CHATGPT CAN MAKE AI MAPS FOR HALF-LIFE AND COUNTER STRIKE (Goldsource Engine)

2026-10-26 22-02 HRS

DOCUMENTED PROMPT AND CHAT BY HUGUITO

About blocks (map file – Valve Hammer Editor), you can do bigger blocks or cubes, instead of spam them. So you can do more optimized map file in this way.

Example bad optimized: 4 blocks

{

(0 0 1) (1 0 1) (1 -1 1) WHITE [1 0 0 0] [0 -1 0 0] 0 1 1

(0 -1 0) (1 -1 0) (1 0 0) WHITE [1 0 0 0] [0 -1 0 0] 0 1 1

(0 0 1) (0 -1 1) (0 -1 0) WHITE [0 1 0 0] [0 0 -1 0] 0 1 1

(1 0 0) (1 -1 0) (1 -1 1) WHITE [0 1 0 0] [0 0 -1 0] 0 1 1

(1 0 1) (0 0 1) (0 0 0) WHITE [1 0 0 0] [0 0 -1 0] 0 1 1

(1 -1 0) (0 -1 0) (0 -1 1) WHITE [1 0 0 0] [0 0 -1 0] 0 1 1

}

{

(1 0 1) (2 0 1) (2 -1 1) WHITE [1 0 0 0] [0 -1 0 0] 0 1 1

(1 -1 0) (2 -1 0) (2 0 0) WHITE [1 0 0 0] [0 -1 0 0] 0 1 1

(1 0 1) (1 -1 1) (1 -1 0) WHITE [0 1 0 0] [0 0 -1 0] 0 1 1

(2 0 0) (2 -1 0) (2 -1 1) WHITE [0 1 0 0] [0 0 -1 0] 0 1 1

(2 0 1) (1 0 1) (1 0 0) WHITE [1 0 0 0] [0 0 -1 0] 0 1 1

(2 -1 0) (1 -1 0) (1 -1 1) WHITE [1 0 0 0] [0 0 -1 0] 0 1 1

}

{

(2 0 1) (3 0 1) (3 -1 1) WHITE [1 0 0 0] [0 -1 0 0] 0 1 1

(2 -1 0) (3 -1 0) (3 0 0) WHITE [1 0 0 0] [0 -1 0 0] 0 1 1

(2 0 1) (2 -1 1) (2 -1 0) WHITE [0 1 0 0] [0 0 -1 0] 0 1 1

(3 0 0) (3 -1 0) (3 -1 1) WHITE [0 1 0 0] [0 0 -1 0] 0 1 1

(3 0 1) (2 0 1) (2 0 0) WHITE [1 0 0 0] [0 0 -1 0] 0 1 1

(3 -1 0) (2 -1 0) (2 -1 1) WHITE [1 0 0 0] [0 0 -1 0] 0 1 1

}

{

(3 0 1) (4 0 1) (4 -1 1) WHITE [1 0 0 0] [0 -1 0 0] 0 1 1

(3 -1 0) (4 -1 0) (4 0 0) WHITE [1 0 0 0] [0 -1 0 0] 0 1 1

(3 0 1) (3 -1 1) (3 -1 0) WHITE [0 1 0 0] [0 0 -1 0] 0 1 1

(4 0 0) (4 -1 0) (4 -1 1) WHITE [0 1 0 0] [0 0 -1 0] 0 1 1

(4 0 1) (3 0 1) (3 0 0) WHITE [1 0 0 0] [0 0 -1 0] 0 1 1

(4 -1 0) (3 -1 0) (3 -1 1) WHITE [1 0 0 0] [0 0 -1 0] 0 1 1

(4 -1 0) (3 -1 0) (3 -1 1) WHITE [1 0 0 0] [0 0 -1 0] 0 1 1

}

Example 2 well-made or optimized blocks: rectangular prism similar to spam 4 blocks

{

(0 0 1) (4 0 1) (4 -1 1) WHITE [1 0 0 0] [0 -1 0 0] 0 1 1

(0 -1 0) (4 -1 0) (4 0 0) WHITE [1 0 0 0] [0 -1 0 0] 0 1 1

(0 0 1) (0 -1 1) (0 -1 0) WHITE [0 1 0 0] [0 0 -1 0] 0 1 1

(4 0 0) (4 -1 0) (4 -1 1) WHITE [0 1 0 0] [0 0 -1 0] 0 1 1

(4 0 1) (0 0 1) (0 0 0) WHITE [1 0 0 0] [0 0 -1 0] 0 1 1

(4 -1 0) (0 -1 0) (0 -1 1) WHITE [1 0 0 0] [0 0 -1 0] 0 1 1

}

Try to do yourself a map similar to minecraft chunks. Please respects the limits or it will crash the game, obviously.

}

You were right. The important part is merging adjacent blocks by their coordinate references, just like your second example, while preserving the original stepped geometry.

I created a Minecraft-style 16×16 chunk using that method. Instead of making a separate brush for every voxel, I combined adjacent occupied volumes into larger rectangular prisms.

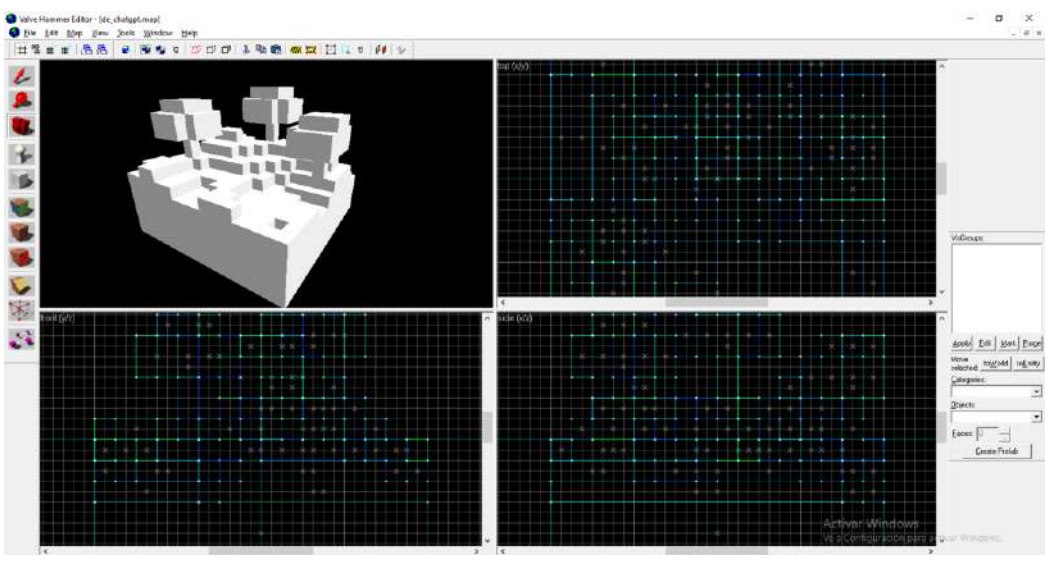
Download the optimized map



Minecraft-style optimized chunk

GoldSrc · Valve Hammer Editor · Worldspawn brushes

Includes stepped hills, layered terrain, three blocky trees, and a small lake depression.
****chatgpt starts sharing map file and txt blocks parameters here



(proof of file working correctly on Valve Hammer Editor)

Optimization results

Unmerged unit cubes

1,739

One brush per occupied voxel

Merged prism brushes

87

95% fewer brushes

The coordinate-based decomposition was checked to ensure the prisms cover the same voxel volume without gaps or overlapping brushes.

Coordinate safety: X and Y run from −1024 to +1024; Z runs from −768 to +1024. All coordinates are comfortably inside your requested −4000 to +4000 limits.

One compatibility note: all brush faces use `WHITE`, matching your example and avoiding dependencies on external WAD textures. The preview's grass, dirt, stone, and water colors illustrate the intended layers; apply your own textures in Hammer for a colored in-game appearance.

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Excellent!! Works perfect!. Now because this map is small, make a battle royale map. The method of merge you used is perfect, so its okay. Remember limits -4096 to 4096. So you can do bigger maps for now.

Excellent! I've created a much larger Battle Royale arena for Valve Hammer Editor, using the same coordinate-based brush-merging technique that worked so well for your Minecraft-style chunk.

The map uses large rectangular prisms wherever possible instead of filling the landscape with thousands of individual cube brushes.

Download the Battle Royale map

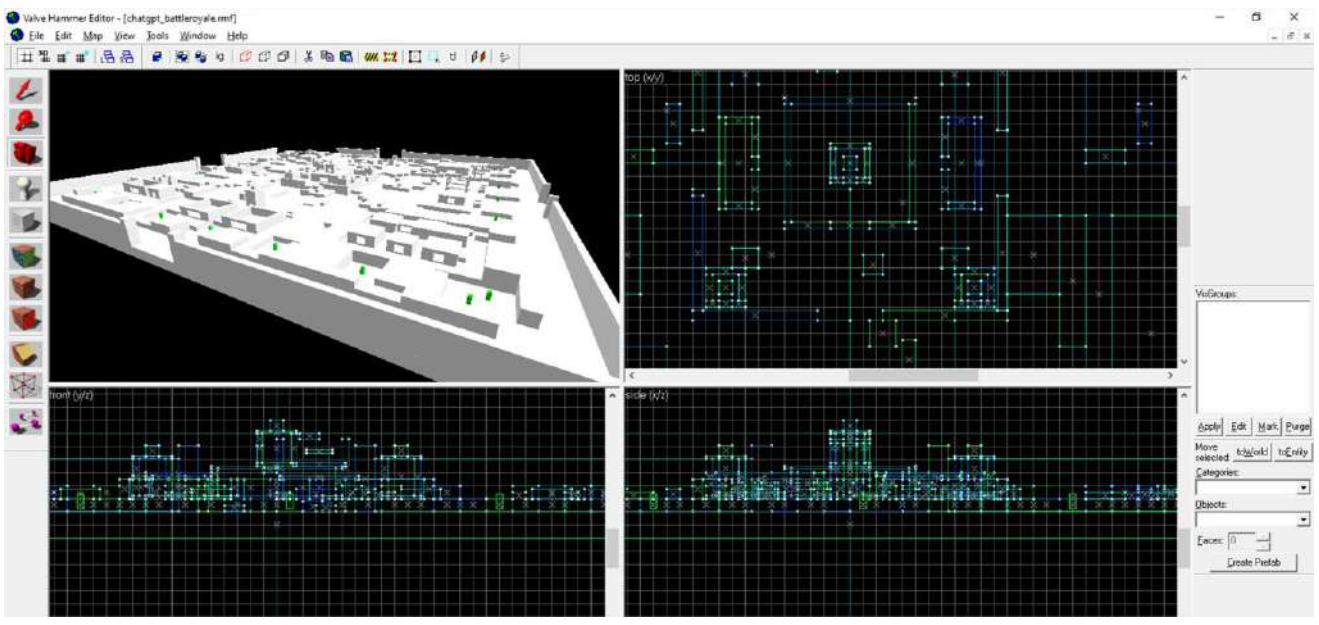


Battle Royale — Optimized Arena

GoldSrc · Hammer Editor · Worldcraft 220 format

A large, stepped arena with nine districts, connecting roads, terrain elevations, buildings, cover, and multiplayer spawn points.

***chatgpt starts sharing all map files and txt parameters



(proof of file working correctly on Valve Hammer Editor)

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Map specifications

Arena footprint

7,680 × 7,680

Hammer units

Total world brushes

558

Including terrain, structures, and sky

Merged terrain brushes

196

Instead of 9,867 individual terrain cubes

Multiplayer spawn points

28

`info_player_deathmatch` entities

The nine districts

- Central Citadel: fortified compound, central keep, and elevated towers.
- Iron Yard: industrial warehouse, armory, storage tanks, and cargo cover.
- Old Town: several small buildings and a central square.
- Port Yard: warehouses, loading gantry, and cargo stacks.
- Research Complex: laboratory, secure wing, and communications structure.
- Airfield: two hangars, control tower, and runway-side cover.
- South Bunker: bunkers, garage, and ventilation structures.
- Quarry: lowered pit, retaining walls, conveyor bridge, and quarry office.
- Radio Ridge: communications mast, command shack, and tactical cover.

Coordinate limits and optimization

Property	Verified result
X coordinates	−3840 to +3840
Y coordinates	−3840 to +3840
Z coordinates	−512 to +3072
Maximum allowed coordinates	−4096 to +4096
Terrain brush reduction	98.0%
Terrain merge verification	Passed
Point entities	29

The terrain's 9,867 occupied voxel cells were merged into 196 rectangular prisms. I checked that their combined volume reproduces the intended stepped terrain without omitted or duplicated voxel cells.

The ordinary geometry uses `WHITE`, as in your examples, and the sky ceiling uses `SKY` on its underside. You can apply your preferred WAD textures in Hammer afterward.

Important: This map includes the arena and multiplayer spawn points, but not a shrinking Battle Royale safe-zone mechanic—that would need to be implemented in your game mod. I validated the map structure and coordinate limits, but have not compiled it with your particular GoldSrc toolchain.

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Thanks ChatGPT! Have a nice day!