# Step by step installation instructions…

1. Create a directory called 3D (or choose your own name) so that it’s accessible as

C:\3D

2. Place all the files you downloaded from the 4002 web site into your directory and unzip them there. You should end up with directories such as

C:\3D\Builder

C:\3D\Game

C:\3D\Textures

C:\3D\Sounds

C:\3D\Maps

C:\3D\Worlds

C:\3D\StudentFGDandWAD

C:\3D\StudentWorldcraft

C:\3D\StudentWally

C:\3D\ VisualStudioAdditions

C:\3D\UniversalConverter

3. OPTIONAL (Only if you download OpenGL demos that you need to recompile; Not needed for your game because these files were explicitly added to your Builder and Game directories)

Upgrade your Visual Studio GL libraries by adding “C:\3D\VisualStudioAdditions\GL” to one of the following two folders… If you forget to do this, demos you get on the internet will likely reference some OpenGL “.h” files that are missing.

1. Visual Studio 6:

“C:\Program Files\Microsoft Visual Studio\VC98\Include\GL”

2. Visual Studio NET:

“C:\Program Files\Microsoft Visual Studio .NET 2003\Vc7\include\GL”

Then start up your Visual Studio C++ editor and go to the Tools>>Options menu. When the Options tool comes up, go to the Directories tab and under the “Show directories for:” title, choose pull-down menu “Include files”… Make sure the above path is one of the entries there (if it’s not, add it).

4. Click on “hammer.exe” in the StudentWorldcraft directory to run the Worldcraft editor.and go to “Tools>>Options…” to set it up…

Click on the “Game Configurations” tab and then click on the “Add” button in the “Game Data files:” section. It will respond with a browser from which you need to get to and open the file “C:\3D\StudentFGDandWAD\student.fgd”.

You will notice that under “Default PointEntity class” is “info\_player\_start”. Leave it as is. Under “Default SolidEntity class”, however, is NOTHING. Type “Vehicle” in its place…

Click on the “Textures” tab and then click on the “Add Wad” button. It will respond with a browser from which you need to get to and open the file “C:\3D\StudentFGDandWAD\student.wad”.

Click “OK” to close the options changes and close the editor. It will remember those changes. You have now successfully setup the Worldcraft editor.

5. Click on “wally.exe” in the StudentWally directory to run the program that allows you to add new textures to your student.wad file. Once this has been done, these new textures will be available for use by the Worldcraft editor. First execute “File>>Open” to open the “student.wad” file. Then click on “Package>>Add Images…” Then click on the button to the right of “Please select source directory” and open directory “C:\3d\textures”. Under “Image Wildcards”, type “\*.\*” and then click on “GO”. It will display a progress bar as it includes textures into the wad and then provide you with a summary of what happened. Close these… In essence, textures that are already there are not added, only new ones. You will also notice that “.tga” textures are all black… That’s OK. Wally can’t display them but the Worldcraft editor can… If you wish you can also delete textures that you never want to use by selecting them and clicking on delete from a right mouse button pop-up menu… To finalize everything, you need to save the modified “.wad” file. Click on “Save As…”.