This doc is a quick overview of Radiant and the Launcher. It will show you how to open the tools, common elements of the tools, and basic navigation such as adding a new map and hotkeys.

Opening the Mod Tools Launcher

The Mod Tools Launcher is where you will have access to all the tools and processes necessary for the Call of Duty Black Ops III Mod Tools. You can access the Launcher by opening Call of Duty: Black Ops III – Mod Tools in Steam. This can be found by changing your Steam game filter dropdown to Tools. Double-clicking the application will open the Mod Tools Launcher.
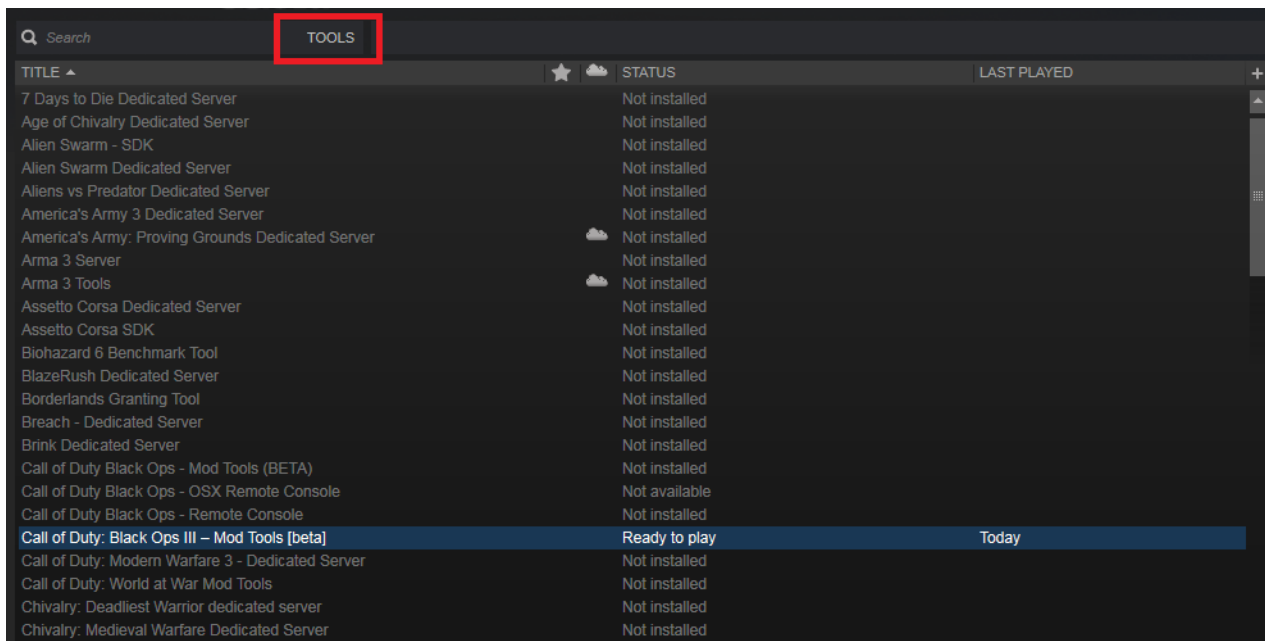
Mod Tools Launcher: Menu Overview
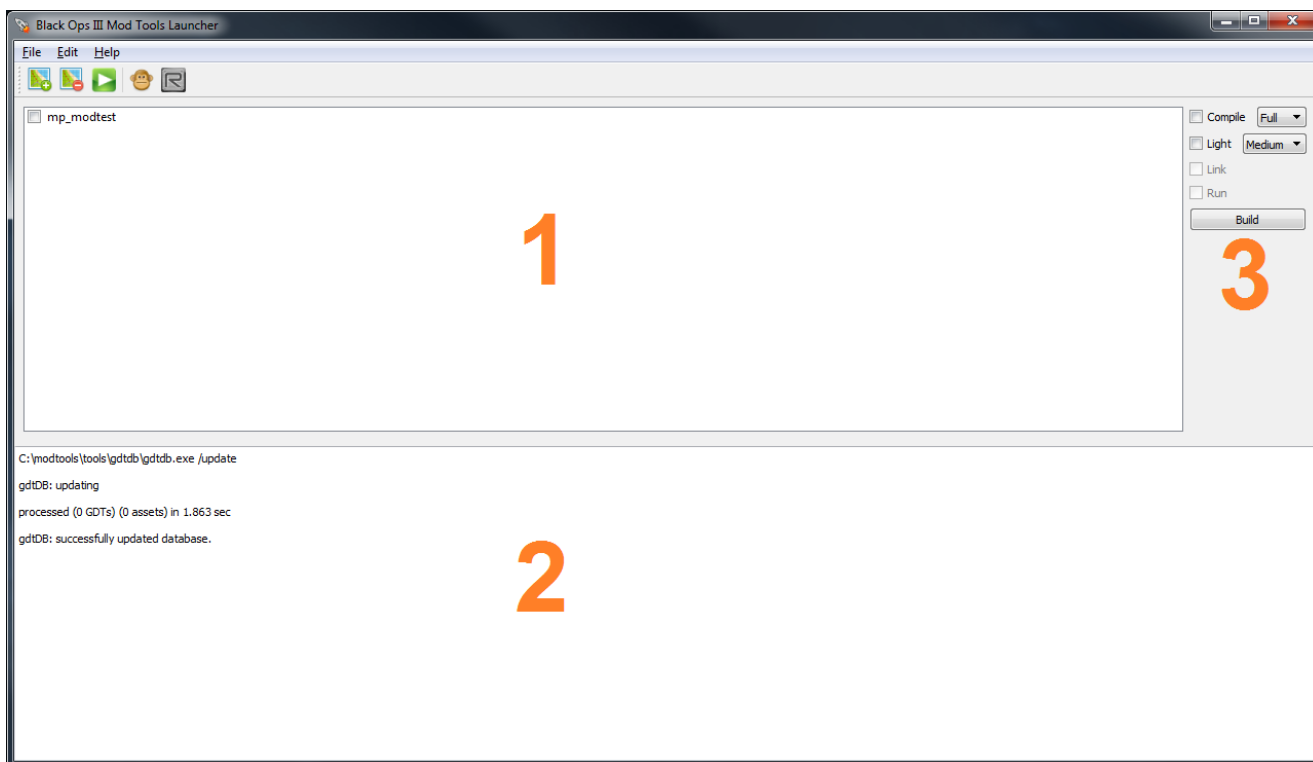
1. Map List
   - A list of all available maps for Mod Tools, including user-made maps and demo maps. Users will be able to select maps from this list to open directly in the editor (Radiant), or build and run the maps in a future release of Mod Tools.
2. Output Window
   - This window will display output information for tools used directly within the Launcher. This will mostly be used to output build and game information once those are available in a future release.
3. Build Options
   - A set of options to process and run maps created with Mod Tools. Aside from the Light option, all of the options here will mainly be used once the ability to build and run maps becomes available in a future release.

Mod Tools Launcher: Toolbar

1. Add Map
   - Creates a brand new map to the Map List that can be edited using the tools. This process will automatically generate all the files necessary to edit, build, and run the map once those features are added.
2. Remove Map
   - Removes a map selected from the Map List. This can be done by ticking the checkbox of the map you want to delete from the list, then clicking on the Remove Map button.
3. Build
   - Equivalent to the Build button located on the right side of the Launcher. Pressing the Build button from the toolbar will execute any of the checked operations in the Build Options menu.
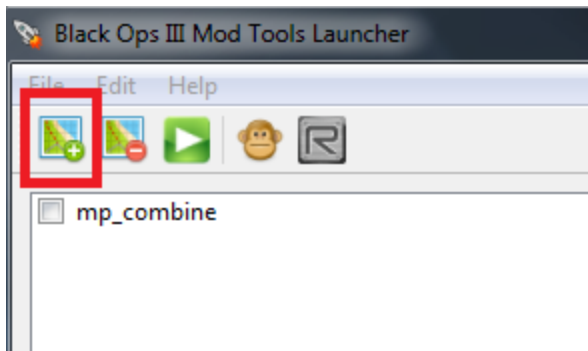4. Launch Asset Editor (APE)
   - This will launch the Asset Editor.
5. Launch Level Editor (Radiant)
   - This will launch the Level Editor. Highlighting a map from the Map List will open Radiant directly into that map. Otherwise it will launch Radiant into a blank map.

Creating a New Map
1. Open the Mod Tools Launcher and select the Add Map button located in the toolbar.

2. Enter the desired name for the new map in the New Map dialog box. IMPORTANT NOTE: Always append the mapname with "mp_" (ex. mp_testmap) to avoid any future errors when building and running maps.
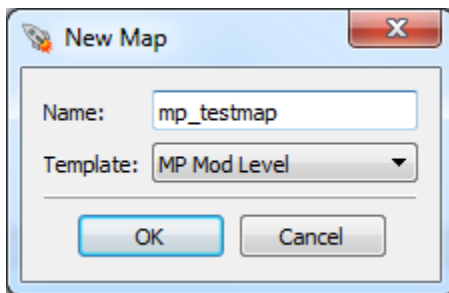

3. Once the New Map Created confirmation appears, make sure that the newly created map appears in the Map List of the Launcher.
4. Select the new map by highlighting it in the Map List, then press the Level Editor button to launch the map into Radiant (the map name must be highlighted in the list and not necessarily its checkbox toggled on).
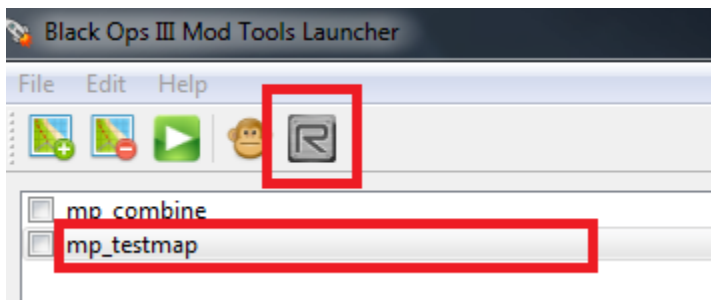
Radiant: Quick Primer and Setup

Radiant is the map editor portion of the Black Ops 3 Mod Tools. It is a multi-function tool that can be used to design levels, build geometry, design lighting, and create effects among other functionality.
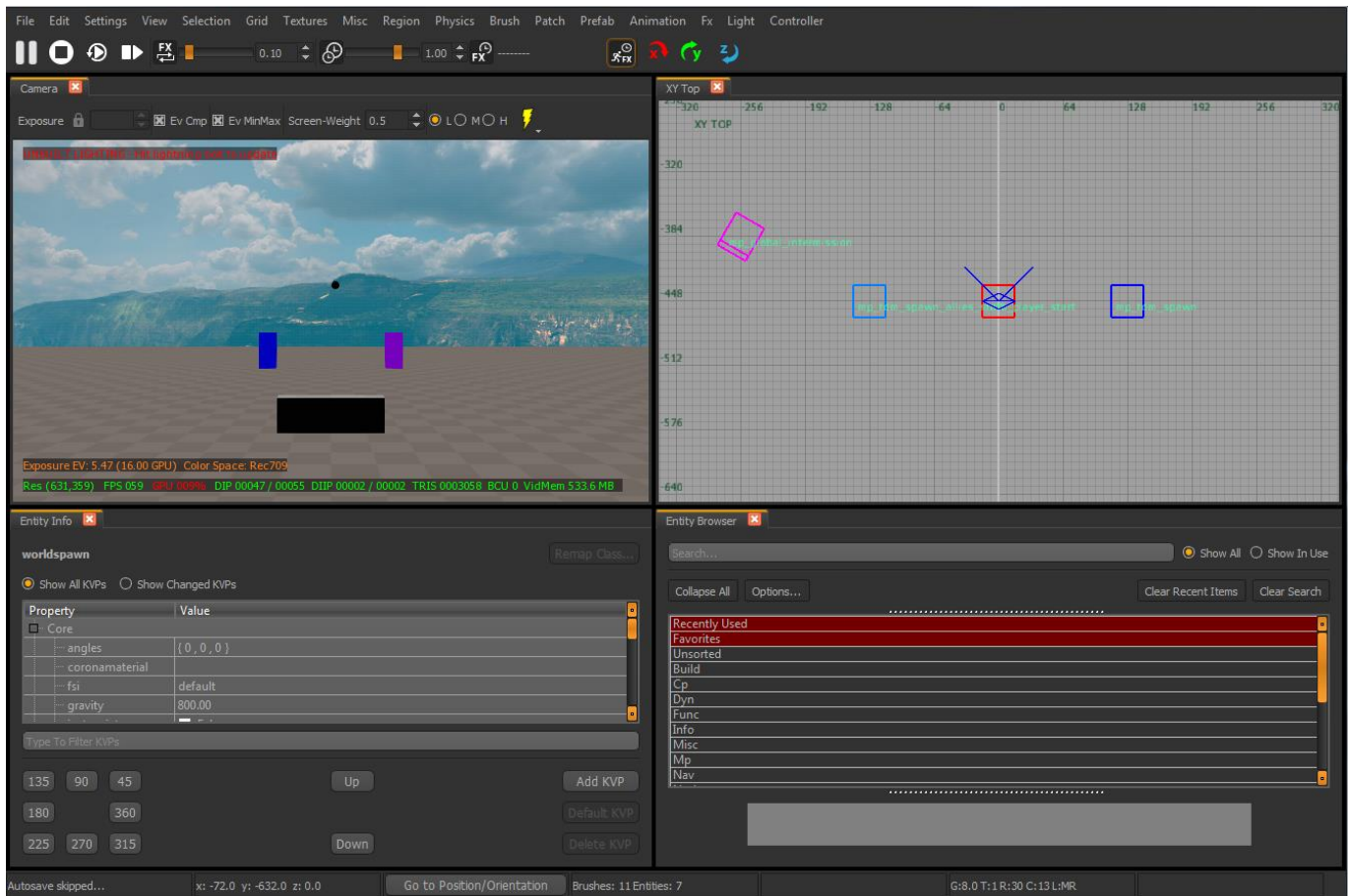
Camera and XY View Windows

The two main windows used to interact with the map are the Camera View (3D View) and the XY View (2D View) windows. The Camera View window can be used to navigate the map in a full 3D space as well as place objects/entities in the world. While the XY View window can be used to draw brush geometry and place objects/entities with more precision using the grid across three different toggle-able viewpoints.

Here is a list of the major controls needed to use these windows:

Camera View Window (default controls, Camera Movement Mode 2)

Control	Action
Shift+LeftClick	Select Item (hold & drag to select multiple items)
RightClick (press)	Context Options Menu
RightClick (hold & drag)	Move Camera (forward, back, horizontal pan)
Ctrl+RightClick (hold & drag	Move Camera (up, down, horizontal strafe)
Shift+Ctrl+RightClick (hold & drag)	Rotate Camera (pan & tilt)
Scroll Wheel	Zoom Camera In/Out

XY View Window

Control	Action
LeftClick (hold & drag)	Draw Brush
Shift+LeftClick	Select Item

Shift+Alt+LeftClick (hold & drag)	Marquee Select (let go to complete selection)
RightClick (press)	Context Options Menu
RightClick (hold & drag)	Move Grid Position
Scroll Wheel	Zoom In/Out
Ctrl+Tab	Toggle View Positions (XY Top, XZ Front, YZ Side)

Note: The Camera Window controls can be changed by going into the View>Camera>Camera Movement Mode menu options.

Common Hotkeys There are many hotkeys in Radiant that will be useful when editing a map. Here are a few common Radiant-specific ones to help get started.

NOTE: The listed hotkeys are the default setup, and all functionality listed in the Settings>Key Bindings menu can be bind-able to custom hotkeys at any time.

Control	Action
ESC	Deselect
Space	Clone Selected Item
End	Center Camera
P	Preferences Menu
F4	Move Camera to Selected Item
F5	Wireframe Mode
F6	Fullbright
F7	Normal-based Fake Lighting
F8	Real Lighting
F9	GameView

Customizing Window Panes

All of the sub-windows within Radiant are modular, and can be moved around and re-placed within Radiant's main window simply by clicking on the sub-window's tab and dragging it around. Any of the sub-windows can be floated outside of Radiant's main window by clicking on the tab dragging it outside of the main window. It will automatically create a new floating window, which can then have other sub-windows docked within it by dragging them into it.
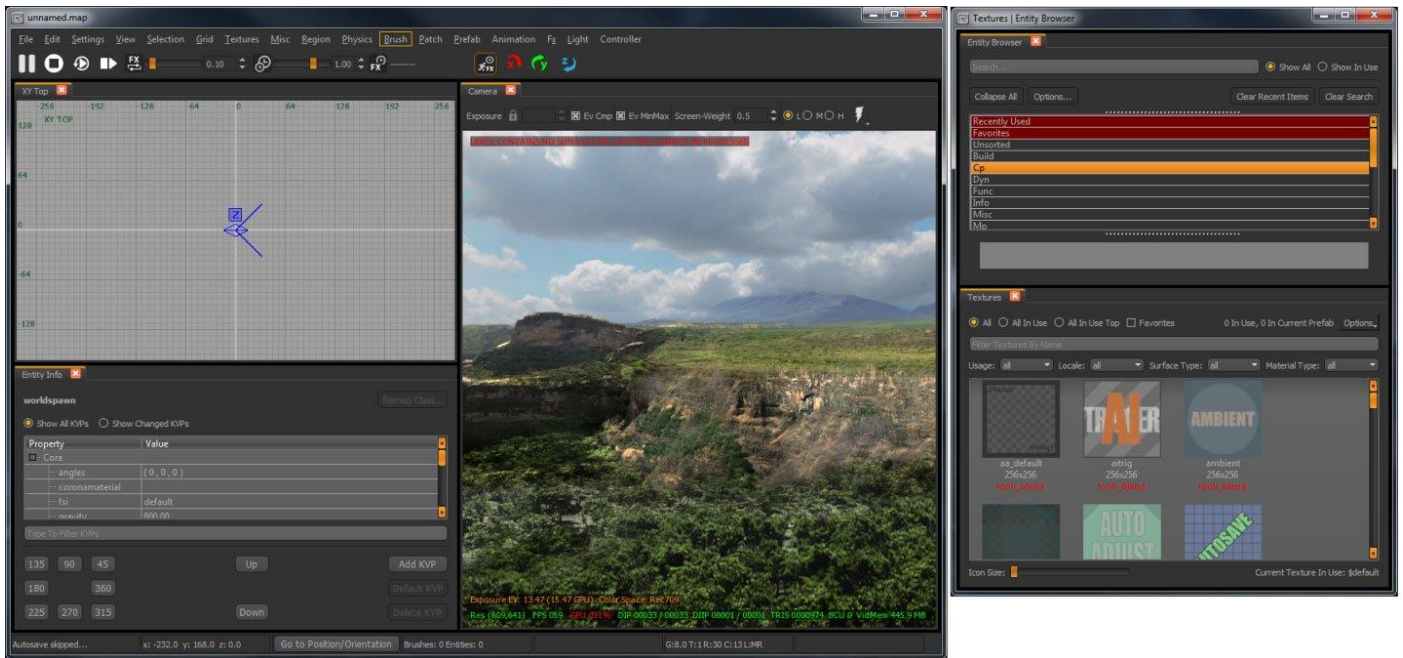
Additional sub-window menus can be added by right-clicking on an empty portion of the toobar menu and selecting any of the available sub-menus. Many of these menus are also associated to certain hotkeys by default, and can all be bound to a customized hotkey through the Key Bindings menu.
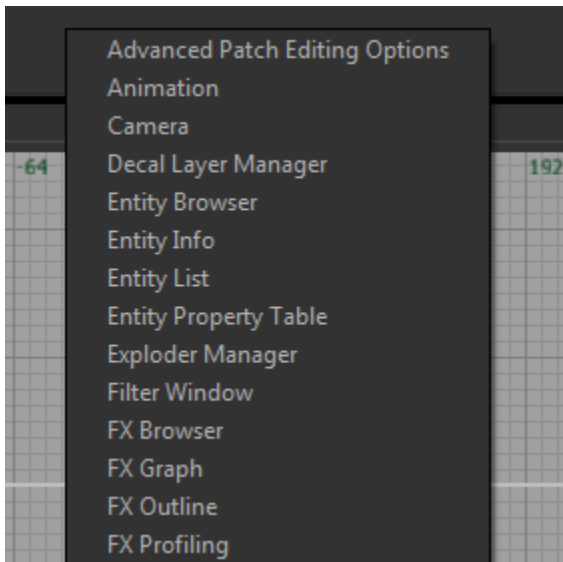
Building/Exporting Lighting

When creating a new map through the Launcher, it will automatically be set up with a sun volume which will allow for the map to utilize Real Lighting. Any lighting work done in Radiant will need to be processed in order for it to show up correctly.

Lighting can be initially built by clicking on the lightning bolt icon found in the Camera View Window toolbar. If this does not appear by default, you can enable it by selecting the menu option View>View Toolbar>Exposure. The quality of the lighting processing can also be selected by selecting one of three radio buttons next to the icon.
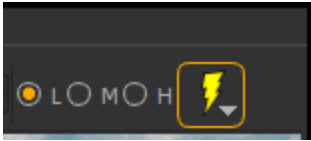
In order for the lighting settings to be saved and available the next time the map is loaded in Radiant, the LEDs must be exported. The LEDs will also be required to process lighting in-game once that is available in a future release.

LEDs can be exported by one of three methods:

1. When trying to exit Radiant after any changes are made to lighting, Radiant will prompt you with an option to export the LEDs.
2. The LEDs can be exported manually through Radiant by going in the File>Lighting Export menu. There are a few options that can be used to export the LEDs for the map.
3. The LEDs can also be exported from the Launcher. This is done by toggling the checkbox next to the name of the map requiring LEDs in the Map List, toggling the Light check box in the Build Options menu, then clicking on the Build button. This will open Radiant and process the LEDs.
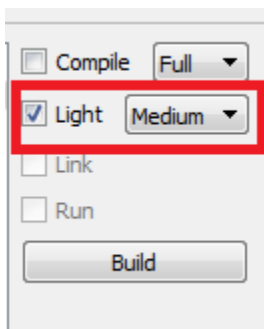
APE: Menu Overview

APE (Asset Property Editor) is the asset editing tool of the Black Ops 3 Mod Tools suite. It will be used to create, edit, and manage all the assets required for modding.

Menu Overview
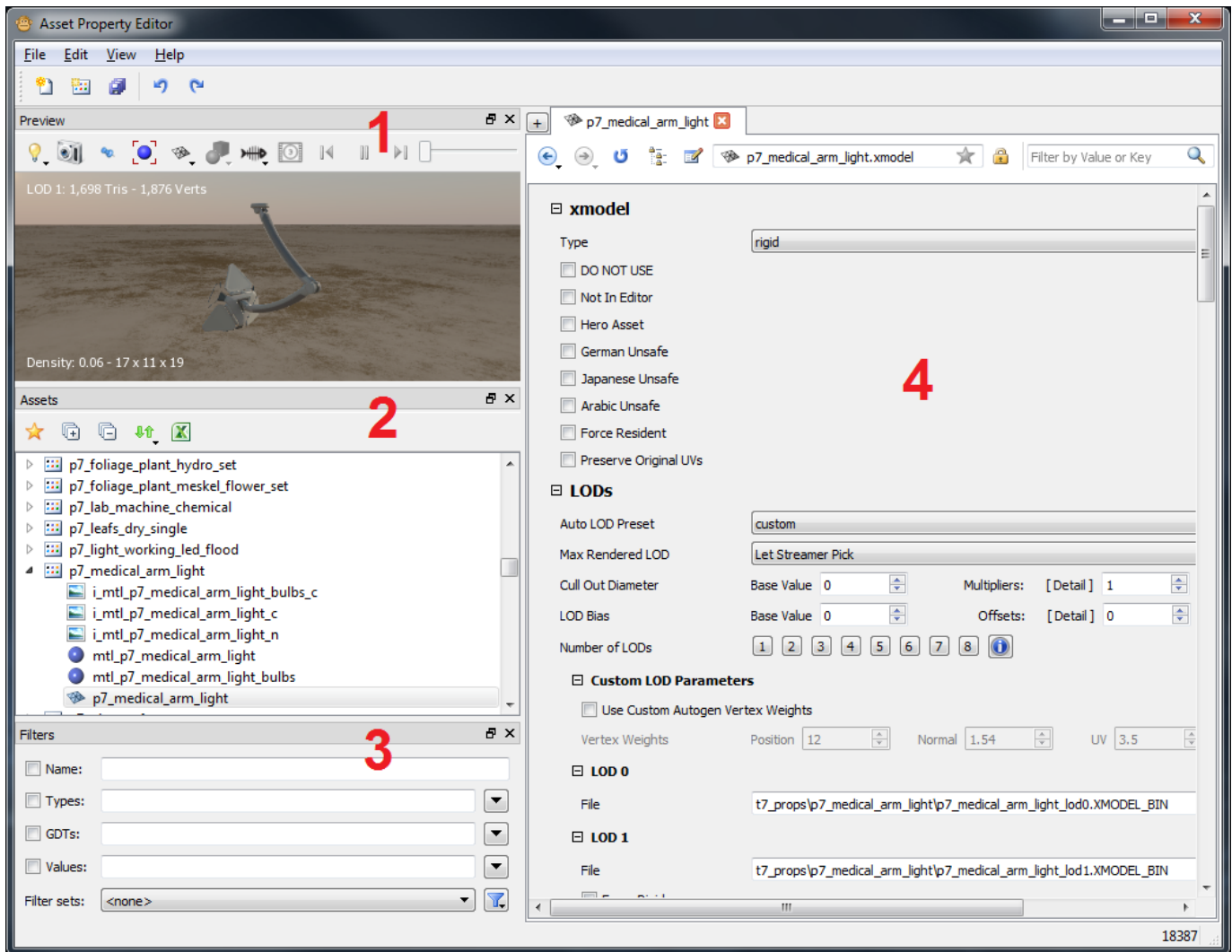
1. Asset Previewer
   - Certain asset types can be previewed within APE by selecting a supported asset from the Asset List. Asset types that can be previewed include models, materials, images, raw animations, and scriptbundle animations.
2. Asset List
   - A list of all the available assets and GDTs for Mod Tools. The list will include all example assets included with the Mod Tools package, as well as any new assets that are created.
3. Asset List Filters
   - A set of filters to help display specified items in the Asset List.
   - The user will be able to toggle each Filter category individually by ticking the checkbox to the left of each field.
   - The dropdown buttons to the right of the Types, GDTs, and Values field will list all the available options for each of those fields.
4. Asset Properties Window
   - View and edit properties for a selected asset. Any edits made in this window will be done in real time, but will not be committed until the edited GDTs are saved.
   - The Filter field located at the top right of the Properties window can be used to only display specified values or keys in this window for the selected asset.