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Lucky's Track Building Question Thread

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Author

Message

Ewan
Mod Team Member

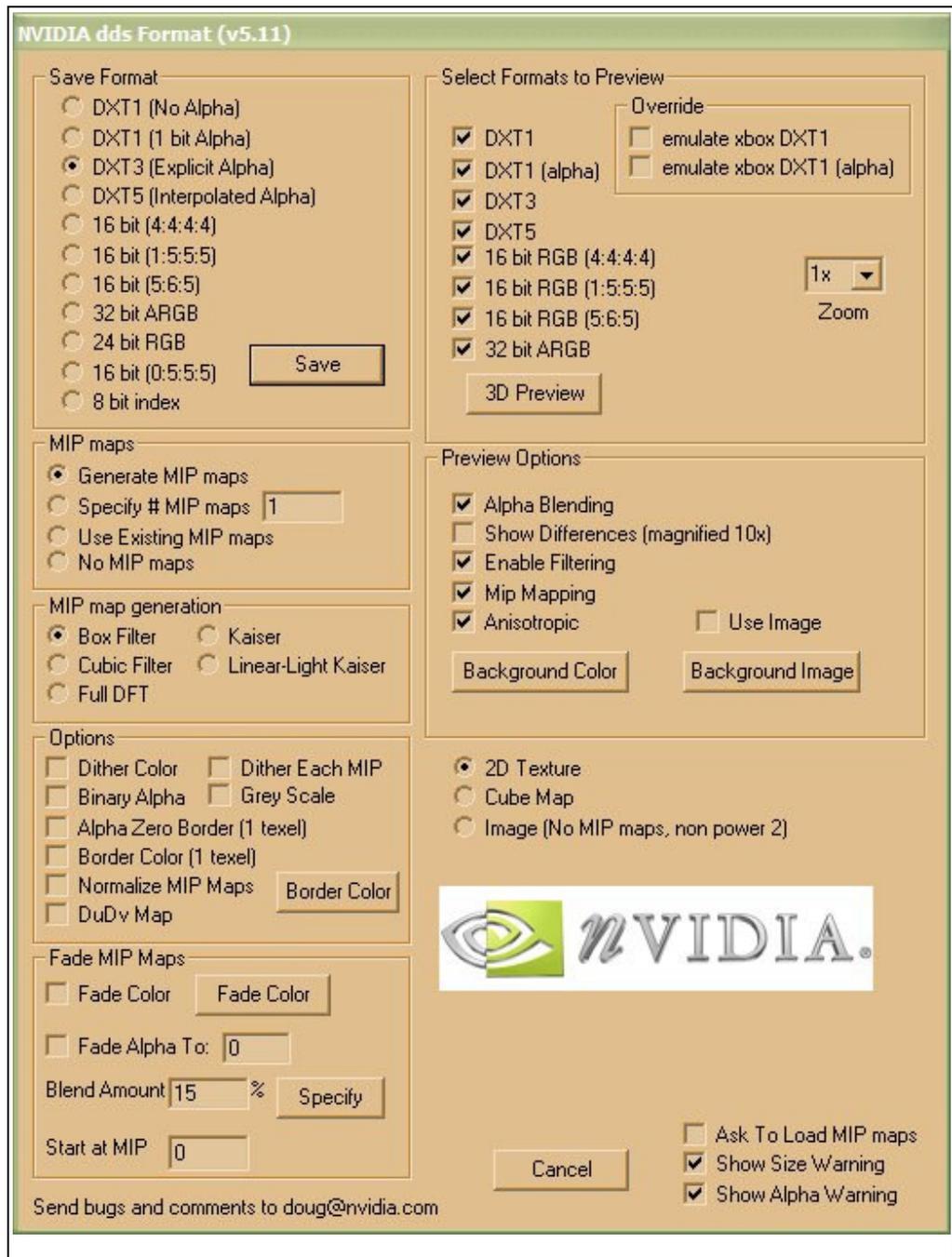
Posted: Tue Jun 14, 2005 11:14 am Post subject:



Joined: 04 Oct 2004
Posts: 163
Location: Hawaii

Ive been using the PSP7 plugin from the get go and havent had to change any seting in it other than the dds type. The only issue Ive had is that it cant open DDS files, to edit a dds you have to use a source TGA or BMP, or something like that. I set mips to "gernerate mip maps" the max plugging has the mip bias and # of mips to use in it already.

PSP DDS screen.jpg	
Description:	
Filesize:	91.93 KB
Viewed:	159 Time(s)



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ISI_MikeD
Dev Team Member



Joined: 11 Mar 2004
Posts: 350

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Posted: Tue Jun 14, 2005 12:35 pm Post subject:

[quote](#)

As a general tip, you shouldn't be creating dds files until you mas up the maps for the final track mas. You should just work w/ tgas in your maps folder until the time comes to mas everything up...at that point, the masser will do the compression for you. By working with dds files, in opening, working on them, then resaving, you are perpetuating a lossy format, and the quality of your image will steadily decline. (The only exception being cube maps...those have to be a dds.)

"If you make yourself more than just a man, if you devote yourself to an ideal, you

Location: Auburn Hills, MI

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Dave Noonan

Mod Team Member

Joined: 03 Oct 2004

Posts: 6

Location: Barnet, London

become something else entirely."

"What's that?"

"A *legend*"

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Posted: Tue Jun 14, 2005 2:48 pm Post subject: Re: SHADERS TO USE

[quote](#)

Quote:

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 multiply, and third being additive.

Thanks for this Mike it's very useful. However, I am a little confused about the use of some of the shaders.

With the DX9 shader above are the first three stages simply blending textures to use as the diffuse map with the fourth stage (plus the specular color & power) defining the specular contribution?. If that is the case then why not use L2SpecularT0 (Diffuse + specular lighting, tex1 only) for DX9 which would allow the use of a DX8 shader which also has a specular stage? (L1SpecularT0). I know this would mean less control over the fine tuning of the DX9 shader or is that really important?.

I'm bracing myself for finding out that I have misunderstood something!.

Cheers!

Dave

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ISI_MikeD

Dev Team Member



Joined: 11 Mar 2004

Posts: 350

Location: Auburn Hills, MI

Posted: Tue Jun 14, 2005 3:27 pm Post subject:

[quote](#)

Well, we feel that doing it this way gives us the most bang for the buck. By using the three stages of grass maps, we can assign different mapping coordinates to each of those stages, allowing us to get a much better look in tiling w/o looking repeated.

As always, your mileage may vary. These are the shaders that we have found to work best to suit our needs. You may find a way to improve on that using a different shader, or you may have different needs to fill. But at the very least, the list I posted will give a good jumping on point. Hope that helps a little.

"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*"

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Lucky
Tester

Posted: Tue Jun 14, 2005 3:38 pm Post subject:



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

ISI_MikeD wrote:

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Ok, that's kind of what I thought Mike, thanks for clearing that up. Although I haven't gotten to that point yet, I was hoping the masser would do all the heavy lifting when it came do converting all the .tga's to .dds's

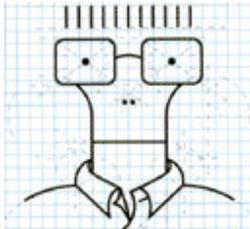
Although I think I need lay down now, my head just blew up after reading Dave's post. 🤪

Lucky

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joec
Dev Team Leader



Joined: 11 Mar 2004
Posts: 277

Posted: Tue Jun 14, 2005 3:58 pm Post subject: Re: SHADERS TO USE



Dave Noonan wrote:

Quote:

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I'm bracing myself for finding out that I have misunderstood something!.

Cheers!

Dave

Dave, note also that the DX9 shader uses a *specular map*, which defines the per-pixel shininess of the three blended grass stages. This is the kind of extra "chrome" that you get with a DX9 shader vs. the DX8 shaders simple texture blends.

Also, in general all DX9 shaders have superior lighting to DX8 shaders, since the vectors used in the lighting math are renormalized per-pixel (hence the slower speed).

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lou_magyar

Mod Team Member



Joined: 20 May 2004
Posts: 351
Location: Bloomington, IN,
USA

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Lucky

Tester

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

Posted: Tue Jun 14, 2005 9:05 pm Post subject:

[quote](#)

i'm beginning to like this thread. thanks for starting it lucky. i hope that this thread will wind up becoming a Q/A session with ISI and the mod guys so that all our tracks come out looking as sweet as possible!

Lou

"Racing - because baseball, basketball, football, soccer, and apparently bicycling still only need one ball."

Posted: Tue Jun 14, 2005 11:33 pm Post subject:

[quote](#)

Ok, I think I have all the textures applied properly now, but when I go to use the GMT converter to make a mesh file of my sample loft I get a "top level material must be multi/sub" message.

The top level is Multi/sub-Object already. I even double checked the sample track section to make sure I had all the levels setup properly, which it looks like I do.

I'm I missing something yet?

UPDATE: Ok, I think figured it out. I can create a successfull gmt file by applying the top Multi/sub-Object level to the object. But the question I have now is this, how do you know if you have the right textures applied to an object if you have multiple gmat levels? By using the on/off switches next too the different gmat levels? Do you turn all other gmat levels off except the one you want to be applied?

UPDATE2: Mike answered the above question for me today. Even though I was working with separate objects, I still needed to apply the gmat level ID number to the faces of each object, just as if you were applying different textures to a single object.

Thanks

Lucky

Last edited by Lucky on Mon Jun 20, 2005 3:57 pm; edited 1 time in total

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Lucky
Tester

Posted: Wed Jun 15, 2005 9:56 pm Post subject:



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

Ok, I'm getting close to attempting to get my test track into the game. I have all the shader textures applied now and have created gmat file with the gmotor converter. I've also now viewed the track with win32viewer (after a bit of struggle with the viewer and help from Mike getting past that).

My next questions are these;

Are the XFINISH, XSECTOR1, XSECTOR2, XPITIN, and XPITOUT Planes required to view the test track in the game? I read the thread below, but I'm just checking if they are required for just loading the track in the game only.

Also, when I do create the planes above, besides the Reponse tags, are there any other settings needed in the instance rollout? Do I need to uncheck 'collide' and 'HAT', or should I leave those checked?

UPDATE: I went ahead and created the planes above, but I get a "No material for node" error message when I try to convert them to .gmt files. Should I be applying a material to them? If so, what material should be applied?

Will I need a sky box of some sort? Nascar Heat didn't use sky boxes, it just required 4 sky textures in the track file and the game code did the rest. I think I read somewhere here that the sky is animated in rFactor. is that correct? The two links below are what I found on sky boxes

When creating the (trackname)map.mass file, do I use the gmat converter or Mass.exe. If I use the gmat converter will the .dds files be created automatically if I check "auto dxt and Mip maps?"

Thanks

Lucky

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ISI_MikeD
Dev Team Member



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

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Lucky
Tester

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

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ISI_MikeD
Dev Team Member



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

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Lucky
Tester

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

Posted: Thu Jun 16, 2005 10:00 am Post subject:



One of the first things I put in are the sector planes, so it would be a good idea to do it sooner rather than later. All 5 planes should be tagged with collision, but no HAT....this is because you want the vehicle to "collide" w/ them, thereby registering that it passed through them. The code will make them non-physically collidible. Also, you always have to assign a material to something you are converting. ALWAYS. In the case of the sector planes, any material will do. Don't forget to assign mapping coordinates to them as well, or the converter will hang there too.

Yes, you will need a skybox. I will try to put the latest and greatest one up on the ftp site today.

Always use the standalone masser for massing files up. The converter one doesn't actually work.

"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: Thu Jun 16, 2005 10:24 am Post subject:



Thanks Mike

What about the converting the. tga's to .dds files? What's the best method for that?

Also, I'm assuming any textures applied to the sector planes will not show up in the game, correct?



Posted: Thu Jun 16, 2005 10:47 am Post subject:



No, the sector polys will not show up ingame, provided they are named right.

For converting tgas, just select them in the masser, right click, and then click auto dxt and mip. DON'T convert them if they are render targets. Targets can not be Auto DXT'd.

"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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"A *legend*"



Posted: Thu Jun 16, 2005 11:17 am Post subject:



Render targets?

[Back to top](#)**ISI_MikeD**

Dev Team Member



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

[Back to top](#)**Dave Noonan**

Mod Team Member

Joined: 03 Oct 2004
 Posts: 6
 Location: Barnet, London

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Posted: Thu Jun 16, 2005 12:16 pm Post subject:

[quote](#)

Actually, just ignore that last post...I think it only concerns car stuff.

"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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"A *legend*"

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Posted: Thu Jun 16, 2005 3:32 pm Post subject: Re: SHADERS TO USE

[quote](#)**joec wrote:**

Dave, note also that the DX9 shader uses a *specular map*, which defines the per-pixel shininess of the three blended grass stages. This is the kind of extra "chrome" that you get with a DX9 shader vs. the DX8 shaders simple texture blends.

Also, in general all DX9 shaders have superior lighting to DX8 shaders, since the vectors used in the lighting math are renormalized per-pixel (hence the slower speed).

Many thanks for the response. My confusion is partly because I had read articles about per pixel lighting in DX8. What you say about the per pixel normalized lighting vectors was the missing part of my knowledge, so I'm grateful for you passing it on.

I've tried some very simple models and you can indeed get some great specular effects with DX9 and on my X800PRO there seems to be very little fps hit.

Thanks again.

Cheers!

Dave

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