

How to record segments

Demo requirements

- Make sure subtitles are **disabled**. Your demo will be rejected if it has subtitles enabled!
- Field of view should be set to **90**. Narrower FOV values will be rejected.
- The cvar `sv_cheats` must be set to **0**.

Naming demos

The demo name should be formatted as `###-runner-time`. For example, if Corkysek obtains the 3rd segment with a time of 2.37 seconds, he would name his demo `003-corky-2,37`. A comma is used rather than a period so that Source doesn't mistake it for a file extension.

If the segment spans two maps, a demo will be created ending in `_2`. This demo should be kept in the `_2` folder.

Setting up SPT

Note: if you know what you're doing, you probably already have SPT working; if so, you can skip this step.

You need to use the [latest version of SPT](#) (Source Pause Tool) from GitHub. At the time of writing this is version 0.7. You should download `spt.dll`, **not** `spt-2013.dll` or `spt-oe.dll`! This should be placed in the `hl2` directory within the Unpack — other games and mods can still load it from there as long as they use HL2 as a base. If you have any other copies of `spt.dll` in other directories (e.g. `portal` or `bin`), it is advisable to remove them as they are redundant and will interfere with loading the correct DLL.

After starting the game, open the console and type `plugin_load spt; y_spt_autojump 1`. This will load the SPT plugin for automatic pausing, and also enable automatic jumping.

Correctly recording demos

To ensure accurate timing, two things are required:

- The demo must be started **while the map is loading**.
- The demo must use a **save flag** to allow the end to be detected (this is mainly necessary because we overlap demos slightly to fix rendering bugs).

To start timing from the load, you need two keybinds:

```
bind l "load savename"
```

```
bind semicolon "record seg"
```

(optionally change `l` and `semicolon` to different keys, and change `savename` and `seg` as appropriate).

You have to press the load key first, then the record key as quickly as possible afterwards. You will then see a screen with `PAUSED`. When you are ready to attempt your segment, you can unpaused the game; this is done simply by binding a key or button to `unpause`. For example, if you want to use mouse button 4:

```
bind mouse4 unpause.
```

From there, you need a way to end your segment. It is not sufficient to simply save and stop your demo immediately. Instead, we have to both save and emit a so-called

“save flag” for timing purposes, then stop recording slightly after. The reason for this is to allow more seamless video editing at the rendering stage. The following bind should be used to stop recording:

```
bind mouse5 "save nextseg; echo #SAVE#; wait 100; stop"
```

You can obviously replace `mouse5` with your preferred button and `nextseg` with your preferred save name.

Obtaining your time

In order to determine your demo time, you need a tool that can find the exact tick of the save flag. The recommended tool for this is [Listdemo+](#). Simply drag and drop a demo file onto `listdemoo.exe` and it will list various information about the demo, including the tick and time of the save flag.