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Lucky's Track Building Question Thread

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Author

Message

Lucky
Tester

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

Posted: Thu Jun 16, 2005 8:20 pm Post subject:

[quote](#)

Yep feels pretty good Steve. And it hasn't been as I thought it would be either. 😊

Now, to the first problem, the track texture looks a bit ugly. I'm sure it's just something in texture settings though. Any suggestions?

Ugly Texture

Lucky

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ISI_MikeD
Dev Team Member



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

Posted: Thu Jun 16, 2005 10:27 pm Post subject:

[quote](#)

Yeah, your spec and/or bumps don't look like they are mapped correctly...and check your specular power....make it like 8 or something.

"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

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

Posted: Thu Jun 16, 2005 11:00 pm Post subject:



Got it looking much better now, wasn't aware of the 'tiling" setting for the Bump and Spec maps. Cynical's post helped me look farther into that.

The track is still pretty white yet though, especially when facing the sun, anyway to darken that up a bit so there's not so much glare? Would that be the specular power setting?

UPDATE: Yep, that did it Mike, changed the Spec Power to 8 and it looks real nice now. 😊

Looking Better

Lucky



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ISI_MikeD
Dev Team Member



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

Posted: Thu Jun 16, 2005 11:22 pm Post subject:



Lucky, do you have a directional light in your scene?

Also, we try to discourage using the tiling settings in the material editor...it can have unintended results. What we have been doing is using the multi-channel mapping. In max, you can set a channel ID number in the material's rollout. Then, when you apply a UVW map modifier, you can select to map only a specific channel. So, we set the base map to channel one, the bump to channel 2, and the spec map to channel three...then we can map them all seperately.

"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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Lucky
Tester

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

Posted: Thu Jun 16, 2005 11:34 pm Post subject:



How would I check to see if I have a directional light in the scene Mike? What would I look for in the scn file?

Will do on the multi-channel mapping, should I just leave the spec and bump map tiling set to 1.0, 1.0 in the material editor then?



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ISI_MikeD
Dev Team Member

Posted: Fri Jun 17, 2005 12:43 am Post subject:



Did you put any lights in the scene? It's something you need to create. If you started w/ another scene, look for something called FDirect in the scene file.

Yes, leave the tiling 1 to 1.



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"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: Fri Jun 17, 2005 11:53 am Post subject:

[quote](#)

Ok, I don't have an Fdirect in my scn file Mike. Would it be hard to explain how to create one? Or would it be easier to just "borrow" it out of the track sample piece file for now?

Are there any tips on position and converter settings

UPDATE: Ok, I figured out it's just a "Target Direct" "Light" and fairly easy to create. What purpose does it have the then game though Mike? Something to do with sun position I'm assuming? Just curious.

Lucky

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Posted: Sun Jun 19, 2005 9:37 pm Post subject:

[quote](#)

Sort of....we do dynamic lighting nowadays, but it needs to be there to act as a placeholder for the code.

"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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Posted: Fri Jun 24, 2005 11:24 pm Post subject:

[quote](#)

Skyboxes, Do they need to be sized so they cover the complete track layout? Or do they move in relationship to player position?

UPDATE: Got an answer on the question above from Mike. The Skyboxes move with the player position so there's no need to size them so they cover the whole track layout. To get them to move with the player, in the GMT convert under the "instance/object" section check the "move" box.

ISI_MikeD
Dev Team Member



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

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Lucky
Tester

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Posts: 194
Location: Milwaukee, WI

Rumble strip textures, what DX settings should I use for these? I'm just using the same settings as the main track for now, but are other settings preferred?

Thanks

Lucky

Last edited by Lucky on Sat Jul 23, 2005 10:26 pm; edited 2 times in total

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Rob Clenshaw
Mod Team Member

Joined: 06 Mar 2005
Posts: 7

Posted: Sat Jun 25, 2005 7:37 am Post subject: Re: SHADERS TO USE

[quote](#)

ISI_MikeD wrote:

SHADERS YOU SHOULD BE USING:

DX9

(Bump Specular Map T1)

Five stages here, the first three you need to use textures in.

I'm only getting 4 in the list. Color, Specular, Bump and Math. This could be me making a newbie mistake as I'm still trying to work out things.

3ds.jpg	
Description:	
Filesize:	34.89 KB
Viewed:	49 Time(s)

Active	Texture Stage	Type:	Blend:
<input checked="" type="checkbox"/>	Map #2 (gTex)	Color	Shader
<input checked="" type="checkbox"/>	Map #3 (gTex)	Specular	Shader
<input checked="" type="checkbox"/>	Map #4 (gTex)	Bump	Shader
<input checked="" type="checkbox"/>	Map #5 (gTex)	Math	Shader
<input type="checkbox"/>	None		

--

Rob Clenshaw

robert.clenshaw@ntlworld.com

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