Two Point Hospital Interior Designer

Interior Designer allows users to create their own walls, floors, pictures and rugs. The interior designer update also supports the Steam workshop feature, allowing users to share their creations with the world.

Here's a brief introductory video to the Interior Design update.

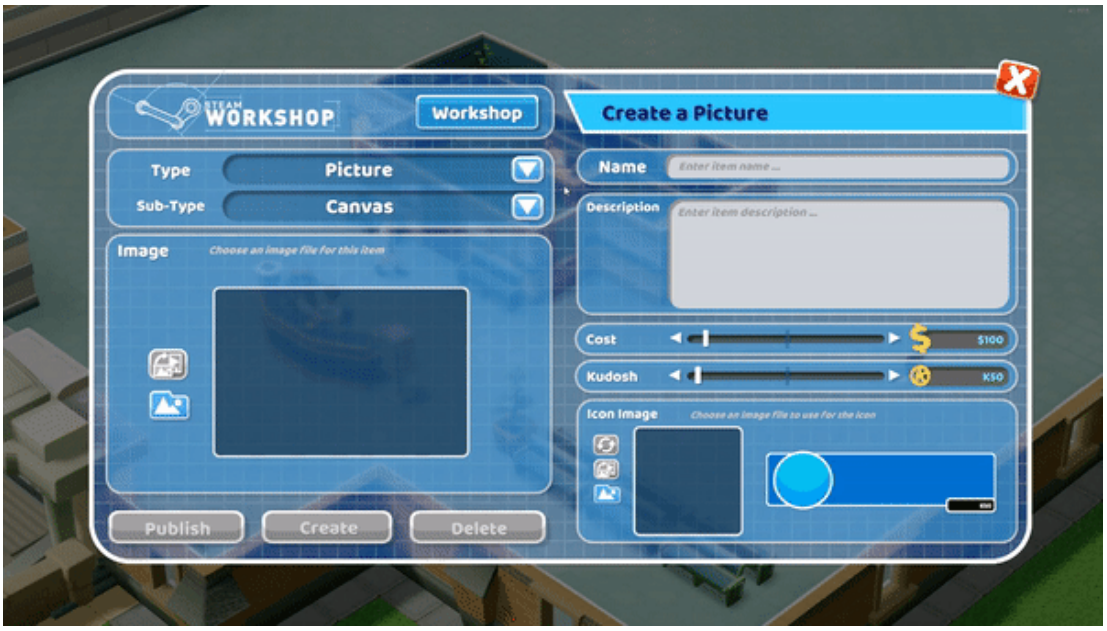
Two Point Hospital: Interior Designer Free Update Overview [OUT NOW!]

Creating Content

Creating a Picture or Rug

The user-generated content menu can be accessed via the items menu to create rugs and pictures by selecting the button.

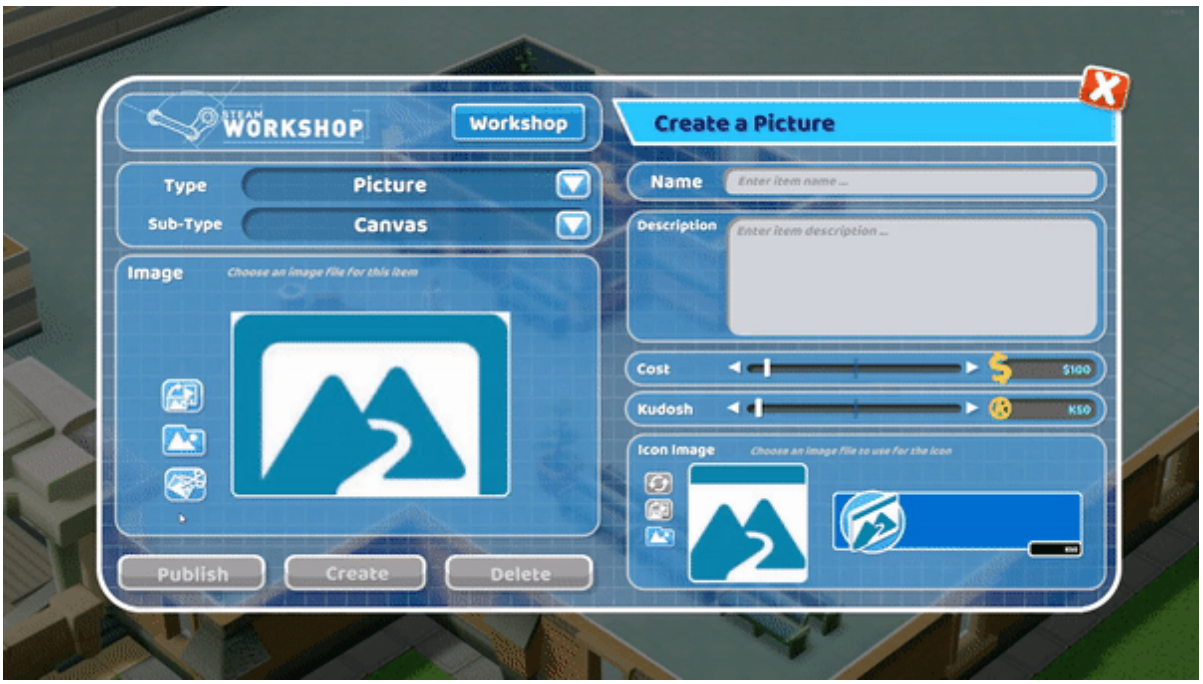
On the menu, the Type and Sub-type menus can be used to select what type of item the user wishes to create.



Selecting the blank boxes or the button allows the user to upload images to use in their custom-made items.
The icon image will automatically match the main item image. Users can change the image by pressing the button in the icon image section.

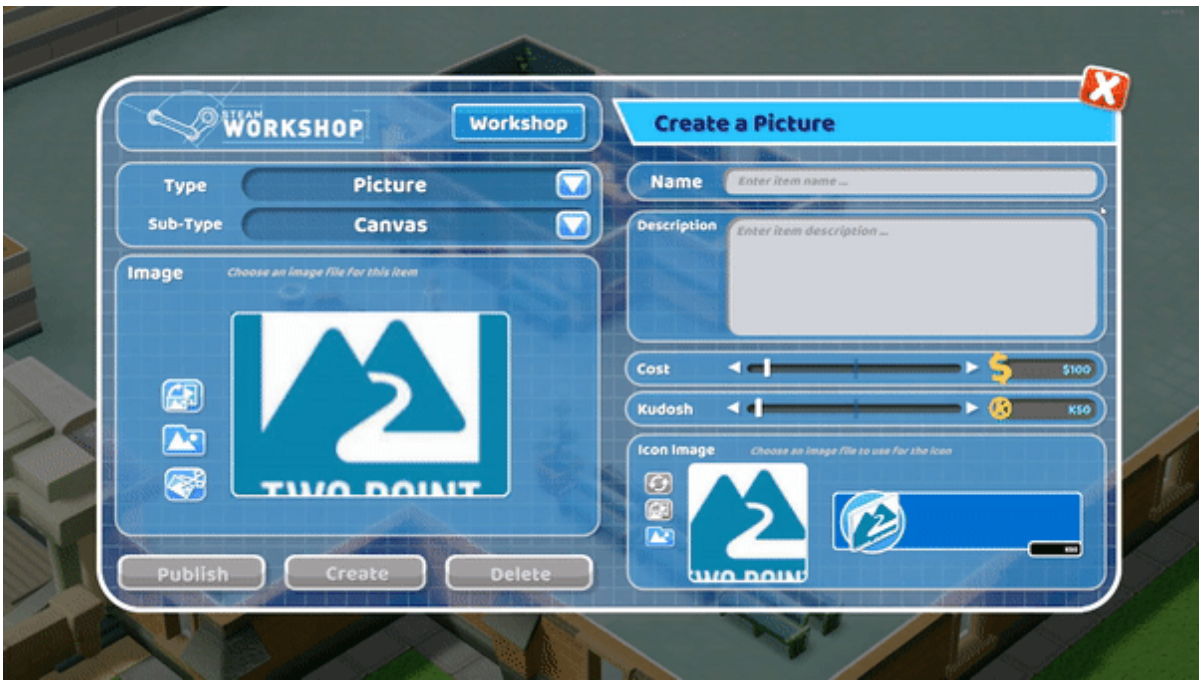
Once the image has been uploaded, users can adjust the image to their liking using the image selection and rotate image buttons.

The image selection button allows the user to select the area of the uploaded image to be displayed in the custom item. By using the box provided the user can zoom in and out, or move the box to select which area they wish to be seen on their custom item. Once the desired area is selected, press the image selection button again to confirm the selection.

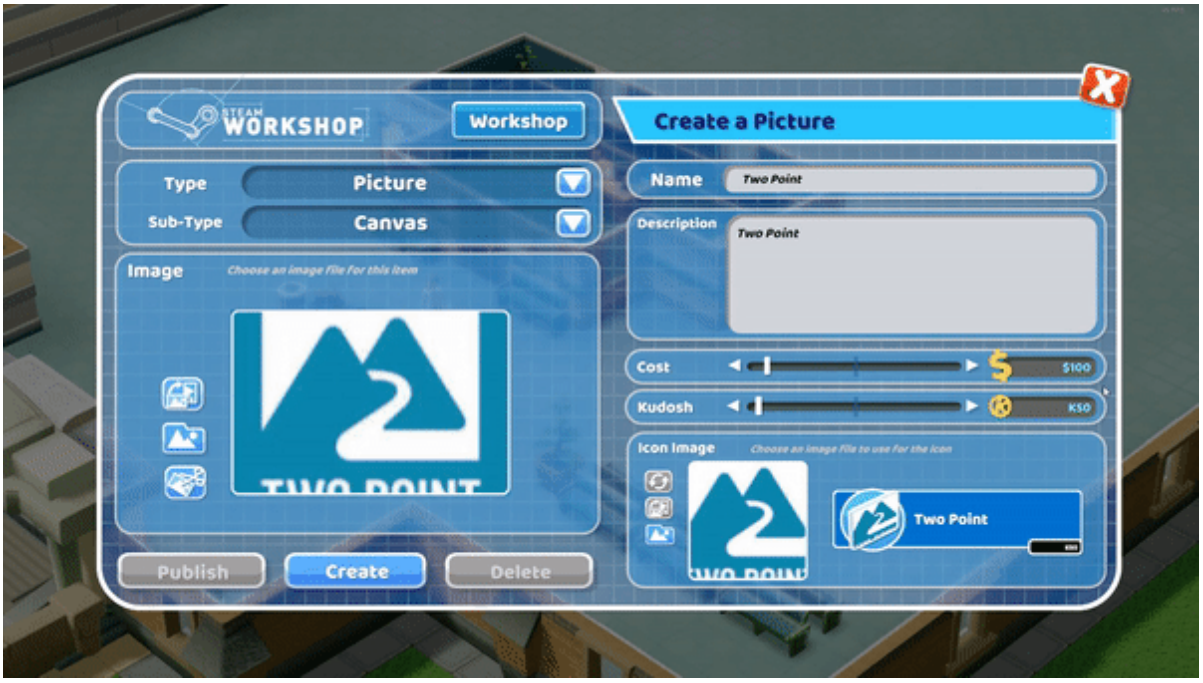


The image rotate button will rotate the item. Users can also rotate the icon image using the same button in the icon image section.

The user can edit the Name and Description of their item using the provided text boxes.



The “Cost” and “Kudosh” sliders can be used to adjust the amount of Kudosh required to unlock the item and the cost of placing it in the hospital.



Once all options have been chosen, select the “Create” button, and the customised content will appear in the items menu. Users will need to unlock their custom-created items using Kudosh before they can use them in their hospital.

STEAM WORKSHOP
Workshop
Create a Picture
Type
Picture
Sub-Type
Canvas
Name
Two Point
Description
Two Point
Image
Choose an image file for this item
Cost
$100
Kudosh
K50
Icon Image
Choose an image file to use for the icon
Two Point
Publish
Create
Delete

Creating a Wall or Floor

To create custom walls and floors, select the room to be customised to open the room information tab, then select the “Customise” button.

This will open the “Room Customisation” menu. Selecting the button will open the user-generated content menu for creating a wall or floor.

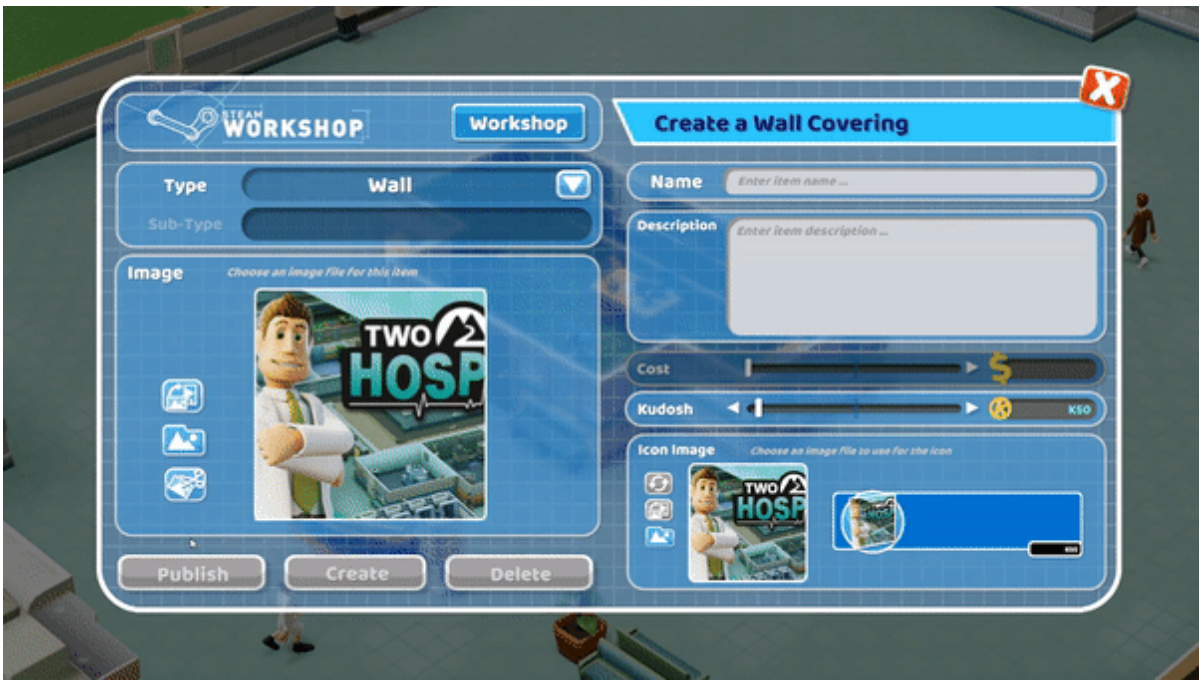
This is the user-generated content menu for creating a wall or floor. The type menu can be used to select whether the user creates a wall or floor.

Selecting the blank boxes or the button will allow the user to upload images to be used in their custom items.

The icon image will automatically match the main item image. Users can change the image by pressing the button in the icon image section.
Once the image has been uploaded users can adjust the image to their liking using the and buttons.

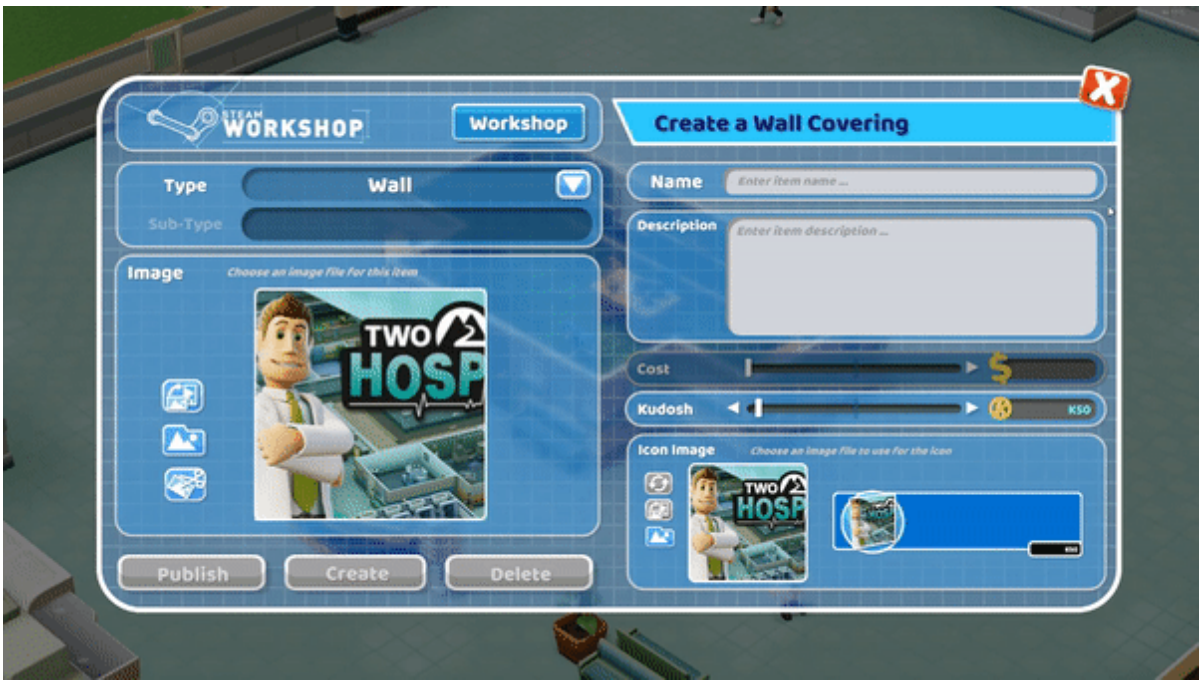
The button allows the user to select the area of the uploaded image to be seen in the custom item. By using the box provided the user can zoom in and out, or move the box to select which area they wish to be seen on their wall or floor.

Once the desired area is selected, press the button again to confirm the selection.

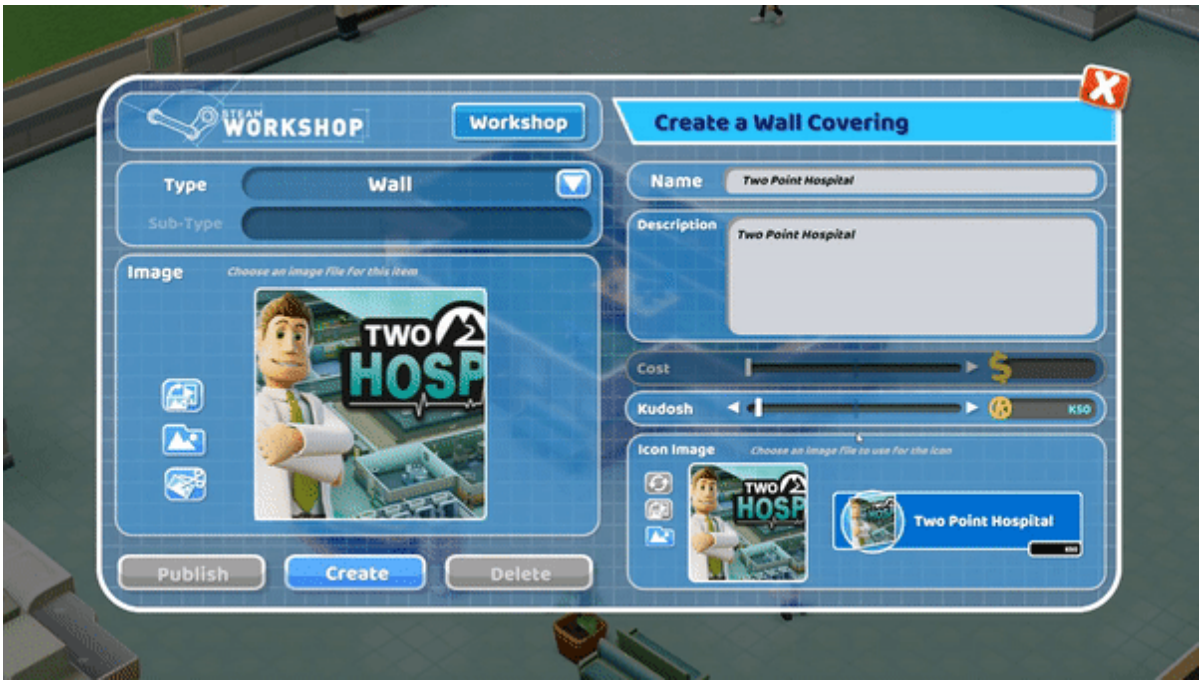


The button will rotate the item. Users can also rotate the icon image using the same button in the icon image section.

The user can edit the Name and Description of their item using the text boxes provided.



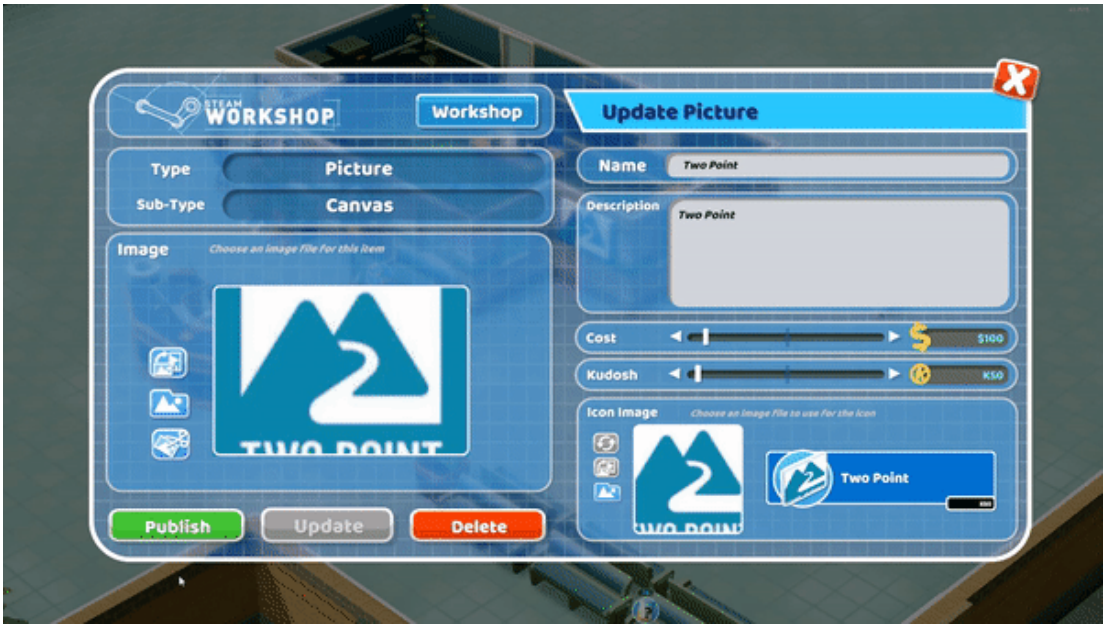
The “Kudosh” slider can be used to adjust the amount of Kudosh needed to unlock the item.



Once all options have been chosen, select the “Create” button, and the customised content will appear in the room customisation menu. Users will need to unlock their custom wall or floor using Kudosh before they can use it in their hospital.

Publishing Content

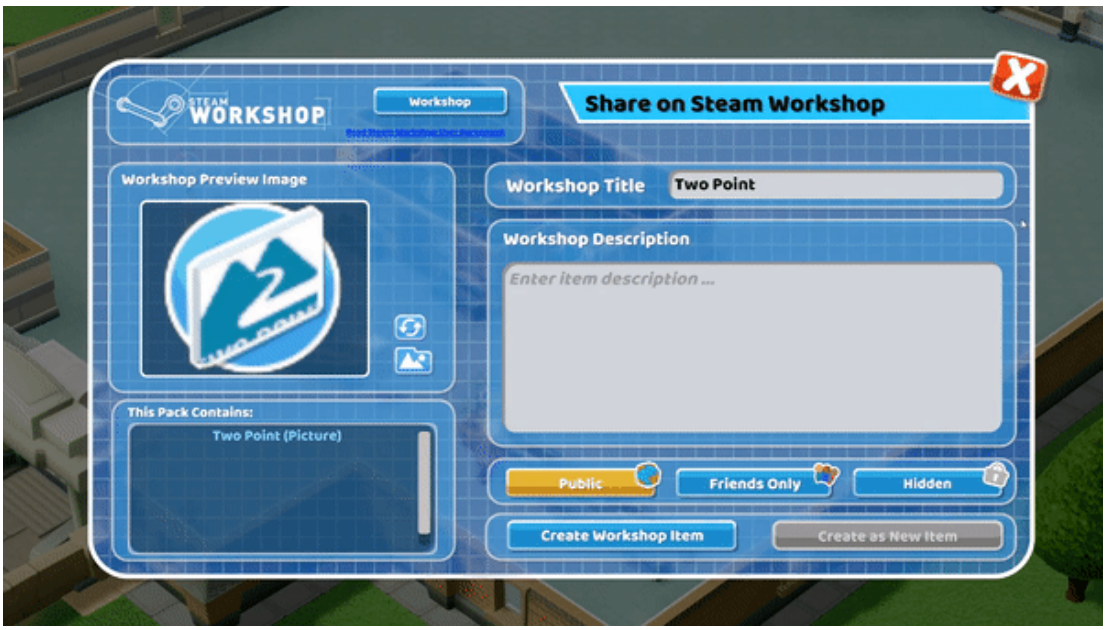
To publish an item to the Steam Workshop, users will need to select this icon to open the “Update” menu. This icon appears next to all user-generated content in the "Items" menu.



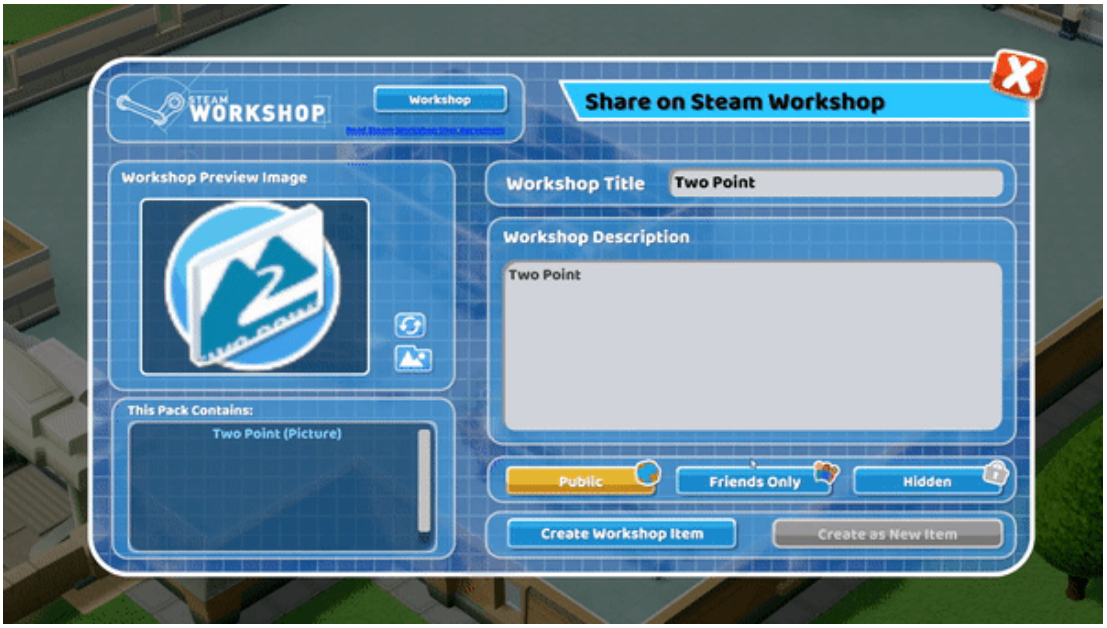
Select the “Publish” button on the “Update” menu. This will bring up the “Share on Steam Workshop” menu.

The Workshop preview image will default to the created items icon image. This can be changed by the user using the icon or by selecting the picture box.

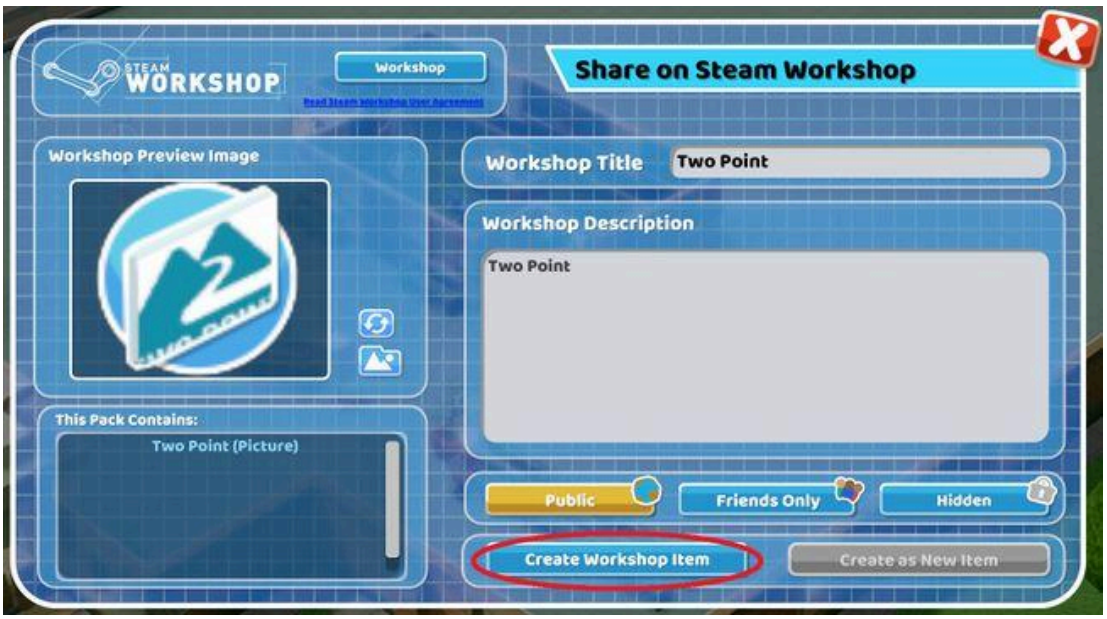
In the workshop title and workshop description section, the user can decide how their item is titled and described on the Steam Workshop.



The “Public”, “Friends Only”, and “Hidden” options determine who can see the published item on the Steam Workshop. The public option will allow anyone to see and subscribe to the content. The friends-only option will allow only friends to see and subscribe to the content. The hidden option will allow only the creator to see and subscribe to the content.



Once all options have been selected, select the “Create Workshop Item” button to publish the item to the Steam Workshop.



For details on editing your Workshop content, please see the Editing Custom Content section.

Before uploading your content to the Steam Workshop, please ensure it does not contain any offensive content. We will not host content that contains such content.

Please also ensure that you are not using any existing copyrighted work or materials or infringing on any existing trademarks.

Editing Custom Content

Locally Created Content

On locally created content, users can edit and update all the images, the description, the title, the cost and the kudosh of their items.

To edit a custom item select this icon which can be found next to all user generated content in the items menu and in the room customisation menu.

Or select an instance of the item placed within the hospital and select the button.

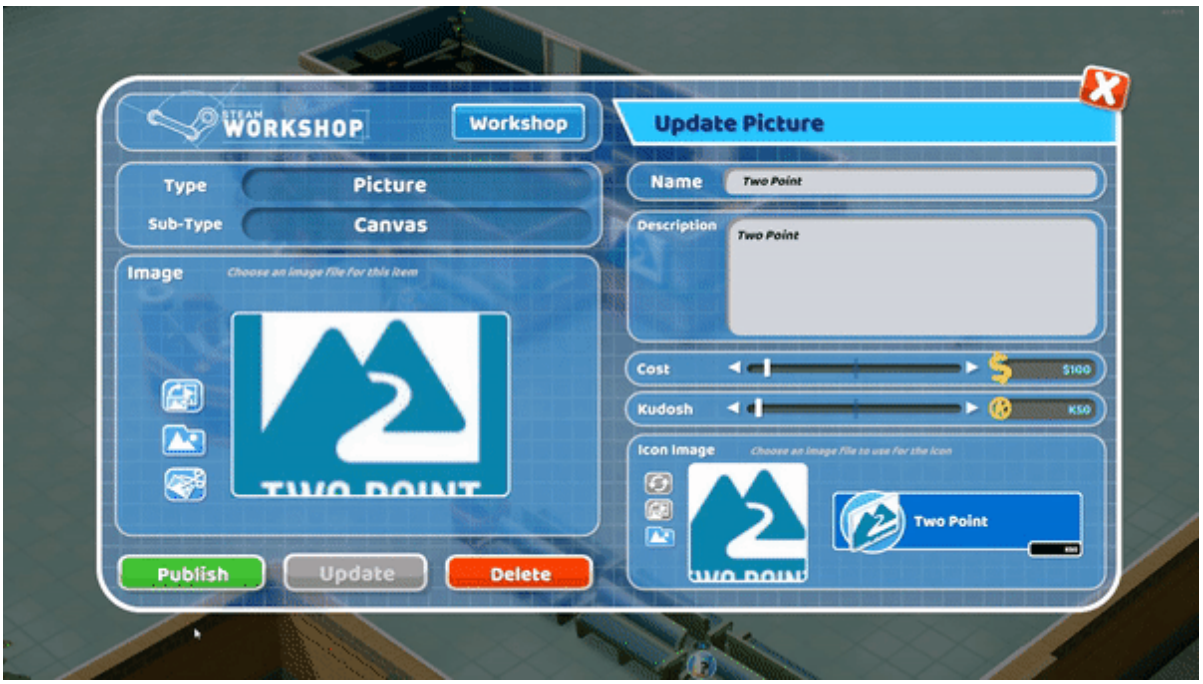
Once desired changes have been made select the “Update” button.

The changes the user makes will effect any of the instances of the item already placed within hospitals.

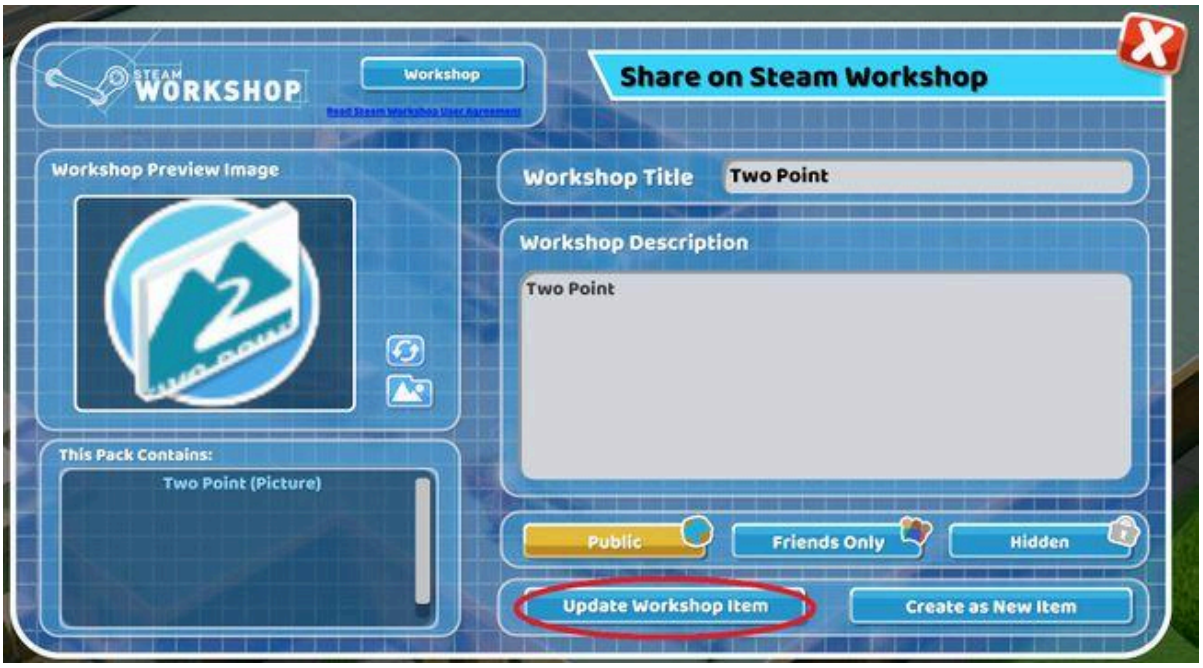
Workshop Content

Users can edit and update a published item's preview image, title and description on the steam workshop. To edit a published item select the button next to the item you wish to edit in the items list. This will open the "Update" menu.

Select the "Publish" button to open the "Share on Steam Workshop" menu. This will open up the publishing menu.



Once changes have been made select the “Update Workshop Item” button.



Users may notice that there is a "Create as New Item" button present on the menu. This button allows users to publish new content with the changes rather than updating the old content.
Alternatively users can edit the title and description of their published content by finding it directly on the Steam Workshop.

Deleting Items

To delete locally created content select this icon to open the "Update" item menu and select the "Delete" button.

Any instances of the item placed within hospitals will turn into peanut jam sandwich items. This will not effect any published content.

Deleting Workshop Content

To delete workshop content users will need to locate it on the Steam Workshop. A simple method of doing this is to open up the "Share on Steam Workshop" menu and select the "Workshop" button. This will open up the steam overlay and take the user directly to their content's workshop page.

The delete button will be located under the "Owner Controls" menu. Deleting the item will turn all instances of that item placed in hospitals into peanut jam sandwich items.

Subscribing to Content

The Interior Design update comes with Steam Workshop support, allowing users to publish and subscribe to other users content. Users can subscribe to content by accessing the steam workshop through the steam client.
Alternatively users can access the Steam Workshop by selecting the "Workshop" button on the creation menus. This will open the Steam overlay with the Two Point Hospital workshop open.

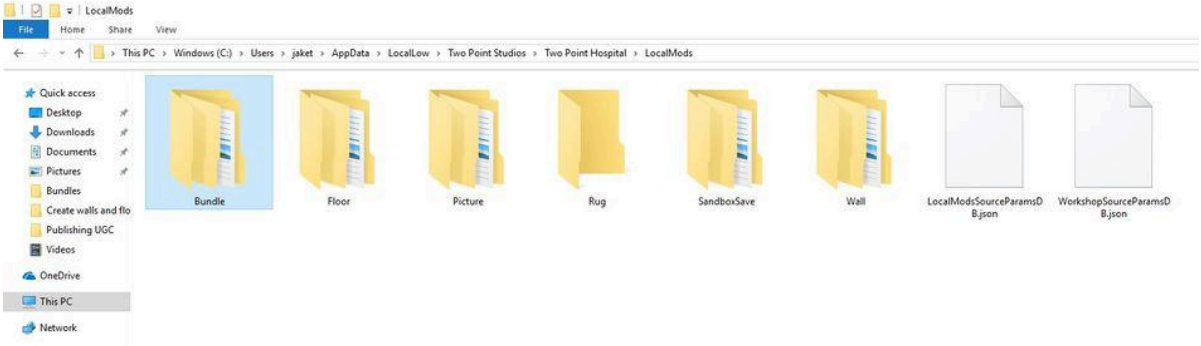
Creating and Publishing Bundles

Users can publish and subscribe to bundles of “User Generated Content”. Bundles can be created in the Two Point Hospital folder, which can be located here:

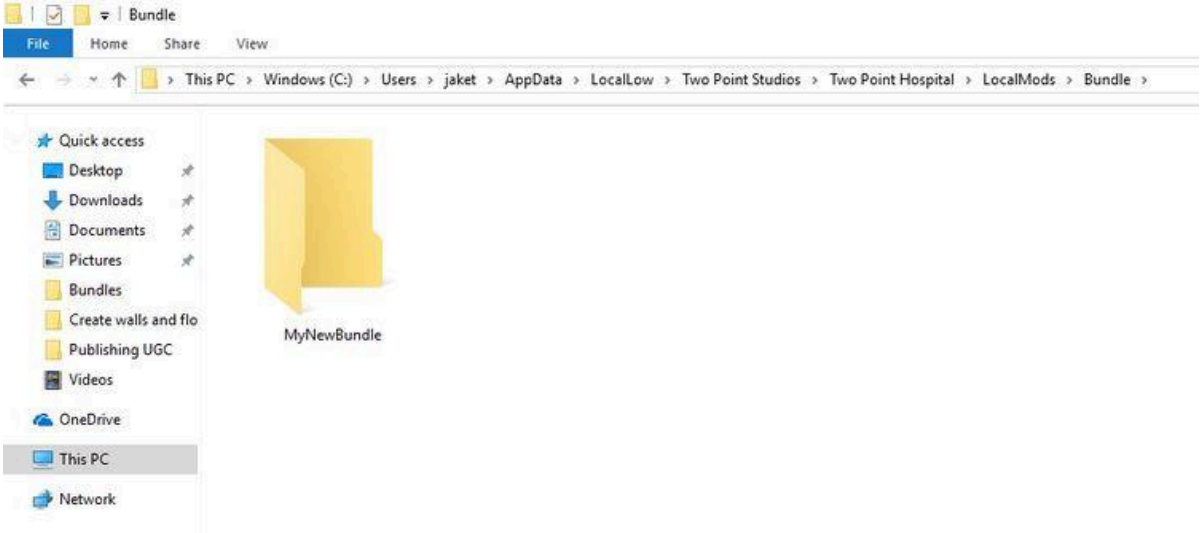
Windows: C:\Users\[username]\AppData\LocalLow\Two Point Studios\Two Point Hospital
Mac: com.twopointstudios.twopointhospital
Linux: Home\.config\unity3d\Two Point Studios\Two Point Hospital

To create and publish a bundle:

1. Whilst the application “Two Point Hospital” is not running, enter the Two Point Hospital folder.
2. Enter the “LocalMods” folder.
3. In the “LocalMods” folder, create a new folder named “Bundle”.



4. In the “Bundle” folder, create a new folder with the name of the bundle. The name of the bundle can be anything; the name “MyNewBundle” has been used in this instance for demonstrative purposes.



5. Contained within the “LocalMods” folder are several other folders where custom items are stored. Items are stored by type and are located in their corresponding type folder. For example, rugs will be stored in the "Rugs" folder. Each custom-made item will have its own folder named after the item's name. For example, if the item's name is "TwoPointPoster", the file's name will also be "TwoPointPoster". To add a UGC item to the bundle, the user must copy and paste the item’s folder into the “MyNewBundle” folder.

Please note that the user can cut and paste the item's folder into the "MyNewBundle" folder; this will affect any instances of the item already placed within a hospital. Please see the FAQs section for more information.

6. Once all desired item folders have been copied into the “MyNewBundle” folder, boot up “Two Point Hospital”.
7. Open up the “Items” menu in-game. The user will observe that copies of all the custom items that were placed in the “MyNewBundle” folder are now in the items list.

8. Select the button on one of the copies to open the “Update” menu, and select “Publish”.
9. All items placed within the bundle should appear in the “This Pack Contains” section. Check that all items intended for the bundle appear in this section.

10. Once all options are selected, select “Create Workshop Item” and the bundle will appear on the Steam Workshop.

Sandbox Hospitals

Sandbox mode is the perfect place to experiment with the new Interior Designer update. Users can let their imaginations run wild and, with the workshop support, can now share their sandbox hospital creations on the Steam workshop.

Sharing your Sandbox Hospital

In the sandbox menu, scroll to the hospital you wish to share. In the bottom left of the menu is a share button.

Selecting this button will open up the Share on Steam Workshop menu.

The Workshop Preview Image will automatically default to the Sandbox's preview image. Users can change the preview image by pressing the icon.

Once the user has created a description for their sandbox hospital, they can press the "Create Workshop Item" button to publish it to the Steam Workshop.

It's recommended that users only publish sandbox hospitals that include workshop content. For more information on this, please see the FAQs section.

Subscribing to Sandbox Hospitals

Users can subscribe to player-created hospitals on the Steam Workshop. Subscribed hospitals will appear in the "Downloaded Hospitals" section of the sandbox menu. This may require the user to exit and return to the Sandbox menu before the downloaded hospital appears.

Selecting the "Load" button will load the user into their newly downloaded hospital. It will also create a save file in the "My Hospitals" section.

Some user-made hospitals will include user-created content. Unfortunately, locally created content will not be available in downloaded hospitals. For more information on this please see the FAQs section. Locally created content that is included in a sandbox hospital will appear as peanut jam sandwich items.

If the downloaded hospital contains workshop content, users will be given a link to download the necessary workshop content. The link can be found here:

If users chose not to subscribe to the necessary workshop content it will appear as peanut jam sandwich items within the hospital.

Radio Customisation

Users can now customise Two Point Radio by selecting which tracks they would like to play, and even have the ability to upload their own audio files.

Please note: Radio customisation is not currently supported on Linux operating system.

Accessing the music list

To access the music list, users will need to access their settings.
This can be done from the main menu:

Or it can be done in-game:

In settings, select the Audio tab and then the Edit button to access the Music List.

From the music list menu, users can choose which tracks will play in the game. Users can select and deselect whole music packs or enter the pack to select and deselect single tracks.

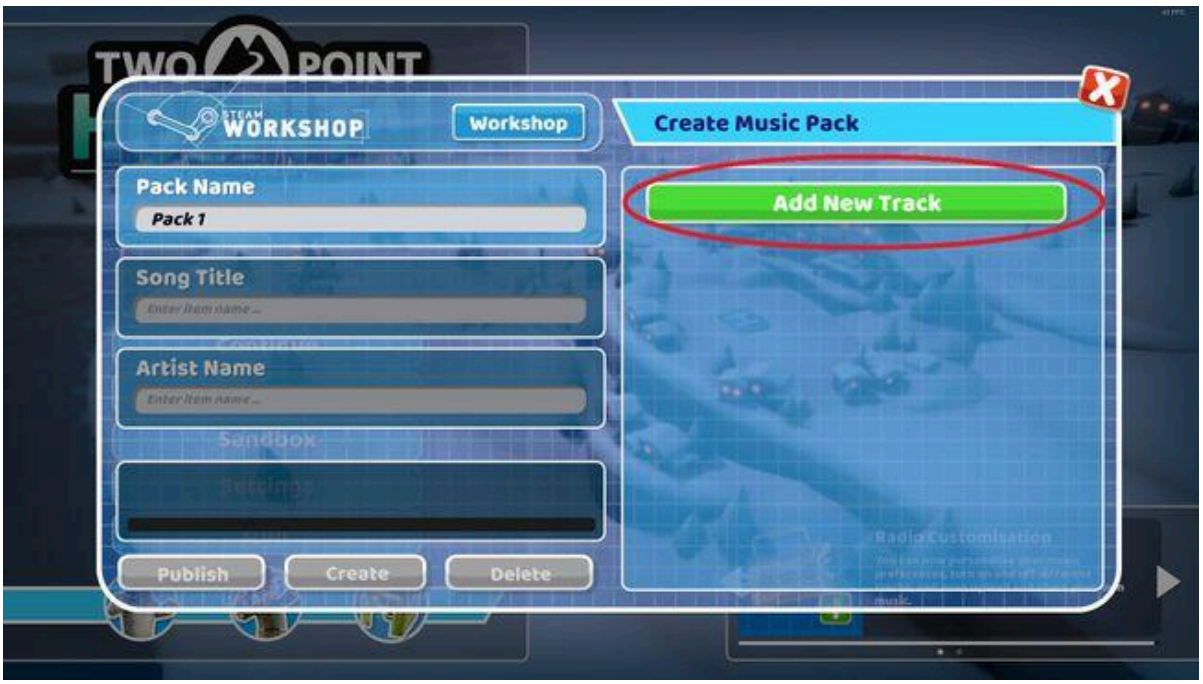
Users can customise how the music will play by selecting either “Shuffle” or “Sequential in the Audio tab of the settings menu.

Uploading music packs

Users can upload their customised music packs through the music list menu. Selecting the large green plus button will open the “Create Music Pack” menu.

Users can name their pack in the “Pack Name” box.

Selecting the “Add New Track” button lets users start adding tracks to their music pack. Users can add multiple tracks at once by selecting multiple audio files.



Highlighting an individual track will allow the user to edit the song and artist titles for that track.

Once all desired tracks have been added to the music pack, users can select the create button to finish creating their music pack.

The created pack will then appear in the user's music list.

Information to take note of:

- Each music pack can contain a maximum of 100 tracks. However, there is no limit on the number of music packs the user can create.
- The maximum duration of supported audio files is 10 minutes. Any tracks over ten minutes will be cut down to the ten-minute mark.
- Currently, the radio customisation feature only supports mp3 files.
- Tracks uploaded to Two Point Hospital will be encoded before they play. As a result of this, it will take a few moments before the track plays in-game.

Editing music packs

Should the user wish to edit or add new tracks to their music pack, they can do so by accessing the music list menu and selecting the button. This will open the "Update Music Pack" menu.

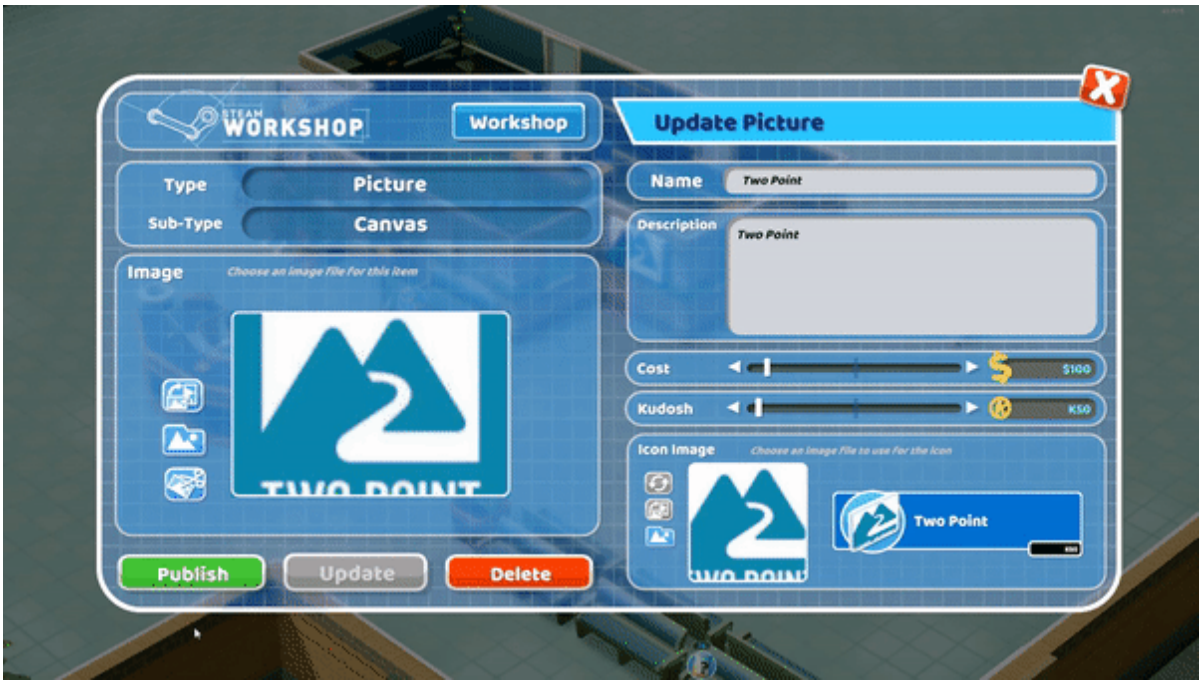
Users can edit the name of the pack, and the individual titles and artists' names of each track. Users can also add new tracks to the pack by clicking on the "Add New Track" button.

Press the update button to finish editing the music pack.

Publishing Music Packs

Users can publish their created music packs to the Steam Workshop. To publish a music pack users will need to enter the “Update Music Pack” menu by pressing the button next to the music pack they wish to publish.

Select the “Publish” button to open the “Share on Steam Workshop” menu.



The “Workshop Preview Image” will be defaulted to the Two Point Hospital music

image. This can be changed by the user using the icon or by selecting the picture box.

Similar to publishing other previous “User Generated Content” the user can change the pack’s workshop title and description.

Once all options have been selected, the user can select the “Create Workshop Item” button to publish their pack to the Steam Workshop.

Before uploading your content to the Steam Workshop, please ensure it does not contain any offensive content. We will not host content that contains such content.

Please also ensure that you are not using any existing copyrighted work or materials or infringing on any existing trademarks.

Support Pages

Image Recommendations

Two Point Hospital only supports JPG or PNG files as images for custom-made items.

Please note that Two Point Hospital does not support transparent alphas in images. PNG images will automatically be given a white background when uploaded and placed in a hospital.

Image Size and Resolution

Please note that the following table is only a guideline of image sizes that will work best with the item the user is trying to create. The user is free to upload any size image to be used as part of their custom-created items. The maximum size "Two Point Hospital" supports is 512 x 512.

Custom Created Content	Width (Pixels)	Height (Pixels)
Walls	256	256
Floors	256	256
Canvases	256	170

Posters	156	256
Wooden Frames	256	170
Expensive Frames	256	150
Square Frames	256	256
Standard Rug	256	190
Oval Rug	256	174
Circle Rug	256	256
Corner Rug	256	256
Long Rug	256	72

Frequently Asked Questions

My custom item has been replaced with a peanut jam sandwich item. What does this mean?

The peanut jam sandwich items indicate to the user that a custom item is missing. It means the game could not find the item's file when the content was created locally. Or in the case of published content, the user is no longer subscribed to the item in question.

What is the difference between locally created content and workshop content?

Locally created content is content that the user has created through the "Two Point Hospital" application. It is stored locally on the user's computer in the "Two Point Hospital" folder and is only available on the computer where it was created. These items can be recognised in the "Items" menu via the icon.

Workshop content is content that has been published to the Steam Workshop and is therefore stored there. Other users can subscribe to this content for in-game use. Unlike locally created content, it will remain in the user's game until the user unsubscribes. Workshop content can be recognised in the "Items" menu via the icon.

Note that after a user publishes locally created content to the workshop, it will still appear as locally created. They will need to subscribe to the item via the workshop in order to have a workshop version of that item, and then both the local and workshop versions of the item will exist.

Will my custom-made content appear on another computer?

Locally created items are not saved to the game's Steam Cloud, so they will not be available when the user switches computers. All locally created items will be replaced with the missing item peanut jam sandwich, within hospitals. These will revert to their original state when the user switches back to their original computer.

If the user is switching computers permanently, there are a couple of methods they can use to retain their locally created content.

Back up the "Localmods" folder to transfer to the new computer.

The folder can be found here:

- Windows:
  - *C:\Users\[username]\AppData\LocalLow\Two Point Studios\Two Point Hospital*
- Mac:
  - *~/Library/Application Support/com.twopointstudios.twopointhospital*
- Linux:
  - ~/.config/unity3d/Two Point Studios/Two Point Hospital

The user can also publish their locally made content to the Steam Workshop so that they can subscribe to it on their new computer. There is a "Hidden" option if the user wishes for the item not be available to the public. Please note that this method will not affect any instances of locally made content already placed within hospitals.

I've subscribed to content on the Steam Workshop, yet it hasn't appeared in-game.

Workshop content that the user subscribes to should appear immediately in-game. Should the content not appear, try restarting the game. If this still does not resolve the issue, restart the Steam client and try subscribing to the content again.

I'm having an issue uploading a picture. What can I do?

It's possible the workshop feature doesn't support the image you are trying to upload. For recommended image sizes and formats, please see the Image Recommendations section.

Can I publish Sandbox hospitals that contain locally created items?

Because locally made items are not saved to the cloud, any locally made items within a sandbox hospital will not be published with the hospital. Instead, all locally created items will be replaced with the missing item peanut jam sandwich, when subscribed to by other users. If the user plans to publish a sandbox hospital, we recommend including only workshop content within it. When another user subscribes to a sandbox hospital, they will be informed that they are not subscribed to all the necessary workshop content within that hospital and will be given the option to subscribe.

Can I subscribe to my own published items?

Yes, and this is needed if you want to share Sandbox hospitals containing those items. Note that this will create *two* versions of that item within your "Items" list. The

subscribed version of the item will have the Steam Workshop icon next to it, letting the user differentiate between the two, and the local version will still be editable and can be used to update the Workshop version.

What is a workshop bundle?

A workshop bundle is a group of items that are published together. When a user subscribes to a bundle, they receive all the items included in the bundle, and vice versa: they lose all the items when they unsubscribe from the bundle.

When creating a bundle, can I cut and paste my item's folder rather than copying and pasting?

Copying and pasting an item's folder into a bundle folder creates a copy of that item in the "Items" menu. Cutting and pasting the item's folder can be used as an alternative to avoid this. However, to cut and paste, users must ensure there are no instances of the item placed within any hospital in-game. Once the item folder has been cut and pasted, the original item file will no longer exist. The item will then be considered missing, and any instances of that item placed within hospitals will be replaced with the peanut jam sandwich.

If I've copied and pasted files into my bundle folder, can I delete the bundle folder after it's been published to avoid cluttering my "Items" list?

Users can delete the bundle's folder to avoid cluttering their "Items" list. This will remove the copies from the list; the user will not be able to add more items to the bundle or edit the bundle through the "Two Point Hospital" application once it has been deleted. Users will still be able to edit the bundle's title and description through the Steam Workshop page.

A track I uploaded is showing an error message.

Unfortunately, certain tracks will not currently work when uploaded. This is a rare issue and, if encountered, we recommend deleting the track and attempting to upload a different file of the same audio.