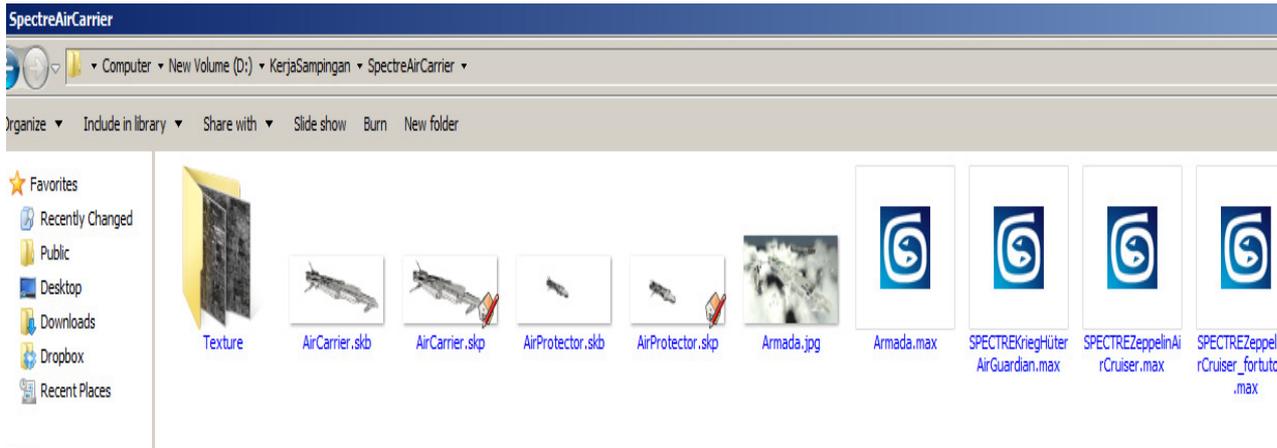# Step 5 : Static model Compiling

Continue from last model, now we're learning on how to compile model into source.

Prepare your folder for this project, create a new folder and save the entire model and the texture into the folder. Proper rename your project folder. This is example for mine;
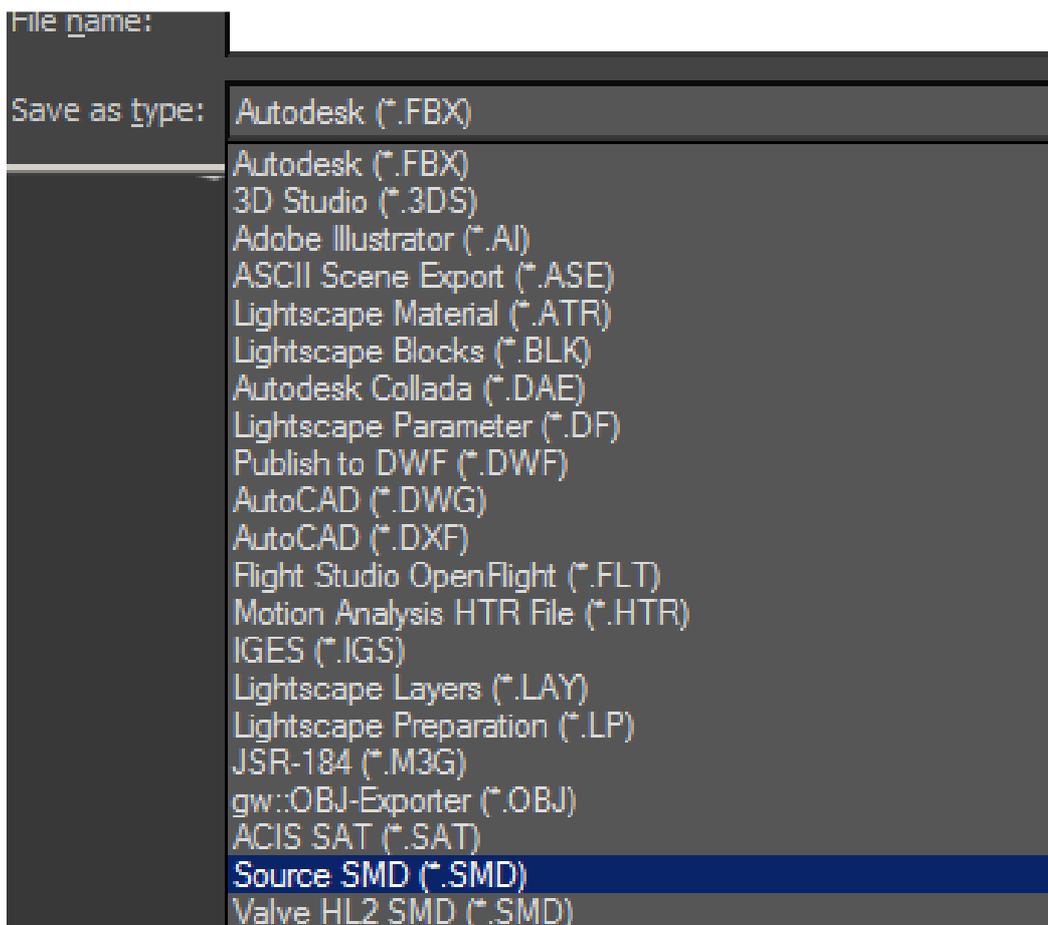

Create one new folder and name it "compile" or anything you prefer. This folder to save your pre-editable format of model.
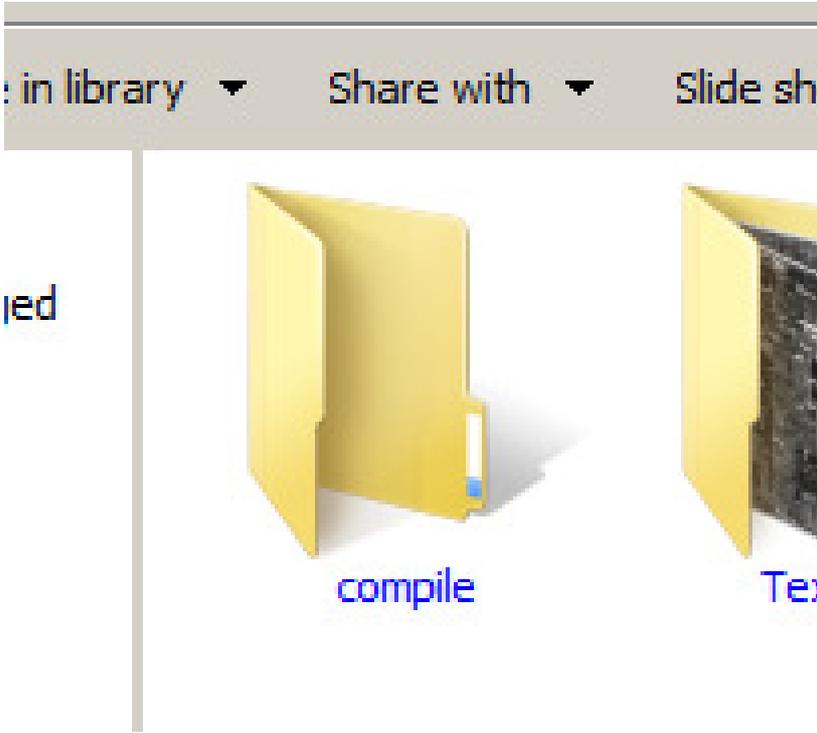
When you're ready, open back the final model you do. In this case I open the proper model which I did long time ago;
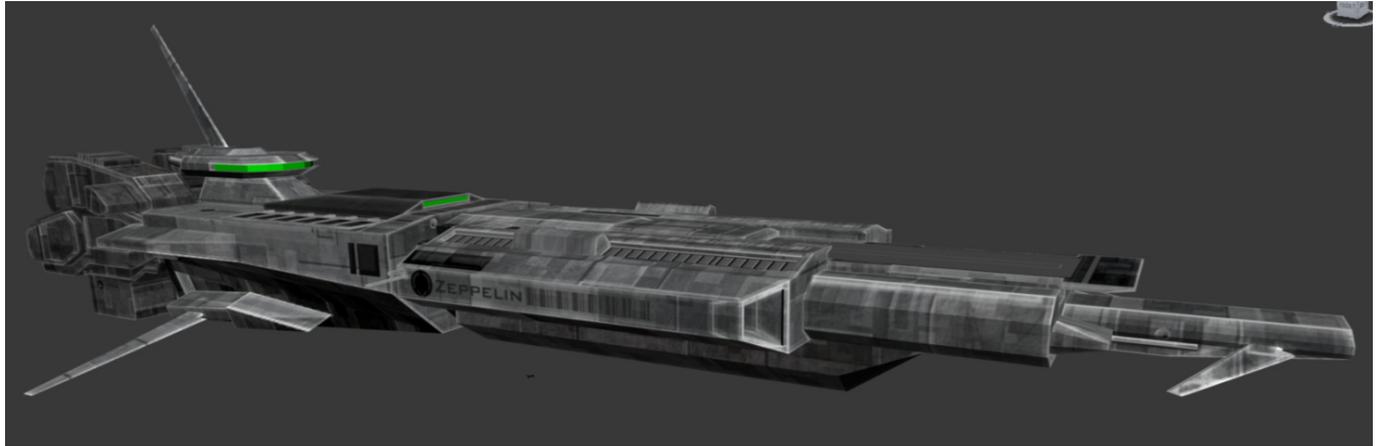
And export the model into .smd format and into the "compile" folder which just create. Name it with what you prefer;
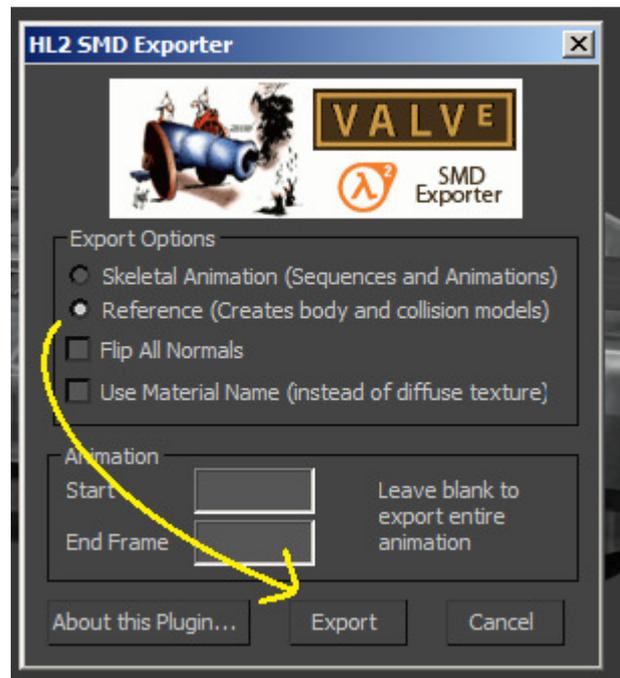
New window will appear, there's 2 possibilities if you're trying to use any of both exporter from wunderboy or cannonfodder, you can try follow the instruction from below:
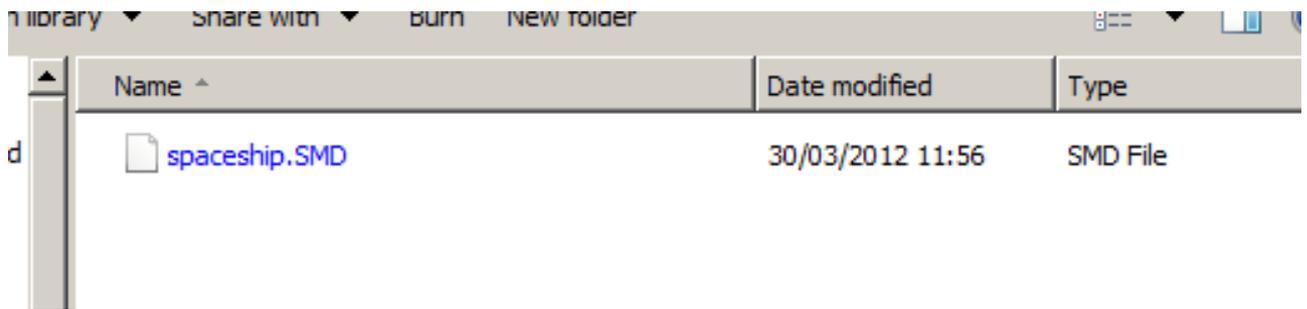

For Wunderboy, just check the "export reference SMD" then click OK

OR

For CannonFodder, just check "Reference" then click Export

A new .smd will appear in compile folder.

Next is preparing the script for compile. Right click in compile folder and create a new "text document". A new blank .txt file appear. Rename it to your like.
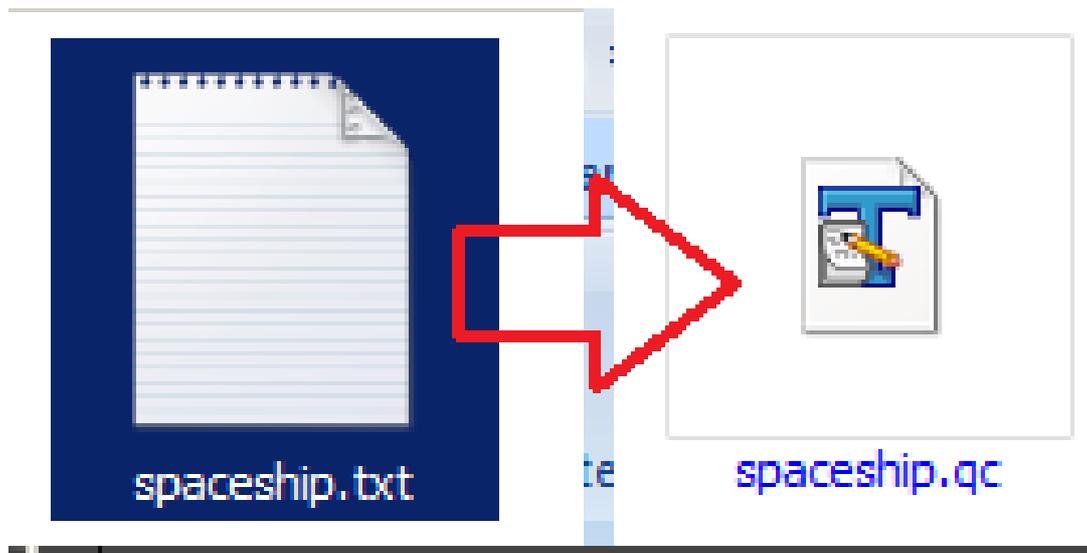

Open the text file and write this:

```
//===========================================
//EXPORT DATA
//===========================================
$cd "D:\KerjaSampingan\SpectreAirCarrier\compile"
$surfaceprop "metal"
$modelname "SpectreZeppelin.mdl"
$cdmaterials "ZeppelinTexture\"

//===========================================
//MODEL DATA
//===========================================
$model Zeppelin "spaceship.smd"
$sequence idle    "spaceship.smd" FPS 30
```

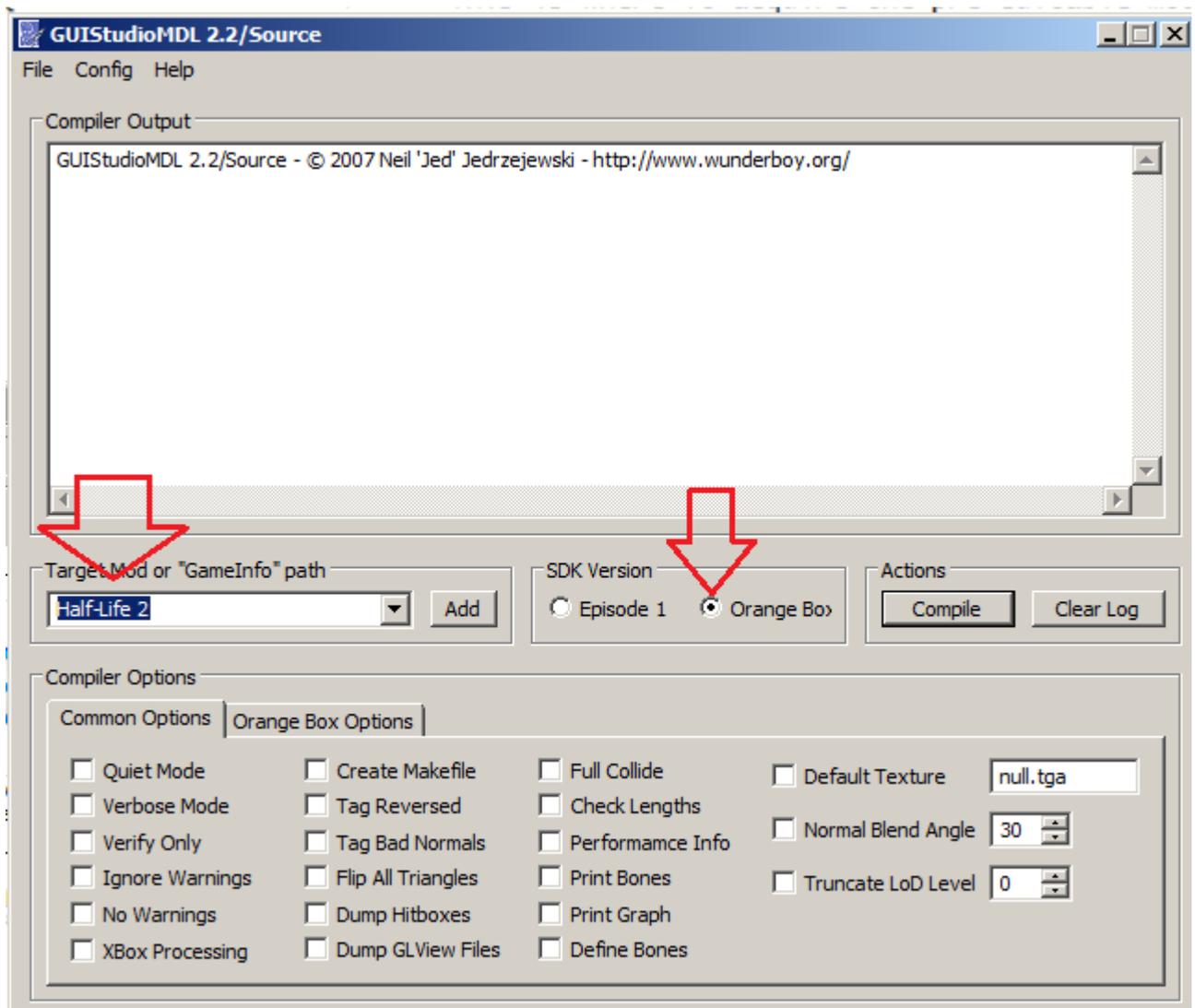Save the text then rename the file from .txt into .qc
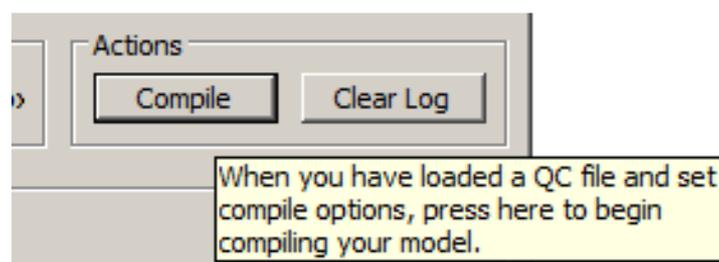

Its time to compile!

Open your GUIStudioModel, I assume you have installed and setting it right refers from documentation given.

Set "target mod" to "Half-Life 2" and "SDK Version" to "OrangeBox"

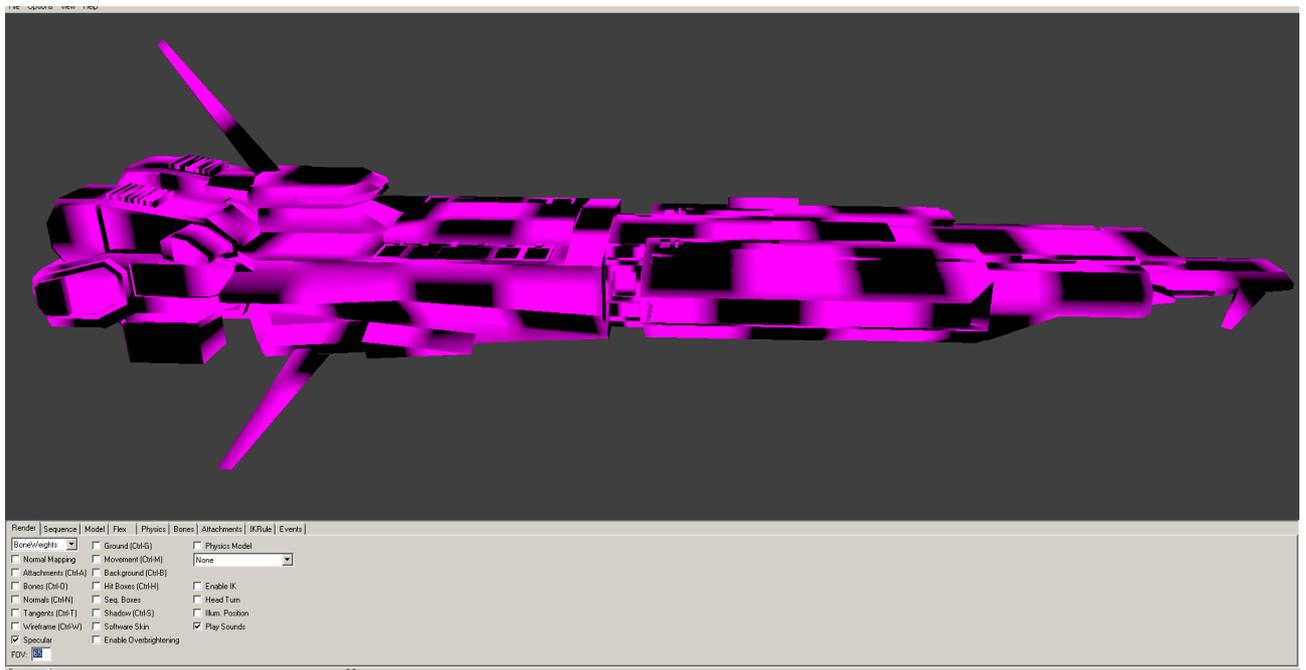Load your .QC, select the file from your project folder and compile.

It wills taking a bit then it will finish compile!

After that, you can see your model in Source SDK, "Model Viewer" but it will appear pink checkerbox

This is meant the model got no texture to read. Although we have apply texture in 3dsmax, but source engine still can't read the texture because it's not on their own format. Now we need to prepare for them.
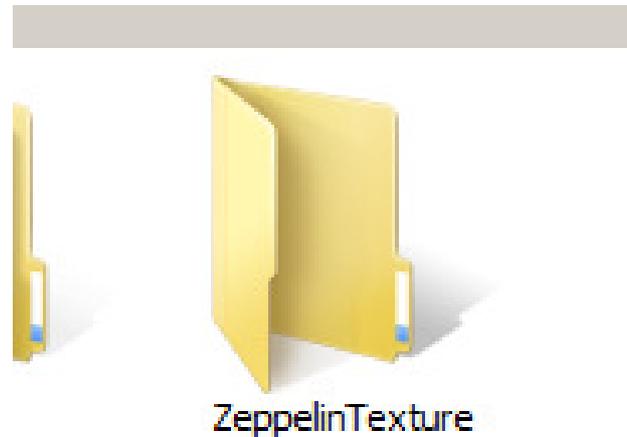
Remember this line in .qc file we create:

Now we need to create new folder within game material directories. So go into:

..\Steam\steamapps\<yourusername>\half-life 2\hl2\materials

Create new folder with name same with the line in .qc file. So in this case, I name my folder with "ZeppelinTexture"
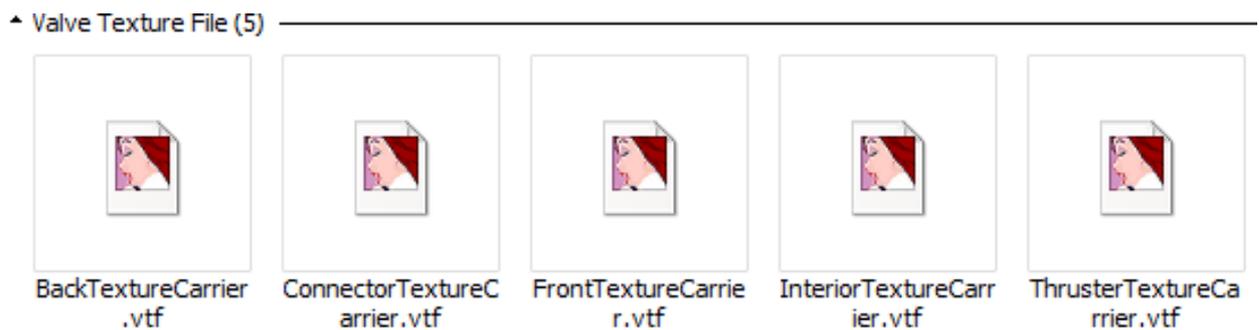

ZeppelinTexture

Copy all the texture into the folder and open vtf editor.
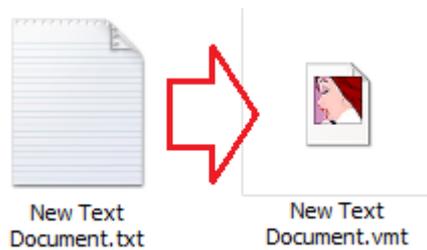

VTFEdit

Import your texture into it, and make sure you choose a right format. After the texture appear, you can save it but make sure the name of your save texture same with the import file name and save into the same folder of import!
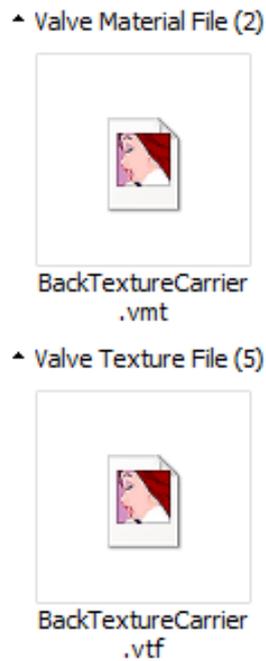
Import and save for each all file and you will get newly create .vtf file format which is source readable texture format.

Valve Texture File (5)

BackTextureCarrier .vtf   ConnectorTextureC arrier.vtf   FrontTextureCarrie r.vtf   InteriorTextureCarr ier.vtf   ThrusterTextureCa rrier.vtf

Now create a new "text document" and rename the .txt into .vmt

New Text
Document.txt

New Text
Document.vmt

Rename .vmt file same with the name of .vtf file. Such example this picture:

Valve Material File (2)

BackTextureCarrier
.vmt

Valve Texture File (5)

BackTextureCarrier
.vtf

Now open your .vmt file and you will get error. Just ignore the error by OK. Then click "new" and new field appear. Delete the text inside and replace with this:

```
"VertexLitGeneric"
{
        "$basetexture" "ZeppelinTexture/BackTextureCarrier"
        "$surfaceprop" "metal"
        "$model" 1
        "$nocull" 1
}
```

Make sure the basetexture directory name same with your folder and file name!

Save and overwrite the .vmt you create.

Next you will need to create copies with same amount of your total texture .vtf created and rename it same with your .vtf name.

Open each file of .vmt and change the name at "Basetexture" line same with your .vmt name. You will get same amount .vmt and .vtf file:
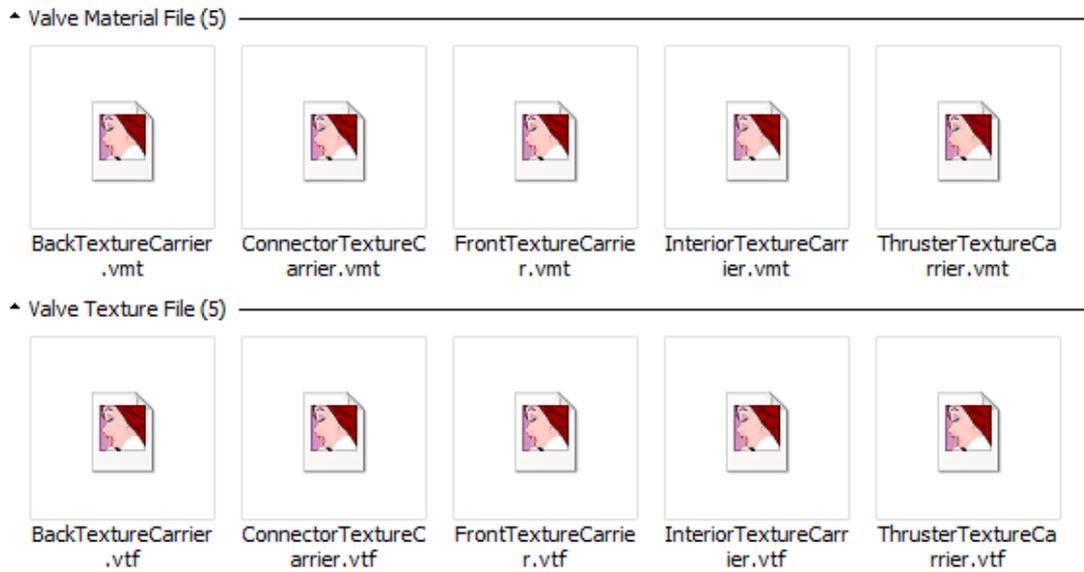
Now re-open and refresh your Model in "Model Viewer" and you will get the result:

Finished on Static model compile!