Q3 BSP Importer

Hi, and thank you for purchasing this asset.

The Q3 BSP Window can be found in the menu Window->Skreaming Software->Q3 BSP Importer.

you will be given a list of found BSP's and 5 options.

Import Textures

this select to import and use the map textures and give you an option to change the shader used.

Import Lightmaps

this select to import and use the map lightmaps and give you an option to change the shader used.

Add Collider/s

this will add a mesh collider for every mesh generated and give you an option to change the physics material

Use replacement texture for non found,

this asset cannot import textures from q3 shaders so this allows you to select a replacement texture.

Tesselation Level

this allows you to make the curves in Q3 BSP more or less smoth by increasing/decreasing the triangle count,

Print entity list to console

this will print to the console a list of entities stored in the BSP, e.g weapon and ammo positions.

Pak files are a simple zip file and it's contents need to be extracted before importing them

to unity for the asset to locate the BSP's the only folders needed are maps and textures.

if you are importing multiple BSP's from different pak files, either merge them or give each a seperate folder.

list of quake 3 level editors and tools

https://ws.q3df.org/level_design/editors/

if any quastions please email me at support@skreamingsoftware.co.uk