

# Map Analyst

## Version 2.5

If you have own materials/textures, models or sounds in your map, you have to send these files together with die level file (BSP), so the player can see your textures and hear your sounds.

One can also put the collection of all the needed files into the level file (BSP) it self. The Map Analyst 'man' can do the job for you!

'man' analyzes HL2 map files and determines all files needed by this map. This includes materials, textures, sound, models, scripts and so on.

The needed files can automatically be included in the level file (BSP).

*Special thanks goes to Gosuke, who had the idea to write this program. After the first steps many mapper supported me. Beside Gosuke, Thomas 'Flausch' Abts, DJ Flyer alias Markus, and Spice are now in the famous hall.*

*Without there help the Map Analyst would be still beta and many features were missing.*

*THANKS!*

## 1. Start the Map Analyst



The zip file can be unpacked at any location. It is common to put programs in to the folder 'programs'. Create your sub folder 'man' and unzip the zip file there.

After unpacking, there should be the files 'man.htm' (this file) the program 'man.exe', and a sub folder 'pics'. With a double click onto 'man' one starts the Map Analyst.

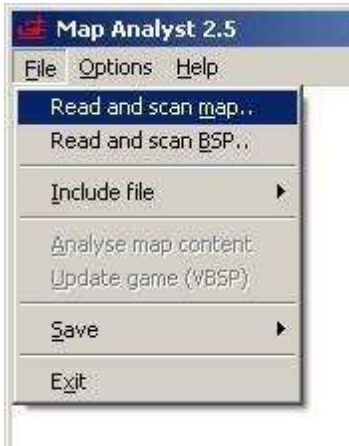
**Before you can analyze, you have to set the game path.**

Without a valid game path, 'man' can not find the correct files.

In the options menu one have to choose the sub menu 'Game path', and than select 'Set game path'. For the game 'Counter Strike' the path could be 'C:\Valve\SteamApps\Gordon Freeman\counter-strike source\cstrike'. There are folders like 'materials', 'maps', and so on.

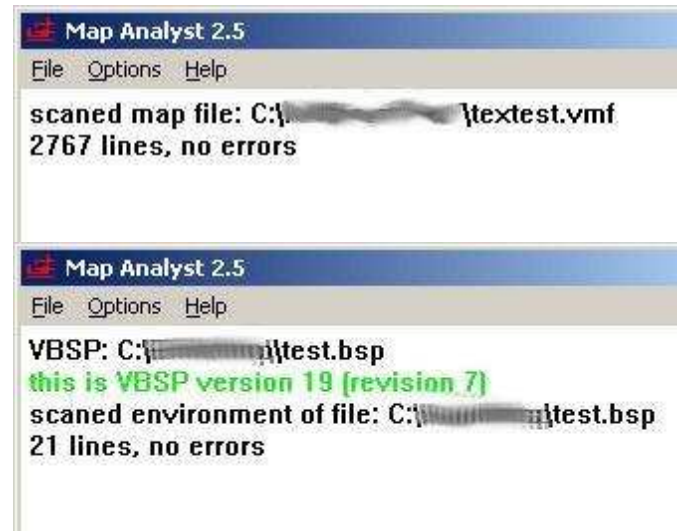
For every mod the path is different. After the path is set the analysis of a map can be started. With the menu entry 'View game path' the settings can be controlled.

## 2. Reading in a map



The Map Analyst is started with a **double click**.

With the file menu one can choose a map file (VMF or BSP) for reading. During the reading the content is prepared for the analysis. The results are shown in the working window. Instead of using the file menu one can also drag and drop a map file onto the working window.



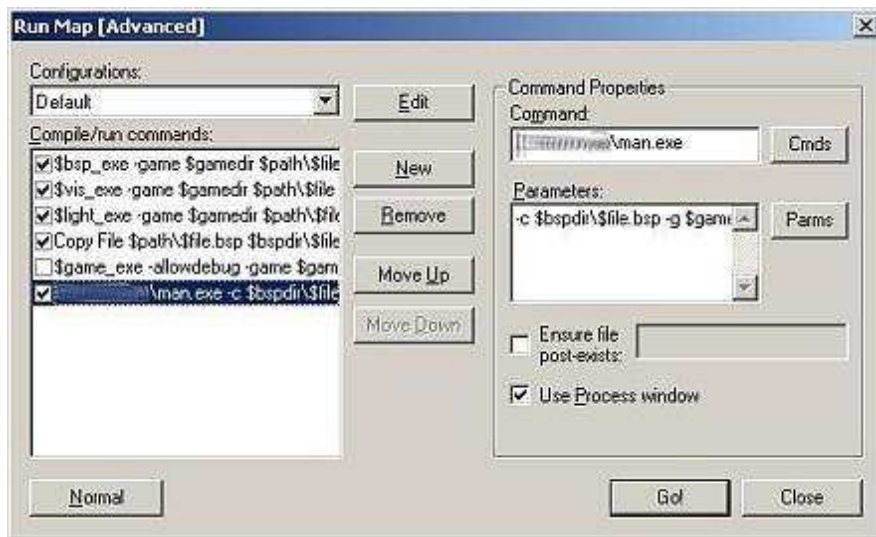
Alternative one can drag and drop the map file (VMF or BSP) onto the program icon. But then a different location for the configuration file is used. If you prefer this method, you have to set the game path again. See also 7. Options.

## 2.a Start the Map Analyst from Hammer

One can start the Map Analyst from Hammer:

1. Compile the map in 'Expert Mode'.
2. Make a new command.
3. Give the '*Cmnds*' the path of the installed man.exe.
4. In the '*Parms*' line insert **-c \$bspdir\file.bsp -g \$gamedir**.
5. Let this be the last command.

Each time one compiles the map in 'expert mode' all custom files will be inserted into the bsp by MAN.



### 3. Analysis of a map

In the file menu choose **Analyse map content**.

```

check vcd files
check sprites
check game files
add:      1436 maps\textest.txt
add:      240 resource\overviews\textest.txt
check materials
add:      85 materials\SDK\BUMP.vmt
add:     43896 materials\sdk\bump.vtf
add:     43896 materials\sdk\bump_normal.vtf
not added: materials\TOOLS\TOOLSSKYBOX.vmt
add:      93 materials\JDK\JDK_BURN.vmt
add:    2796408 materials\jdk\jdk_burn.vtf
add:      90 materials\JDK\JDK_WALLA.vmt
add:    174968 materials\jdk\jdk_walla.vtf

```

One after an other all model, sound, material and texture files and other game files (bot, text etc.) are analyzed. Files not found are colored in blue, file found are colored in black and displayed together with there size.

Beside the model files ending on '.mdl' all files with the same base name but suffixes '.dx80.vtx', '.dx90.vtx', '.sw.vtx', '.vvd' and '.phy' will be taken to the include list.

All material files (VMT), used in the models are analyzed and used texture files (VTF) are also

included.

After that, the map is analyzed for sound files (WAV), sprites (SPR) and scene files (VCD).

At last all brushes are analyzed for material files (VMT) and there used textures (VTF)

If a text file (.txt) or bot file (.nav) exists in the 'maps' folder they are included too.

All files, not found are now looked up in the HL2 GCF files. The GCF files contains all materials, textures, models, sound, etc. used in HL2 game levels. If missing files are not found there, they are displayed in red messages in the working window. These files can not be includes and not used in game.

```

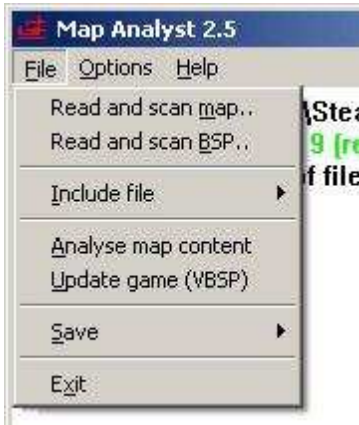
sound/ambient/killinghand22.wav
sound/ambient/schoolsout22.wav

```

### 4. Inserting the files into the level file (VBSP)

In the file menu choose **Update game (VBSP)**.

All found files are inserted in the level file (BSP/VBSP).



HL2 creates also internal files for game files (BSP) and include them. All found files and the internal files will be collected and inserted. If own files of the same name already exists (i.e. one have already included them in the game file), they will be over written.

If the option 'Overwrite BSP' is not set a copy of the BSP file is made and named 'man\_betatest.bsp' and stored in the 'maps' folder. If the option 'Overwrite BSP' is set, the level file will be over written.

During the insertion all files listed on the working window (black color) and marked with 'include'. If a file already existed in the game file it is marked with 'replace'. Internal HL2 files are shown in blue colored messages and marked with 'remain'.

## 5. Inserting other files manually



In the file menu 'Include -> Choose file..' one can choose more files for insertion. One can choose several file in the file selector box.

If one want to use these files more then once the file list can be stored in a TXL file. Just open a file selector box with 'Include -> Save file list..'. One can name and place the file every were. But if it has the same name as the game file, it can be used by the Map Analyst automatically.

With 'Include -> Read file list..' one can read in the file list.

## 6. Saving the results



The list of found files (content list) can be saved in a text file.

The content of the working window can be saved be choosing 'Results..'

With the new menu entry 'Map Info..' (not shown here) one can generate a summery of the map and store it as text file.

## 7. Options

### Game path

With the option 'Game path' -> 'Set game path..' during the installation the path of the game mod are set. With 'View game path' one can check the actual setting.

As soon as an option changes the settings are stored in the file 'man.cfg'. If 'man' is started with a double click



this file is at the same location as the Map Analyst were stored.

But if a map or bsp file is dragged and dropped over the program icon the location is some thing as 'own files'. If one prefer this kind of usage the game path has to be set again.

### Automatic

Here one can set the analysis and insertion of files on automatic. This phases are started automatically if the previous phase was success full.

In the options menu 'Automatic' three modes can be set:

- *Include*: The list of additional files will be loaded automatically.
- *Analyze*: If a map ore bsp file were loaded success fully the analysis starts automatically.
- *Update*: Was the analysis success full the BSP update starts automatically.



### MOD set

All files used by the level but were not found in the game folders are searched in the GCF files of HL2. If one like GCF files of additional mods can be used (i.e. HL2 Deathmatch or Counter-strike source).

If you create a level for Counter-Strike, you have to activate the option 'Counter-strike source'.



### Display

Quite often very much files are needed. By this mass of file messages error messages can easily overlooked and miss. Therefore the displaying of added files can be suppressed with this option.



### Overwrite

If this option is activated the original BSP file will be overwritten. **Attention** Activation of this option is on your one risk! This program is still beta and it might happen that the game file is not play able.

