

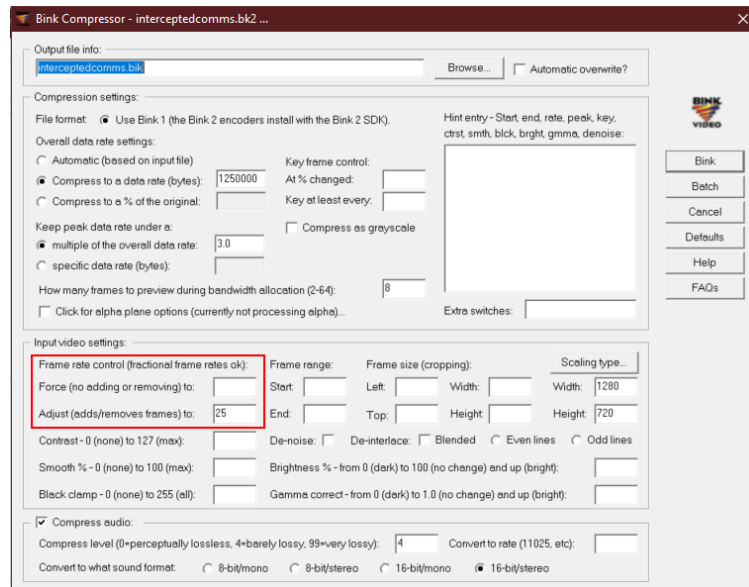
How to add custom videos to HBS Battletech.

## Creating the Video Files

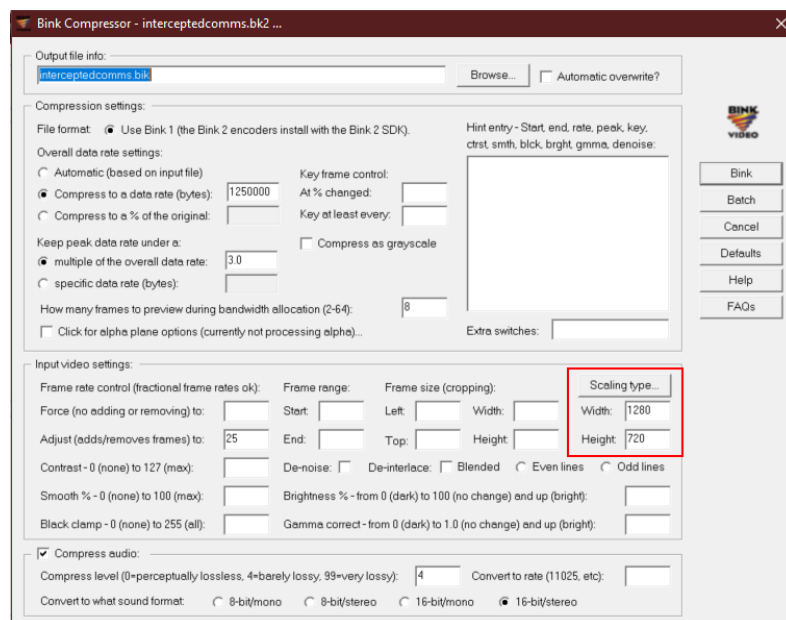
1. Download RADTools [here](#)., usage guide [here](#)
2. Obtain or record video to convert to .bk2
3. Convert videos using RADTools:

**Vanilla HBS BT videos are 16bit stereo, 25FPS, 1920x1080, and avg data rate 1250000**  
**-30fps, 1280x720 and ~5000000 data rate tested ok, so likely flexible**

Adjust framerate if needed under Frame Rate Control



Adjust Frame size if needed: Height and Width under Scaling



## How to add custom videos to HBS Battletech.

### Adjust data rate

Bink Compressor - interceptedcomms.bk2 ...

Output file info:  
interceptedcomms.bk2 Browse... Automatic overwrite?

Compression settings:  
File format: ☒ Use Bink 1 (the Bink 2 encoders install with the Bink 2 SDK).

Overall data rate settings:  
☐ Automatic (based on input file)  
☒ Compress to a data rate (bytes): 1250000  
☐ Compress to a % of the original:  
Keep peak data rate under a:  
☒ multiple of the overall data rate: 3.0  
☐ specific data rate (bytes):  
Key frame control:  
At % changed:  
Key at least every:  
☐ Compress as grayscale  
Hint entry - Start, end, rate, peak, key, crst, smth, blk, brght, gamma, denoise:  
How many frames to preview during bandwidth allocation (2-64): 8  
☐ Click for alpha plane options (currently not processing alpha)...  
Extra switches:

Input video settings:  
Frame rate control (fractional frame rates ok):  
Force (no adding or removing) to:  
Adjust (adds/removes frames) to: 25  
Contrast - 0 (none) to 127 (max):  
Smooth % - 0 (none) to 100 (max):  
Black clamp - 0 (none) to 255 (all):  
Frame range:  
Start: End:  
Frame size (cropping):  
Left: Width: 1280  
Top: Height: 720  
Height: 720  
De-noise: ☐ De-interlace: ☐ Blended ☐ Even lines ☐ Odd lines  
Brightness % - from 0 (dark) to 100 (no change) and up (bright):  
Gamma correct - from 0 (dark) to 1.0 (no change) and up (bright):

☒ Compress audio:  
Compress level (0=perceptually lossless, 4=barely lossy, 99=very lossy): 4 Convert to rate (11025, etc):  
Convert to what sound format: ☐ 8-bit/mono ☐ 8-bit/stereo ☐ 16-bit/mono ☒ 16-bit/stereo

Bink  
Batch  
Cancel  
Defaults  
Help  
FAQs

### Adjust audio

Bink Compressor - interceptedcomms.bk2 ...

Output file info:  
interceptedcomms.bk2 Browse... Automatic overwrite?

Compression settings:  
File format: ☒ Use Bink 1 (the Bink 2 encoders install with the Bink 2 SDK).

Overall data rate settings:  
☐ Automatic (based on input file)  
☒ Compress to a data rate (bytes): 1250000  
☐ Compress to a % of the original:  
Keep peak data rate under a:  
☒ multiple of the overall data rate: 3.0  
☐ specific data rate (bytes):  
Key frame control:  
At % changed:  
Key at least every:  
☐ Compress as grayscale  
Hint entry - Start, end, rate, peak, key, crst, smth, blk, brght, gamma, denoise:  
How many frames to preview during bandwidth allocation (2-64): 8  
☐ Click for alpha plane options (currently not processing alpha)...  
Extra switches:

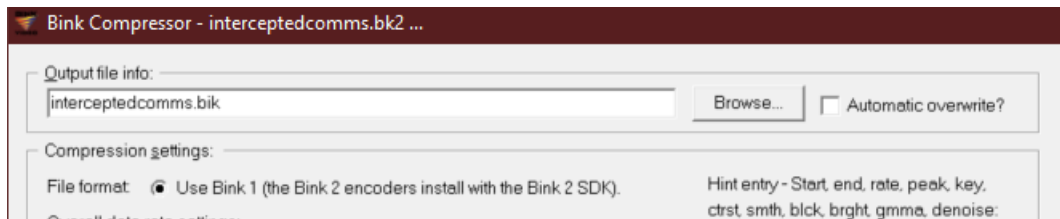
Input video settings:  
Frame rate control (fractional frame rates ok):  
Force (no adding or removing) to:  
Adjust (adds/removes frames) to: 25  
Contrast - 0 (none) to 127 (max):  
Smooth % - 0 (none) to 100 (max):  
Black clamp - 0 (none) to 255 (all):  
Frame range:  
Start: End:  
Frame size (cropping):  
Left: Width: 1280  
Top: Height: 720  
Height: 720  
De-noise: ☐ De-interlace: ☐ Blended ☐ Even lines ☐ Odd lines  
Brightness % - from 0 (dark) to 100 (no change) and up (bright):  
Gamma correct - from 0 (dark) to 1.0 (no change) and up (bright):

☒ Compress audio:  
Compress level (0=perceptually lossless, 4=barely lossy, 99=very lossy): 4 Convert to rate (11025, etc):  
Convert to what sound format: ☐ 8-bit/mono ☐ 8-bit/stereo ☐ 16-bit/mono ☒ 16-bit/stereo

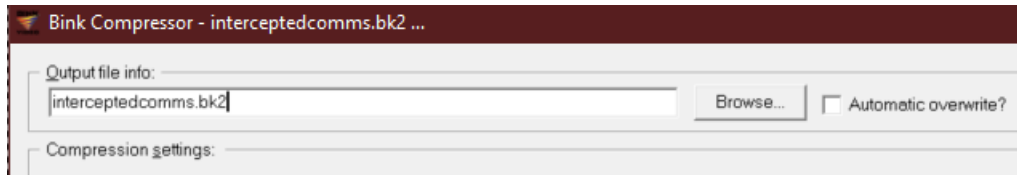
Bink  
Batch  
Cancel  
Defaults  
Help  
FAQs

How to add custom videos to HBS Battletech.

**IMPORTANT: Manually change output extension to .bk2 in output:**



to



#### Adding the Video Files to HBS Battletech

##### 4. Custom mod.json

Under manifest, need to add (path can be whatever you want)

```
{ "Type": "Video", "Path": "Video" }
```

##### 5. Trigger video in event or contract results by using:

```
"Actions" : [  
  {  
    "Type" : "System_PlayVideo",  
    "value" : "interceptedcomms.bk2",  
    "valueConstant" : null,  
    "additionalValues" : null  
  }  
],
```

##### 6. ????????

##### 7. Profit.