

Spreadsheet for Unity Reboot Segmented

Google Drive for saves/segments: <https://drive.google.com/drive/folders/1gk7rrWwgagmVI-7boyCTPPcU8cugFch?usp=sharing>

Category Rules:

Inbounds NoSLA - The player or player's portals/camera can not leave the Source's definition of inbounds area. Glitches that would require you to perform save-loading are not allowed.

How to record segments:

Make sure you have SAR installed.

Input these commands into your console:

sv_cheats 1 (required for the wait command)

sar_autorecord 1 (keeps recording demos until you type stop in the console)

sar_fast_load_preset sla (makes voidclip pausing a lot easier)

bind r "save segment1;echo __END__;hwait 60 stop" (This is your segmenting bind. Binds your "r" key to end the segment and stop the demo after 60 ticks have passed. It's necessary to wait 60 ticks (1 second) before ending the demo because it will make the end of each segment much smoother. You can rename "segment1" to whatever you like and bind "r" to your preferred key of choice.)

sar_hud_demo 1 (To check if you're paused correctly)

At the beginning of each segment you need to perform a voidclip pause. This is to ensure the least amount of broken frames/demo glitches as possible which will make the cuts look very clean in the final render. To voidclip pause, first load your savefile/restart_level, press the console pause button twice during loading. If the pause menu appeared but the game hasn't loaded yet (you're paused on black screen), double tap ESC, then once the game loaded unpauses with ESC and start the segment. If the pause menu appeared and the game loaded as well, unpauses with ESC and start the segment. If the pause menu didn't appear after the first pause, wait for screen to go black (around 0.5 seconds), then press console button again to open up pause menu. The game should be loaded here. Now just press ESC and start the segment.

Sometimes if you time your pauses incorrectly, you'll be on the pause menu but you can see the demo hud showing that time is passing. In this case you have to re-do the voidclip pause.

If you use the command **cl_showfps 1**, you can time your first console double tap when the text in the top left corner turns red. You can move the demo timer from the way of **cl_showfps 1** using this command: **sar_hud_y 200**

If you're paused on a tick that's equal or less than 8 you're good to go.

When you're doing the last segment on a map, you don't have to use the segmenting bind.

Demos/Saves:

Always save your demos/savefiles in the included Google Drive for their respective map. The naming scheme for demos should be: [mapname][segment number]_[runner's name]. Example: laserovergoo1_burger40, laserovergoo2_burger40, etc. Savefiles don't need the runner's name.

To time your segments, you can type **sar_time_demo [demoname]** in the console. If you ended the segment with the segmenting bind then you can look for a green text that shows the ticks NOT including the extra 60.

Portal: Unity Reboot - Inbounds NoSLA

MAP	Custom Name	SEGMENTS	Ticks	Time	Community Gold	RUNNER(S)	Status	Comments/Notes
TOTAL:		56	45674	12:41.233	18:40.383			
	Test Chamber 00	3	1958	00:32.633	1:06.15	Rattle, Nidboj132	DONE	
	Test Chamber 01	2	2118	00:35.300	1:02.4	Rattle	DONE	
	Test Chamber 02	1	1820	00:30.333	34.46	Burger	DONE	this is ass to grind
	Test Chamber 03	2	1636	00:27.267	36.86	Jarool	DONE	
	Test Chamber 04	2	1254	00:20.900	27.1	Burger	DONE	
	Test Chamber 05	2	1216	00:20.267	25.56	Burger	DONE	I think it's pretty good, but if anyone feels like grinding it, go ahead
	Test Chamber 06	1	1526	00:25.433	30.63	Nidboj132	DONE	
	Test Chamber 07	2	1496	00:24.933	30.7	Rattle	DONE	
	Test Chamber 08	3	1782	00:29.700	42.73	Jarool	DONE	My demos are not shit and don't need to be redone
	Test Chamber 09	1	514	00:08.567	9.33	Rattle	DONE	
	Test Chamber 10	2	1814	00:30.233	50.26	Rattle	DONE	
	Test Chamber 11	2	1343	00:22.383	29.8	Burger	DONE	
	Test Chamber 12	3	1928	00:32.133	43.63	Burger	DONE	
	Test Chamber 13	2	1802	00:30.033	39.73	Rattle	DONE	
	Test Chamber 14	3	1777	00:29.617	47.76	Nidboj132, Burger	DONE	
	Test Chamber 15	2	1600	00:26.667	37.76	Burger	DONE	Seamshot is now sufficiently yolo'd
	Test Chamber 16	3	1710	00:28.500	32.93	Burger	DONE	
	Test Chamber 17	1	2111	00:35.183	47.6	Burger	DONE	
	Test Chamber 18	1	3286	00:54.767	57.63	Kilo	DONE	
	Test Chamber 19	3	2362	00:39.367	47.8	Burger	DONE	
	Test Chamber 20	3	1890	00:31.500	1:16.66	Jarool	DONE	
	Test Chamber 21	5	3584	00:59.733	1:42.33	Jarool	DONE	My baby
	Test Chamber 22	5	1945	00:32.417	1:18.16	Jarool	DONE	
	Escape 00	2	3202	00:53.367	1:02.3	Rattle	DONE	If anyone wants to improve the chamber part, be my guest

Chamber	Jumps	Portals	Reportals	Seamshots	SPD	Cube Hops
00	15				1	
01	16	7	1			
02	15	6				
03	12	2				
04	6	5	1			
05	6	2				
06	10					1
07	9	7	1			
08	16	2				1
09	9					
10	9	10				
11	5	9				
12	10	11				
13	11	11	1			
14	8	7	1	2		
15	3	7		1		
16	7	8				
17	12	13	1			
18	8	15	1			
19	20	7	1			
20	8	8		1		
21	13	16	1			
22	17	7	1	2		1
Escape	12	11	1			
	257	171	11	6	1	3