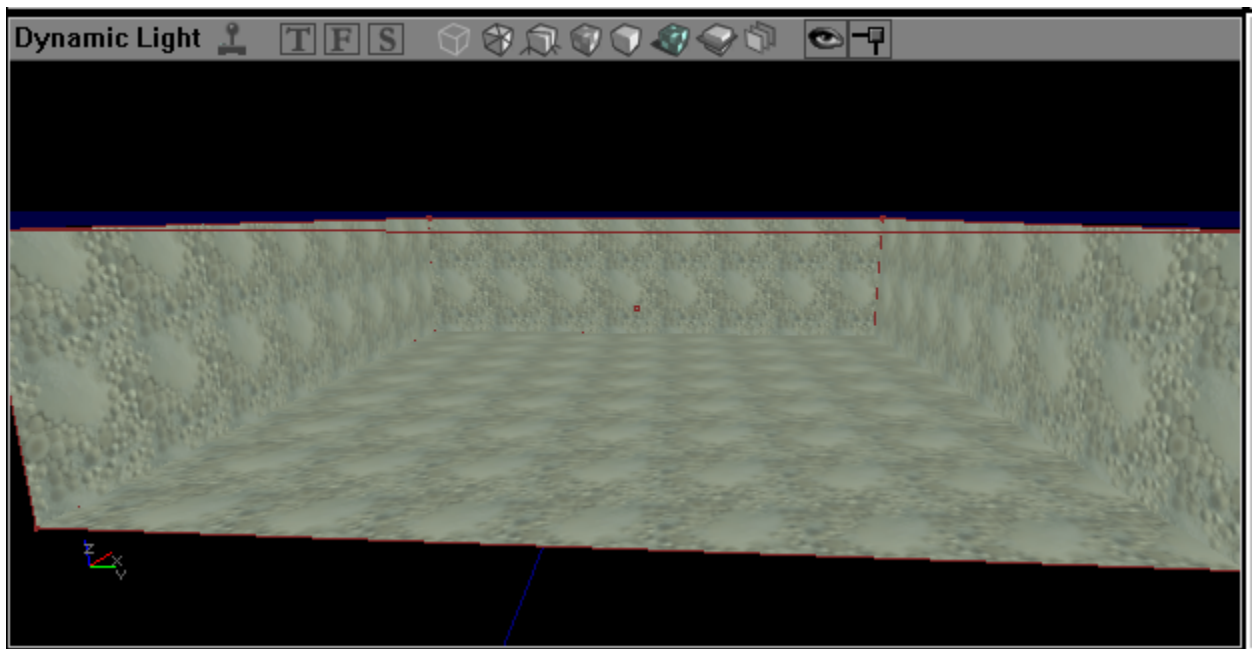
Now to scroll around in your viewports just click anywhere in the viewport you wanna scroll. Holding down the right mouse button and moving up and down will allow you to move forward and backward in your viewport and going right or left will allow you to do a 360 turn. Holding down your Left Mouse Button will allow you to look up and down from a stationary stand point. Now hold both Mouse buttons down and move around will allow you to move up, down, left and right. So now we have our first room. Don't look like much so what can we do. Well Lets add some textures to the walls, Ceiling, and floor to make it look like a room. Zoom inside your room in the Dynamic Light Viewport so that when you rotate you will be able to see all four walls, the ceiling and the floor. First off All you'll notice that each wall, the ceiling and the roof and already texture with a bubbly looking texture. This is your default texture. You CAN NOT use this texture so change it.

To change it lets go ahead and click on the floor first to highlight it. Next open up your

texture browser. Next click on File and open.Now lets find a texture for our floor. For the texture of my floor I opened up the Bar_Tex file. In here is a bunch of textures but the texture I'm going to use for my floor will be the bar_woodfloor. These are labeled in Alphabetical order but just in case you cant find it here is what my texture will look like.
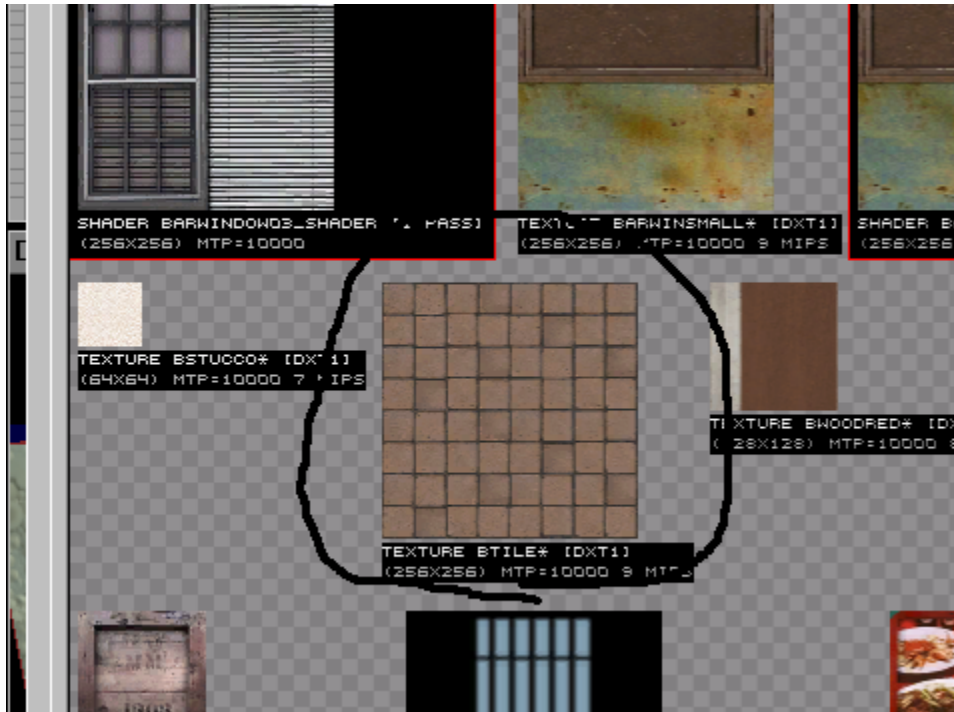
Now to place this texture on your floor of your map you can either click the floor in your dynamic View port and then click this texture or highlight this texture go into the dynamic viewport and right click bring up a menu and selecting Apply Texture:Bar_Tex.bar_woodfloor. Either way you do it your room should look like this now.

Now we need to texture the walls. For the walls I'm going to use the texture file Bar_tex again. This time for the walls I will use the texture labeled as Texture Bar_Paperwall and it will look like this.

TEXTURE BAR_PAPERWALL* [DXT1]
(512X512) MTP=10000 10 MIPS

Select one of the walls in the room and highlight it than select this texture to texture it to your wall. Now its gonna look funny but we will fix it in a second. First lets texture all of the walls with this texture by either right clicking on each wall and adding this texture or you can select the wall that you have already textured and hit and hold down the Alt button and click on the Right mouse button this will allow you to click on the other walls Holding down the alt button and hitting the left mouse button. Doing this to all of the walls will allow you to texture each one of them with the same texture. Now that all of the walls are textured lets texture to roof. First open up the Bar texture browser again and lets select the texture labeled texture barstool which looks like below.

Again apply this texture to your Ceiling. and now we should have a room that actually looks like something. If you followed correctly your room should look like below. The only thing we have to do now before adding objects and lights in our room is to correct the alignment of each wall.

Now it looks a bit weird but that's only because the textures are not aligned properly so lets do that shall we. Lets start off by clicking on the floor to highlight it. Lets align this by right clicking on the floor again to bring up the menu and go down to alignment and select Planar Floor. This will make your floor look a little more better. Not too big and not too small of a look. Just right when your in the

game. Now lets highlight one of the walls. Once one of them is highlighted lets select the texture pan Tool which is located at the top left and looks like this.

This will allow us to move the texture and align it properly the way it should be. Now lets align one of the walls. To do so again highlight one of the walls in the room and hold down the alt button and the two mouse buttons while clicked on the wall and move the mouse up once to make your wall now look like this below.

This is the way the wall should look like so lets make sure all of the walls are like this so do each one of them like that so that each wall is now aligned perfectly. We will keep the ceiling the way it is right now cause it is fine the way it is. Now that we have our first room its time to start adding meshes and lights to our room so that it looks like something now. But First lets click the build button which looks like this.

This will build our room and we are now ready to start adding meshes. You may want to save the project but if your forget and for some reason your Editor shuts down no worries because the editor will auto save for you every 5 minutes or so thank god for that.

***A Side Note *** You wont be able to walk around in your level yet because well we haven't added a player start but if you really want to walk around the level lets go ahead and add one. To do so right click somewhere on your floor and click on Add Player Start Here. This will set up a joystick like

object in your room which is where you will start at when you play your map. Now if you wanna play

your map click the play button . And you will get to walk around your map. However when your done walking around an empty room please delete the starting point for now so we can start adding meshes.

IV: Static Meshing

Before we do so lets click on the red brush builder in the top view port which looks like the picture below. Click on the on the red box somewhere one the lines to highlight it. It should change to a bright red color. Hold down shift and the left mouse button and move it over so that its not in the way. Make sure to also do this in your side viewport as well so that its out of the way. we will need it later but for now lets concentrate on your newly subtracted room.
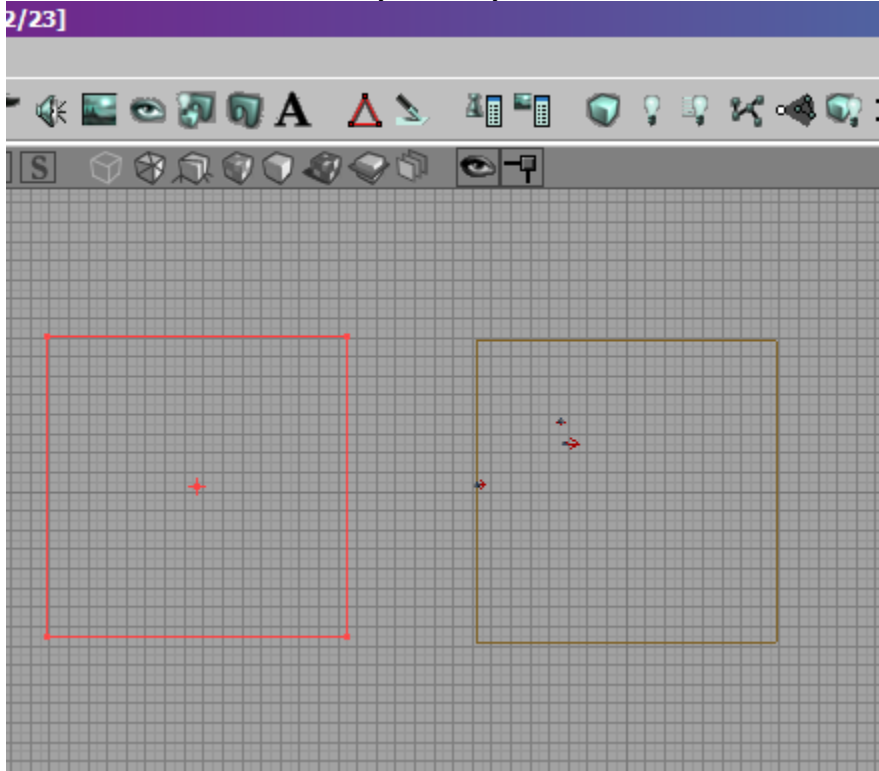
Now the fun part of the mapping process. Adding objects to fill your room. This part to me is like building a House in the game The Sims. If any of you have played it almost the same concept goes here. You'll have to rotate, Lower and set the object exactly where you want it. Much easier than that worldcraft crap. Lets continue by adding a few arcade games and Pool tables and a bar.

Ok so lets find a place to set up some pool tables. First off all we got to find some pool tables to set up. Lets open up the static Mesh Browser.Ok click file and open and lets open the paradise_sm file. Now scroll down and you'll see a pool table labeled para_pooltable. Select it and minus out of the browser and lets fine a spot to place it in our map.Lets click in our Dynamic viewport and scroll up away from the map so that we can look down from a bird eyes view of the room so that we can see the whole floor like in the picture below.

Now lets place a pool table somewhere in this room. I'm gonna place at least 3 pool tables in a row near the top of this room. If you look at the picture below you'll see where exactly ill place the pool table. Now to place the table on the map lets right click somewhere on the floor and click on add static mesh:Paradise_sm.para_pooltable.

Now your room should look like this from up top.
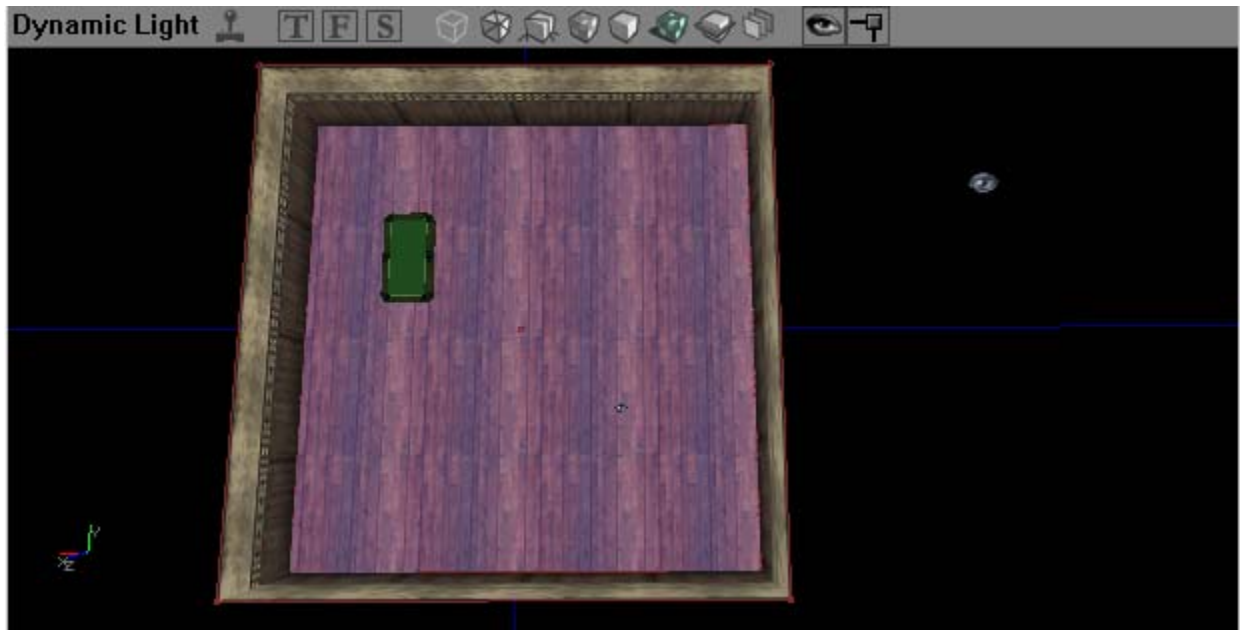
Now if you didn't place the pool table right you can move it right to left by highlighting the pool table and click/holding down the shift and left mouse buttons and moving your mouse right or left. To move it up and down hold down the shift key and the right mouse button and move right or left to move the pool table up and down. Now that its set we want to make sure that it is touching the ground. So lets click on our top viewport and change it to the side viewport. Once you change to the side view lets zoom in on the bottom portion of the pool table by click and holding both mouse buttons and moving up to zoom out and down to zoom in. Once you do this you'll notice that either your pool table is not touching the ground or it is. Mine looks something like below.
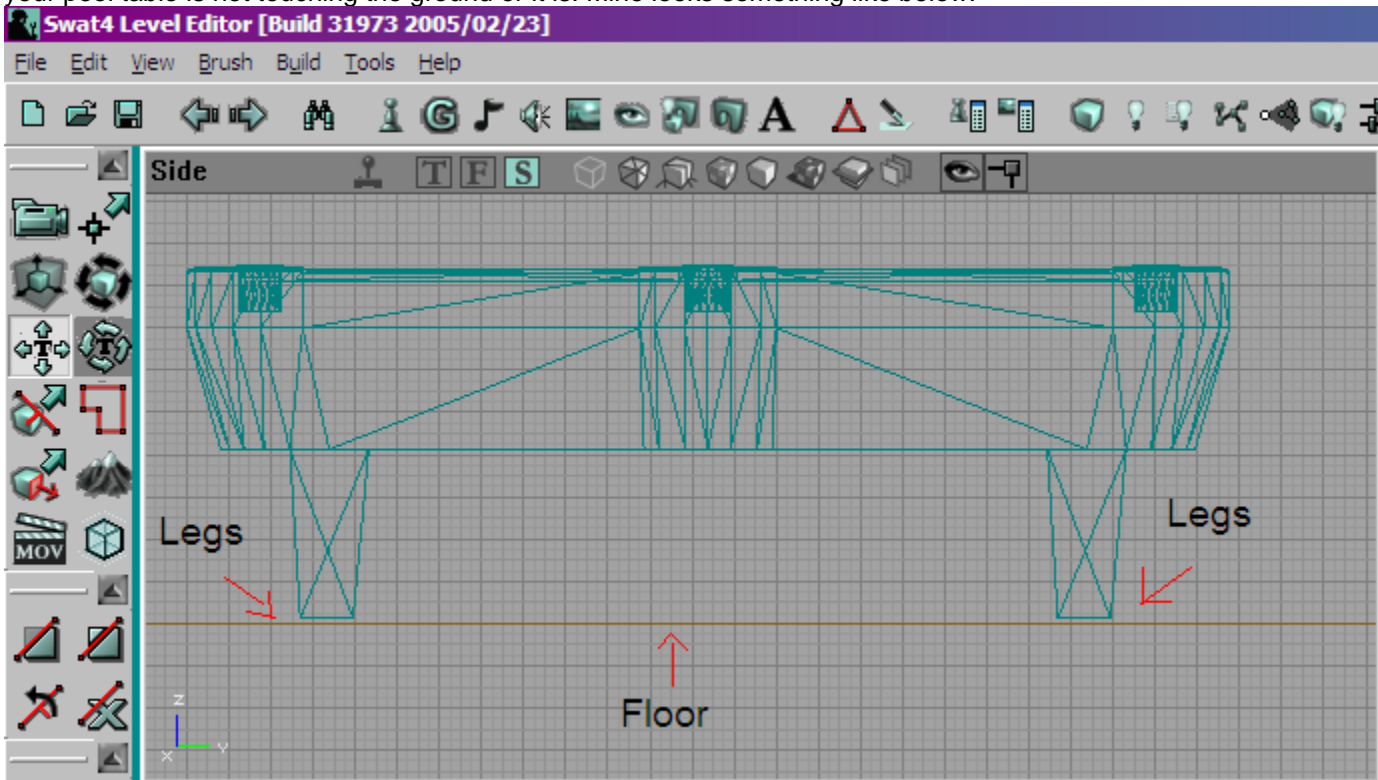
If you notice the legs are not touching the floor. We want the bottom blue line of the leg to be perpendicular with the floor. So lets highlight the pool table by clicking on it in the side viewport and while holding down shift and the left mouse button move it down just a hair so that it is even with the floor.

Now lets do the same and add two more pool tables that are side by side with this one. Right click somewhere on the floor and hit add static mesh pool table again and do it twice. So that now you have 3 pool tables in your map. So now we are gonna line them up since they probably look like this below.
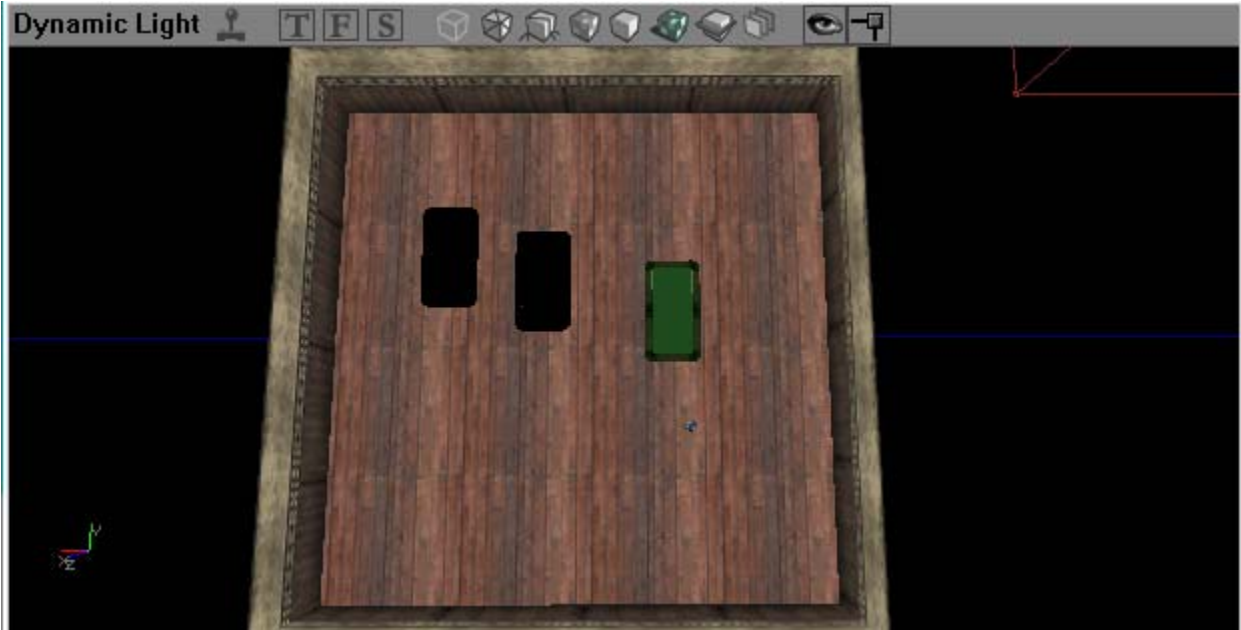
Which is fine cause now we will even them up a bit. First lets go back to your top view port shall we so we can space them out a little. Lets click on the middle move table and move it a bit so that there's a good gap between it and the first one and do the same with the third one and space it a bit from the second one. Don't worry about lining them up properly yet we will do that in the front view and side view. For now it should look like this.
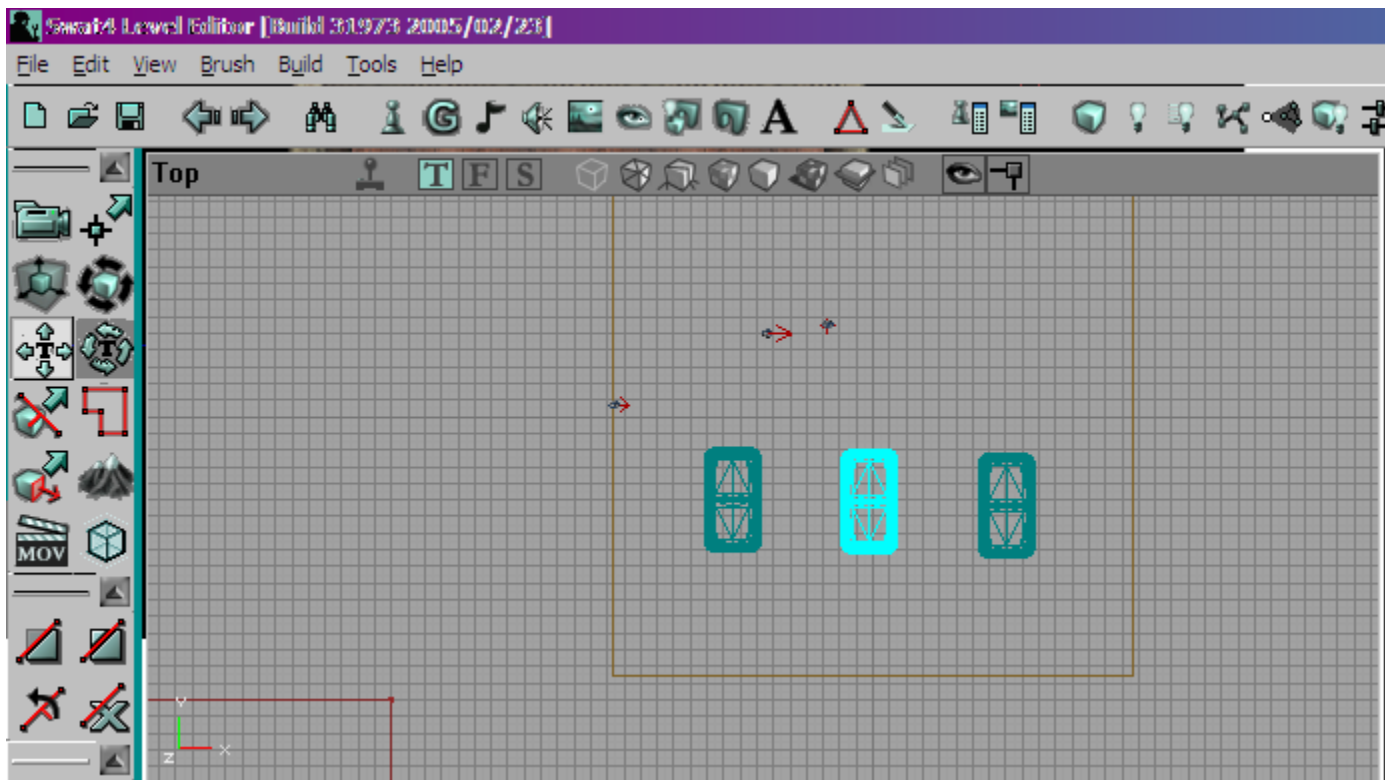
Ok lets go to the side view so that we can line them up perfectly and have them touching the ground. If you click on the side view you'll see a jargled up picture like so.
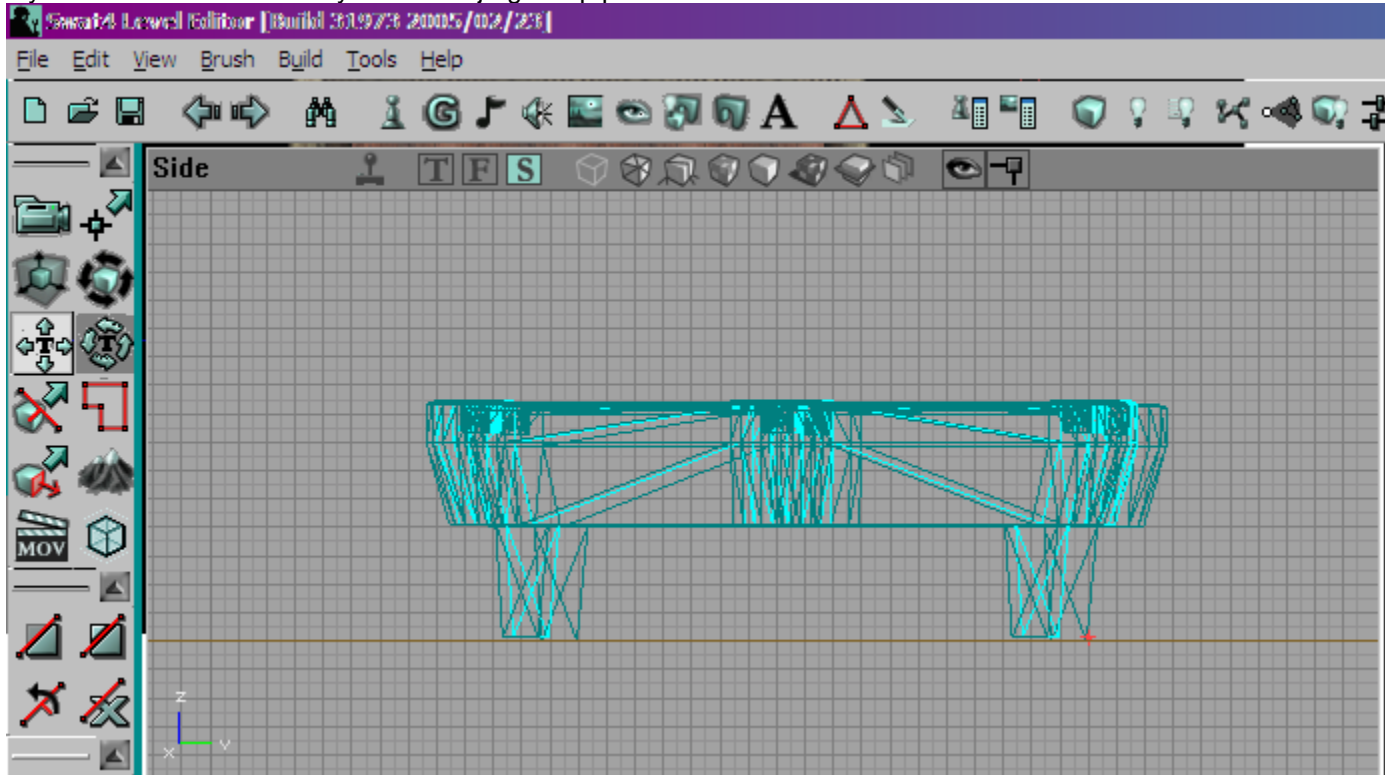

Which is fine since we can just highlight one of them and move it like we did before. So lets do that

and make sure to line it up to where you can only see the first one in view you don't have to worry we can also do this in the front view this is just to make sure that the pool tables are in line together If you see my picture below you will notice that they are lined up perfectly now and our touching the ground. Click on the front view to make sure they are touching the ground.
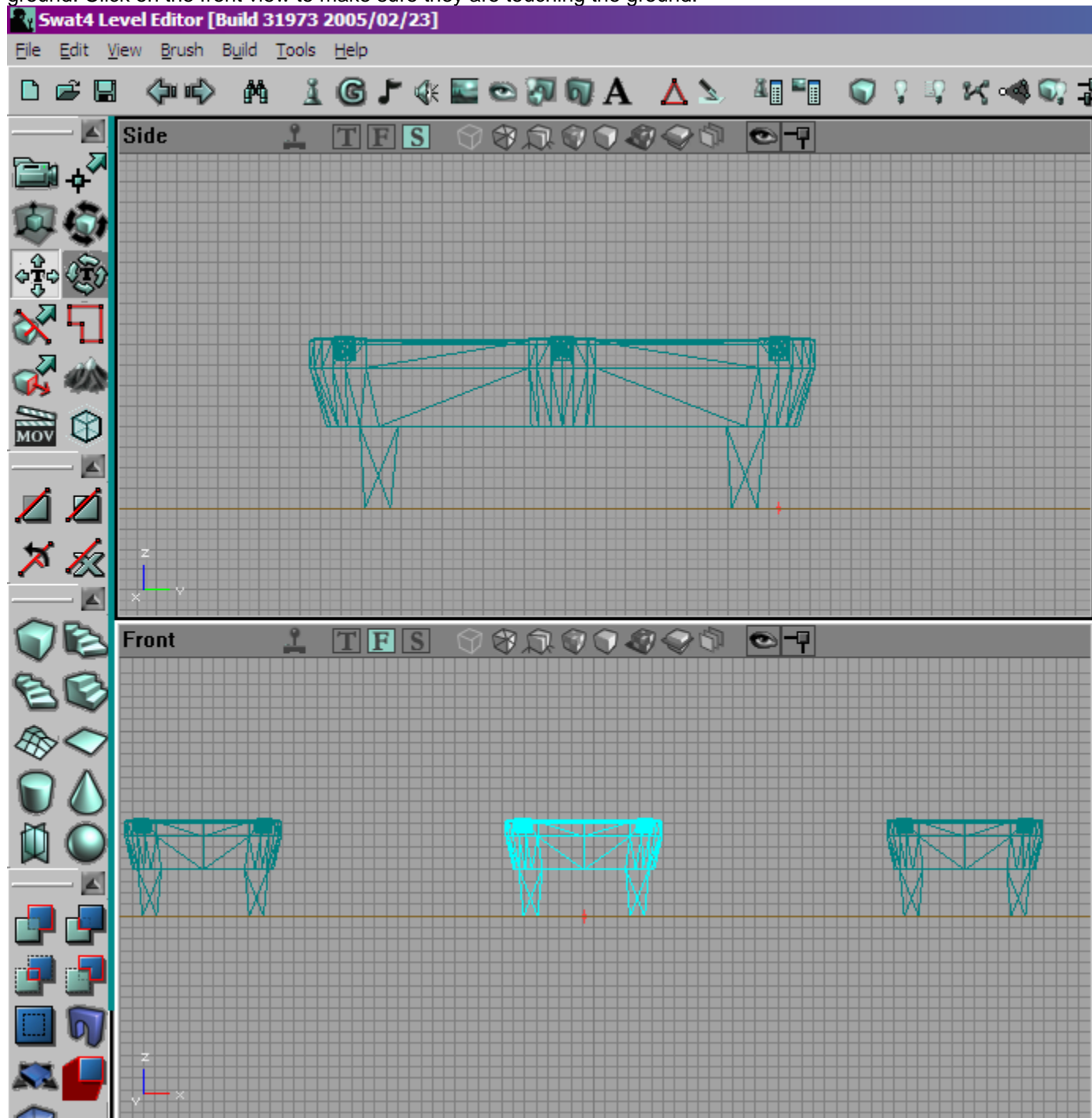
Now our room is starting to look like something so next thing we are gonna do is add a bar and some stools on the far end of the room along with some arcade games since this is an arcade/bar room. So again lets open up the static mesh browser and lets find us some sort of a long counter like item that could be our bar. Open the paradise_sm file again and look for a mesh called para_bar. This will be the starting point for our bar. Lets click on it and add it to our room just like we

did with the pool table by clicking on the floor somewhere on the floor near the back of the room like in the picture below.
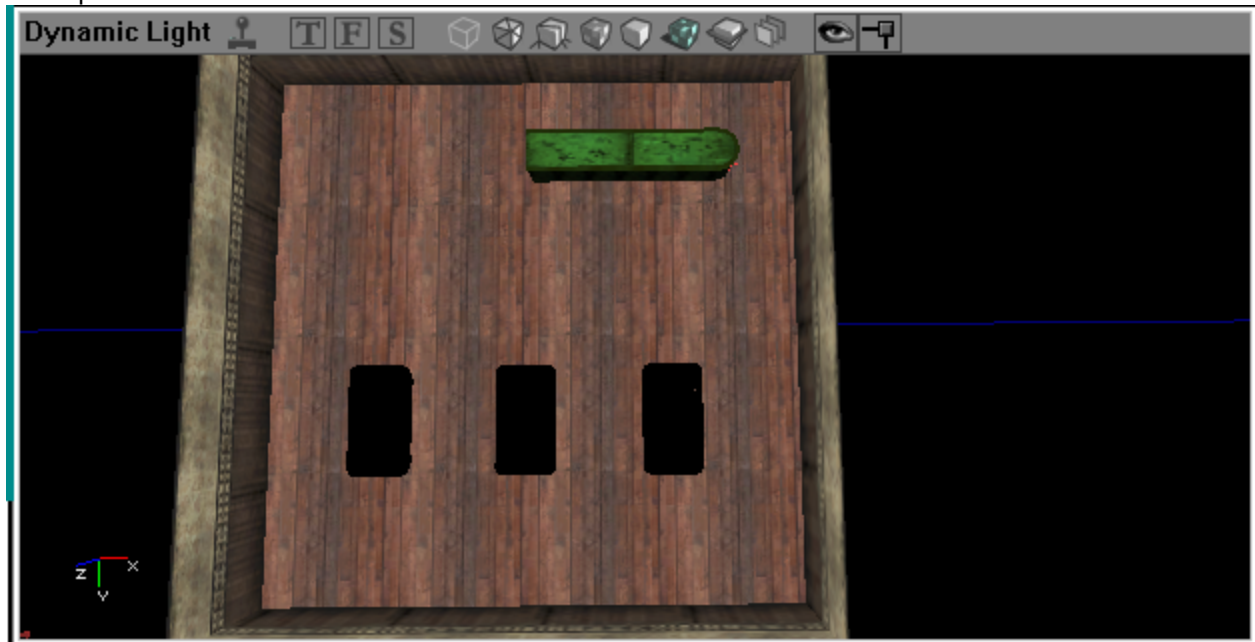
Now we are going to align it with the left wall and the floor so lets go to the side view port and the top view port and make sure that it is aligned perfectly with the floor and the left wall. Like below but also make sure to move it away from the back wall so that there is room to get through there. If you wanna make sure you can walk behind the bar than add a player start and play the map and see if you have enough room to do so. We will be adding more to this so you wanna give enough room.
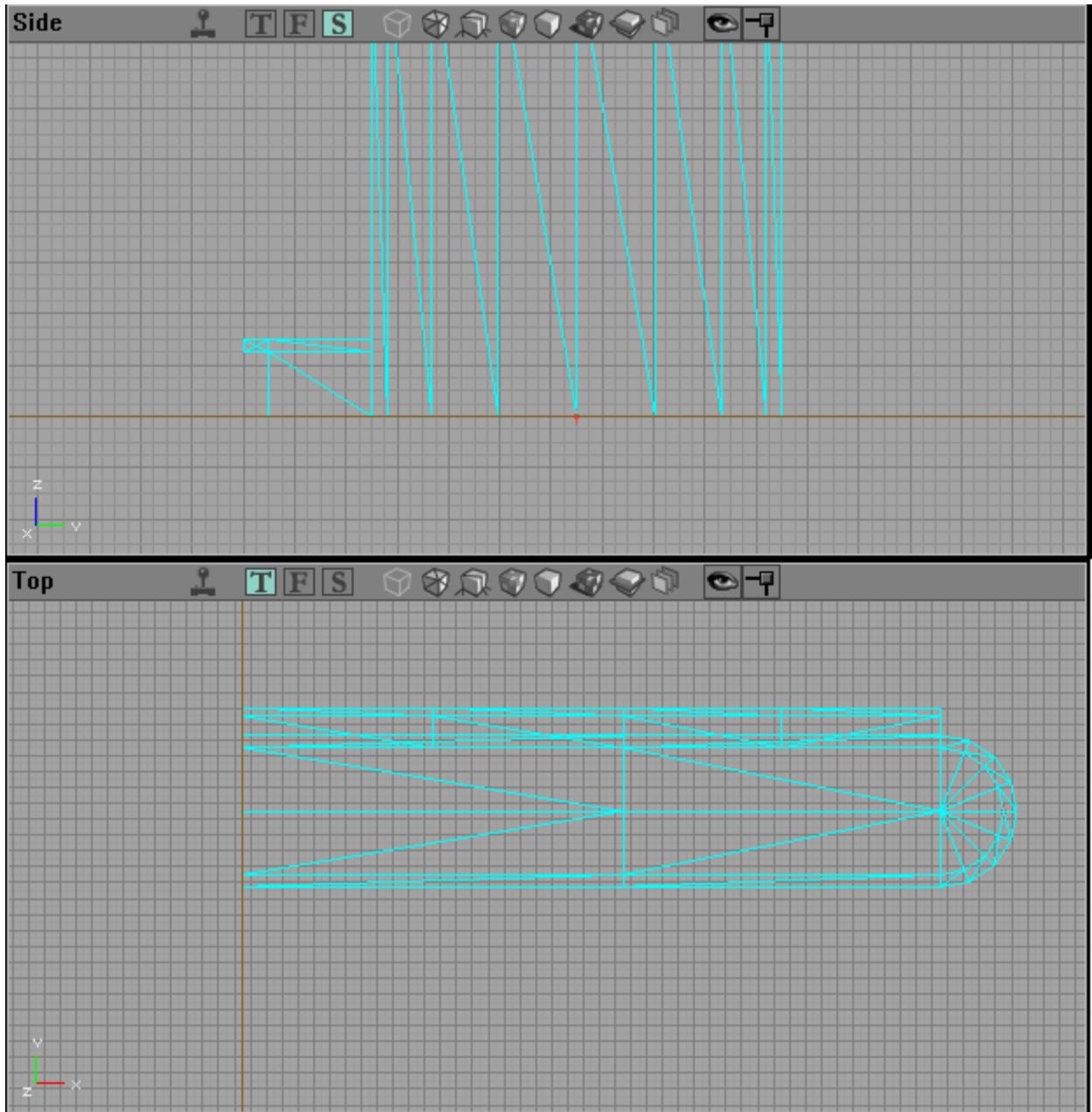
Now we are gonna concentrate on making our bar look pretty by adding some decorative stuff, signs, stool, liquor cabinets, etc. So first lets add some stool, couches and chairs around the place. Lets open up the static mesh browser and lets open up the paradise file again. Look for the file called para_barback. This will be our liquor display cabinet. We are going to add this to the back wall perpendicular to the bar itself. So click on the floor and add the mesh and like before line it up perfectly so that it is against the back wall and the left wall plus touching the ground. You may need to rotate it around so that the top cabinet is closest to the back wall. This will where we will place all the liquor bottles and crap. So when you have placed it and lined it up you should have something that looks like this below.
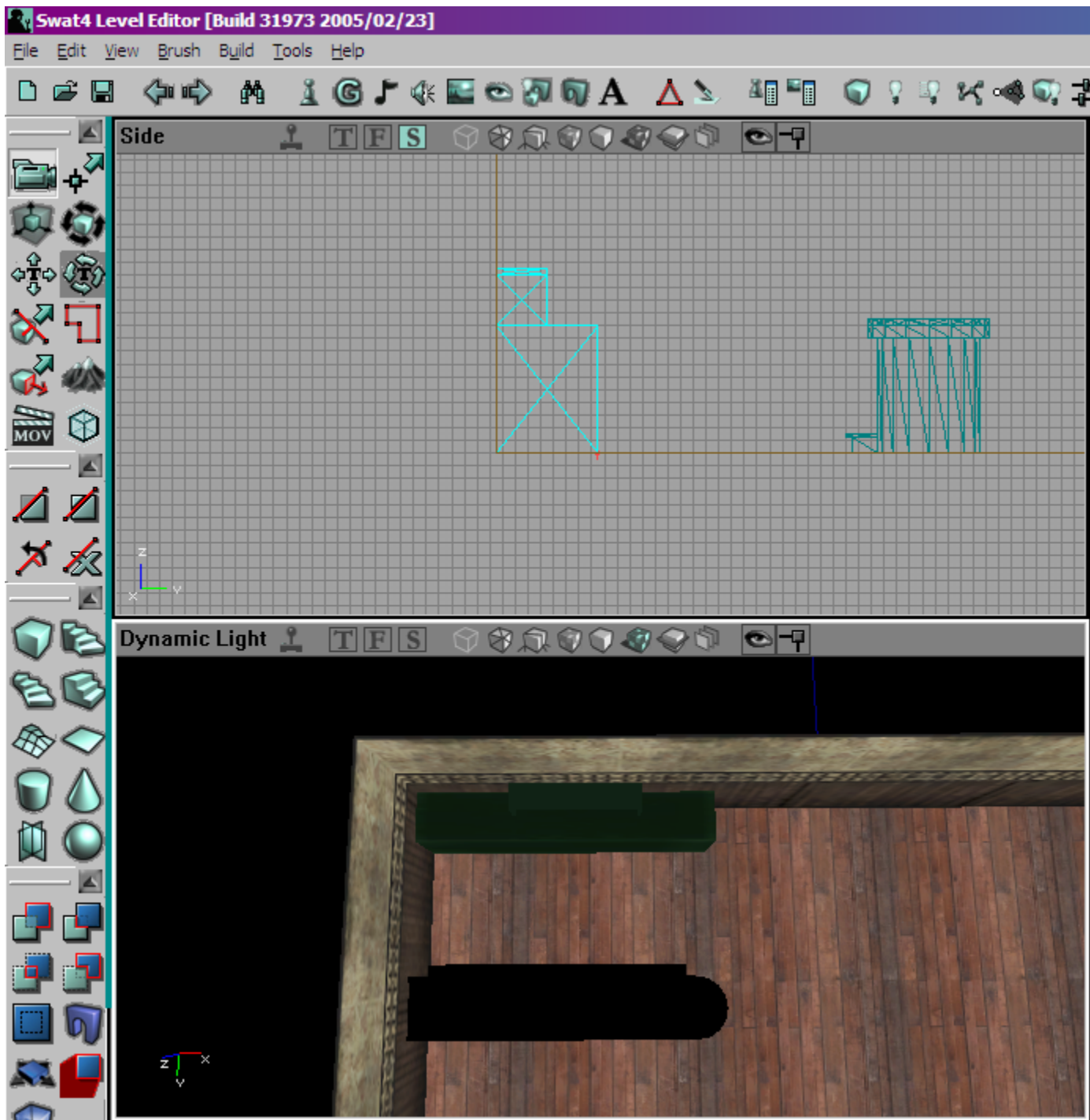
Now we are rolling and we can start making this room look really good. it don't look like much but hey its a start Right? Lets fine us some bar stools. Open up the para_sm file again in your static Mesh browser and lets find the para_stool mesh and add oh lets say four of them in front of the bar. space em out quite a bit and make sure again to line them up so that they are touching the floor. Here is a finished product of what I've done.
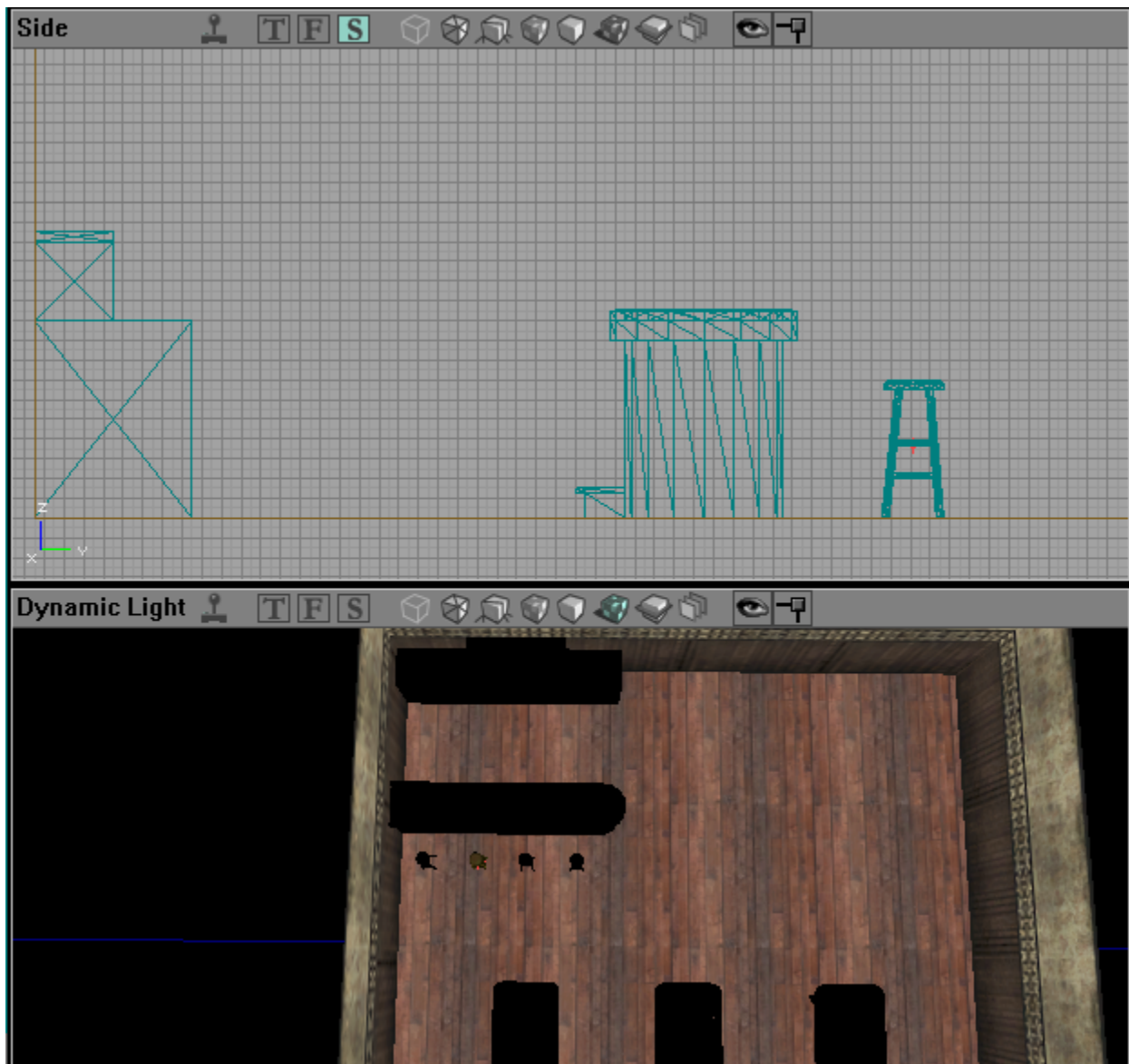
Great so now we are going to decorate the bar a little by adding drinks, bottles, styrofoam cups and detail it out a whole lot. So lets go to the static mesh browser and go static mesh crazy. We are having fun now wo07! Go back to the bar_sm file and find the barbeerb mesh.Also in the para_sm file there are some Liquor bottles add them as well and mix it around a bit so that you don't have all the same drink. now this may get tricky cause placing these on another static mesh can be difficult to line up properly so make sure you zoom in close. You see the top shelf of the barback. That's where we are going to add bottles at. I'm gonna add quite a few bottles so that I fill up the top shelf. It will look something like below. You can move them around however way you like em. But make sure you do line them right with the shelf and the wall so that they don't go through the wall. Make it look neat or messy. In my room it will look fairly neat.
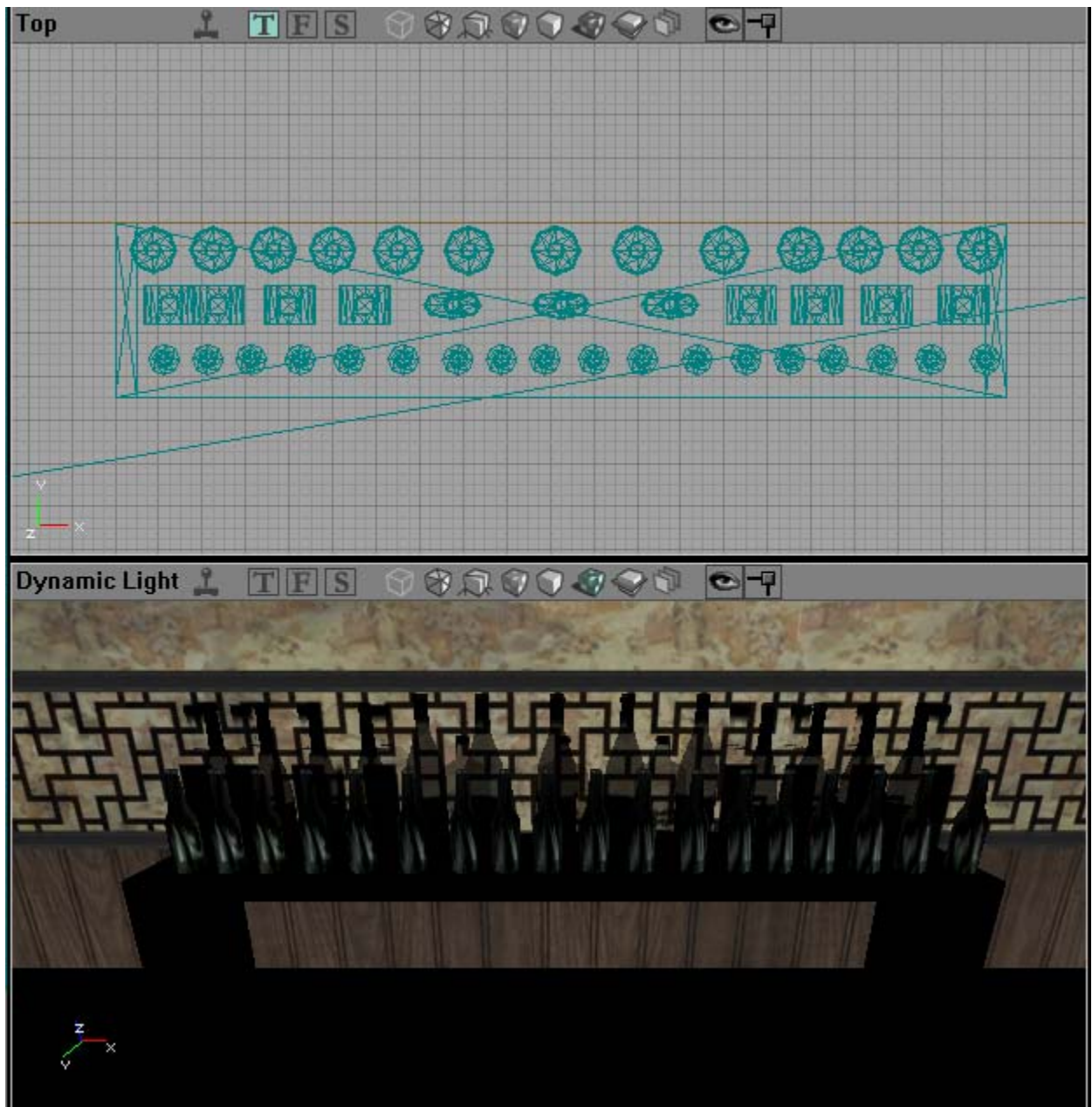
A quick tip if you don't wanna place them all one by one is that you can set six one by one and then right click on each of them this will highlight all six. Go to edit and click Copy. Than hit paste and you can paste six that's already lined up side by side and than line them up with the rest. A lot quicker than placing 1 at a time don't ya think?. In the static mesh browser we can open the junk_sm file and find beer cans or the malt liquor bottle and add them to our bar just for looks say. So lets add a few underneath the shelf and around the bar.

V: Lighting

Before we move on we need to shine some light on this project. Now you'll notice that its a bit dark in there so lets add a few ceiling fan lights around the place before we start getting into more detail. Open up the static mesh browser and lets open up the bar_sm file again and look for the mesh called bar_fanlampon. This will be the base for our fan lamp. So click on it and lets move our view port around so that we can see the ceiling. Now what we want to do is add the mesh somewhere above the Bar so that we can shed some light on it. So lets do that. If you'll notice you'll need to line it up with the ceiling so that its even perfectly just like you did before.
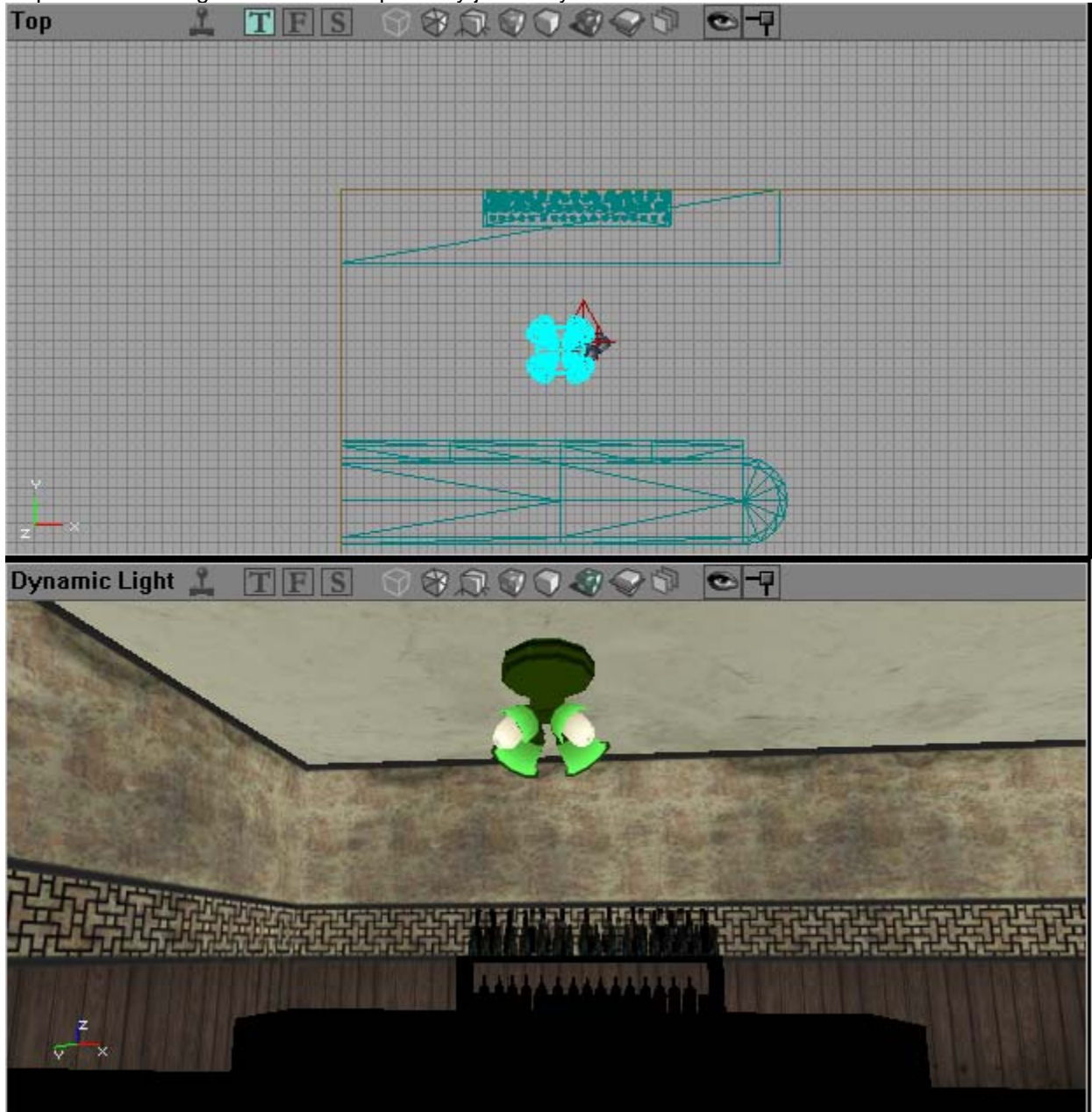
Looking good guys now we need to add the fans to go with this fan lamp so back to the static mesh browser and to the Bar_sm file lets find the bar_fanlampm mesh and lets add it to our light and align it up just right so that it fits

perfectly.
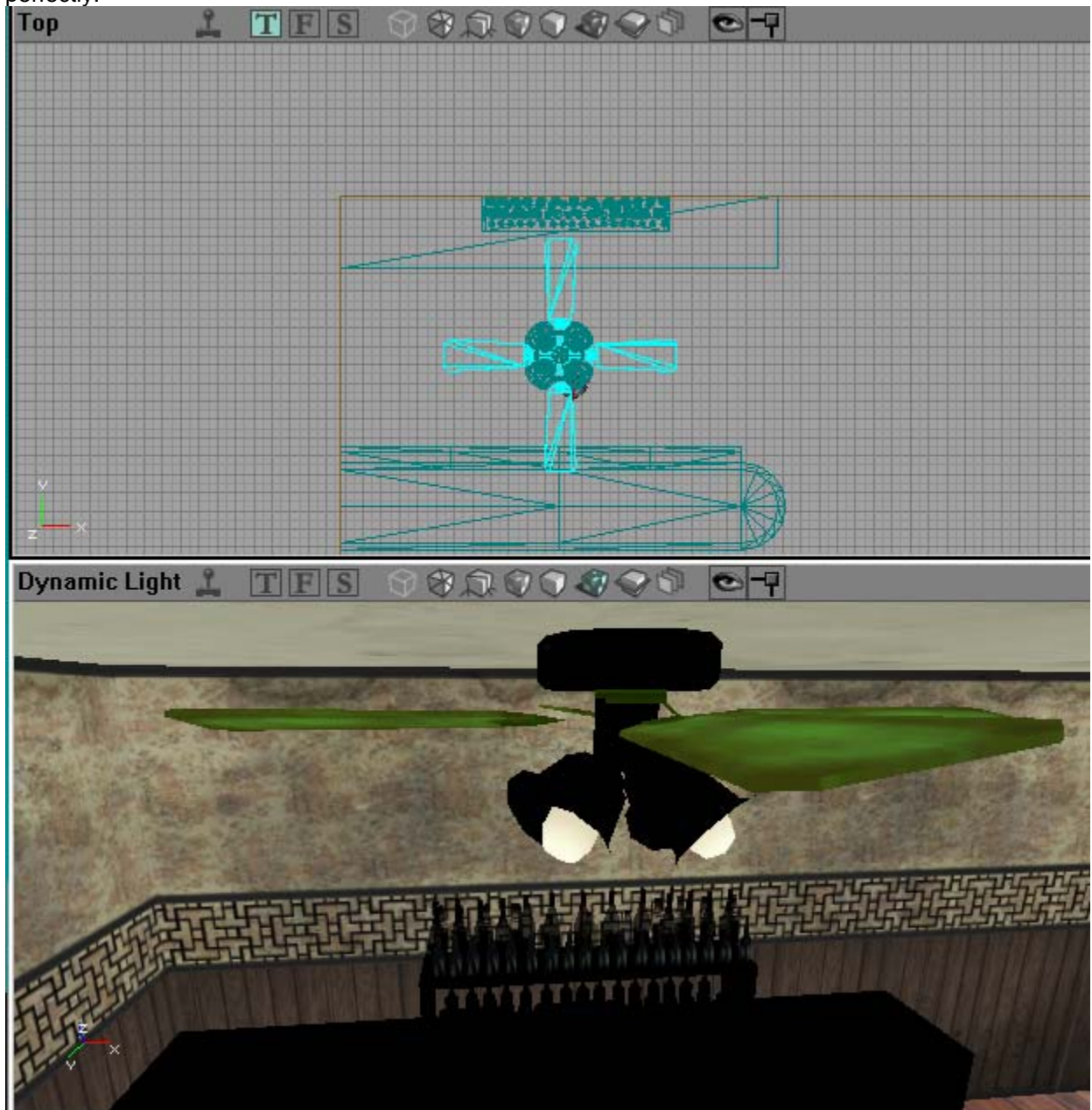
Well now we can click the build all button and check out our map. Well if you did this than you will notice that our map is still dark. That's because even though this mesh is Fan lamp ON it doesn't mean that the lights work. We used the on mesh so that we can add lights to it to make it look like the lights were coming from the ceiling fan. So lets add lights and to do so all we need to do is right click on one of the bulbs and click Add Light Here. This will place a bulb somewhere on your map next to where you right clicked. What you need to do is move that light that you just place so that it lies a bit underneath of your bulb on your ceiling fan. And since there are four of them lets go ahead and add just 2 lights in all. That should be more than enough light to give it that just right look. Even if it doesn't you can always highlight one of the lights and right click and go to light properties at the top. Here you will see a new menu. What you need to do to change the brightness of it or

even the color of the bulb is. Go down to the light color tab and type in how bright you want it. You can always test how bright your room or how dark it is by clicking on the Build Light button ![light icon]. I set my brightness to about 150 on each bulb and I didn't change the color. So now my bar is a little brighter now. And it looks like below after I clicked the build light button.
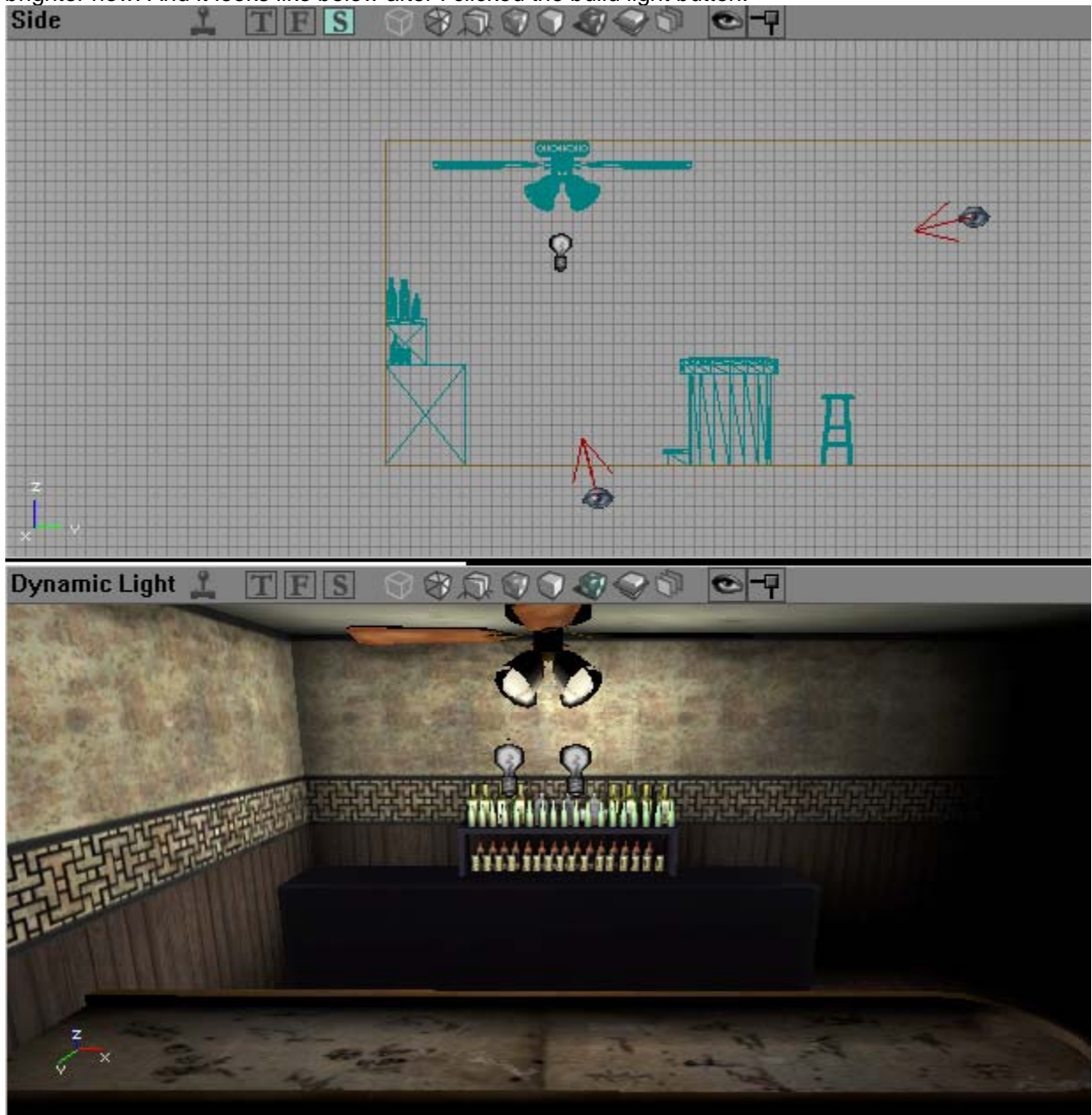
Great now that you know how to do lights we are on a roll baby time to add some more details to our

map. Lets start off by messing with the bar itself. Go ahead and click the build button ![cube icon] so that your room is defaulted back to the brightness it was before you clicked the build light button.

VI: First Room Finishing Touches

Now we are going to finish the rest of your room by adding more detail meshes and adding a few more lights to make this room complete. First lets center our attention to the bar section again and lets add a few beer kegs and a beer tap shall we? Open up your static mesh browser and lets find us a beer tap and some kegs. Open up the Paradise_sm file again and look for the mesh called para_beertaps. We are gonna add this to our bar back. Line it up right and it should look like below.
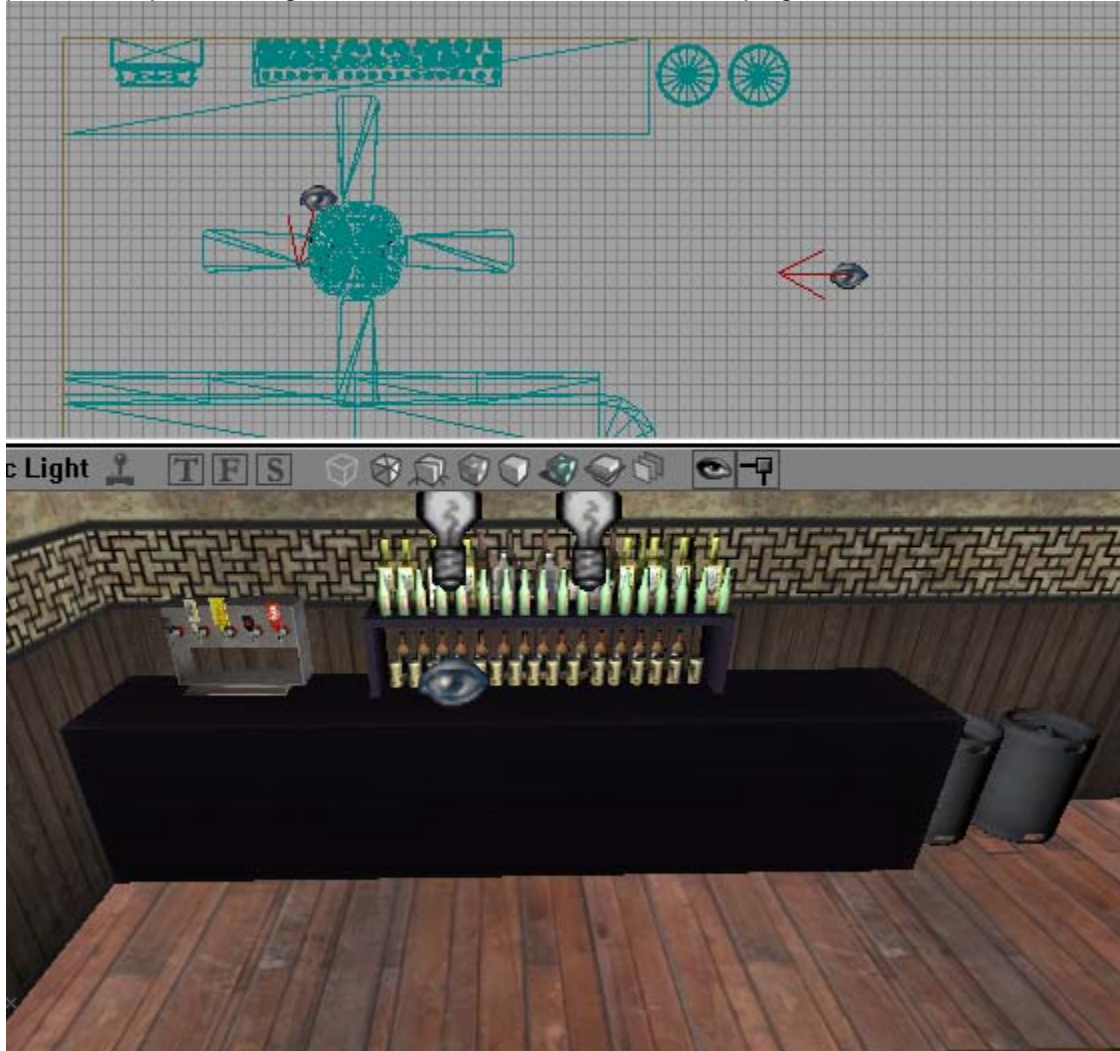
I also added a few kegs as well found in the Para_sm file labeled as para_keg I added them right next to the back wall on the right side of the back bar. I'm also gonna add a few soda cans on the other side of the liquor shelf for those who like jim and coke lol. Anyways you can find the soda cans in the babershop_sm file in your static mesh browser. Add a few of them to your bar and lets also add some styrofoam cups on each side too. You'll find a few meshes with styrofoam cups in the Bar_sm file. I'm also gonna add a soda tap machine on the right hand side of the back bar. You can find that mesh in the bar_sm file labeled bar_sodamac. So lets add them around to give our back bar that finished look.
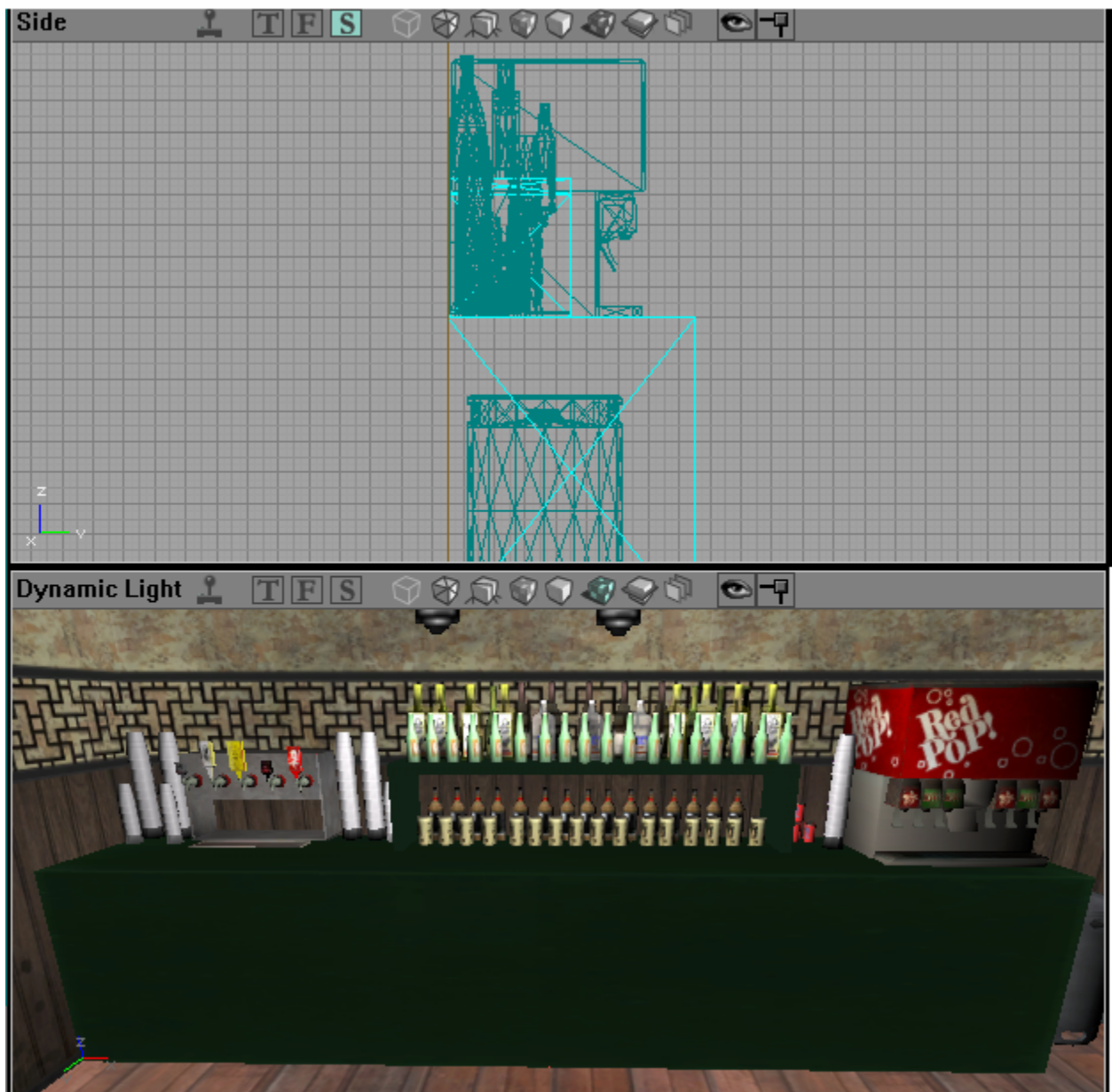
Now that we have finished the back bar lets add a few meshes to the Bar itself. Lets make it look like people have been sitting here. So lets add a few liquor bottles here and there a few single styrofoam cups and a few liquor bottles/beer bottles to give it that cluttered look We will also add a cash register as well which are all found in the same mesh files we have been digging in. SO lets add a few ashtrays. Ashtrays are found in the Bar_sm or Barber_sm files. Add a few of them to top of your bar.

Lets also add a cash register found in the Bar_sm file in your mesh browser to the middle of the bar and have it face towards the backbar. Also lets add a few beer bottles, cans, cups and stuff to give it that final cluttered look as we did below. Also lets say you want a beer can to be laying down like its been knocked over. highlight that can and while holding the shift key use your arrow keys either up, down, right, or left to change it to where it is laying down. our finished project looks like so.
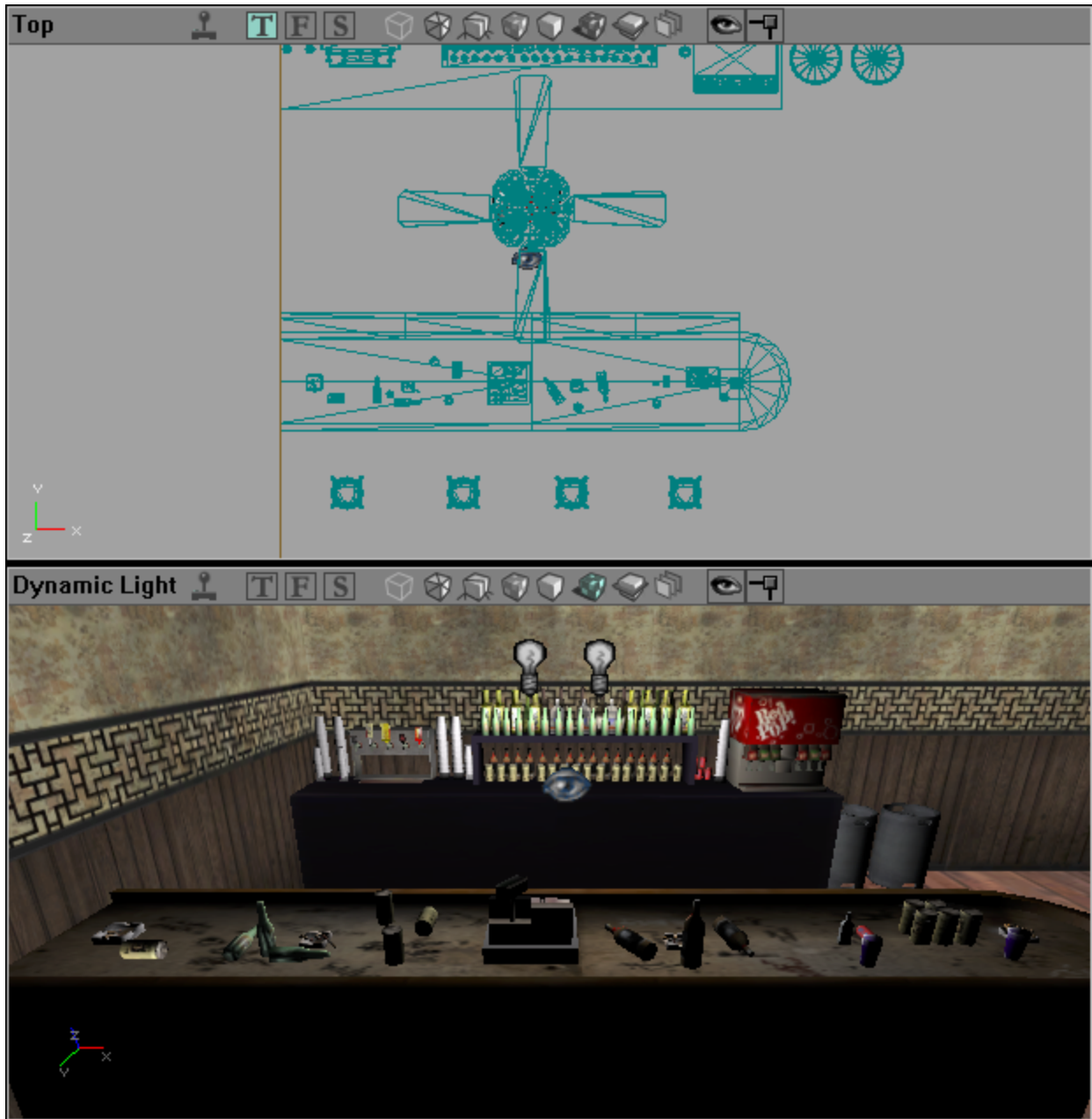
Now its time to work on the arcade pool table section of the map. Here we will want to add Arcade games, cigarette machine, Benches and chairs and maybe even a couch if theirs room so lets start working on it first lets add a few arcade machines in the back area. There are three arcade machines in the Repo_sm file so lets pick them and add them to our map. Below is a picture of how mine will look when I add them to my map. We will also add a table for looks since there's room so lets add the lunch table from the Repo_sm file to our map as well. we will also need some chairs to go with those tables so lets add a few chairs from Tenemet_sm file called Ten_foldchair_01. You can use any chairs but that's what I used. So when you complete it you will have something that looks like Below.
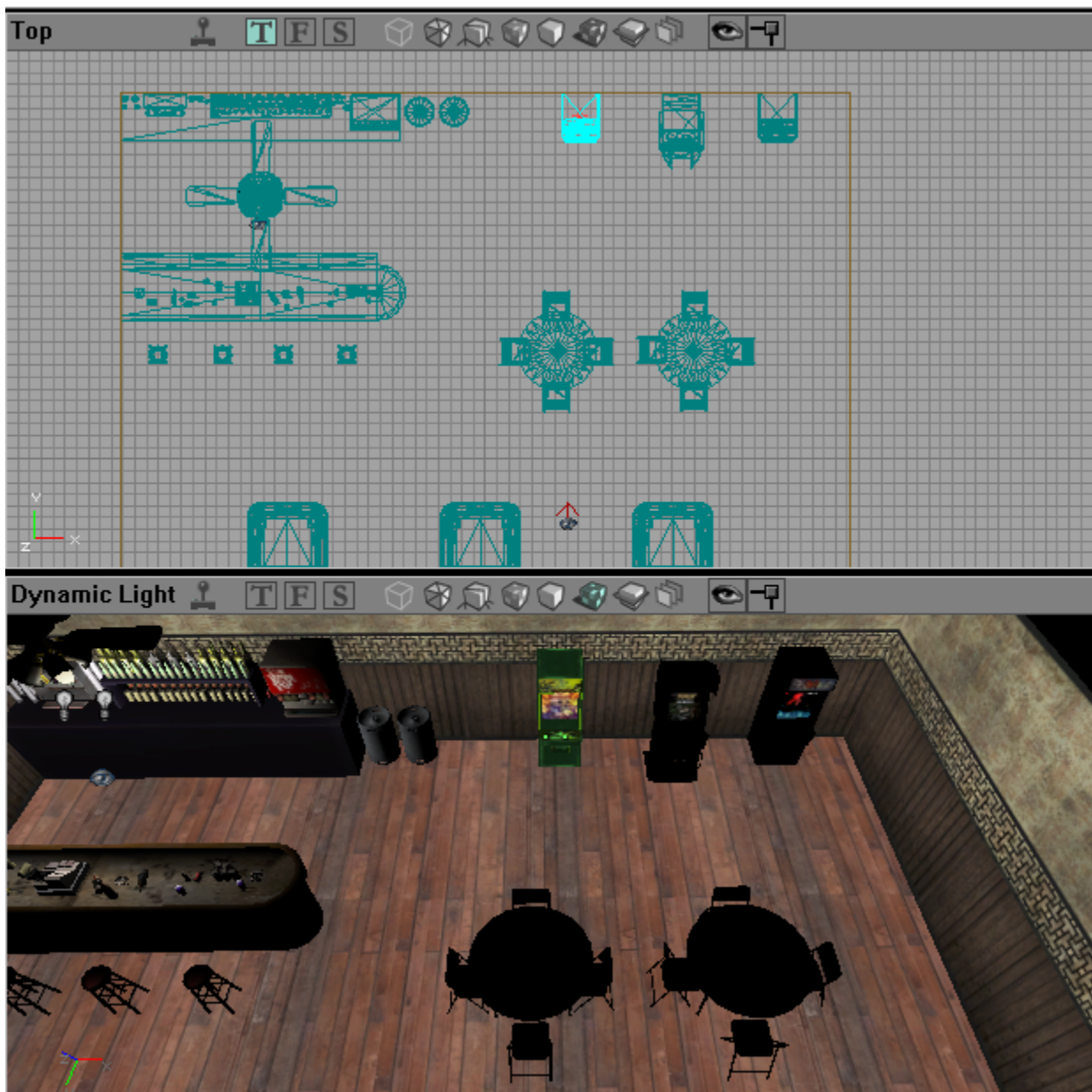
Now its starting to look like something Well this gets ya started on meshing and creating your first room so your own your own with this room. We will move on from here on how to create corridors for doors and how to join a second room to this one. Next we will make two rooms joining this one that will be our bathrooms. So go ahead and mesh it out a bit all you want add whatever to it you want but remember this maps already been done so try to do something on your own and come back to the tutorial since you already now how to start your first room hopefully.

VII: Adding A New Room

        Well so far we have a good looking room all meshed out and we are ready to start working on creating a new room. Below is what my level looks like so far. As you can see I made some changes and even added a few other things included another table, a tv, dart board, and a punching bag. Also a few security cameras for those of you who act up in my Place. I ended up changing the bar I didn't want my place looking like an old country bar we are going all out in this map.Anyways its time to add a new room so we will be adding two bathrooms a male and female bathroom at the wall where the Tv is.


So now lets start building that first bathroom. First in order to connect this room we have now to a bathroom we will have to make a small corridor for our doors. We wont worry about the doors just yet lets wait till we mesh out both bathrooms than we can worry about doors. Since with doors

comes hard work getting path nodes and Stack/Clear points set up for both sides. Ok so back to the red brush builder we set aside earlier we will need it. Now for my doors I will right click on my Cube Primitive and set the perimeters for my corridor.

Now for our corridors for doors I always set the perimeters at 158X82X16 or in this case since its going in the back wall with our tv ill make it 158x16x82. You cant rotate the red brush builder like you can the meshes so you'll have to change the breadth and width around to which either way you'll be facing the door. You have to set it up in the perimeters. So make your corridor and connect it to your first room like so.making sure that its even with the ground and the wall.
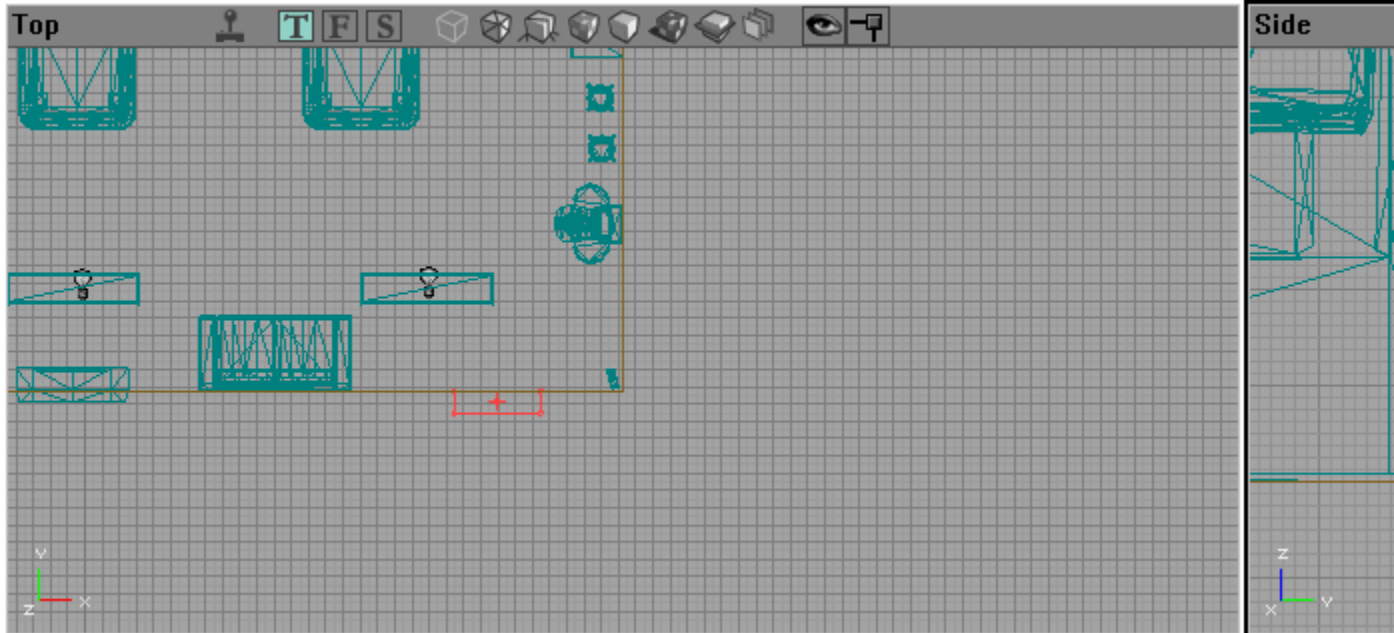
Once you have done so click on the Subtract button to subtract it to our world.now if you look in your dynamic viewport you will see that a small door size chunk has been cut into our wall and now that its done we can start making the room for our bathroom. Also make sure to either texture the corridor with the same wallpaper you used in the first room or do it along with the second room or you don't even have to but just the floor if you plan on using a door frame which we are but you'll notice I went ahead and texture/Aligned the small corridor except the far wall since that's gonna disappear when we add our bathroom there. Lets move the red brush builder to the other side of the room and do that side as well for our other bathroom. Go ahead once you get it lined up and click on the subtract. Now you should have two textured corridors in which will be the door way into the bathroom like below. Once your done you can move the red brush builder out of the way for easier texturing.

Now lets go back to the red brush builder again. Right click your Cube primitive and lets think of a size for our bathrooms. we want a big enough bathroom for a breach and clear and big enough that we can mesh it out with stalls, urinals, sinks and possibly put hostages or suspects in it. So what I did was set my perimeters to 256X800X800 for my first bath room. Once you've done that and lined it up with the back wall of your corridor and the floor using your side and top views than we can do the same for the other side. Once you have both sides subtracted we should look like this now. Or something similar.
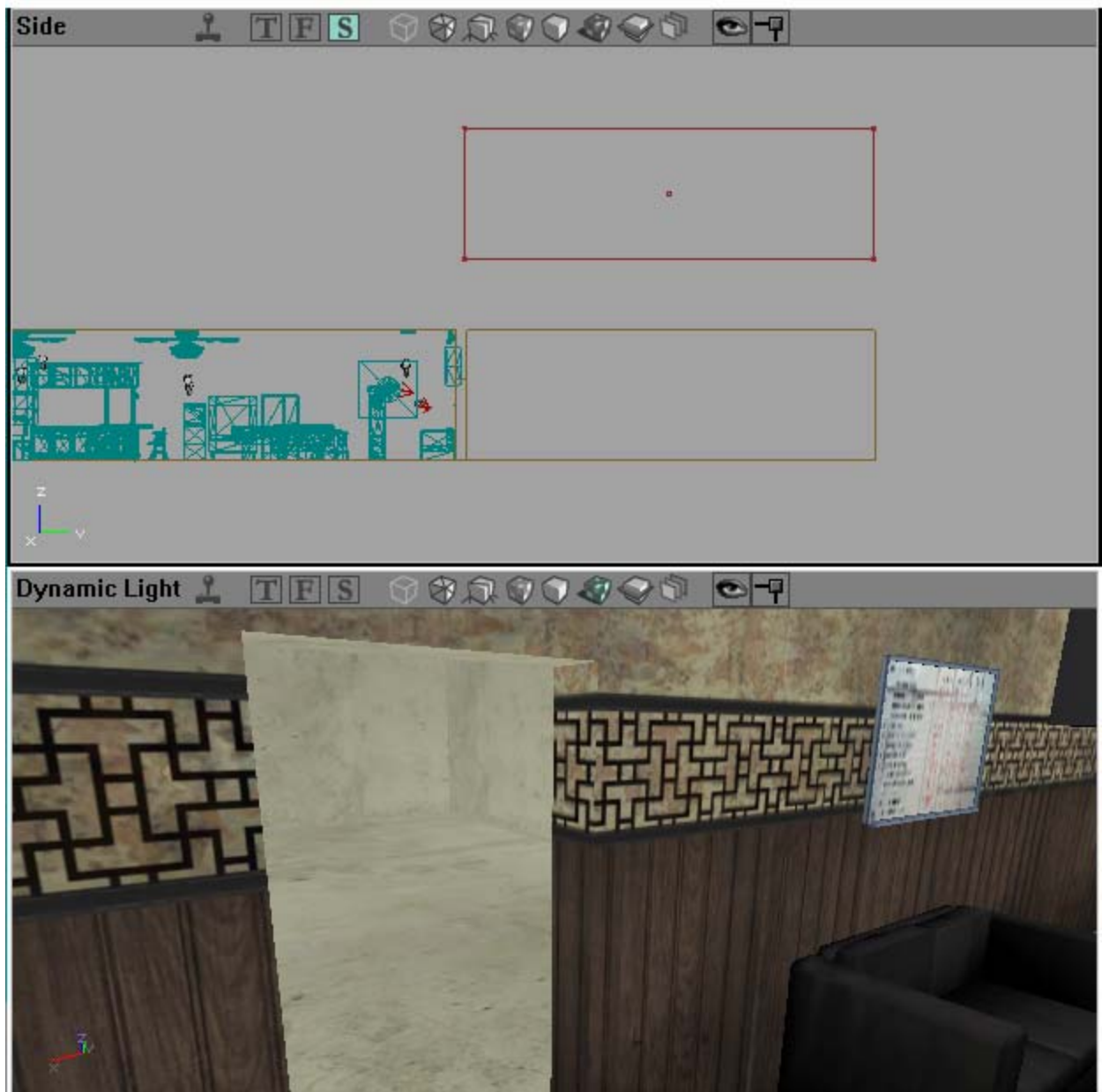
Now we have added both rooms and we are ready to start meshing it out and adding textures and everything just like we did previously with the last room. Congrats now you know how to join two rooms together and you are on your way to being able to finish it. Next we will cover the hard parts. How to set up a door for both of these rooms and how to rearrange stack up/clear points for co-op, and path nodes. Have fun meshing!!!

VIII: Adding Doors

Here's where the real fun begins but and I will explain this part to a T hopefully for you so that you understand exactly how to create a door and than rearrange your stack and clear points so that you will be able to move on and finish your level by adding Path nodes and than the suspects and Hostages. So lets look at our map shall we. I've shown you how to create your first room add static meshes and textures. We've also covered lighting and how to pace them also we have covered how to add a new room to your first one. So now I have a Pool Hall/Bar/Arcade and two bathrooms connecting to it. And here what mine looks like so far. As you can see I've done gone ahead and meshed the bathrooms added lights and I'm ready to create my two doors to the bathrooms now. So lets go ahead and start this. Make sure to follow this correctly cause adding a door can be hard work and very frustrating to deal with if you screw up or miss something very important. Ill be sure to clarify the important parts.
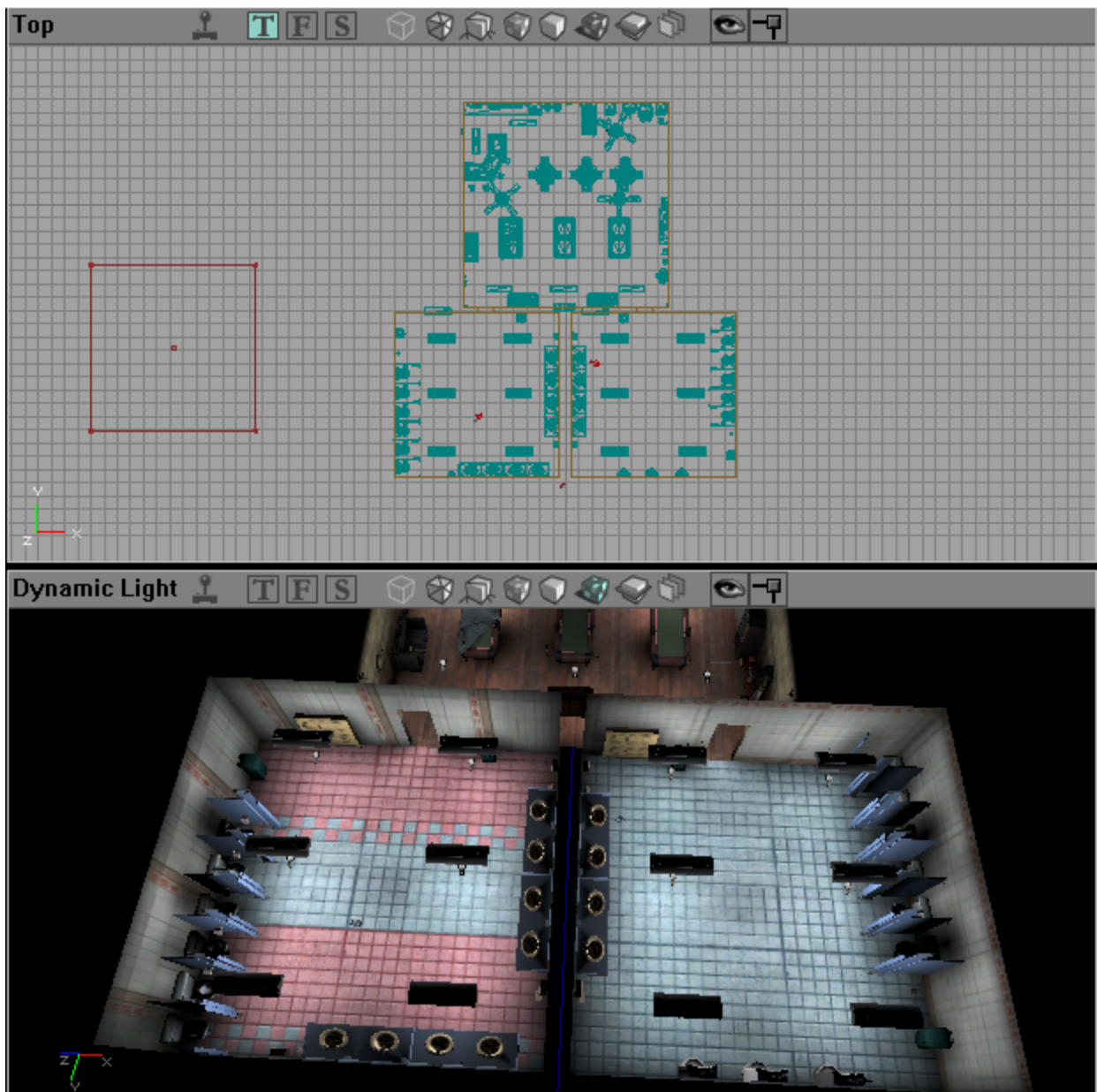
Before we add a door lets add a door frame shall we. For my bathroom doors ill be using a static mesh from the Doris's file. So go into that file and find the door frame labeled door_door01_frame. This will be the frame for both of my doors. I'm gonna go ahead line this up to the door so that it fits snuggly into my little corridor. Should look like something below. Don't worry if the frame is hanging a little below the map its no real biggy and its hard to get the perimeters exactly right on the corridor itself to fit with it but it doesn't matter the door will still fit and swing open you wont even be able to tell.
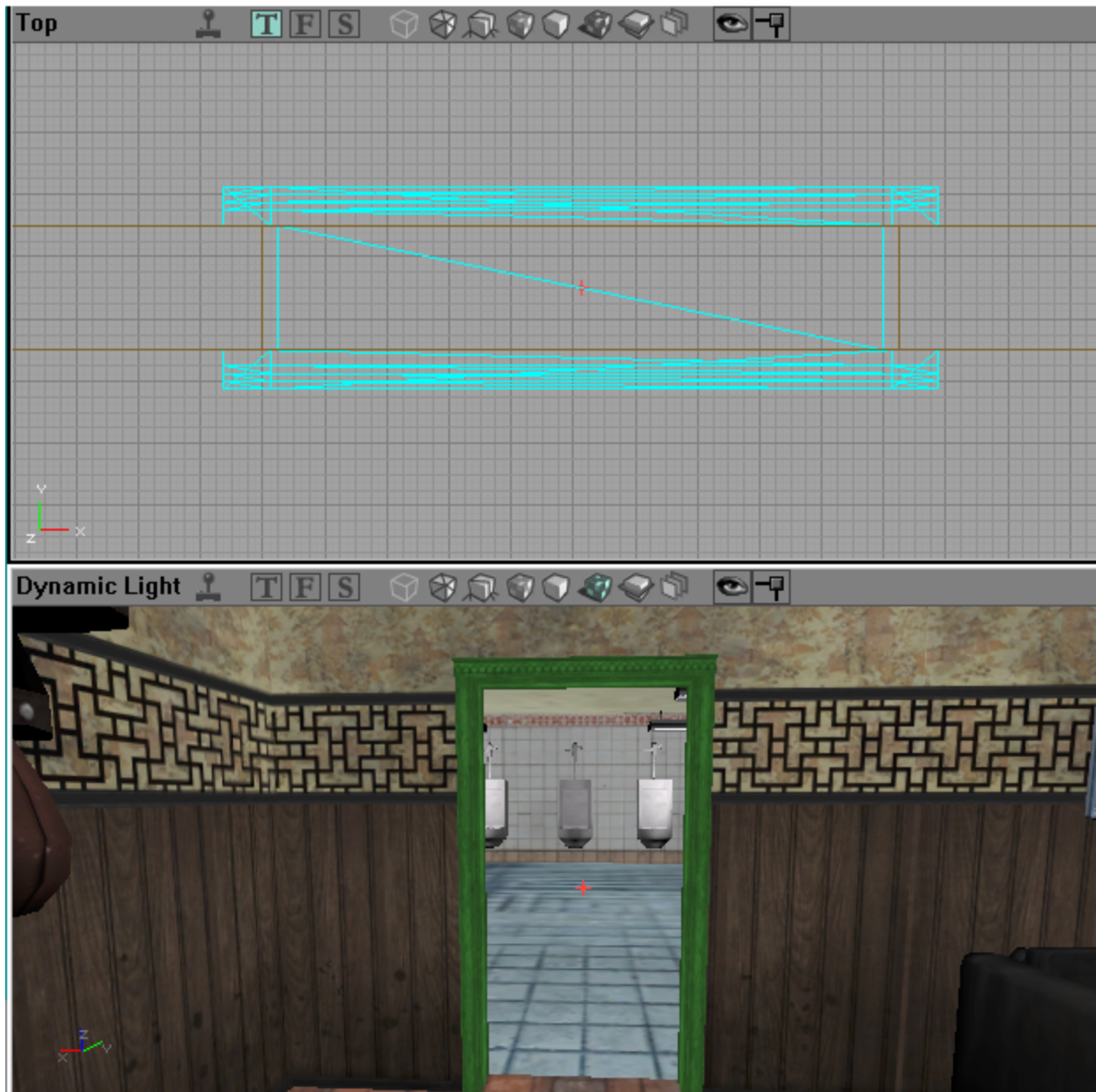
Now on to adding a door, we need to open up the class browser ![icon]. It will bring up a box like it did with your other browsers. This one will have an object>Actor tree.
Here is where we will find your actor objects to add into our map. So lets open the class browser and select object>actor>navigational point>door>swat door>Single door.

It will look something like this.
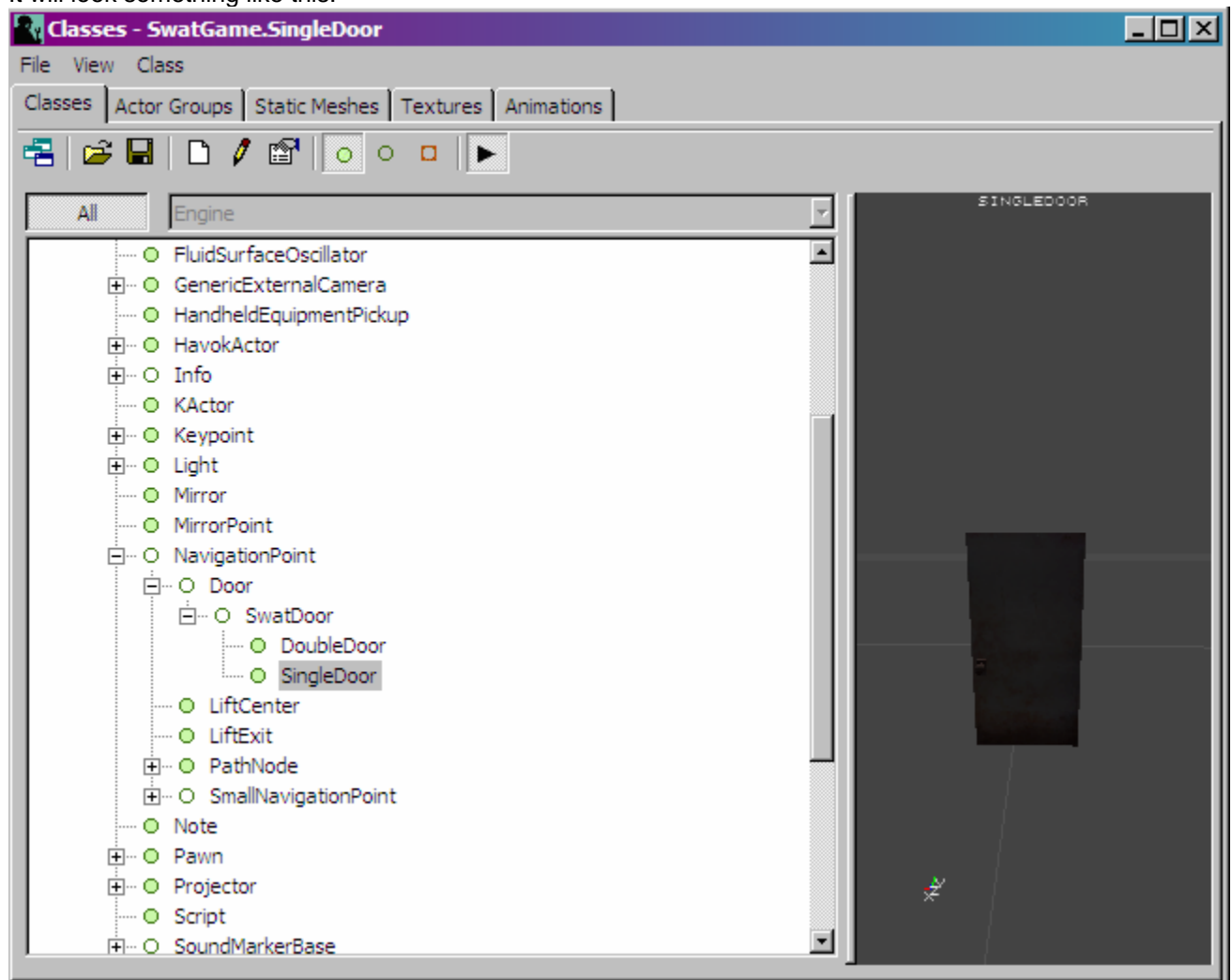
Once you highlight single door its time to add it to your level so minus the menu out and lets right click where abouts you want the door and click add single door here.
Now a bunch of stuff just happened you'll now see a single door somewhere in your map 4 stack points and 4 clear points for each side of the door. Before we do anything to the door like align it right we need to unlock the door so that we can work with just the door right now. So far this is what we should have see how my door is lined up?
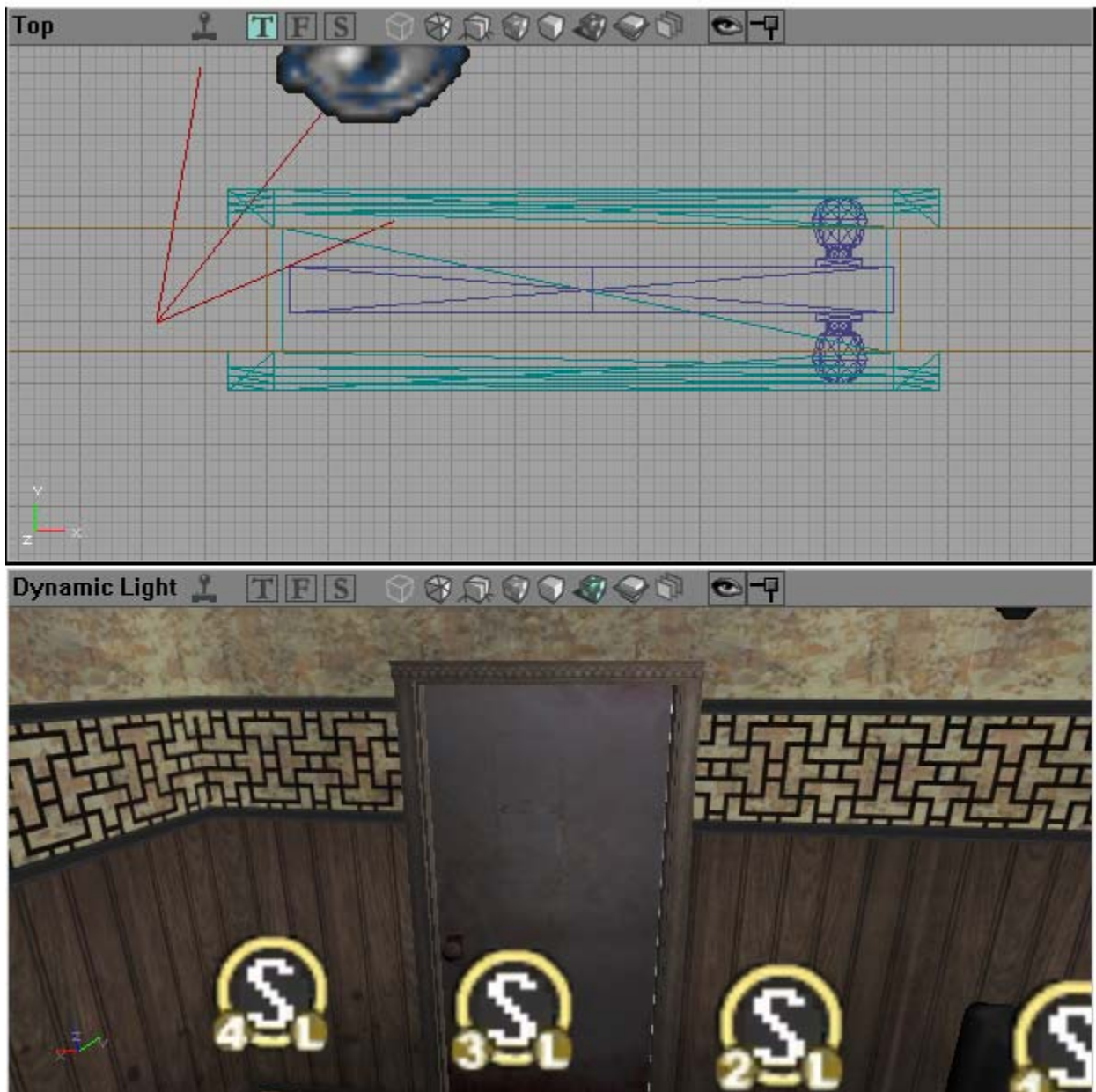
Now so that we can really mess with this door and texture it we need to unlock the door so that we can select just the door itself and not have to worry about everything like the stack and clear points being selected as well. ITS VERY IMPORTAN AT THIS POINT THAT YOU UNLOCK YOUR NEWLY MADE DOOR. SO to do that click on the class browser again this time we will jump over to the actor groups tab at the top. Here we will see yet another tree like menu to play in. Click on the + sign beside actor groups and you should see this.
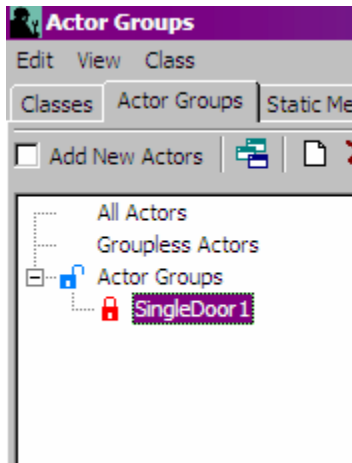
Notice the padlock to the left of the SingleDoor1, indicates that the doors is locked. To unlock it right click on single door and click unlock. The padlock now should indicate that it is opened. Like so.
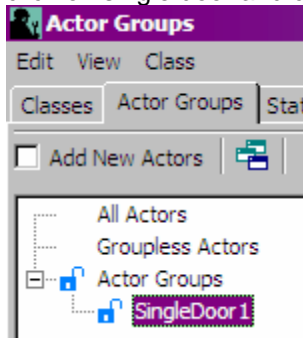
now we can close out of the browser and we should be able to highlight the door and only the door so we can add static meshes and a broken static mesh to it and among other things. So lets highlight our door and just our door and right click on it and select single door properties at the top. Now before we do anything else lets keep that little menu open but before we mess with it lets open our static mesh browser. Now we could always use the Doors_sm file for all or door needs so lets open that file. For my bathrooms ill use the top two.Abomb mens restroom and abomb womens restroom You can choose whatever one you want. Now lets select the non damaged door first after you select it go back to the doors properties menu and scroll down and click on the + beside display this will bring down a tree menu from there. Go on down to where it says static mesh. You should see this there on default StaticMesh'Doors_sm.TestDoorKarma78Wide'. That's not the one you probably want to use so lets change it by clicking on the > key on the right and then click use when the small menu pops down. Your new door mesh should show up in your viewport and on your properties menu like so StaticMesh'Doors_sm.door_abomb_mensbathroom'. Now lets add the broken mesh door to our properties menu. Scroll back up to the top of the door properties menu and find BrokenStaticMesh. This is where you'll add the broken mesh of our door. Now go back to the static mesh browser and select the one you want to use for the broken static mesh make sure its the same door as you used in the staticmesh but damaged. Since my mens bathroom or womens bathroom don't have a broken door ill just use the StaticMesh'Doors_sm.door_door02_damaged' looks about the same to me just without the mens restroom sign. well that's all you have to do to set up your door unless you want your door to be locked in the game. Now to have the door locked we will just go back to the door properties and find bIsLocked which is the sixth one down from the top and mark that as True. Your door will be locked during the game. Now do the same for the other doors and your ready to set up the stack and Clear points and path nodes.
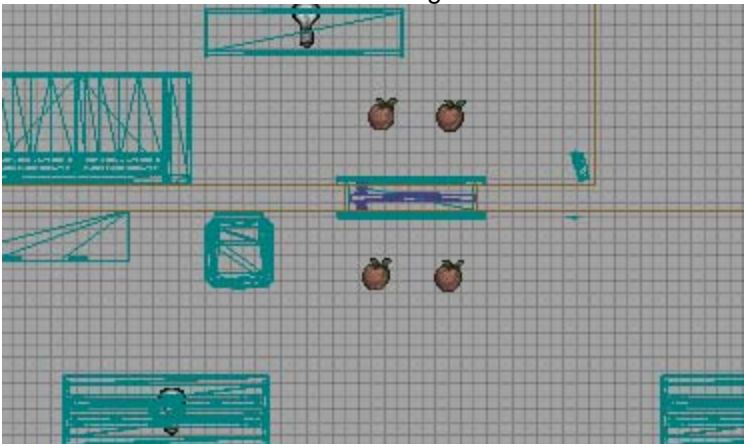
IX: Stack/Clear Points & Path Nodes

Now that we have our door set up we need to successfully rearrange our stack and clear points and add Path nodes so that when playing with AI they will be able to Stack and clear on demand without any trouble. This is where a lot of you may start to get troubles and errors but its ok Ill help you correct some of the errors hopefully all of the errors.

If you look at your map you will see 4 S and 4 C circles on each side of the door. That's are stack and Clear points. They are defaulted in a row like that but since our door is unlocked now we can rearrange them one by one where we want them and where the editor will allow us. So we want to arrange them around so that the swat will stack in that certain point and clear in that certain point. The circle around each Stack and Clear point indicates the radius in which the swat AI may stack. So anywhere in that circle they will stack. Before we start messing with the stack points lets add two Path nodes in front of the door. that way the Swat AI can successfully make their way through the door. I usually add two on each side of the door just in case you open the door from both ends cause when the door swings the Ai will need an alternative route to take and you'll get a lot of errors if you don't. For right now i've moved the stack points out of the way of my door so I can add the path nodes and set them up without any interference from them.

So lets add a path node. Path nodes can be added by right clicking where you want it and clicking on Add Path Node Here. Path nodes are represented by an apple icon. These nodes will give your Ai and the suspect and hostage AI a path in which to walk on. Sounds easy huh? Not really it takes a lot of trial and error and patience to understand how they work. So I've added two nodes on each side of the door and I look like this right now.

Ok so now that the path nodes are set up we can start setting up our Stack and clear points near and around the door. Go ahead and click on the stack labeled S1. This is your stack point 1. Lets set it around the door somewhere. Here's how I set it
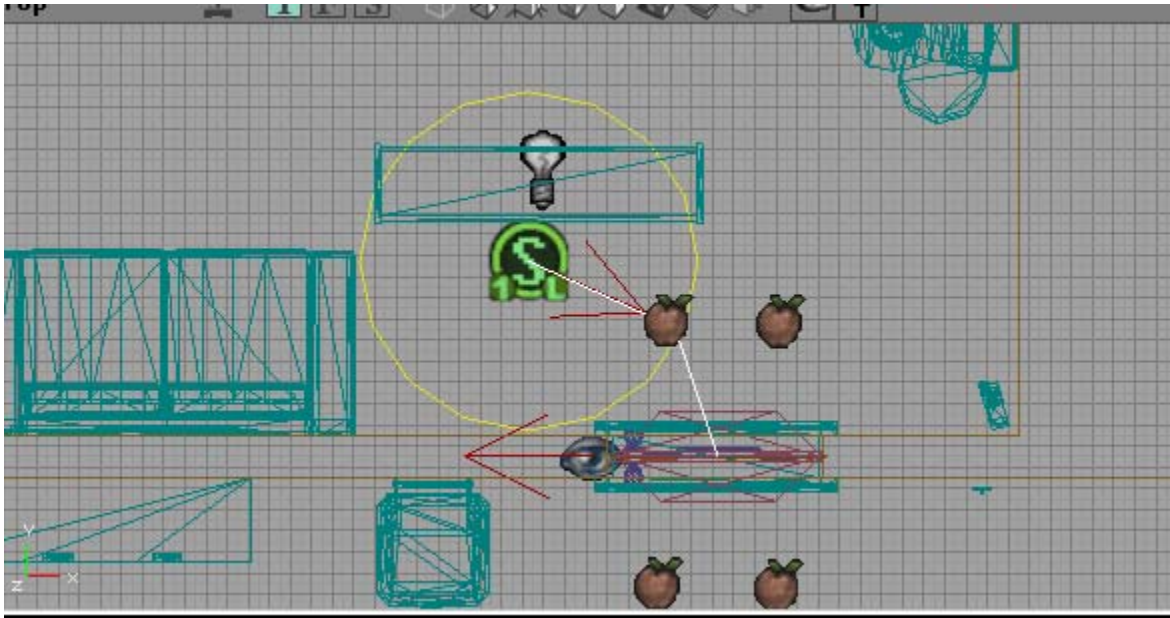
Now I will be setting up my second stack point somewhere behind the first one facing towards the door.

Its good to always click on the Build paths icon every time you set up a stack point to make sure there's no errors so far when the map check menu pops up with the stacks you have already set up. If there is an error find out what's wrong by reading it and change it around so that this certain error goes away. Its good to correct these errors now than wait later cause it will be a mess then.. For instance in the picture below I set up my S2 right behind but to the left a bit of S1. When I clicked the Build all button I got an error for that Stack2 (which is actually labeled LeftStackPoint5 you can check by double clicking on that stack to see what number it is in the properties beside Label) saying that there were no paths through the door when it is opened to the right so I added another path node in the middle but up a bit from the door like so.
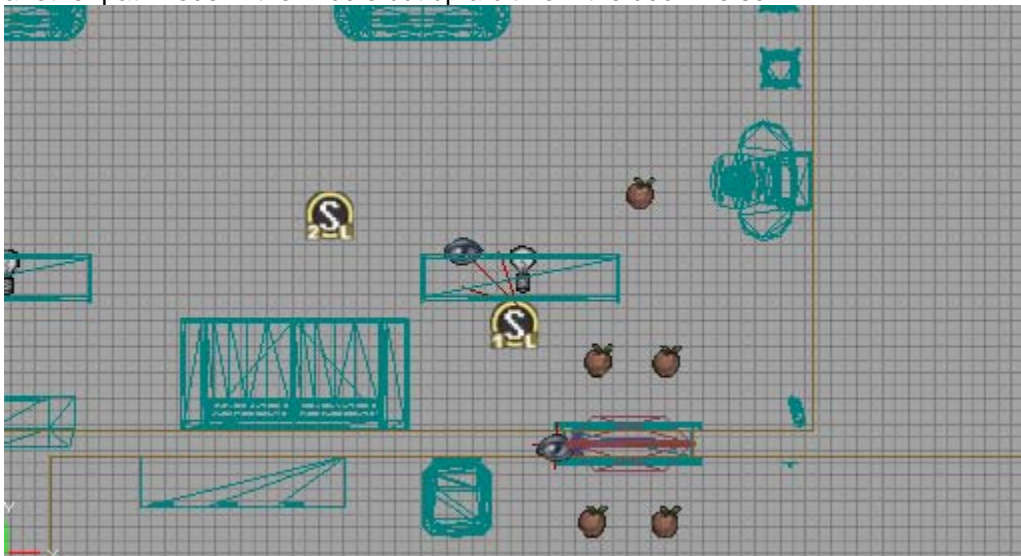
Now that these two stacks are set up perfectly I'm going to set up the other two stacks on the other side of the door. Now here is what my Left Stack points look like in place and when I did a Build paths check to see if any errors popped up for any of the left stack points I didn't have any. I had to add another path node as you can see but I am error from on my Left stacks. If you get errors just take your time to fix them. You can fix problems by creating a new path, Creating Alternative stack

points which can be found in your class browser just like we did the door. They will be found here

```
├── ○ LiftCenter
├── ○ LiftExit
└── ○ PathNode
    ├── ○ BaseDoorPoint
    │   └── ○ StackupPoint
    │       └── ○ AlternateStackupPoint
    ├── ○ ClearRoutePoint
    ├── ○ FleePoint
    ├── ○ PatrolPoint
    └── ○ PlacedThrowPoint
└── ○ SmallNavigationPoint
```
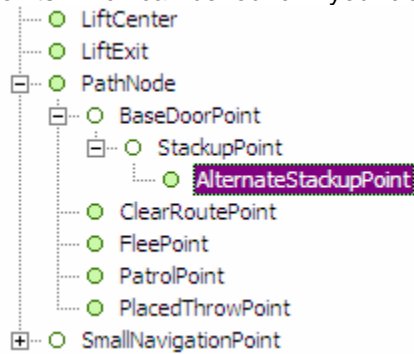
Again here is how I set up my stack points from the birds eye view..
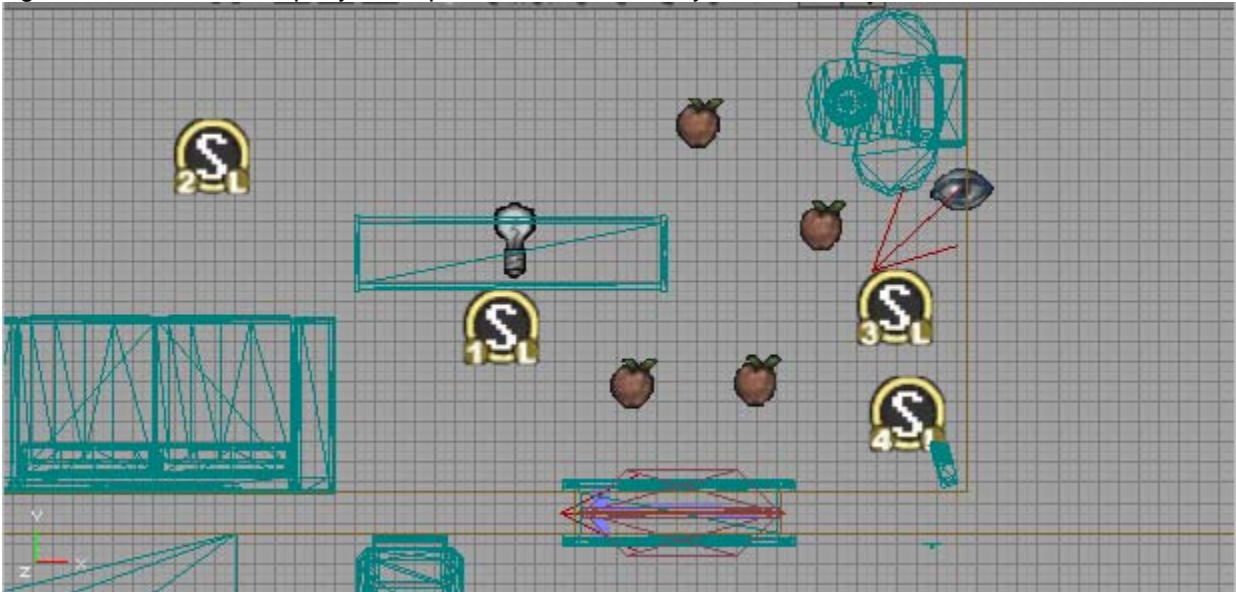
Now lets set up our Left clear points. These points tell your AI officers where to go to clear the room. So if its a rather big room you need to have them spread out. You'll notice you have 4 clear points for both sides of the door don't worry about the right ride clear yet leave them and the right side stack alone for now. The left clear points in my map is how the ai will clear the bar room coming from the bathroom. So set them up anyway you want but make sure that you add path nodes so that they can reach their destined clear point. To determine where to place a path node just draw an imaginary line from the door to that clear point but scatter them out good so that they are able to reach all areas of that certain room their clearing so that if there's a hostage or suspect that needs cuffing and you tell them to cuff that clown they wont give you a "Cant do that sir" tone with ya. Got me. Ok so lets set up or clear points.Heres how I set up mine and the way I set up my Path nodes.
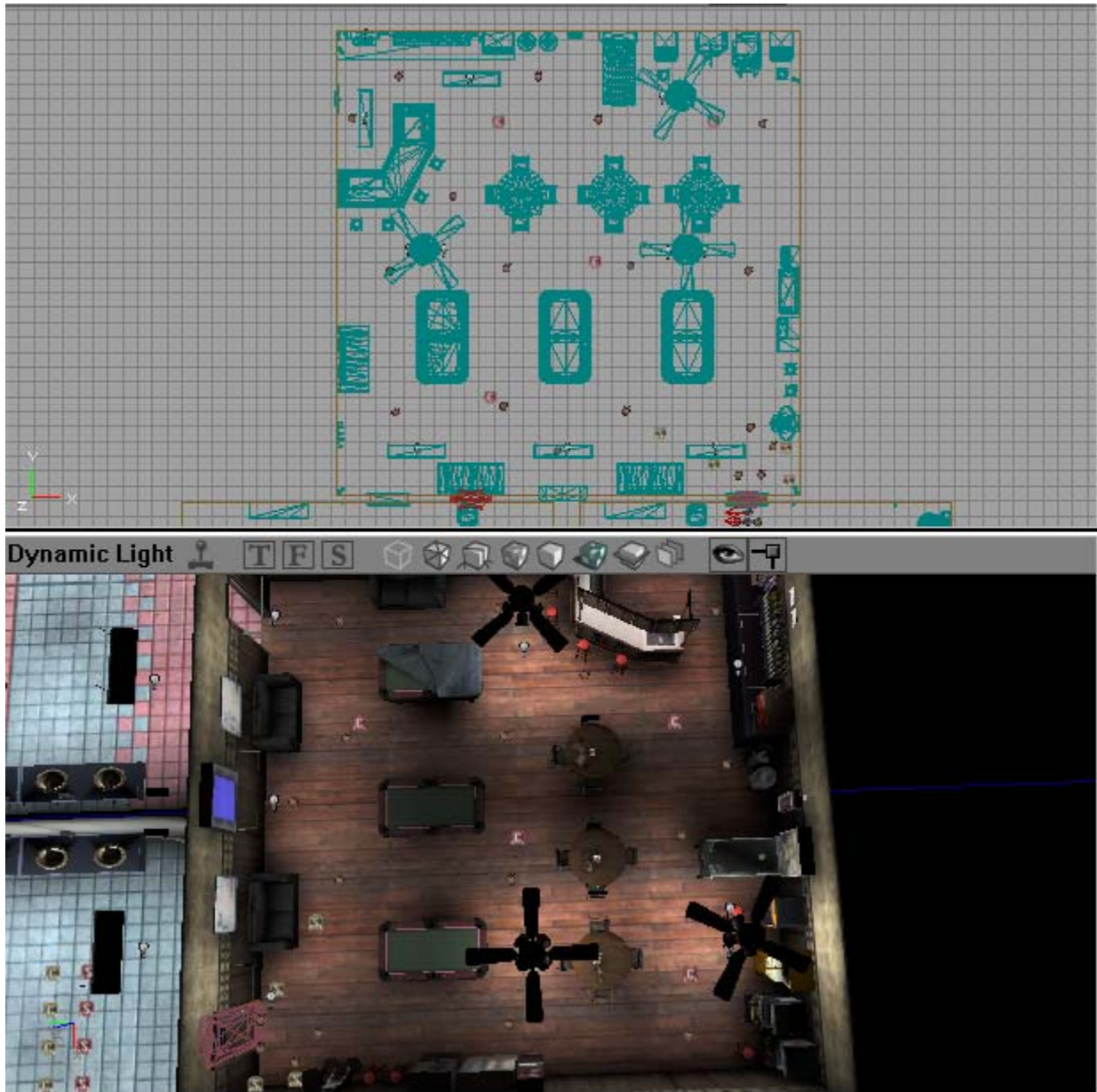
As you can see I spread them out all over the place and when I click build all I will get no errors from any of my left Stack or Clear points and that's what we want.

The only errors we get on the map check are Right Stack&Clear points but we haven't set them up yet so all you have to do is set them up and check for errors. You'll see quite a few zone info errors but they are only if you want a certain sound or action in that area and we don't need to learn them right now. So go ahead and do your right side now and you have learned how to set up doors and Stack&clear points. Now you can go on and build your level to the fullest so we can start adding suspects and hostages.

See ya when you get there!!!!

X: Checking & Fixing Your Map Errors

Now time to check your map for errors. Now I've done gone over how to get rid of the stack and clear point errors. If you still get them than just keep trying different set up points. Make sure your stack and clear points are close to the ground as well cause if they are up in the air abit you will never get rid of them errors. now what about those zone info errors. I bet a lot of you hate seeing them I know I have cause it bothered me for the longest time yes it did. I've finally figured out how to rid my map of those pesky errors and they look something similar to this.

Wow its a lot of errors but they can all be fixed by adding a zone info. And flagging all of these stacks, clear points, and nodes. How do we do this? By adding a zone info somewhere in this room. Ok lets go to Class browser and open it up. Look under the info tab and you'll see Zone Info Highlight it by clicking on it like so.
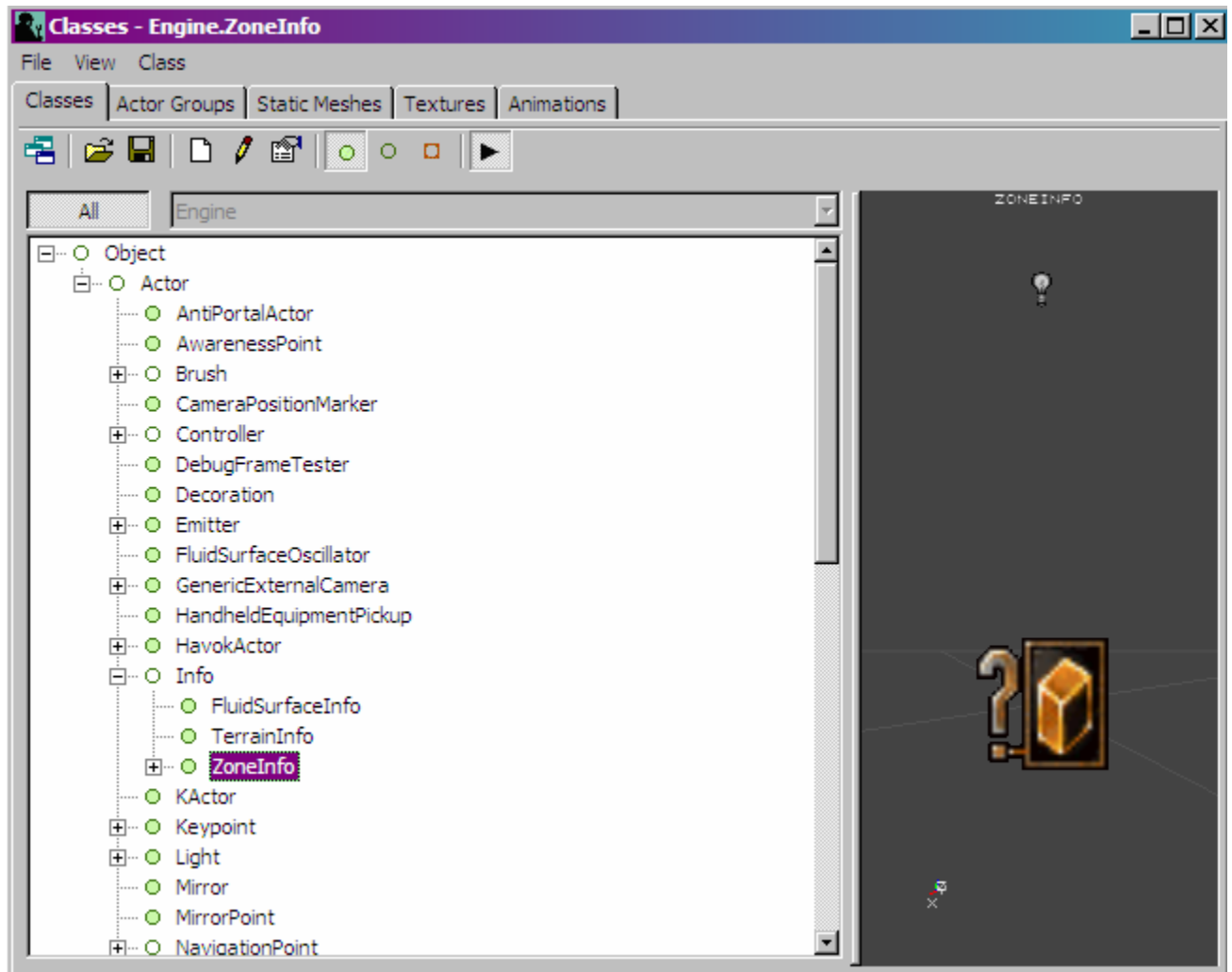
Now that we have it highlighted lets add it somewhere. Ok for me Ill add it near SingleDoor2 since that's the first error I got on my map check. Single door2 is the bathroom door to the mens room. So lets add it somewhere there. Ok to add it right click where you want to add it and click on Add Zone Info Here and here's what it should look like Below.
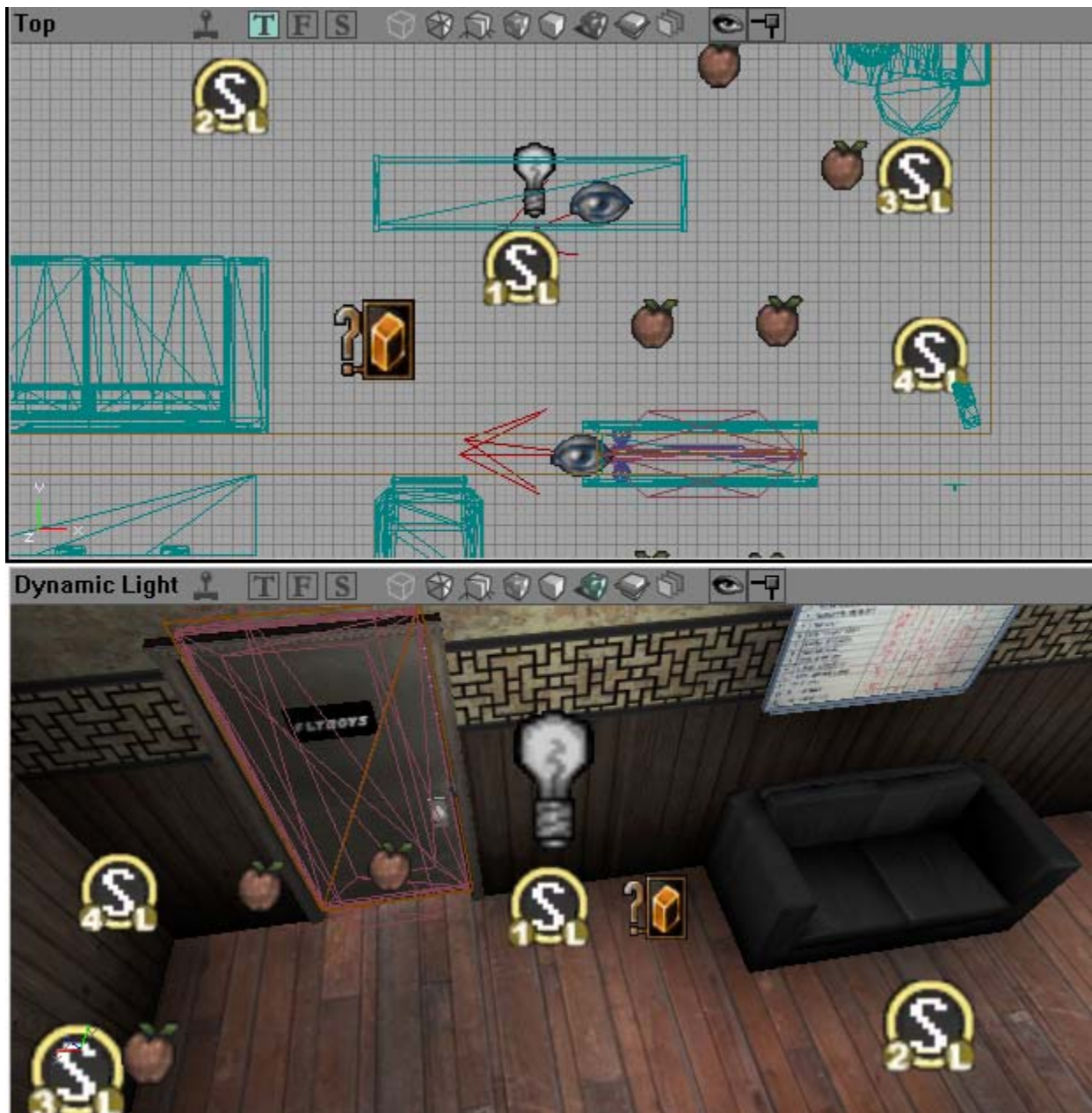
Ok now that we have done that if you click on build all you may see a new error pop up but all of the other ones or at least in my case are gone. So how do we get rid of this error now?

Well to get rid of this error we have to add an ambient sound marker beside our zone info. I'm not sure on how to fix this error. I added an ambient sound marker next to it and my error went away I'm not sure if that's how its supposed to be done but I haven't received that error again. It may just need a path node next to it I'm not really sure.

XI: Adding Suspects and Hostages.

Ok so now that we have our map almost ready for play, but I don't lol I'm gonna go ahead and show you how to add suspects and hostages with the three rooms I have already. Ill just delete mine later so I can finish anyways lets start off by adding a suspect to our map. Lets add a Suspect in our womens bathroom shall we. Ok to add a suspect first we need a suspect spawner. All you have to do is right click in your map where you want to add your suspect and click on Add Spawner: Enemy Here
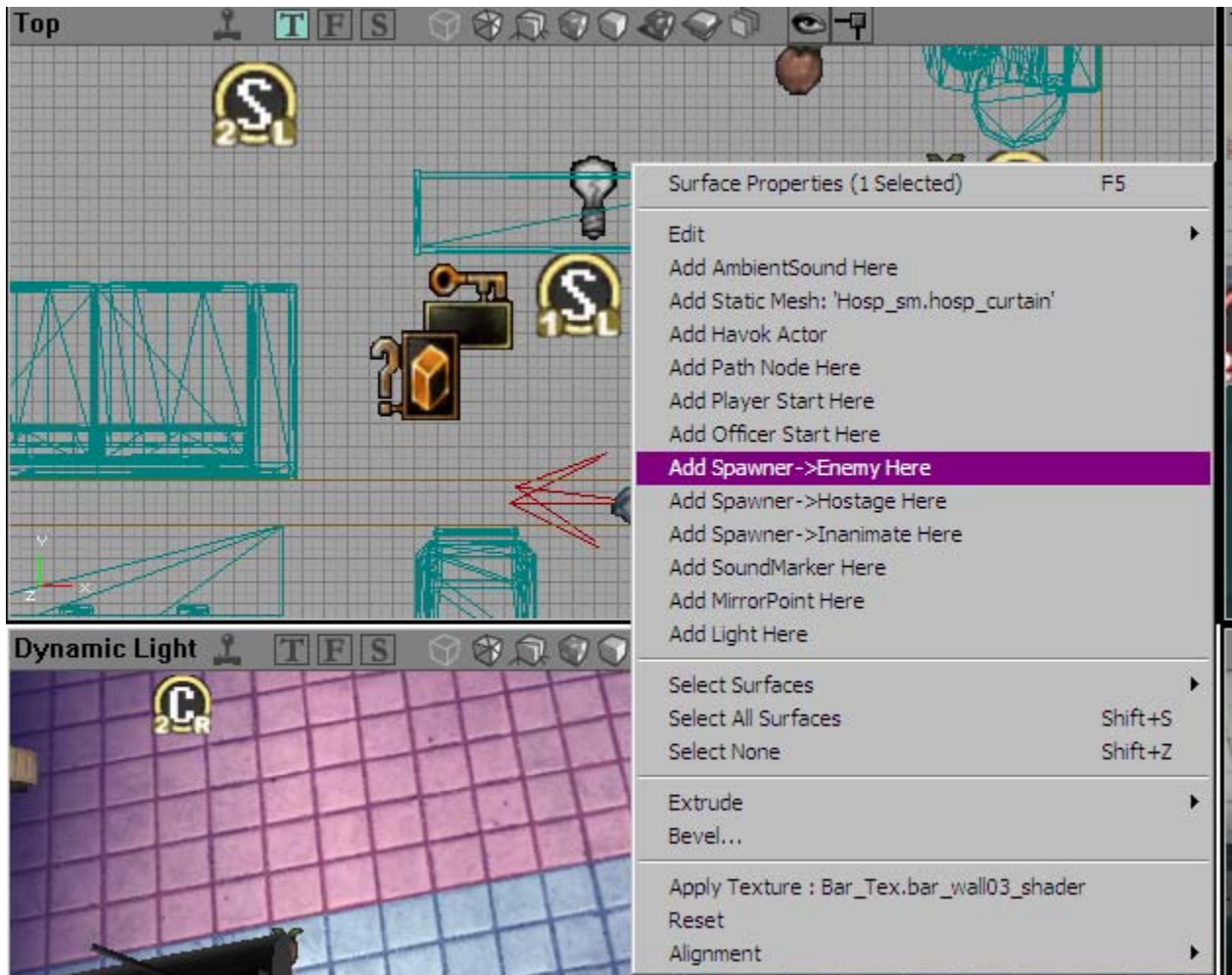
Now that we have done this you will see an icon with an E on it somewhere in our bathroom that looks like this below.
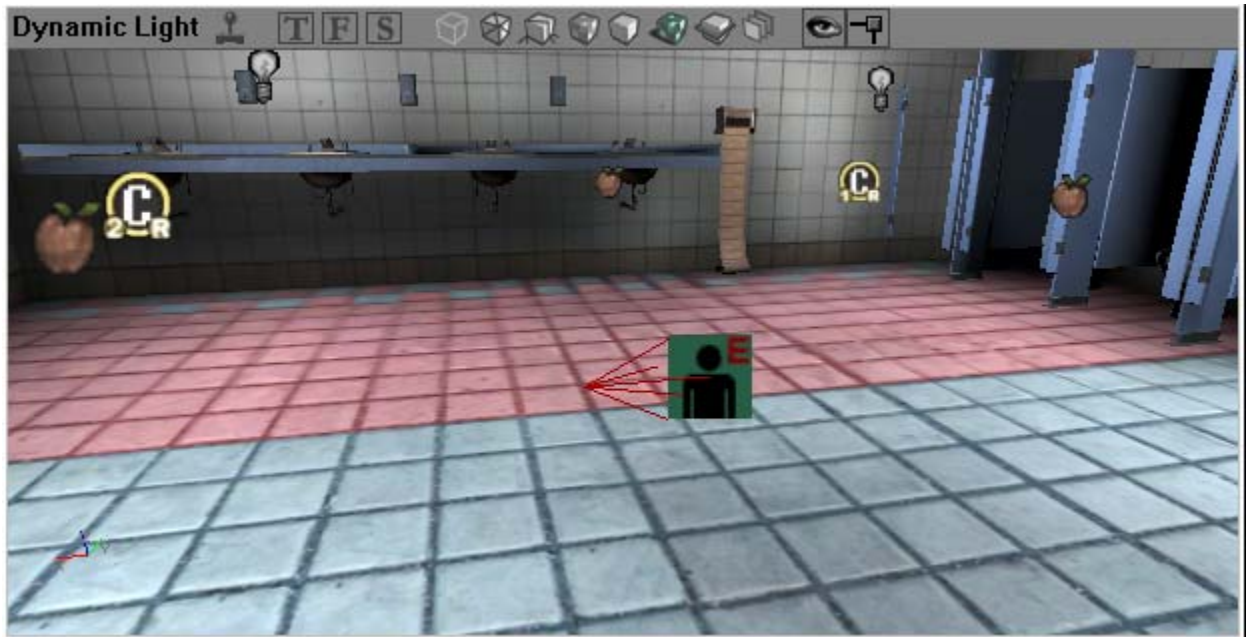
Great so now we have our suspect spawn point ready. This is were one of our suspects will spawn when the map starts. More than likely he will move around since you have placed Path nodes around the room. He may even lock the door to the bathroom if he here's people in the barroom. Either way more than likely he will stay here but you can make him patrol, Flee, and barricade himself by adding other stuff more on that later. Now we have to tell this spawn point who to spawn so lets bring up our level properties first. To do that click on view at the top and click on View Level Properties or click on F6 to do it quick key style.

Right before the Advance tab you'll see a tree branch called Spawning Manager this is where we will put our cast of suspects and hostages in. So click on the + sign next to spawning manager. and you will see this.

Level Properties		
Examinable	False	
IsCoverForAIs	False	
IsTraining	False	
KillZ	-10000.000000	
KillZType	KILLZ_None	
Label	**LevelInfo7**	
LevelEnterText		
LocalizedPkg		
LocationName		
NoEnemyHostageCo...	False	
PhysicsDetailLevel	PDL_High	
PreCacheGame	Engine.GameInfo	
⊟ SpawningManager	None	
New	SpawningManager	New
TimeDilation	1.000000	
TriggeredBy		
⊞ ZonePropagationNo...	...	
ZoneSoundTag	None	
ZoneTag	None	
⊞ Advanced		

ok we need to add a new roster of actors so lets click on the New to make a new roster for suspects. Now once you have done this you will see some changes in this menu. At the top you will now see + Rosters and if you highlight it you'll see an > key. Press that > key and click on Add.

SpawningManager myLevel.SpawningManager0		
Examinable	False	
IsCoverForAIs	False	
IsTraining	False	
KillZ	-10000.000000	
KillZType	KILLZ_None	
Label	**LevelInfo7**	
LevelEnterText		
LocalizedPkg		
LocationName		
NoEnemyHostageCo...	False	
PhysicsDetailLevel	PDL_High	
PreCacheGame	Engine.GameInfo	
⊟ SpawningManager	**SpawningManager'myLevel.SpawningMan...**	
⊞ Rosters	...	>
⊞ MPRosters	...	Add
⊞ Rosters	...	Empty
⊞ MPRosters	...	
Rosters	...	
MPRosters	...	
TimeDilation	1.000000	
TriggeredBy		
⊞ ZonePropagationNo...	...	
ZoneSoundTag	None	
ZoneTag	None	
⊞ Advanced		

This will allow us to create a new roster of Suspects or hostages and since we are working on suspects than lets focus on that. So now you will see a new roster ready for you that says something like New BombRoster. Well we need to change that to an enemy roster. So highlight New and use the drop down arrow key to pick EnemyRoster like so.
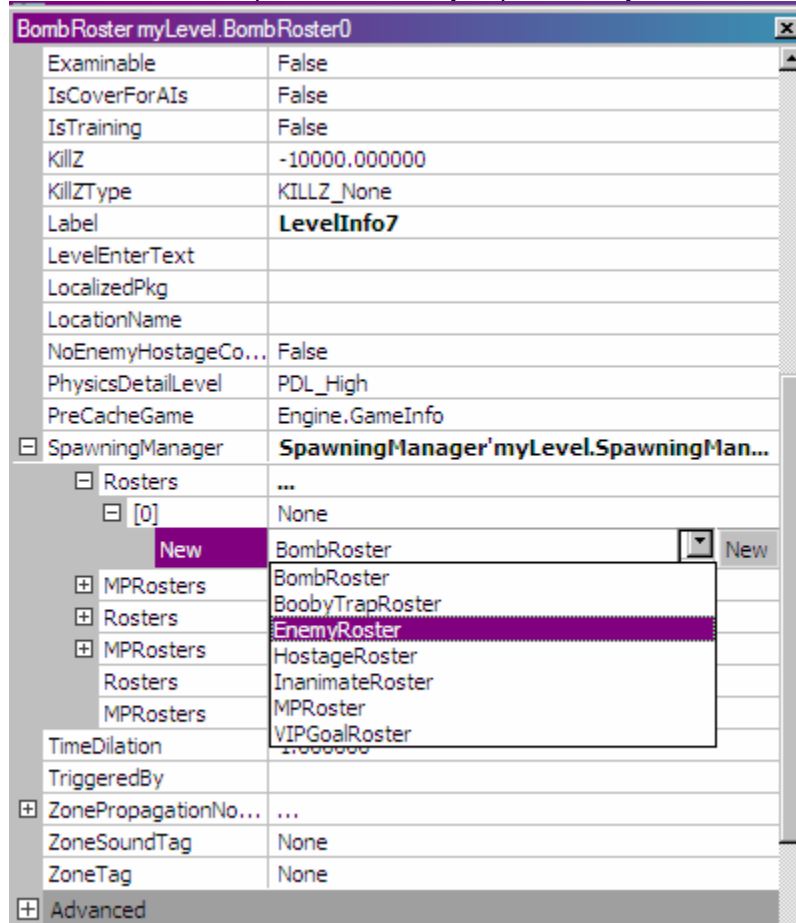
Once you have done this click the NEW button right beside the drop down arrow key and a new roster will be created. now we have to start telling this roster who to spawn and how many and give it a group name that we can name later on in our enemy spawn properties. So now we have a new looking menu that's got a count marker, archetypes etc. First (You can do it anyway You like) I like making separate rosters for all my hostages and suspects so that's the way Ill show you. We will set the count Min and Max both to 1. Cause we only want 1 kind of suspect spawned at this point. So set the count min and max both to 1 now we come to Archetypes. An archetype is how to tell our editor who to spawn at this point so in order to tell it who we need a suspect name to go in there and to find those names we can go to the ini file in your Sierra>Swat4>Contents>System folder and find the ini file labeled EnemyArchetypes. Open that file up and we see a whole list of cast of characters. Now you will see a name with each character something like [Foodwall_Jimenz] that's the name we need to place in our archetype without the brackets of course so copy that name and lets paste in under archetypes of course we are gonna need to add one first so click on the > key next to archetype and click Add and you should see something like this.

EnemyRoster myLevel.EnemyRoster0	☒
IsCoverForAIs	False
IsTraining	False
KillZ	-10000.000000
KillZType	KILLZ_None
Label	**LevelInfo7**
LevelEnterText	
LocalizedPkg	
LocationName	
NoEnemyHostageConversations	False
PhysicsDetailLevel	PDL_High
PreCacheGame	Engine.GameInfo
⊟ SpawningManager	**SpawningManager'myLevel...**
⊟ Rosters	...
⊟ [0]	EnemyRoster'myLevel.EnemyR...
⊟ Count	**(Min=1,Max=1)**
Min	**1**
Max	**1**
⊟ Archetypes	... >
⊟ [0]	(Chance=0,Archetype="No... >
Chance	0
Archetype	None
SpawnerGroup	None
⊞ Count	**(Min=1,Max=1)**
⊞ Archetypes	...
SpawnerGroup	None
Count	**(Min=1,Max=1)**
Archetypes	...
SpawnerGroup	None
⊞ MPRosters	...
TimeDilation	1.000000

Now we want to give our suspect a good fighting chance so lets set the chance to 100. And beside archetype paste the name you chose to be the suspect to spawn in our suspect spawn point. and we got something like this now.

EnemyRoster myLevel.EnemyRoster0	☒
IsCoverForAIs	False
IsTraining	False
KillZ	-10000.000000
KillZType	KILLZ_None
Label	**LevelInfo7**
LevelEnterText	
LocalizedPkg	
LocationName	
NoEnemyHostageConversations	False
PhysicsDetailLevel	PDL_High
PreCacheGame	Engine.GameInfo
⊟ SpawningManager	**SpawningManager'myLevel...**
⊟ Rosters	...
⊟ [0]	EnemyRoster'myLevel.EnemyR...
⊟ Count	**(Min=1,Max=1)**
Min	**1**
Max	**1**
⊟ Archetypes	... ❯
⊟ [0]	(Chance=100,Archetype="... ❯
Chance	100
Archetype	Foodwall_Jimenz
SpawnerGroup	None
⊞ Count	**(Min=1,Max=1)**
⊞ Archetypes	...
SpawnerGroup	None
Count	**(Min=1,Max=1)**
Archetypes	...
SpawnerGroup	None
⊞ MPRosters	...
TimeDilation	1.000000

Now we need to name our spawnergroup something. I always like to name it whatever room I added it in and give it a number since I'll prolly add another suspect or hostage in there. So lets label it Wbathroom1. We will need to, however remember what we named it cause we have to also label it in our EnemySpawn properties menu as well. So go ahead and label it like so.

EnemyRoster myLevel.EnemyRoster0	☒
IsCoverForAIs	False
IsTraining	False
KillZ	-10000.000000
KillZType	KILLZ_None
Label	**LevelInfo7**
LevelEnterText	
LocalizedPkg	
LocationName	
NoEnemyHostageConversations	False
PhysicsDetailLevel	PDL_High
PreCacheGame	Engine.GameInfo
⊟ SpawningManager	**SpawningManager'myLevel...**
⊟ Rosters	...
⊟ [0]	EnemyRoster'myLevel.EnemyR...
⊟ Count	**(Min=1,Max=1)**
Min	**1**
Max	**1**
⊟ Archetypes	...
⊟ [0]	(Chance=100,Archetype="Foo...
Chance	100
Archetype	Foodwall_Jimenz
SpawnerGroup «	Wbathroom1
⊞ Count	**(Min=1,Max=1)**
⊞ Archetypes	...
SpawnerGroup	**Wbathroom1**
Count	**(Min=1,Max=1)**
Archetypes	...
SpawnerGroup	**Wbathroom1**
⊞ MPRosters	...
TimeDilation	1.000000

now we can close this out for right now and now we need to double click or right click on our enemyspawn icon on our map and bring up its properties. Now we need to find SpawnerGroup under its properties and label it Wbathroom1 or whatever you chose that way when we play our map we can have our suspect Jimenz spawn there. like so.

Inspector - EnemySpawner named EnemySpawner0 - Properties

⊞ AntiSlaves	...
⊞ Archetypes	...
bOnlyAffectCurrent...	False
⊞ EnemyPatrol	None
Examinable	False
IdleCategoryOverride	None
IsCoverForAIs	False
Label	**EnemySpawner0**
MissionSpawn	MissionSpawn_Any
Priority	0
SpawnAnInvestigator	False
SpawnerGroup	Wbathroom1
SpawnMode	SpawnMode_Normal
StartPointDependent	StartPoint_Any
TriggeredBy	
⊞ Advanced	
⊞ Collision	
⊞ Display	
⊞ Events	
⊞ Force	

Tada we have ourselves a suspect. So how do we add another. Just place another enemyspawn icon anywhere on your map go back to your level properties under the Spawner group like we did earlier and add a new archetype by clicking the > key and add. This time name the spawner group differently from before or they may end up being two Jimenz in our bathroom and you have yourself 2 suspects pretty easy huh?

So how do we do Hostages? Same way really. Just right click on the map where you want a hostage and click Add Spawner> Hostage Here. and then go back to your level properties and this time go back to your roster and add a new roster only this time instead of suspects make sure you pick hostage roster

BombRoster myLevel.BombRoster0		
Examinable	False	
IsCoverForAIs	False	
IsTraining	False	
KillZ	-10000.000000	
KillZType	KILLZ_None	
Label	**LevelInfo7**	
LevelEnterText		
LocalizedPkg		
LocationName		
NoEnemyHostageCo...	False	
PhysicsDetailLevel	PDL_High	
PreCacheGame	Engine.GameInfo	
⊟ SpawningManager	**SpawningManager'myLevel.SpawningMan...**	
⊟ Rosters	...	
⊟ [0]	None	
New	BombRoster	▾ New
	BombRoster	
⊞ MPRosters	BoobyTrapRoster	
	EnemyRoster	
⊞ Rosters	HostageRoster	
⊞ MPRosters	InanimateRoster	
	MPRoster	
Rosters	VIPGoalRoster	
MPRosters		
TimeDilation		
TriggeredBy		
⊞ ZonePropagationNo...	...	
ZoneSoundTag	None	
ZoneTag	None	
⊞ Advanced		

You see it right underneath Enemy Roster. That simple and instead of using the EnemeyArchetype ini look for the Hostages in the HostageArchetype ini and use those names for your hostages. Be sure to label it different in the spawner group field so no alike suspects in our map.

****
ALSO you may get a few errors like this one PathNode1 Room Name Not entered. This error is ok and easy to fix we just have the name that path node. For instance if the path node is in our bathroom just name it bathroom. To do this double click on the error in our map check to go directly to the problem area. No right click on the path node or whatever needs naming and bring up its properties. at the top you will see RoomName. Name it something that you call your room like for instance if the room is our womens bathroom label it Wbathroom and that will fix the error. But don't forget whatever you name that pathnode is what you will need to name the rest of the nodes, stack, clear points etc in that room and that will clear your errors. I should have mentioned this earlier but it slipped my mine so now I have a lot of naming to do lol and so do you now :p

XII: Adding Starting Points

So we have gotten this far we have added doors, meshes, rooms, and even suspects and civilians drew paths, fixed (hopefully) errors and we are ready to test our map out with AI's. Well good for you. We already know (hopefully) how to add a Player start because I told you before how to by right clicking on the map and clicking on Add Player Start here. Well now we need 4 AI officers to accompany us on our journey to rid our map of Suspects and save the hostages. So lets add some Swat AI starting points for a co-op.

To do this we need to first just like the player start is right click on the map and click on Add Officer Start Here. Do this 4 times so that we have one player start and four RED Officer starts. I'm using my bathroom for an example on this one but this is what it should look like.

Ok they are ready but one problem they are all red 1 starts so this wont work we need to make them red 1, red 2, blue 1, etc so to do that lets double click on one of them and bring up the properties menu. AT the top you will see a label called Officer start type. Lets used the drop down arrow and change that to RedTwoStart like this.
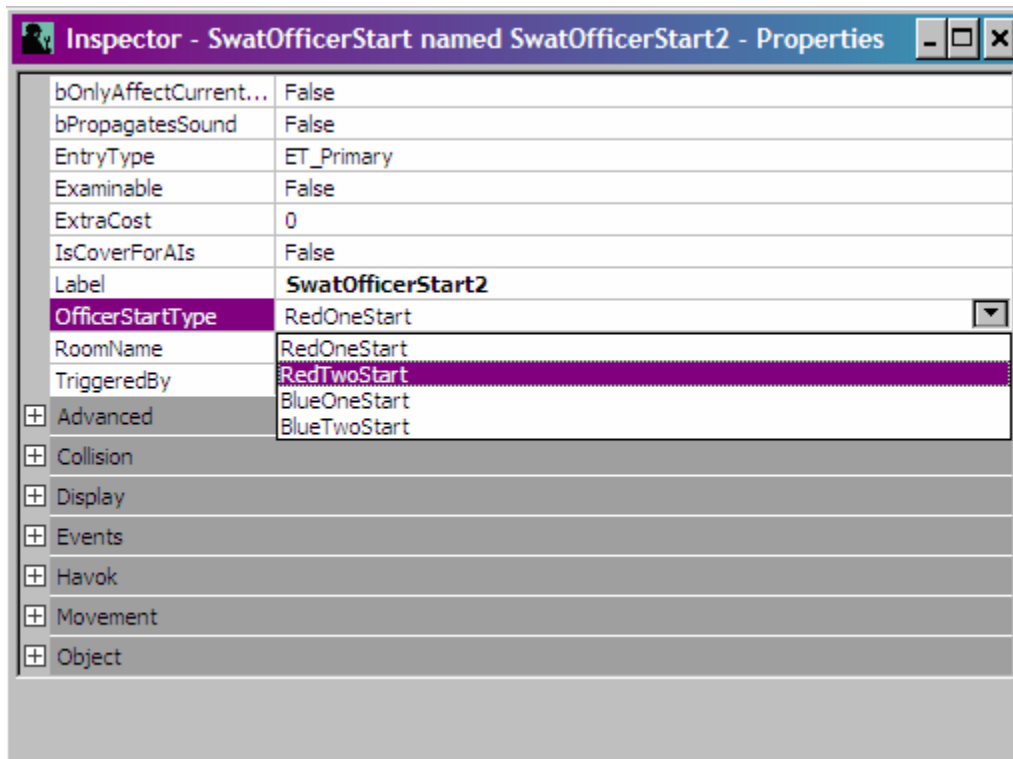
Do the same for the other two but leave on of them as Red1 so now we should have red1 & 2,Blue 1 & 2 like this.

Now are map is ready for co-op and single player modes however we need to change some stuff in the level properties so open that back up and Ill show you what we need to change. Once you are in the level properties go to Label and change it to the name of your map for instance the name of my map is ClubATL so my label will be CLubATL. This is very important or you may have trouble running the map lol like I did my hands and gun would move but I would and they would just float there, anyways. Now once you do that we need to go down to Level Summary and fill out that info like I did and make sure to add the supported mode as MPM CO-OP.

Level Properties

NoEnemyHostageConversations	False
PhysicsDetailLevel	PDL_High
PreCacheGame	Engine.GameInfo
⊞ SpawningManager	**SpawningManager'myLevel...**
TimeDilation	1.000000
TriggeredBy	
⊞ ZonePropagationNodes	...
ZoneSoundTag	None
ZoneTag	None
⊞ Advanced	
⊞ Audio	
⊞ Display	
⊞ Events	
⊞ Havok	
⊟ LevelSummary	
Author	**-[*ATL*]-DeAdMaN**
Description	**Club ATL**
HideFromMenus	False
IdealPlayerCountMax	**1**
IdealPlayerCountMin	**16**
Screenshot	None
⊟ SupportedModes	... ? >
[0]	MPM_COOP ▼ >
Title	MPM_BarricadedSuspects MPM_VIPEscort MPM_RapidDeployment MPM_COOP
⊞ Object	
⊞ ZoneLight	
⊞ ZoneSound	
⊞ ZoneVisibility	

Now we are done and we can play our Map as a coop so how do we make it a barricaded suspects map for TDM style play. Well first of all we make sure we save our new co-op map that we just made as SP-ClubATL. Now we want to make this same map a Barricaded suspects map so lets re-save it but this time save it as MP-ClubATL. Now we have to ClubATL maps one for SP and one for MP. So for our MP map we don't need the suspects so lets delete them out and our swat ai points and our damn hostages and we can add our swat and Suspect mp clusters for spawning our net player friends.

To do that open up the class browser and go down to almost the very bottom and you will see what's called a SwatMPCluster. We need to highlight that like so.

Classes - SwatGame.SwatMPStartCluster

File   View   Class

Classes | Actor Groups | Static Meshes | Textures | Animations

All   Engine

- ⊞ ○ HavokActor
- ⊞ ○ Info
- ○ KActor
- ⊞ ○ Keypoint
- ⊞ ○ Light
- ○ Mirror
- ○ MirrorPoint
- ⊞ ○ NavigationPoint
- ○ Note
- ⊞ ○ Pawn
- ⊞ ○ Projector
- ○ Script
- ⊞ ○ SoundMarkerBase
- ⊞ ○ SpawnerBase
- ⊞ ○ SquadInfo
- ○ StaircaseAimPoint
- ⊞ ○ StaticMeshActor
- ○ SwatMPStartCluster
- ○ TaserWire
- ⊞ ○ Trigger
- ⊞ ○ Triggers
- ⊞ ○ TyrionUnitTest
- ○ xWeatherEffect

SWATMPSTARTCLUSTER

Once we have highlighted it lets minus out of the browser and right click on the area we want to set the cluster and click on Add SwatMPStartCluster here. Now we have a center which looks like a nucleaus and 16 starting points surrounding it.
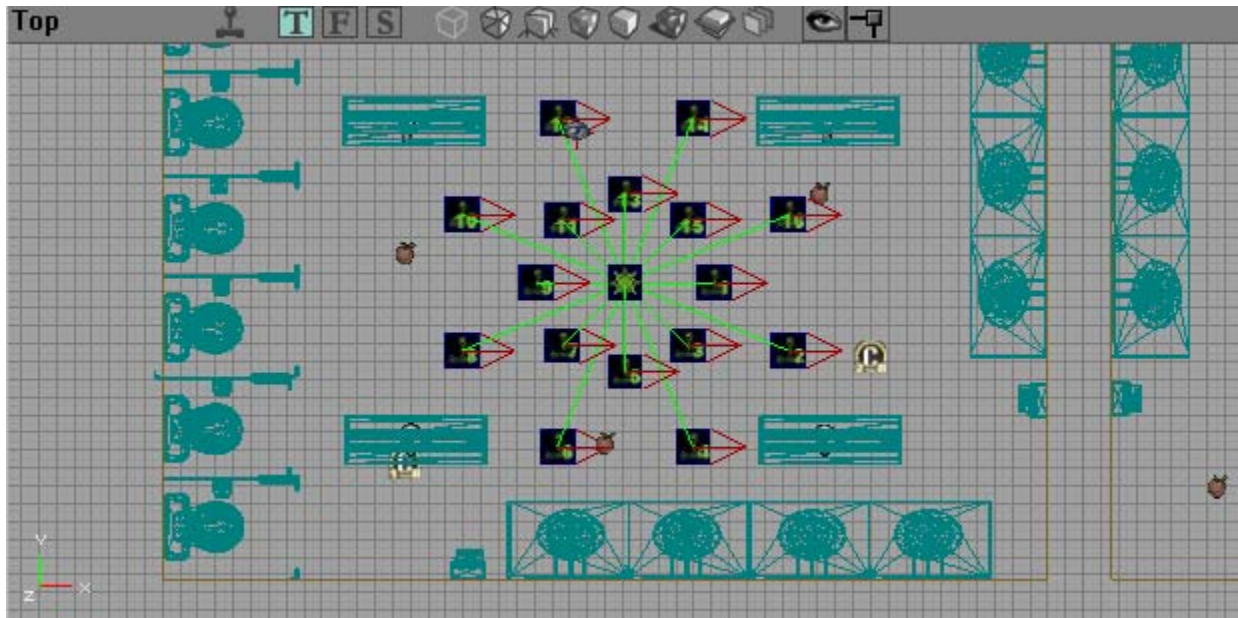
We need to spread the starting points out a bit from each other or we will get errors but to do so we need to unlock our MPcluster just like we did our doors by going back to the class browser and clicking on the Actor groups tab at the top. Once there right click on SwatMpStartcluster and click unlock like I did below.
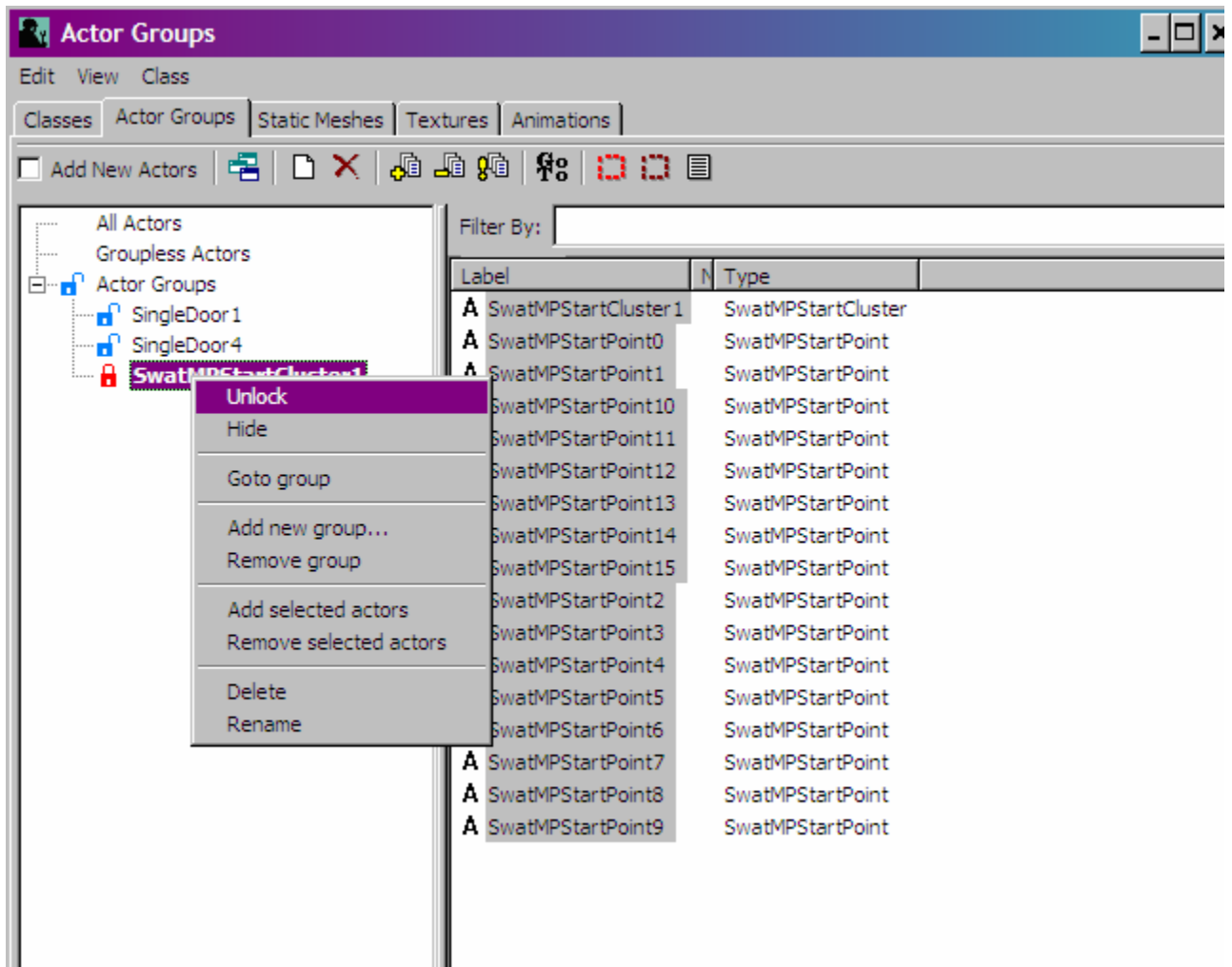
Now once you have unlocked it you can move the different numbered swat starting points around the area so that there's no too close errors. I hated those errors for the life of me. Now we need to make another SwatMPStartCluster for our suspects so somewhere on a different side of our map do the same thing you just did here add the cluster to your map and unlock it but before you move them around we need to change it into a terrorist cluster instead of a swat cluster. to do that we
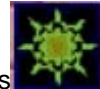

simply double click on the "nucleus"of our cluster that looks like this and bring up our cluster properties. Under the properties down at the very bottom we see a tab called start cluster. Click the + sign next to it and beside cluster start change it from MPT-Swat to MPT-Suspects like so also make sure to set the bottom two values to false for UsiInRapidDeployment and UsiInVIPEscort.
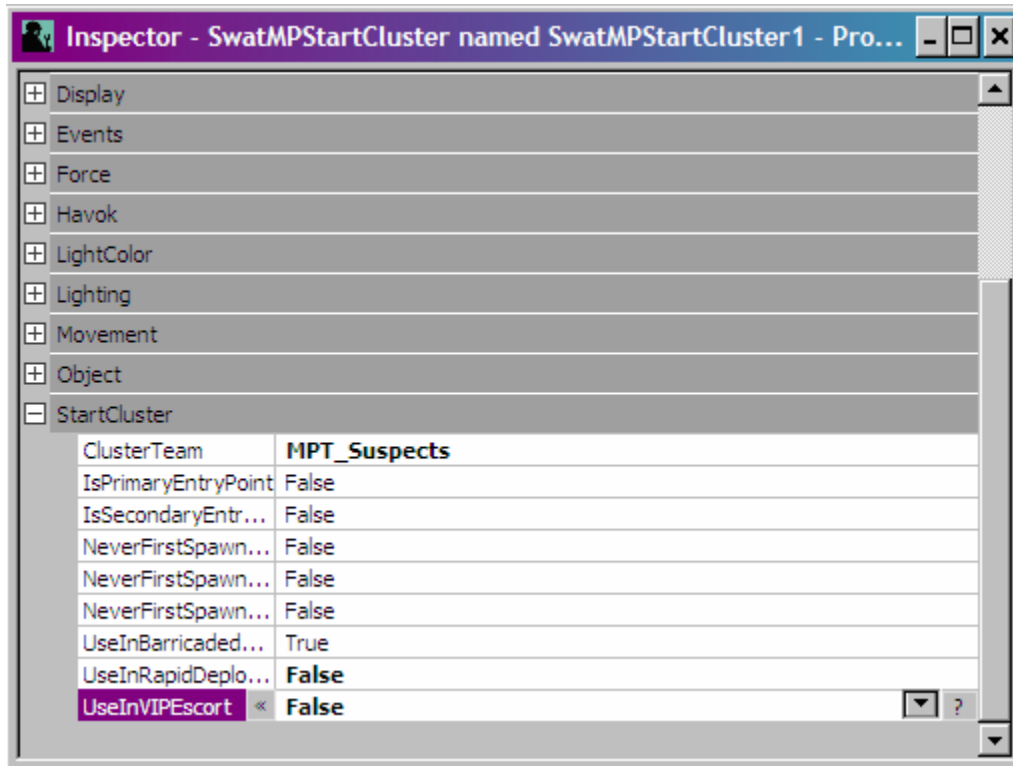
Now we are almost ready to play our map online except we need to change some stuff in our level properties so open that up and like we did earlier under the level summary tab lets change the supported mode play from MPM-CO-OP to MPM-Barricaded Suspects like so

Level Properties

LocalizedPkg	
LocationName	
NoEnemyHostageConversations	False
PhysicsDetailLevel	PDL_High
PreCacheGame	Engine.GameInfo
SpawningManager	**SpawningManager'myLevel...**
TimeDilation	1.000000
TriggeredBy	
ZonePropagationNodes	...
ZoneSoundTag	None
ZoneTag	None

Advanced

Audio

Display

Events

Havok

LevelSummary

Author	**-[*ATL*]-DeAdMaN**
Description	**Club ATL**
HideFromMenus	False
IdealPlayerCountMax	**1**
IdealPlayerCountMin	**16**
Screenshot	None
SupportedModes	...
[0]	MPM_BarricadedSuspects
	MPM_BarricadedSuspects
	MPM_VIPEscort
	MPM_RapidDeployment
	MPM_COOP
Title	

Object

ZoneLight

Congrats you just made two maps that are playable on swat4 as a Co-op Single player and a barricaded suspects mode map. Good Job see we knew you can do it now time for some more additions and interesting things to add to our map

****To make your single player map a Online Co-op map simply add a SwatMPStartCluster on your SP map so that Friends can play with you online and that's it!!!!!*****

XIII: Other Cool Additions

So how can we spice up our map a little bit and add some destructible items or some roaches on the floor or how do we make our lights flicker etc etc. Well in this section I'll explain a bit on how to make a tv destructible, Placing destructible glass bottles or dishes everywhere, Making lights strobe and so on. These things can make a map look even more realistic and give your players something to destroy or develop epilepsy looking at.

A: Dynamic Lighting

I busted my nuts trying to figure out dynamic lighting and found out I was stupid. Its really not so simple I was trying to add a light and somehow make it dynamic for the properties however you cant do that hence why I kept getting errors. In order to place a dynamic light so you can strobe it, blink it, pulsate it etc you need to open your class browser and go down to the light tab. You'll see Dynamic light in the tab like you see here.
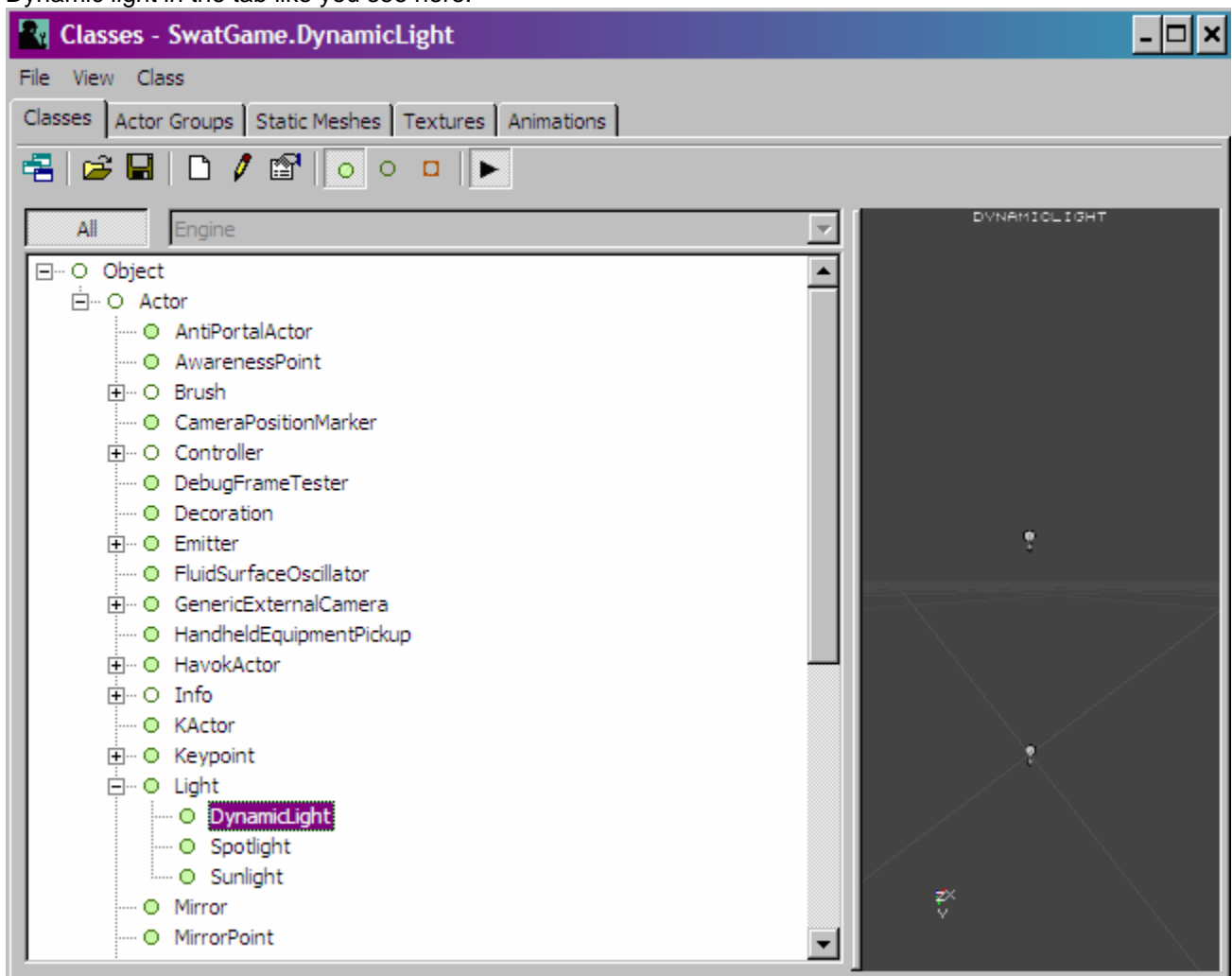
Highlight it and minus the menu down and place this light where you want it. and there you now have a dynamic light so now its time to strobe it out or whatever you want.
To do that double click on the bulb icon on your map and bring the dynamic properties up. Go down to the lighting tab and the light color tab you'll see it here below. You'll want to change the color of it to a cool color to strobe like dark purple or red or cyan and then in Lighting change the light type to whatever you want like you see here
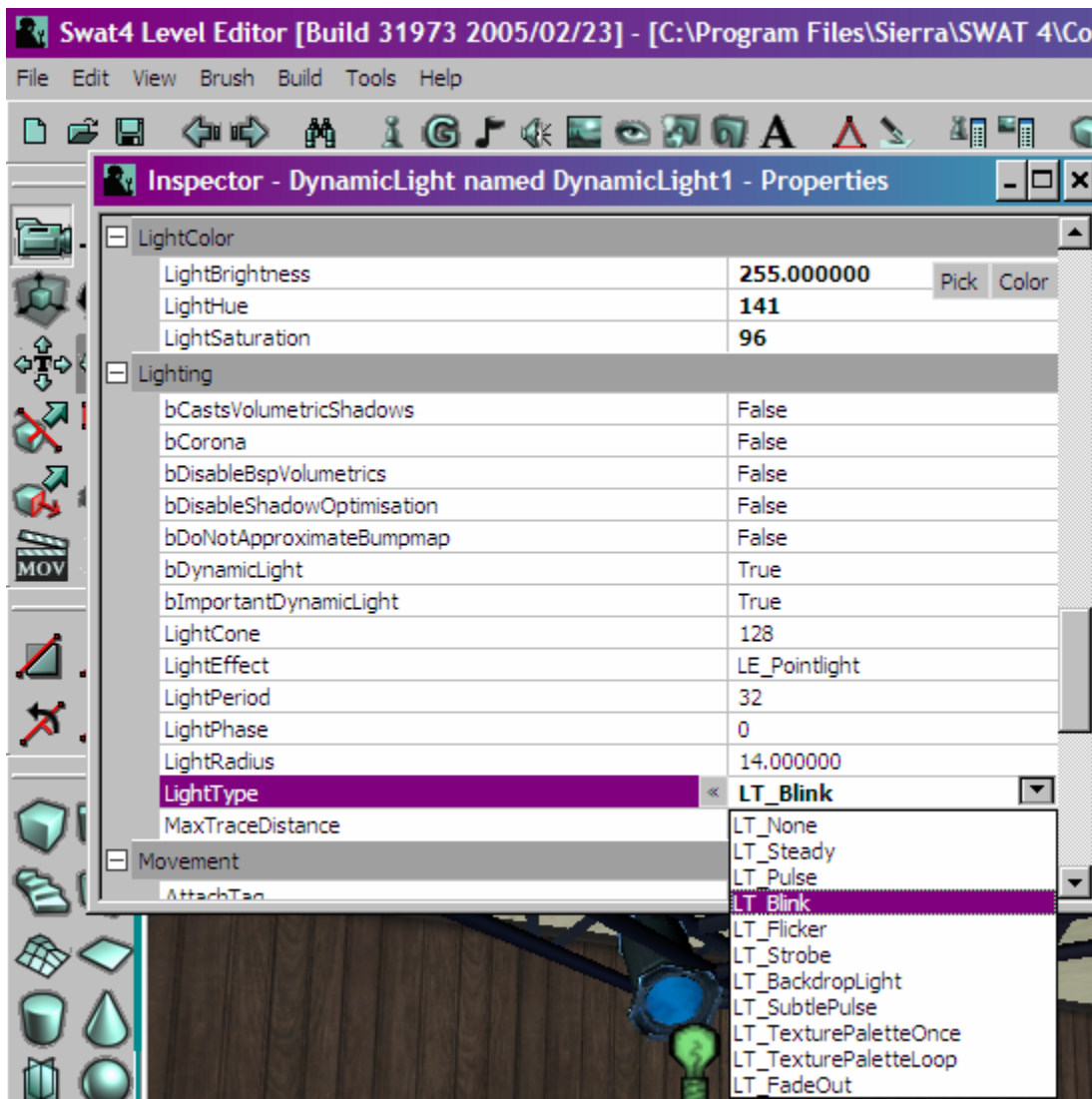
Click on the build all buttons and test your map and prepare to develop epilepsy lol.

B: Setting up destructible Items

Ok we now want a TV set in our room somewhere but we want it to explode when shot so how do we do that. Well we can just use a regular static mesh we have to use what's called a havok actor. You will find lots of breakable destroyable objects in the havok actor tab of the class browser so lets fine us a tv set. First open back up your class browser and go down to havokactor>ReactiveStaticMesh>BreakableStaticMesh>Electrical>Television and there they sit. Two Tvs you can set up and when you shoot them they will explode like in the Fairfax mission upstairs.
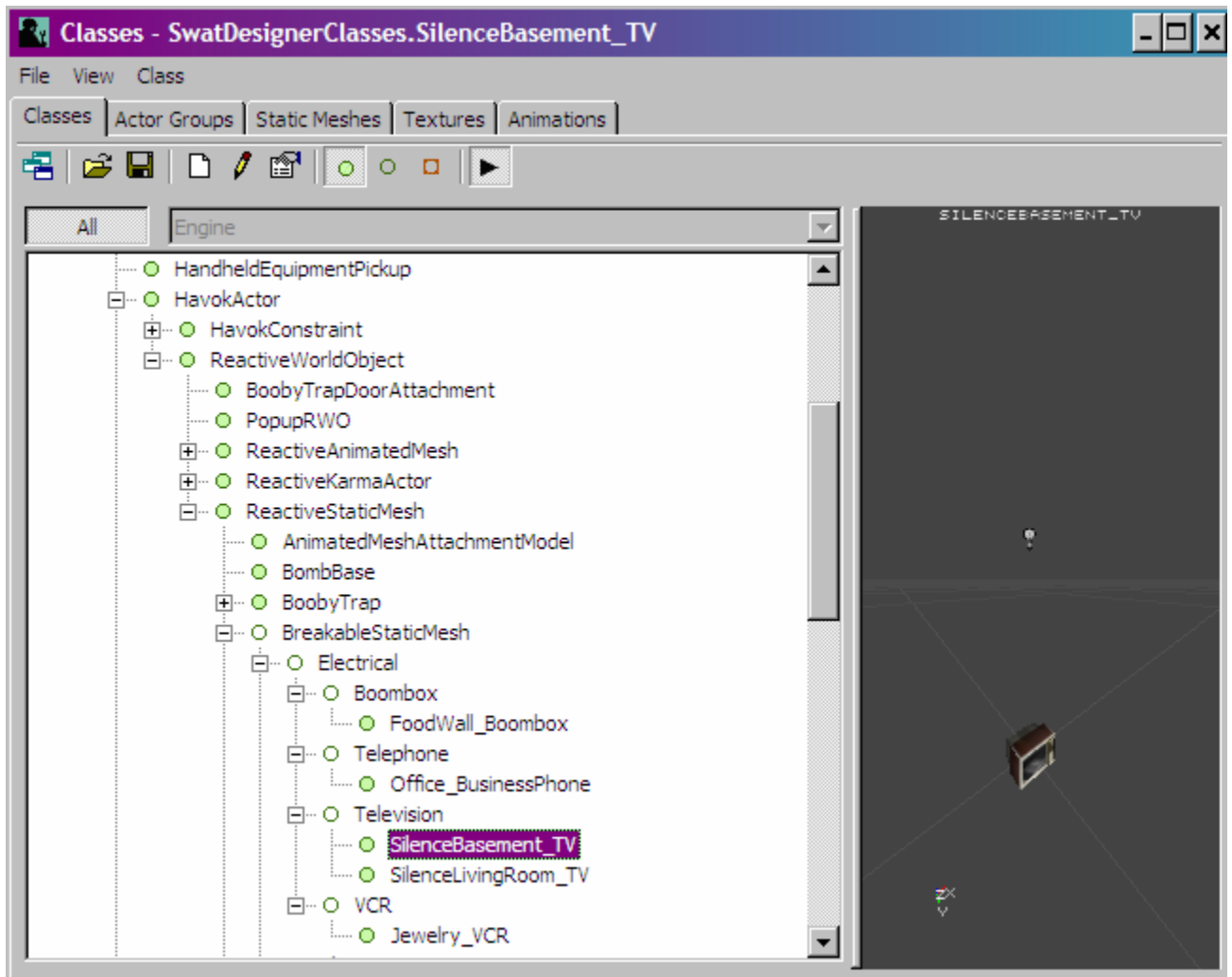
There just highlight one of them and place it in your map somewhere just like your dynamic light by right clicking and clicking on Add SilenceBasementTv here and tada you have a tv that will explode when shot.

C: Interactive Bugs

Want some roaches crawling on the floor or some Flies zipping around just go back to your class browser and click on Havok Actor> ReactiveWorldObject> ReactiveAnimatedMesh and add whatever ones you want. There's a few there like a shrub, Flies, Roaches, moths, Evidence, and bees. See below for a pic of this tree

Classes - AnimatedDecorMeshes.Flies

File View Class

Classes | Actor Groups | Static Meshes | Textures | Animations

All | Engine

- AntiPortalActor
- AwarenessPoint
- Brush
- CameraPositionMarker
- Controller
- DebugFrameTester
- Decoration
- Emitter
- FluidSurfaceOscillator
- GenericExternalCamera
- HandheldEquipmentPickup
- HavokActor
  - HavokConstraint
  - ReactiveWorldObject
    - BoobyTrapDoorAttachment
    - PopupRWO
    - ReactiveAnimatedMesh
      - AnimatedEvidence
      - Flies
      - Moths
      - Roaches
      - SilenceBee
      - SilenceShrub

FLIES

XIV: Closing

Well this didn't cover everything there is in the SwatED but it will get you started on mapping the way I did and everything is so easy to learn and its quick to get use to so there's no end to what you can and cant do. if this tutorial helps one person how to map than I'm happy. I hope this tutorial was easy enough to understand and that it helped you dearly. If you have any questions, comments, or errors you would like to discuss than please jump over to www.hot-swat-mods.com and join our swat 4 mapping forum. There we can discuss new ideas, projects, help one another on new things, and possibly create some maps together. I want to first think IG/VUG for a great game. To Sierra for making swat 3 and 4 what it is today. ATL-Festival, Tokotte, and Chris Kline for answering some of my noobish questions. Again I hope this helps and if you want to download this map and others I have created than hop on over to hot-swat-mods and download them. Again this was a learning tutorial. I was showing you exactly how I'm making my up comming map entitles Club ATL. SO please if you followed along with me re start a new map of your own and don't use mine or modify it in anyway.

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