Source Engine for Unity

by Ox Games
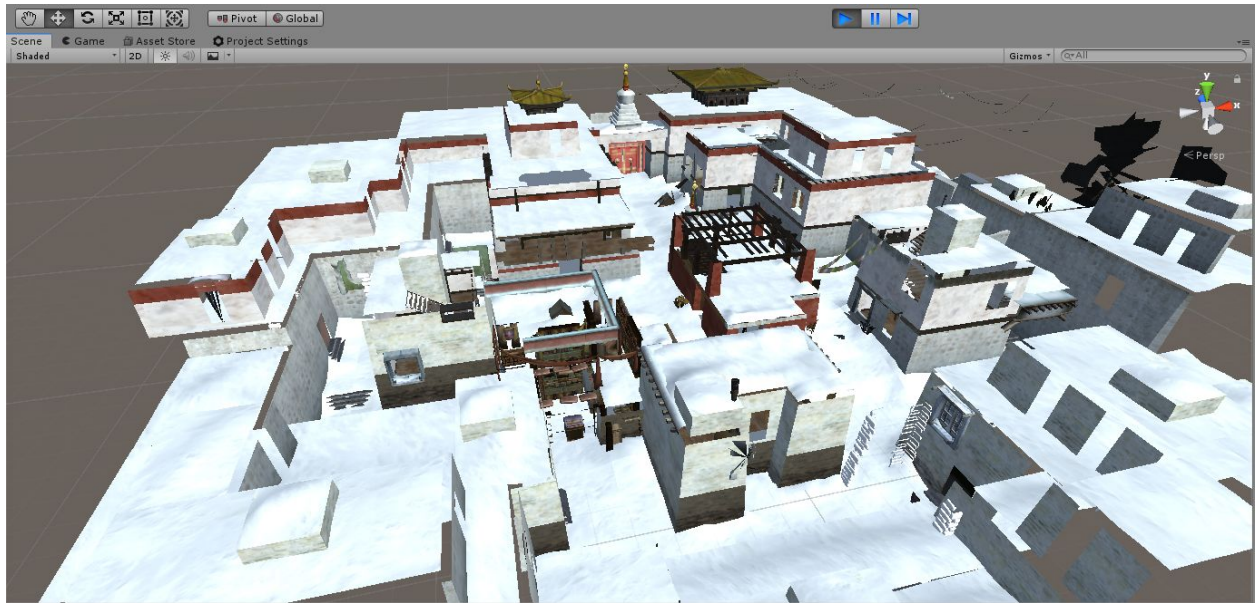
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Overview

  This library lets you read BSP, VPK, MDL, VVD, VTX, VTF, and VMT files. It is currently still in development and some things don't work properly. Some textures might appear to be missing although they exist. Some models have incorrect positions or rotations. And possibly other issues. They are being worked on and this asset will be updated in the future.

  Player models don't load with their skeletons, and animations aren't available either. These will hopefully be coming in the future if I'm good enough to figure out how they work. This library has only been tested with Counter-Strike:Global Offensive assets.

How to Load a Map

1. Create an empty GameObject.

2. Add the SourceMapLoader script to the GameObject.

3. Make sure the vpk path field is set properly. This is where the vpk files are located (for Counter-Strike:Global Offensive, this is the csgo sub folder).

4. After that you need to set the path of the map file. This is the location of the map bsp file you are trying to load.

5. Now set the extra options on SourceMapLoader you'd like.

6. Finally once you press play the map will load on start.

How to Load a Model

1. Create an empty GameObject.

2. Add the SourceModelLoader script to the GameObject.

3. Make sure the vpk path field is set properly. This is where the vpk files are located (for Counter-Strike:Global Offensive, this is the csgo sub folder).

4. After that you need to set the path of the model relative to the vpk. GCFScape is an application that can help locate the models.

5. Now set the extra options on SourceModelLoader you'd like.

6. Finally once you press play the model will load on start.