

Workarounds to fix problems in Nightmare House 2

Nightmare House 2 is a mod for Half Life 2 Episode 2.
It was lead and designed by Hen Mazolski and released in 2007

Those workarounds fixed all problems for me but I won't take responsibility that they will work for you:

I had those problems:

1. Unable to load surface prop file Scripts/Surfaceproperties_ep2.txt
2. Models and Materials were missing and displayed as error signs in game
3. The game crashes when I got the pistol and also at the end when I was fighting DR.Romero

Those fixes are based on Fix/workaround: #3 from:

<http://forums.wcreatestuff.com/index.php?/topic/76873-guide-to-solve-problems-in-nightmare-house-2/>

Now do this:

1. Download the mod from here:

<http://www.moddb.com/mods/nightmare-house-2/downloads/nightmare-house-2-release-10-rar>

2. Download Source SDK Base 2007 and Source SDK Base 2013 Singleplayer to your steam-account

3. Open a command prompt window.

In Windows 7/Vista go to -> Start-Menu (windows-orb) and search for CMD and click on it.

In Windows XP go to: Start-Menu -> Run and type CMD into run and press Enter.

4. Assuming you have the same search paths as I have you shall change directory in CMD, copy and paste bellow commands into CMD and press on Enter for each command

```
cd C:\Program Files (x86)\Steam\SteamApps\common\Source SDK Base 2013 Singleplayer\bin
vpk.exe ..\ep2\ep2_pak_dir.vpk
vpk.exe ..\episodic\ep1_pak_dir.vpk
```

6. Cut and paste the bellow folders (the bold ones) into common\Source SDK Base 2007

```
- common\Source SDK Base 2013 Singleplayer\ep2\ep2_pak_dir
- common\Source SDK Base 2013 Singleplayer\episodic\ep1_pak_dir
```

- 6.1. If you find VPK.exe crashing or not functioning you can also go and download GCFscape from NemsTools, as of now the most recent version is v1.8.5 and that is also the working one . You can download the tool from:

<http://nemesis.thewavelength.net/index.php?p=26>

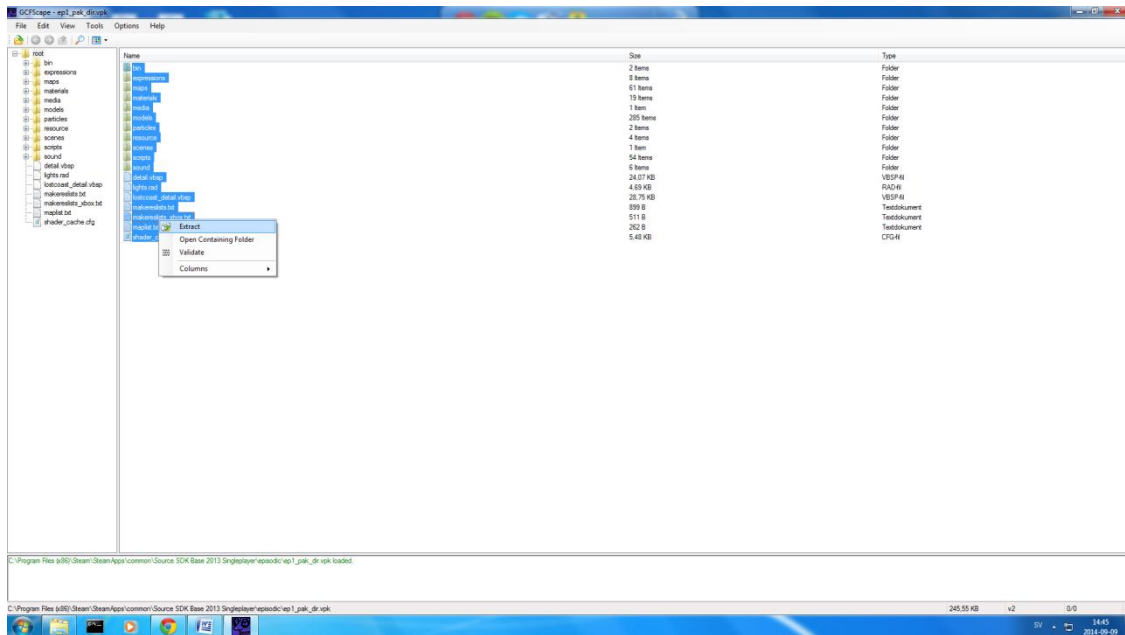
- 6.2. Download the Installer or the archive and install it

Open the tool and go to File -> Open at the menu in the top of the window, a new window opens called "Open Package" In here you shall search for your: ep1_pak_dir.vpk and ep2_pak_dir.vpk

- 6.3. Open ep1_pak_dir.vpk and go to Edit -> Select All in the top menu of GCFscape

Website: www.leemann.se/fredrik

YouTube: www.youtube.com/frelee54



6.4. Now right click one of the files and click on Extract. A new window will open called "Extract Package Item", highlight Desktop and click on create a new folder.

Name the folder ep1_pak_dir and click OK. It will take some time to extract all items, when done you shall do the same as in step 6.3 but instead open ep2_pak_dir.vpk and in step 6.4 you shall name the folder ep2_pak_dir

7. If you completed step 6.1 to 6.4 then you shall have ep1_pak_dir and ep2_pak_dir on your desktop. Now go ahead and cut and paste those folders into common\Source SDK Base 2007, if VPK.exe worked for you then go ahead and read step 8 to 10 =)

8. Rename sourcemods\NH2\gameinfo.txt to gameinfo_original.txt

9. Download my modified gameinfo-file from my website and unpack it to sourcemods\NH2:
http://www.leemann.se/fredrik/downloads/gameinfo_sourcemod_nh2.zip

8. Now if you did everything right it should work. Start the game and cross your fingers =)
 As a bonus you will now be able to play the game without any Half Life games on your account.

This is what I did to gameinfo.txt:

- Removed Additional Content Id

Added those search paths:

- Game |gameinfo_path|.
- Game sourcetest
- Game hl2
- Game ep2_pak_dir
- Game ep1_pak_dir

This fix/workaround will:

- Save disk space
- Reduce amount of mount points in gameinfo.txt...

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