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Named Materials

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Author

tigger #76

Mod Team Member



Joined: 09 Jul 2004

Posts: 268

Location: Tulsa, Oklahoma

Message

Posted: Fri Apr 08, 2005 1:06 pm Post subject: Named Materials

[quote](#)

I know that I need to have the paintjob material sub object named "WCCARBODY" in order for the various skins to load properly.

Are there any other named materials that will allow for user swapout of the texture?

For example, is there a way to allow the glass texture to be replaced by giving it a specific name and then by including a certain line in the .veh file? This would be real helpful when imitating racing series in which the driver's name is written on the windshield or the side glass.

I'm sure this is something that I'd know if I had more past ISI experience, unfortunately I don't.

Tah Tah For Now!
Scott Stockton

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"I can do all things through Christ who strengthens me." Phil 4:13

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ISI_MikeD

Dev Team Member

Posted: Fri Apr 08, 2005 2:10 pm Post subject:

[quote](#)

there is a WCWNDW that is reserved for the windows...it works the same way the body one does. Also, there is a WCRIMS that was used to simulate the different colored rims of the Dodge Dealers cars, and a WCSPOILER. Also, and TBone



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Location: Auburn Hills, MI

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tigger #76

Mod Team Member



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should correct me if I'm wrong, but I believe we added a bunch of wildcard (WC) materials into rFactor. I'm not at the office right now to check, but I think they were named something like WCMAT01-09 or something similar.

"If you make yourself more than just a man, if you devote yourself to an ideal, you become something else entirely."

"What's that?"

"A legend"



Posted: Fri Apr 08, 2005 2:48 pm Post subject:



Very cool... Thanks Mike.

Do you know off hand how to reference these alternates in the .veh file. I know the paint scheme is done via the line:

```
DefaultLivery="nnnn.dds"
```

I'm just not sure how to reference any of the others that might be available.

The more I can do with this, the less complex and compromised I have to build my paint template for the main car skin.

Tah Tah For Now!

Scott Stockton

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GjonC

Dev Team Leader



Joined: 06 Mar 2004
Posts: 1163
Location: Ann Arbor, MI USA

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Posted: Fri Apr 08, 2005 4:42 pm Post subject:



Check out the example in rFactor\GameData\Vehicles\HOWSTON\SRGP\Skend for multiple skins and windows. One problem right now is the window map can also be selected as the main skin.

There is some scheme too for deciding which skins are for which race in the track.GDB.



tigger #76

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Mod Team Member



Joined: 09 Jul 2004
 Posts: 268
 Location: Tulsa, Oklahoma

Posted: Fri Apr 08, 2005 4:59 pm Post subject:



Thank Gjon.

If I'm reading it right, I basically just need to get the naming of the .dds files right. Like the Ske_30.dds for paint, Ske_30window.dds for the windows.

Tah Tah For Now!
 Scott Stockton

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Posted: Sun Apr 10, 2005 7:08 pm Post subject:



You are correct.

"If you make yourself more than just a man, if you devote yourself to an ideal, you become something else entirely."

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Posted: Mon Apr 11, 2005 1:46 am Post subject:



For future reference sake, below are the WCnnn names I was able to find. It looks like these are probably not case sensitive, but I haven't had the chance to test that.

wccarbody
 wcwindow
 wcing
 wcxtra0 through wcxtra9
 wcdriver
 wcarms
 wchelmet

wcpitbody
 wcpithelmet
 wclollipop
 wcrefueler

wcspinner

It also looks as though these would be referenced via the naming mentioned in Gjon's earlier post. In other words if:

```
DefaultLivery="Ske_30.dds"
```

Then the window texture would be "Ske_30window.dds".

The wing texture would be "Ske_30wing.dds".

And the extra textures would be "Ske_30extra0.dds" through "Ske_30extra9.dds".

This definitely opens up some nice options for making chassis and cockpit parts paintable, without using up all of the main paint texture to do it (have I mentioned how much I really like the way you guys are putting this stuff together?).

Tah Tah For Now!
Scott Stockton

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ISI_MikeD

Dev Team Member



Joined: 11 Mar 2004
Posts: 349
Location: Auburn Hills, MI

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Posted: Mon Apr 11, 2005 9:43 am Post subject:

 [quote](#)

Tigger's post is it to a T. Although I thought it was WCSPOILER as opposed to WCWING...but I could be wrong.

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