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02: Building Levels with PrimeEngine: Basic (0:30)

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Explanation of MetaScript | Lua Script | C++ pipeline in prime engine and getting game object data into game.

In videos, I use a system tray application to launch maya. We use Cygwin and terminal instead:

To launch pyclient run from Tools folder:

```
****/Tools $ ./pyclient.sh
```

maya:

```
****/Toos $ ./runmaya.sh
```

Note, in the tutorial, .x files are stored into XFiles folder. You will not have that folder by default, just create it.

In videos, I launch Basic application through PyClient. We don't have Basic project anymore. Instead, you can launch CharacterControl through Visual Studio or XCode and in PyClient AssetManager navigate to

Basic/Levels/basic.x_level.levela and click view. The level will load one light source. After that you can do all the steps that are done in the video. (don't mind a group of tanks on the side. they are hardcoded in CharacterControl)

[PrimeEngine Game Object Model Doc](#)

[Video Doc \(You can download the video and watch at faster speeds with VLC player\)](#)



