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Lucky's Track Building Question Thread

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Tester

Posted: Sun Jun 12, 2005 6:29 pm Post subject: Lucky's Track Building Question Thread

Joined: 27 May 2005
Posts: 194
Location: Milwaukee, WI

If it's ok with you guys, instead of making every question I may have a new and seperate post, I thought I'd just use one thread were I can ask questions as I come across things I may need help with.

I'll try to search these forums and gather as much info on my own first before I pose a question, but when I get stuck on something I'll look for help here.

It might also be a nice reference thread for any other rookie rFactor track builders that may follow me. 😊

Ok here goes.

So far I've installed all the 3Dmax R6 plugins as per "gM2 Plugin Description.doc" and everything seems to be working correctly at this point. I've lofted a simple oval test track and now need to apply textures to the loft. I've changed the first sphere in the Material editor from standard to Multi/sub-object and then to gMotorMaterial. I've also set the Shader class to DX9.

First question - I've read were you guys use "Cube Maps". I've set this using "sample type" roll out menu in the upper right hand corner of the Material editor? Is I correct here or is this set somewhere else.

Second question - Are there any other texture settings I need to be concerned with at this point for Track and Grass textures. Please bare with me as I've never worked with DX9 shader technology before. 🙄

Thanks

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Dev Team Member



Joined: 11 Mar 2004
Posts: 350
Location: Auburn Hills, MI

Lucky

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Posted: Sun Jun 12, 2005 7:39 pm Post subject:

[quote](#)

No, that is not correct. At the highest level, it should be a Multi/Sub-Object, which I believe you have done. Then, for you individual materials, the box in the upper right should be "gMotorMaterials", which will abbreviate to gMat when you click on it. At that point, you assign the shader level, and then pick the shader type from the rollout box. Depending on which shader you pick, you will get a number of different texture stages below, which will have a description next to them. Sometimes these will say cube, which is where you assign the cube maps. I have no idea how you did what you said you did...cube is not even an option for me when I click on the upper right button.

EDIT: SEE BELOW FOR SHADER TIPS.

"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*"

Last edited by ISI_MikeD on Mon Jun 13, 2005 2:21 pm; edited 1 time in total

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Tester

Joined: 27 May 2005
Posts: 194
Location: Milwaukee, WI

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Posted: Sun Jun 12, 2005 8:58 pm Post subject:

[quote](#)

Ok, I think I got it Mike. I'll wait for your reply on what shader types I need to use for which textures.

Thanks for your reply 😊

While I wait for that, can anyone tell me what the next step would be after textures are squared away? I'm assuming the .max file will need to be exported out of Max as some other file format?

Thanks

Lucky

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Dev Team Member

Posted: Mon Jun 13, 2005 2:20 pm Post subject: SHADERS TO USE

[quote](#)

SHADERS YOU SHOULD BE USING:

ROAD:

For roads, your specular color should be solid white, and you can play around w/ the spec. power to get a good look...start around 4.0 or 5.0.

DX9

(Bump Specular Map T1)



Joined: 11 Mar 2004
Posts: 350
Location: Auburn Hills, MI

Five stages here, the first three you need to use textures in. First stage should be your base road map. The second stage should be your specular map, we use a stoney-looking repeating texture. Third stage is a bump map.

DX8

(Bump Specualr Map T1)

Pretty much the same as before, but only four stages here...you lose one of the math stages and the other one is replaced by a power stage.

DX7

(T1 add T2)

This one obviously is quite different. Three stages here, the first is where your basic road texture will go. The second stage should be an additive map...look in a track mas file for an example, it would be called "road_add"

GRASS:

For grass, use a spec color that is a medium to light grey, and a power of around 4.0 or 5.0

DX9

(Specular Map T1 mul T2 add T3)

Four stages here. The first stage is your base grass map, second is a multiply map, third is the additive map, and fourth is the spec map.

DX8

(T1 mul T2 add T3)

Similar to the DX9, just minus the spec map. Three stages, with the first being base, second being mulitply, and third being additive.

DX7

(T1 add T2)

Three stages here, but only worry about the first two. Base map in the first slot, additive in the second.

"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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ISI_MikeD

Dev Team Member



Joined: 11 Mar 2004
Posts: 350

Posted: Mon Jun 13, 2005 3:22 pm Post subject:



Also, I see that you are using the lofting method. As I've said before, we do not use that method here, and as such are able to pack alot more detail into the track at a very early stage, and also thereby avoiding some of the issues Gilles had w/ the fence posts on TR. Are you dead set on using lofting? Or are you open to trying the ISI way?

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

Location: Auburn Hills, MI

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Lucky
Tester

Posted: Mon Jun 13, 2005 3:42 pm Post subject:



Joined: 27 May 2005
Posts: 194
Location: Milwaukee, WI

Thanks Mike

Is there a preference between DX7, 8 or 9?

Also, I know I'm going to sound like a total rookie when I ask this, but is it possible to explain specular maps, multiply maps, additive maps, and spec maps in a bit farther detail? Are these all actually textures that have to be applied in addition to the main texture and only show up under certain lighting and LOD conditions?

Sorry for being such a dope on this stuff Mike, but like I said this is my first time working with shaders.

Lucky

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ISI_MikeD
Dev Team Member

Posted: Mon Jun 13, 2005 3:48 pm Post subject:



Joined: 11 Mar 2004
Posts: 350
Location: Auburn Hills, MI

It's not about preference.

You have to assign all DX stages, because different people will be looking at your track in different modes.

And yes, more or less. All of the different maps are layers on top of the base texture that show up in different lighting and/or different DX levels. I think the easiest thing to do is open up a mas file and take a look at the different maps...a picture is worth a thousand words.

You're looking for *roada*, *road_s*, *road_b*, *road_add*, *road_mult*, or slight variations of those.

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