

HL3, Left 4 dead-Source 2, and l4d3 findings in Destinations 9.6.16

Files that contain hl3 strings

 example_model_lighting_custom_cubemap_6.exr	12,1 MB	3	D:\SteamLibrary\SteamApps\common\Destinations\content\steamtours_addons\example\maps\example_baked	BINARY	09.06.2016 19.03.58
 d3dx10_43.dll	499 kB	2	D:\SteamLibrary\SteamApps\common\Destinations\game\bin\win64	BINARY	09.06.2016 19.03.45
 d3dx11_43.dll	270 kB	2	D:\SteamLibrary\SteamApps\common\Destinations\game\bin\win64	BINARY	09.06.2016 19.03.42
 modelprocessing.dll	6,35 MB	1	D:\SteamLibrary\SteamApps\common\Destinations\game\bin\win64	BINARY	09.06.2016 19.03.57
 QtCore4.dll	3,47 MB	1	D:\SteamLibrary\SteamApps\common\Destinations\game\bin\win64	BINARY	09.06.2016 19.03.55
 QtWebKit4.dll	14,3 MB	13	D:\SteamLibrary\SteamApps\common\Destinations\game\bin\win64	BINARY	09.06.2016 19.04.01
 qjpeg4.dll	434 kB	3	D:\SteamLibrary\SteamApps\common\Destinations\game\bin\win64\qt_plugins\imageformats	BINARY	09.06.2016 19.03.53
 qmng4.dll	484 kB	1	D:\SteamLibrary\SteamApps\common\Destinations\game\bin\win64\qt_plugins\imageformats	BINARY	09.06.2016 19.03.54
 qmngd4.dll	1,11 MB	7	D:\SteamLibrary\SteamApps\common\Destinations\game\bin\win64\qt_plugins\imageformats	BINARY	09.06.2016 19.03.54
 qmldbq_inspectord4.dll	618 kB	1	D:\SteamLibrary\SteamApps\common\Destinations\game\bin\win64\qt_plugins\qmltooling	BINARY	09.06.2016 19.04.01
 steamclient64.dll	12,3 MB	3	D:\SteamLibrary\SteamApps\common\Destinations\game\bin\win64	BINARY	09.06.2016 19.03.46
 model_editor.dll	8,56 MB	1	D:\SteamLibrary\SteamApps\common\Destinations\game\bin\win64\tools	BINARY	09.06.2016 19.03.58
 video64.dll	3,01 MB	1	D:\SteamLibrary\SteamApps\common\Destinations\game\bin\win64	BINARY	09.06.2016 19.03.46
 worldrenderer.dll	1,27 MB	1	D:\SteamLibrary\SteamApps\common\Destinations\game\bin\win64	BINARY	09.06.2016 19.03.45
 worldrendererbuilder.dll	3,91 MB	1	D:\SteamLibrary\SteamApps\common\Destinations\game\bin\win64	BINARY	09.06.2016 19.03.58
 pak01_000.vpk	100 MB	20	D:\SteamLibrary\SteamApps\common\Destinations\game\core	BINARY	09.06.2016 19.01.32
 blend_pc_41_ps.vcs	28,6 MB	2	D:\SteamLibrary\SteamApps\common\Destinations\game\core\shaders\vsfx	BINARY	09.06.2016 19.01.36
 blend_pc_50_ps.vcs	28,8 MB	5	D:\SteamLibrary\SteamApps\common\Destinations\game\core\shaders\vsfx	BINARY	09.06.2016 19.01.41
 blend_pc_50_vs.vcs	836 kB	1	D:\SteamLibrary\SteamApps\common\Destinations\game\core\shaders\vsfx	BINARY	09.06.2016 19.01.26
 foliage_pc_41_ps.vcs	11,5 MB	2	D:\SteamLibrary\SteamApps\common\Destinations\game\core\shaders\vsfx	BINARY	09.06.2016 19.01.37
 generic_pc_41_ps.vcs	34,1 MB	4	D:\SteamLibrary\SteamApps\common\Destinations\game\core\shaders\vsfx	BINARY	09.06.2016 19.01.44
 spritecard_pc_41_vs.vcs	1,48 MB	1	D:\SteamLibrary\SteamApps\common\Destinations\game\core\shaders\vsfx	BINARY	09.06.2016 19.01.45
 appbackground.png	61,2 kB	1	D:\SteamLibrary\SteamApps\common\Destinations\game\core\tools\images\vmixtool	BINARY	09.06.2016 19.01.55
 client.dll	10,9 MB	7	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours\bin\win64	BINARY	09.06.2016 19.03.46
 server.dll	13,6 MB	11	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours\bin\win64	BINARY	09.06.2016 19.03.45
 pak01_001.vpk	99,3 MB	4	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.02.03
 pak01_003.vpk	112 MB	4	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.02.16
 pak01_004.vpk	128 MB	2	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.02.24
 pak01_006.vpk	128 MB	2	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.02.44
 pak01_012.vpk	116 MB	16	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.03.37
 pak01_013.vpk	107 MB	2	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.03.37
 pak01_014.vpk	100 MB	3	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.03.37
 pak01_015.vpk	98,0 MB	4	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.03.41
 pak01_016.vpk	262 MB	4	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.03.37
 pak01_017.vpk	119 MB	26	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.03.37

 pak01_003.vpk	112 MB	4	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.0
 pak01_004.vpk	128 MB	2	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.0
 pak01_006.vpk	128 MB	2	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.0
 pak01_012.vpk	116 MB	16	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.0
 pak01_013.vpk	107 MB	2	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.0
 pak01_014.vpk	100 MB	3	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.0
 pak01_015.vpk	98,0 MB	4	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.0
 pak01_016.vpk	262 MB	4	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.0
 pak01_017.vpk	119 MB	26	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.0
 pak01_018.vpk	305 MB	20	D:\SteamLibrary\SteamApps\common\Destinations\game\steamtours	BINARY	09.06.2016 19.0
 vr_simple_pc_50_ps.vcs	1,68 MB	3	D:\SteamLibrary\SteamApps\common\Destinations\game\vr_forward\shaders\vpfx	BINARY	09.06.2016 19.0
 vr_standard_pc_50_ps.vcs	183 MB	84	D:\SteamLibrary\SteamApps\common\Destinations\game\vr_forward\shaders\vpfx	BINARY	09.06.2016 19.0
 vr_standard_pc_50_vs.vcs	56,0 MB	14	D:\SteamLibrary\SteamApps\common\Destinations\game\vr_forward\shaders\vpfx	BINARY	09.06.2016 19.0
 Apr2005_d3dx9_25_x64.cab	1,28 MB	1	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 Apr2006_d3dx9_30_x86.cab	1,06 MB	1	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 Apr2006_MDX1_x86.cab	894 kB	1	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 Apr2006_MDX1_x86_Archive.cab	3,96 MB	1	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 Aug2008_d3dx9_39_x64.cab	1,71 MB	3	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 Aug2009_d3dcsx_42_x86.cab	3,16 MB	1	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 Dec2005_d3dx9_28_x64.cab	1,29 MB	1	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 DEC2006_d3dx9_32_x86.cab	1,50 MB	1	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 Feb2010_XAudio_x86.cab	270 kB	1	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 Jun2005_d3dx9_26_x64.cab	1,27 MB	1	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 Jun2005_d3dx9_26_x86.cab	1,01 MB	1	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 JUN2006_XACT_x64.cab	176 kB	1	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 JUN2007_d3dx10_34_x86.cab	682 kB	1	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 JUN2007_d3dx9_34_x86.cab	1,53 MB	1	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 JUN2008_d3dx9_38_x64.cab	1,70 MB	2	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 Jun2010_d3dcsx_43_x64.cab	735 kB	1	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 Mar2008_XAudio_x64.cab	245 kB	1	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 Mar2009_d3dx10_41_x86.cab	0,99 MB	1	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 Mar2009_d3dx9_41_x64.cab	1,88 MB	2	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 Nov2007_d3dx9_36_x86.cab	1,62 MB	2	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 Nov2008_d3dx9_40_x64.cab	1,81 MB	2	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0
 OCT2006_XACT_x64.cab	178 kB	1	D:\SteamLibrary\SteamApps\common\Destinations_CommonRedist\DirectX\Jun2010	BINARY	09.06.2016 19.0

Destinations\game\core\pak01_000.vpk :

```

"models\headcrab.mdl"
{
    "mod" "hl3"
    "importfunc" "ImportMDLtoVMDL"
    "getSkinningFromLod0" "1"
}

```

HL3 Headcrab mentioned

```
// work on left4dead2 qc importing content files.
".qci"
{
    "mod" "left4dead2_source2"
    "importfunc" "integ"
    "src" "IMPORT_CONTENT"
    "dest" "EXPORT_CONTENT"
}

// work on left4dead2 qc importing content files.
".vrd"
{
    "mod" "left4dead2_source2"
    "importfunc" "integ"
    "src" "IMPORT_CONTENT"
    "dest" "EXPORT_CONTENT"
}

"surfaceproperties"
{
    "importfunc" "ImportSurfaceProperties"
}

"splitscreen_config.txt"
{
    "importfunc" "integ"
    "src" "IMPORT_GAME"
    "dest" "EXPORT_GAME"
}
```

L4D2 Source 2 port mentioned. Splitscreen? (Default CFG that comes with Source 2/1)

Client.DLL (Also present in Aperture Robot Repair leaks from February)

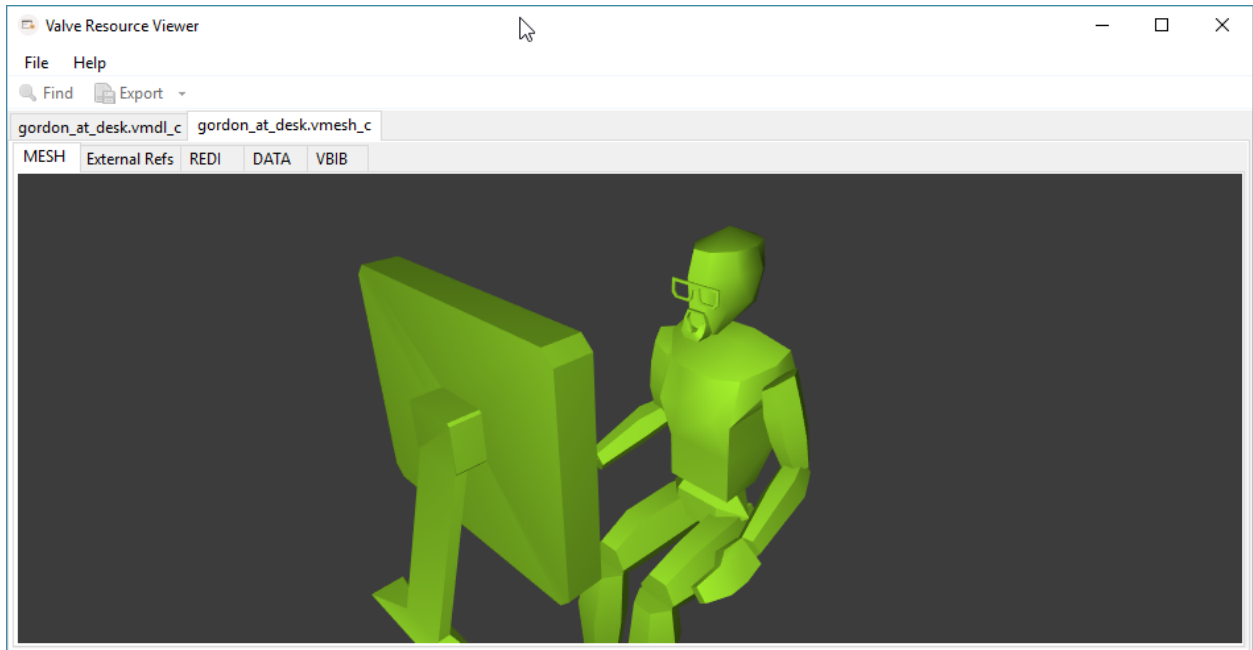
```
C:\buildslave\destinations_staging_win64\build\src\game\client\generated_protosteamtours\win64\hl3_usermessages.pb.cc // suggesting multiplayer?
```

HL3_usermessages.proto

HL3UserMessageIds

AVCHL3VScriptGameSystem

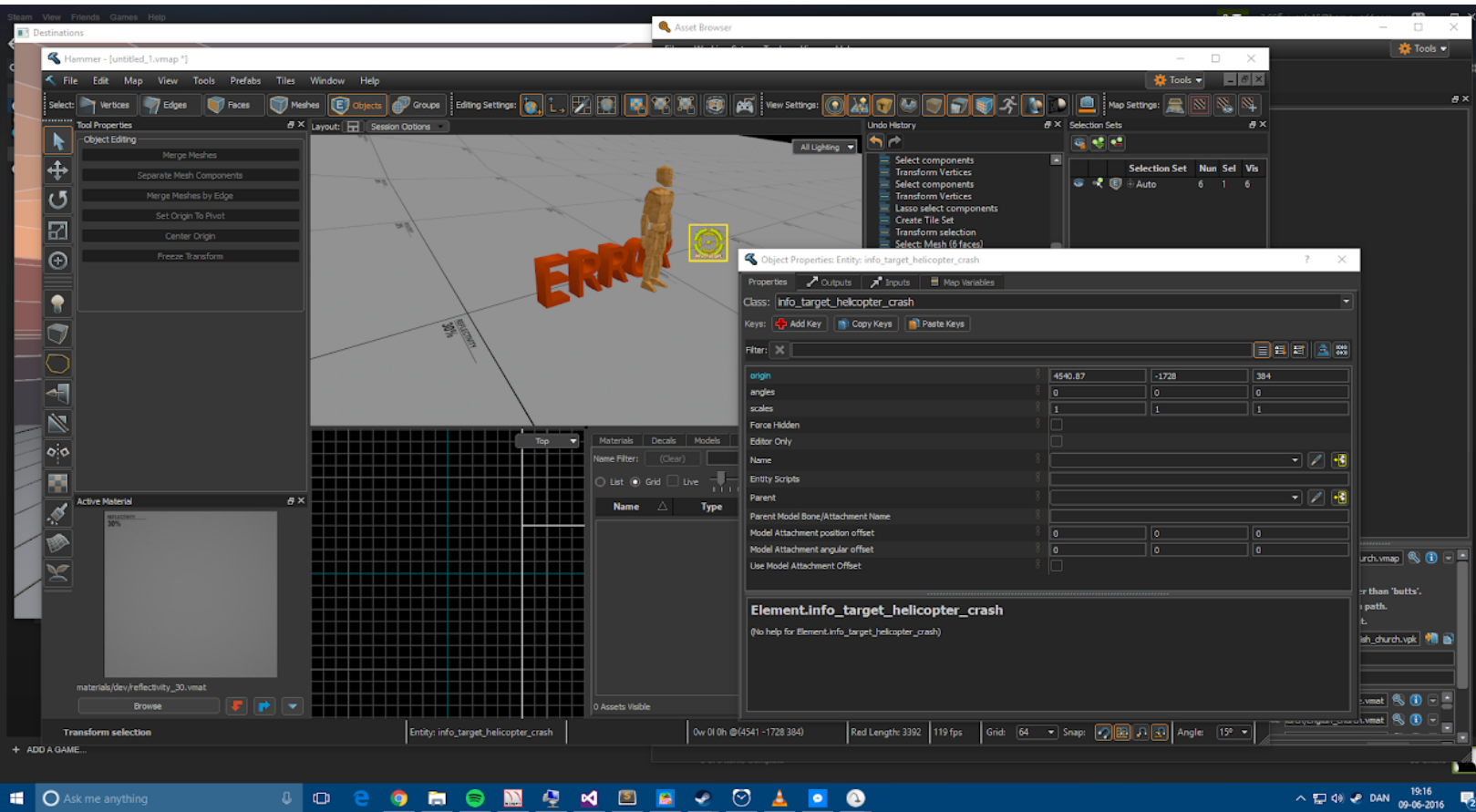
Gordon at his desk (Actually new)



Destinations\game\steamtours\steamtours.fgd

```
! @PointClass base(Targetname) size(16 16 16) color(255 0 0) = path_corner_crash :  
"Helicopter Crash Path"
```

Possible helicopter crash scene. Not an NPC. Some type of path. Likely scene.



Helicopter stuff in hammer (thanks Luke / Tobias)

StringtokenDatabase.txt

```
HL3GF0dev_measuregeneric01b
HL // hl3 texture file reference
```

Server.DLL

```
C:\buildslave\destinations_staging_win64\build\src\game\server\hl3\procedural_spawn_template.cpp
```

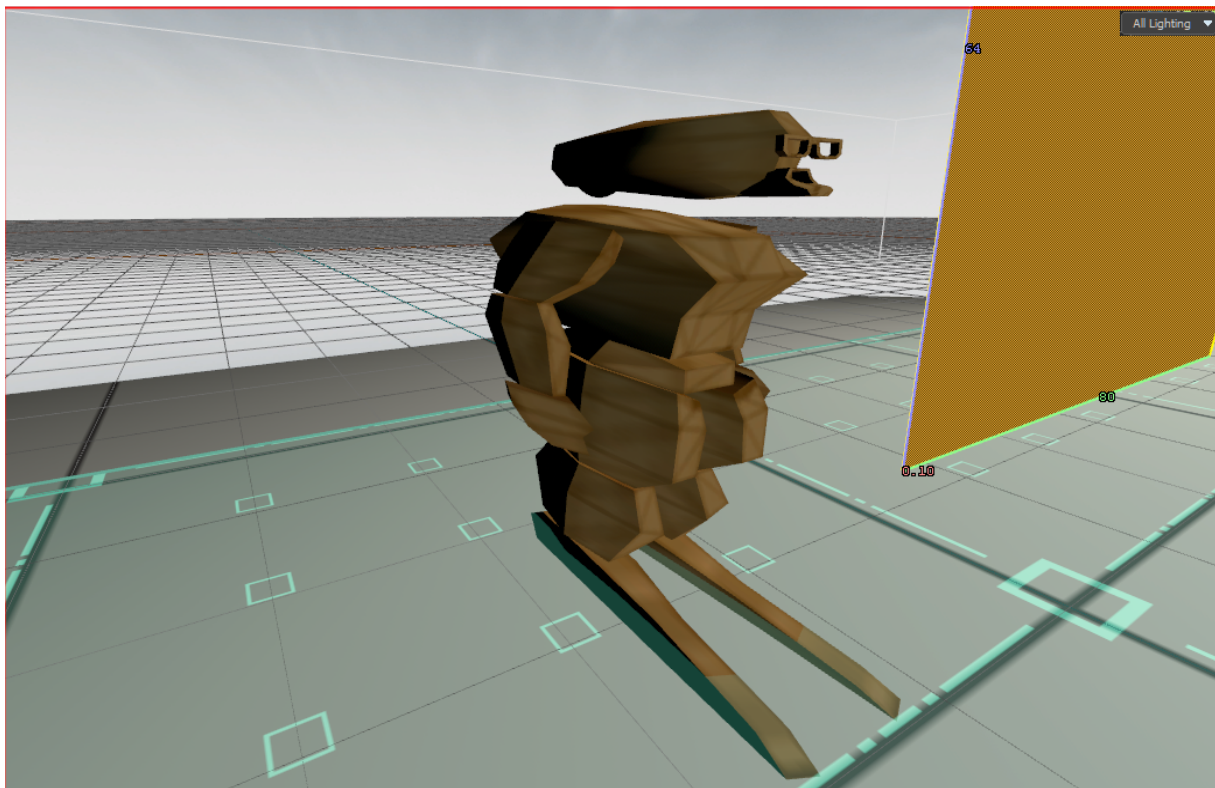
Quest member stuff

Destinations\game\steamtours\steamtours.fgd

```
is_quest_member(boolean) : "Quest Member? (Neutral to Combine and doesn't take  
damage)"  
: 0
```

Mentions combine and quests. New - old ish. New as in HL3 new. Old as in seen before.

Gordon on skis? (TurboBr0)



(This is a joke, that I even have to clarify that is ridiculous)

HLVR

```
CHLPropVRHand  vr_align_to_grabline  vr_draw_hand  
CHLVRPropFlashlight models/weapons/vr_flashlight/vr_flashlight.vmdl light  
CHLVRPropTripmine  
C_HLVRPropTripmine  
CHLVR_Weapon_Base  
  
AVCHLVRPropGlove // this right here is something worth looking into  
  
C_HLVR_TeleportController      vr_teleport_recharge_speed      Trackpad can be  
used to teleport.      //gets more interesting  
  
CHLVR_WeaponSwitch_Controller
```

This could suggest that Valve has been experimenting with Half-Life and VR.

Model_editor.dll

```
physics_testbed.exe -game hl3 -open  
  
Some more RPG stuff  
  
CQModelView::OnLoadRPGUnitItems(12420):  
scripts\rpg\units      Unit Text Files (*.txt) Load unit text file
```