

# Welcome to ButterCutter!

Thank you for your purchase, and we hope you enjoy the product.

## 1) Foreword.

ButterCutter uses the FPSC CSG (cut segment geometry) functions to create damaged wall segment.

It also uses animated segments to allow you to create destroyable walls, pillars and scenery.

Please bear in mind that FPSC was never designed to handle this kind of tool, and therefore to make it work, we are effectively "fooling" FPSC into doing the work for us. This does mean that some features can require a little more than drag and drop!

This product is the culmination of months of experimentation with the segment engine, and we think it's really quite special! We hope you have a lot of fun with it.

If you have any problems at all, or want to ask any questions about the product, please visit:  
<http://www.peanutbutterfingers.co.uk/devforum.htm>

## 2) Limitations

As with receiving any new product, it's always disappointing to discover the limitations, so we feel it's important to outline some of them here, so that you don't find yourself scratching your head later. It's worth noting that although we have thoroughly tested ButterCutter with custom and stock segments, FPSC can often just bug-out!

\*Some cutters will remove the entire side of a segment. Do not overlap the edges of these, as it will only render 1 in game. This is due to FPSC not handling 2 CSGs on the same segment. The same applies for adding 2 cutters above each other

\*Cutters should not be placed over doors, windows, other cutters, or any segment that uses CSG. Again, FPSC can only handle 1 CSG cut on each wall.

\*We've built the tool to be as open ended as possible, and obviously we cannot account for the creativity of the user, please do post any bugs or issues in the forum at :  
<http://www.peanutbutterfingers.co.uk/devforum.htm>  
This is only version one, and we intend to continue updating with patches and new features.

## 3) Usage.

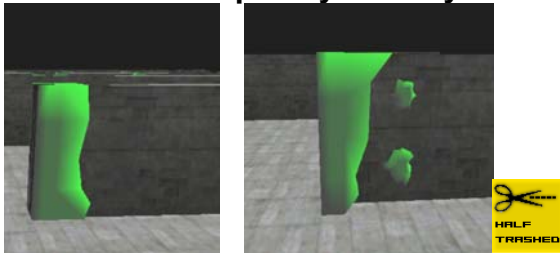
Once installed the ButterCutter tool will appear in your segment bank in the editor. It will also create some entities in the entity library of the editor, although we don't advise you use them (they are only there to be

referenced by the segments.

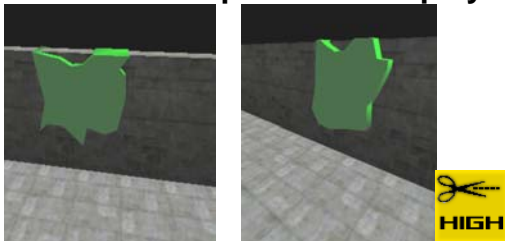
### **3.1 Types of Cutter**

ButterCutter provides you with several different styles of cutter to use in your environment:

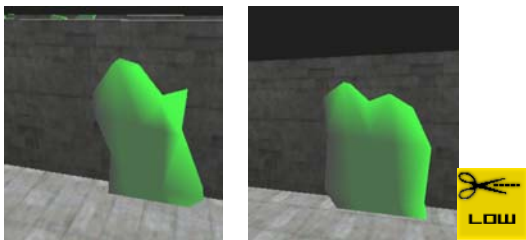
**Halfgone** - This cutter removes one half of the wall, allowing you to create sections that have been completely destroyed.



**High** - This cutter chops out the top of a segment, as if the top had been destroyed, most are set up so that the player can jump through the gap created.



**Low** - Cuts out the bottom of the segment, creating a kind of doorway.



**Holes** - Creates holes in the wall. Holes4 also cuts out the side in a similar fashion to "halfgone"



**Bighole** - Creates damage across 2 segment squares.

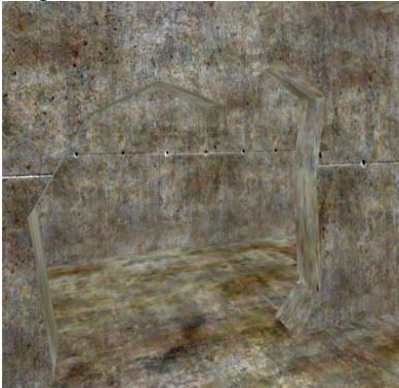


## **3.2 Variations**

The above cutter types feature many variations, with are contained in separate directories in your FPSC segment library. These variations fall into 3 over-arching categories : Standard , Destructible and Scenery.

### **Standard Cutters**

#### Regular Holes



Cuts a straight hole in the wall. No additions. This category contains the most cutters, and includes double width cutters to create damage across 2 segments.

#### Blocked



Creates a hole in the wall, and inserts metal girders to block the path. More suited to use inside concrete walls or Scifi segments. Can be useful for create a "peek" into a secret area, that is accessed elsewhere!

#### WoodSlats



Similar to "blocked", this cutter creates a hole and fills it with an un-passable wooden barrier

Metal\_bracing



Cuts a hole in the segment and inserts damaged metal supports. These do not block movement. Looks great in concrete or SciFi entities

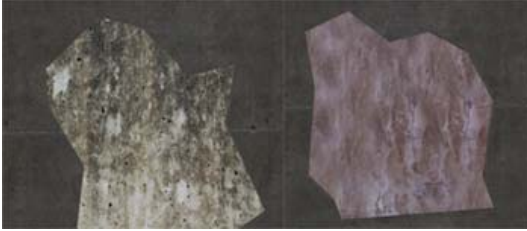
## Destructable Cutters

Breakable\_wood



Cuts a hole in the segment and inserts a destroyable wooden barrier into the gap. The barrier takes around 4 shots to destroy. Model pack 5 guns may cause too much damage.

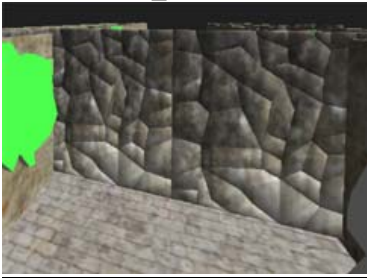
Breakable\_Plaster / Breakable\_Solid



Creates a hole and completely fills it with a destroyable surface. These are the 2 default textures, although you can change them to whatever you want. This is explained in the customisation section.

## Scenery

### Destructable\_wall



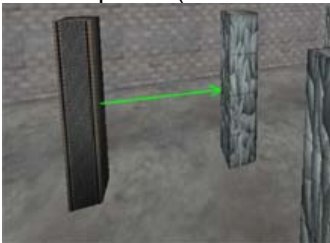
This places a single wall, with no cutter. You can use this to create totally destroyable rooms, or you can place it inside any of the cutters (that don't already have destroyable walls in them). For more information on retexturing these, see the Customisation section.

### Pillars



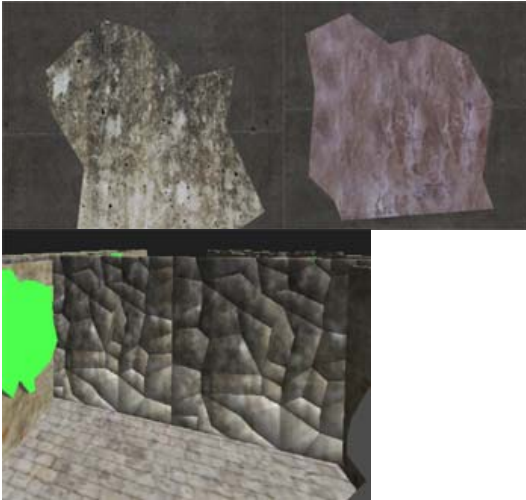
Pillars can be used to create Matrix style lobby scenes or hectic gun battles where the cover falls appart around the player! Please read the "My pillar won't delete!" section of the manual. They are a little bit tricky!

### Internal pillars (found in the pillars directory)



The pillars included in the pack do not have a substructure. If you want to have a second (invincible) substructure underneath the exterior destructible pillar, place one of these internal pillars inside the destroyable one.

## 4. Customisation



Obviously when you're creating your map, you will want the destructible scenery to blend into the rest of the environment. Therefore it is possible to change the texture of: *Breakable\_Plaster* and *Breakable\_Solid* cutters as well as *destructable\_wall* to any texture you want.

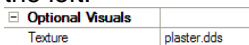
For this example we will assume that you are using the "*Chateaux Grand Hallway Mid*" segment (from the stock segments) and you want your destructible wall segment to blend seamlessly into it.

First create your room and place your destructible wall.



Now, you know the name of your segment wall, so to change the texture of your destructible wall, all you need to do is locate the texture in the texture bank.

First, right click your destructible wall, and then click in the texture box which is located in the properties on the left:



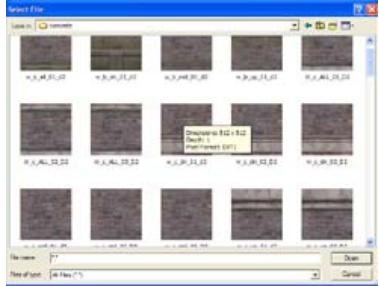
Once you click on the current texture (here it's plaster.dds) a browser window will open for you to locate your new texture. All FPSC textures are located in the texture bank.

Open the texturebank folder and navigate to the directory where your wall texture is located. Ours

is

"Chateaux Grand Hallway Mid" so we navigate to texturebank\WW2\walls\concrete.

Once in the WW2 walls we change to thumbnail view, and locate our required texture.



With our required texture located we click open, and the new texture is assigned to our entity.

Important:

1) You will not be able to see the texture change in the editor. To view your changes you must right click the entity, or check it out in test game.

2) If you cannot view DDS format textures when you switch to thumbnail view, you need to download

the DirectX SDK from [www.microsoft.com](http://www.microsoft.com) (or google it). If you don't have it already, it's an invaluable tool.

## **5. My Pillar won't delete!**

The destructable pillars in ButterCutter are a total innovation, and have never been achieved to this level before

in FPSC. But there is one minor catch. Because of the way FPSC handles segments, it is not possible for it to

recognise the pillar as a 4 sided object. It only registers the north facing (top) side of the pillar.

Therefore, when

you try and delete the pillar, only the North face will dissapear, leaving you with 3 other sides in a "U" shape.

There are 2 ways around this. The first is to go into entity editing mode (key shortcut "N"), and right click then

press delete, for the remaining 3 walls. Either that, or select a full (4 walled) segment and right click over the pillar.

Although it's slightly longer, we advise you use the First method (right-click then delete), as the second method

has been known to randomly crash the editor.

We appologise for the inconvenience, but it's a small issue compared to actually having destructible pillars in your map!

