

HOT LAVA

Quick Start Mod Kit Instructions

Note: This is a Quick-Start guide to making and publishing a Mod Level for **Hot Lava**. For a more in-depth exploration into the Hot Lava Modkit features, please consult the [modkit_everything_explained.pdf](#).

Hot Lava Tip: If you've already downloaded a previous version of the modkit, make sure you first delete the old modkit game files in your "Assets\Plugins\Hot Lava Mod Kit" otherwise you may get a corrupt install. Also delete "Assets\Scripts\Hot Lava Component Interfaces".

Step 1: Download Unity 2019.4.7f1

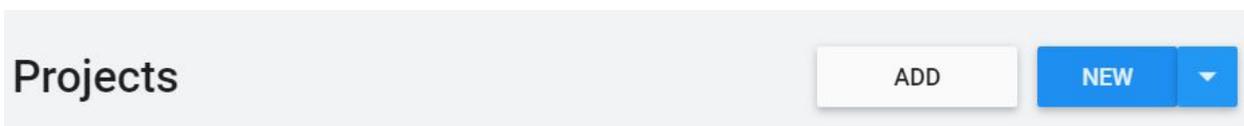
If you haven't already, download the [Unity Hub](#) and then [Unity 2019.4.7f1](#). It's free for personal use. Even if you have previously downloaded it, make sure your version is the right version. We're currently on Unity 2019.4.7f1. If you're using another version of Unity some modkit features may not be available.

If you're not familiar with Unity there are a lot of really helpful tutorials made by really helpful people to assist you.

Hot Lava Tip: Install the modkit and your unity project on an SSD for a faster import time.

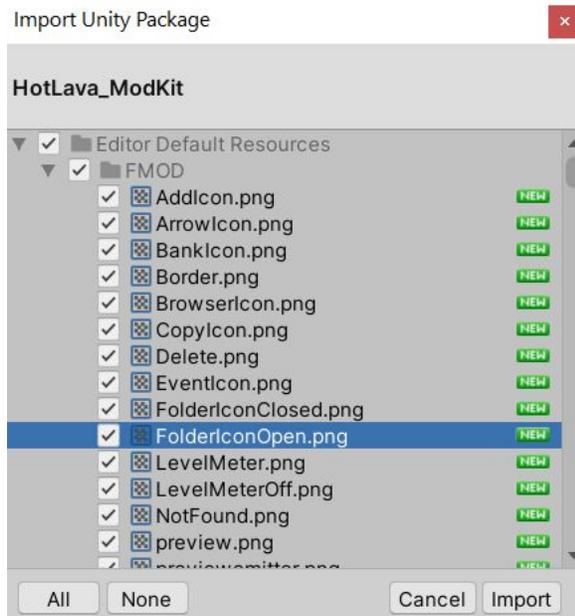
Step 2: Create a New Project

Clicking on the Hot Lava SDK in Steam will take you to a folder on your desktop where there should be a file called **HotLava_ModKit.unitypackage** and a folder called **Art**. Double clicking on **HotLava_ModKit.unitypackage** will open up your copy of Unity Hub. Make sure you are opening the correct version of Unity and then create a new Project and give it a name.



Step 3: Import Modkit

Once you have created your file, Unity will open up and begin importing the HotLava ModKit package. When it has uploaded (which could take some time) you should find yourself looking this menu:



Click on the *Import* button at the bottom of the menu and wait for it to import.

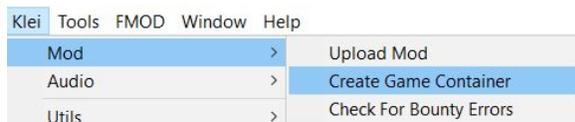
To import premade art from the game, go into the folder labeled *Art* in the Modkit and open up the various files you see. We've broken down these files into into easy-to-import packages.

Double clicking any of these will bring them into Unity where you can import them like you did for the ModKit package.

Step 4 - Create a Simple Level

First, save your project by selecting *Save* under the *File* menu.

Now add a Game Container. This is where your game is going to be. It creates a starting checkpoint, a lightsource and a camera.



Open up the *Klei* menu, scroll down to *Mod* and over to *Create Game Container*.

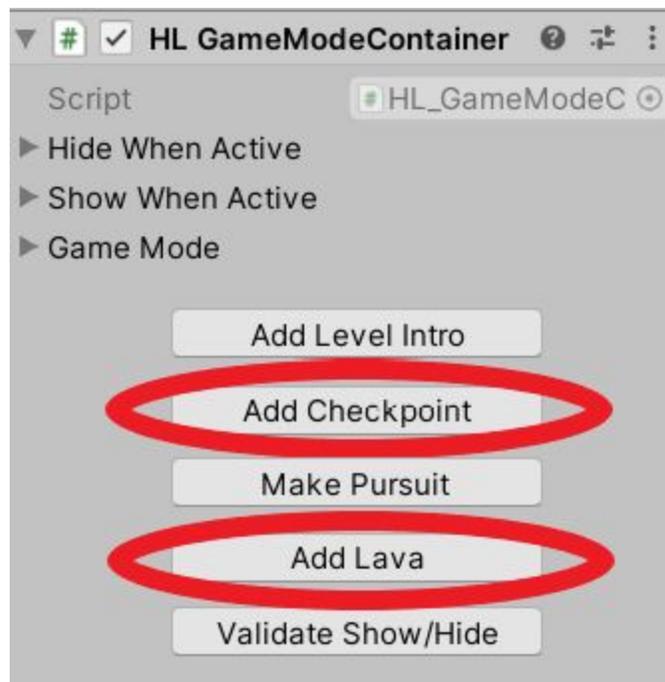
Hot Lava Tip: Note: if the Klei Menu doesn't show up, try closing Unity and restarting again. If it is still not working, and you are getting text errors in the Console window, open the Project Manager by going into Windows>Project Manager. Select TextMeshPro and click remove.



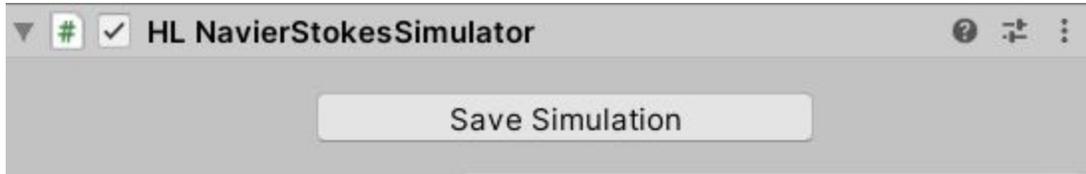
Click on the triangle to expand *Hot Lava Game* in the *Hierarchy* menu (to the left of the screen). You'll see something called "Game Mode - New".

If you select that, some new options will appear under the *Inspector* Tab on the right side of your screen.

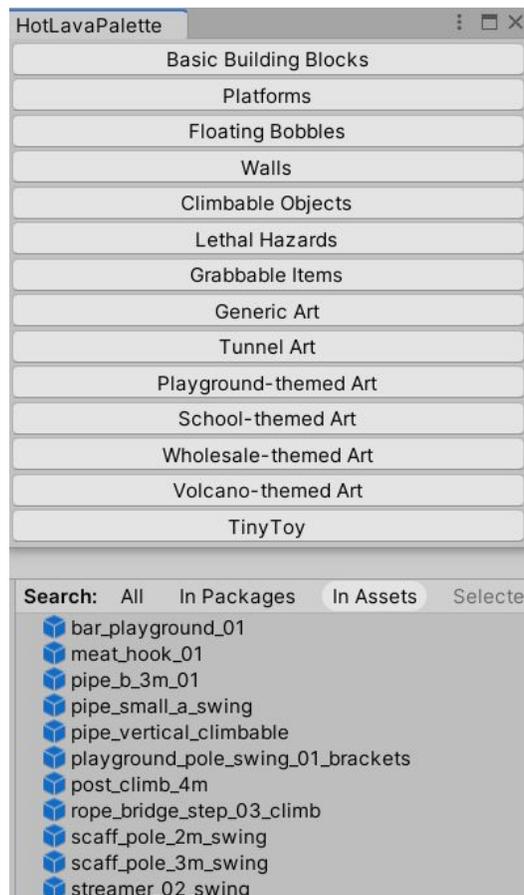
The two most important buttons on this menu are "Add Lava" (to add a Lava plane) and "AddCheckpoint" (to add a checkpoint). Your level needs a Finish checkpoint to be playable.



Hot Lava Tip: If you receive a message saying that your plane will be ugly you will need to search the plane in the Hierarchy window, highlight it and let it run for a bit (if it's a lava plane the lava will move around). Then, with the plane highlighted, find the *HL_Navier Stokes Simulator* script and click on 'Save Simulation'.



You can now add a floor, some chairs or a surface or two if you open the Hot Lava Palette by selecting *Open HotLavaPalette* from the *Klei* menu. Another menu will pop up where all the assets have been divided up into categories for your convenience.



Clicking on one of those categories will open up a whole list of assets for you to play with down in the *Project Tab* (usually) at the bottom of the screen.

Alternatively you can create your own assets by using Unity's art tools.

If you're looking for some sample scenes or examples look in **Assets>Plugins>Hot Lava Mod Kit>Assets>Levels>Modkit** or in the files in your computer under **Assets\Levels\Modkit** in the Hot Lava SDK folder. There you'll find two sample scenes for you to browse through, one called **modkit_demo** and another called **template_land**.

Modkit_demo is set up with assets such as portals, buttons and teleporters. Template_land is full of 'ready to use' features such as wall putty, grabbable bars and a wind tunnel.

Hot Lava Tip: Setting a level to low res/low memory (or 'potato') version will sometimes remove lights to make the game run faster. If you don't want your lights to disappear, set the GameObject Tag to Important (in the drop down menu under the name in the Inspector)



Test your level by pressing the play button on the top of the screen. The one that looks like this:



Step 5: Export Your Mod

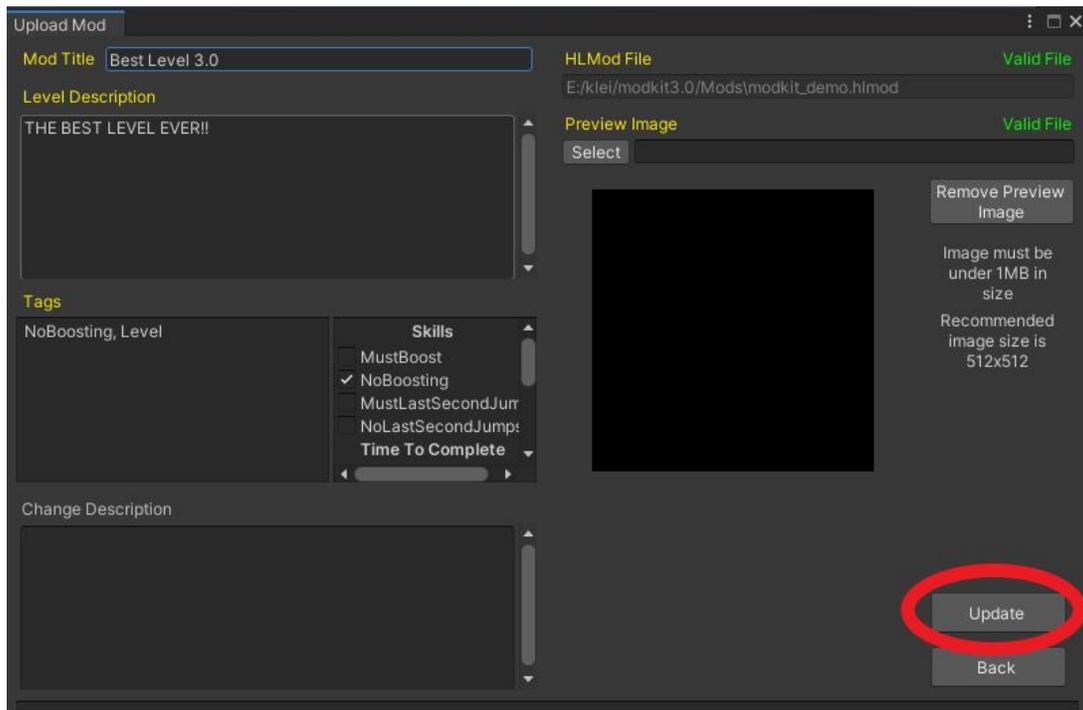
When you want to publish your mod, click into the *Klei* menu, scroll down to *Mod* and select *Upload Mod* from the menu. This box will pop up...



Click on *Create New Mod* and another dialogue box will pop up asking for the title of your Mod. Type in your title then click *Create New Mod*.

Highlight the name of your mod and click on *Export HLMOD* (make sure you're signed into Steam). Wait for it to upload and click on "Awesome, thanks!" when prompted.

Next hit *Modify Mod* and a screen will appear in which you can fill in your details (**Mod Title**, **Tags**, **Description**, etc), hit the *Update* button and your level will upload to Steam.



You should be able to see your level under **Workshop Items** in your Steam Account. To share your level with your friends, make sure you go into the *Change Visibility* menu and change it to *Friends-only*. Or better yet, change it to *Public* so everyone can play!

You have now completed this Hot Lava Mod Kit course. Tell your friends. Tell your enemies. Tell your grandma. Tell them how much fun this was and maybe they'll make their own. And hey, now that you've done it once, you can do it again!

Good luck!