



The Pits

racing realism for the PC!

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How TO MOD...the simple explanation tutorial.

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Author

StrtRacrZ
Legendary Driver



Joined: 20 Jul 2003
 Posts: 3048
 Location: Grafton /
 Cedarburg, WI

Message

Posted: Thu Jul 22, 2004 5:03 pm Post subject: How TO MOD...the simple explanation tutorial.

Okay, this is for the developers of the brazilain Stock Car series.

You'll need the "Rockstar" files from Fred Anderson. Learning from this and the Devblog, you can learn a lot. this will cover lessons learned from him and so forth.

Anyway, I assume that you have your 4 windows, bodies, and chassis. You should texture your chassis to interior.bmp, and your bodies should have the material editor I



After you've textured all that, make sure you're shapes are named like so:

body_0 (first body [chevy is 0, ford 2, and so on])

body_1

body_2

body_3

chas_0

chas_1

chas_2

chas_3

glas_0

glas_1

glas_2

glas_3

Create a folder named "make3do" on your "C:\\" drive. Get a cmd prompt from the All Programs -> Accessories -> command Prompt (find target, then copy-paste into m

Get a fully textured wheels.3do. Get that make_a.PSG.

Open up your make_a.PSG in Textpad. Make sure your body/chassis/glass names match up.

Export your rearview01, interior.max as rearview.PAS, interior.PAS with fred's 3ds max export, or your GMAX if you have that and his GMAX export.

Lastly, put a bounding box around your car scene.

Export your car scene as car.PAS

At the cmd prompt, type in:
make3do -s car.PSG (don't copy and paste)

It should give out a warning about your bbox. Finally, it should spit out a make_a.3do.

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StrtRacrZ
Legendary Driver



Joined: 20 Jul 2003
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 Cedarburg, WI

Posted: Thu Jul 22, 2004 5:14 pm Post subject:

lastly, create a folder under C:\...\series\ .

From here, you're at a fork. You can go two ways, and from there you have 4 new ways to go. Here is where you go from here:



Jan Kohl wrote last year on how to get different, non cup physics:

Jan Kohl wrote:

Here's the quick and dirty. This is for Trans Am, for trucks, use "cts" in place of "pta"

1) Copy your \series\cup folder to \series\pta

2) Rename the cup.dat to pta.dat

3) Unpack your pta.dat (using Winmip2 or datx), find the make_a files. Rename them as following:

make_a_pta.3do

make_a_pta.cam

make_a_pta_light_cockpit.3do

make_a_pta_pieces.3do

make_a_pta_shadow.3do

make_a_pta_ui.3do

(If using Winmip, you'll find them in the \unpack directory. You'll need to copy them up to the same directory as the pta.dat for them to work. If using datx, you can delete

- 4) Rename "carname.cup.car" to "carname.pta.car".
 - 5) Using Winnip2 or a hex editor, edit the .car file to have "car_class=4" (see note at bottom)
 - 6) edit series.def (with a text editor such as notepad), example below (see note at bottom):

```
[Series]
car_classes=17 ; Bitwise-or of allowed classes.
given_name=Trans Am ; Unlocalized series name
type=3 ; (0=cup, 1=gns, 2=truck)
```
 - 7) if you want setups, go to your Drivers\yourdriver\setups directory and copy and rename them as well (from "cup" to "pta")
- NOTE:
(for trucks, change series.def to have "car_classes=9", "type=2", and the .car file should have "car_class=3")

For Busch physics this should be used:

Code:

```
[Series]
car_classes=5 ; Bitwise-or of allowed classes.
given_name=What have you series ; Unlocalized series name
type=1 ; (0=cup, 1=gns, 2=truck)
```

the given name is the name for the series.

That should cover most everything

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StrtRacrZ
 Legendary Driver



Joined: 20 Jul 2003
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 Cedarburg, WI

Posted: Thu Jul 22, 2004 7:58 pm Post subject:

I guess Fred removed that. No worry, I uploaded some files.

Includes: interior.max (so you can compare the paintjob) rearview (to modify, same with interior).

PAS files: included for a beta version (before modifications)

and a 3ds max r5 and r6 export

I forgot his psg, too. Here it is:

Code:

```
#####
#
# Sample PSG File
#
# by Fred Anderson (fred@speedcircuit.com)
#
# thanks to: Papyrus
#           TheUSPits
#           Kevin Combs
#
# models and Graphics copyright Papyrus 2003
#
#####
#
# Initial Variables
#
#####
maEmpty: EMPTY_MESH

#####
#
# Wheels
#####
wheelsGrp: SCENE "wheels.3do"

rfwheelObj: CHILD wheelsGrp wheel_speed_0
lfwheelObj: CHILD wheelsGrp wheel_speed_1
rrwheelObj: CHILD wheelsGrp wheel_speed_2
lrwheelObj: CHILD wheelsGrp wheel_speed_3

lf: TRANSFORM NAME lfwheel POS( 1.207005, 0.768351, -0.108314) ROT(0, 0, 0) lfwheelObj
rf: TRANSFORM NAME rfwheel POS( 1.207005, -0.768351, -0.108314) ROT(0, 0, 0) rfwheelObj
lr: TRANSFORM NAME lrwheel POS(-1.587004, 0.768351, -0.108314) ROT(0, 0, 0) lrwheelObj
rr: TRANSFORM NAME rrwheel POS(-1.587004, -0.768351, -0.108314) ROT(0, 0, 0) rrwheelObj

#####
#
# Exterior View
#####
maxCars: MESH_GROUP "car.pas" RENAME_MAT (paintjob paintjob, window windshield)

staticDriver: MESH maxCars drive_st
staticWheel: MESH maxCars wheel_st

body0: MESH maxCars body_0
chassis0: MESH maxCars glas_0
glas0: MESH maxCars chas_0

body1: MESH maxCars body_1
chassis1: MESH maxCars glas_1
glas1: MESH maxCars chas_1

body2: MESH maxCars body_2
chassis2: MESH maxCars glas_2
glas2: MESH maxCars chas_2

body3: MESH maxCars body_3
chassis3: MESH maxCars glas_3
glas3: MESH maxCars chas_3

Exterior0: GROUP (staticDriver, staticWheel, lf, rf, lr, rr, body0, chassis0, glass0)
Exterior1: GROUP (staticDriver, staticWheel, lf, rf, lr, rr, body1, chassis1, glass1)
Exterior2: GROUP (staticDriver, staticWheel, lf, rf, lr, rr, body2, chassis2, glass2)
Exterior3: GROUP (staticDriver, staticWheel, lf, rf, lr, rr, body3, chassis3, glass3)

extView: STATE_SWITCH Var carMakeIdx (0 Exterior0,1 Exterior1,2 Exterior2,3 Exterior3, 4)

#####
#
# Interior View
#
#####
```

```
maInt: MESH_GROUP "interior.pas" RENAME_MAT (paintjob paintjob)

# Windshield enable
window: MESH maInt glass
windshield: STATE_SWITCH VAR windshieldEnable (0.0 window, 0.9)
# Descklid
deck: MESH maInt decklid
# Shifter
mashift: MESH maInt shift
transShifter: TRANSFORM NAME shifter POS(0.114,-0.006,-0.146) ROT(0,0,0) mashift
# mirror
mir: MESH maInt mirror
maPort: MESH maInt revPortal
mirPort: PORTAL rearView maPort
mirGroup: GROUP (mirPort,mir)
rearViewMirror: STATE_SWITCH VAR mirrorFrameEnable (0 mirGroup, 1)
# steering wheel
sWheel: MESH maInt WHEEL
tranWheel: TRANSFORM NAME steer POS(-0.320,0.391,0.323) ROT(0,0.2,0.2) sWheel
ssWheel: STATE_SWITCH VAR steeringWheelEnable (0 tranWheel, 0.9)
# DashPanel
dashPanel: MESH maInt panel
# Tub
fullTub: MESH maInt tub
# Catch
catch: MESH maInt windowcatch
# bars
bars: MESH maInt cage
# Foam
intFoam: MESH maInt foam
# DashIgn
dashIgn: MESH maInt dash
# Netting
Netting2
# Head
tranHead: TRANSFORM NAME head POS(-0.75,0.4,0.467) ROT(0,0,0) maEmpty
# Tach
dayCol: Mesh maInt TACHDAYCOL
dayFac: Mesh maInt TACHDAYFACE
daySwi: Mesh maInt TACHDAYSWI
nightCol: Mesh maInt TACHNIGHTCOL
nightFac: Mesh maInt TACHNIGHTFACE
nightSwi: Mesh maInt TACHNIGHTSWI
TACHDAY: GROUP (dayCol,dayFac,daySwi)
TACHNIGHT: GROUP (nightCol,nightFac,nightSwi)
tDaySelf: SELFLIGHTING AMBIENT(0.5,0.5,0.5) TACHDAY
tNightSelf: SELFLIGHTING AMBIENT(0.85,0.85,0.85) TACHNIGHT
ssTach: STATE_SWITCH VAR day_night (0 tDaySelf, 1 tNightSelf, 2)
# pTach
maPTACH: MESH maInt ptach
pTachSelf: SELFLIGHTING AMBIENT(0.7,0.7,0.7) maPTACH
ssPTach: STATE_SWITCH VAR day_night (0 maPTACH, 1 pTachSelf, 2)
tranPTACH: TRANSFORM NAME ptach POS(-0.083,0.503,0.329) ROT(0,0.349,0) ssPTach

# poilp
maPTELL: MESH maInt PTELL
tranPOILP: TRANSFORM NAME poilp POS(0.075,0.411,0.388) ROT(0,0.385,0) maPTELL
# pollt
tranPOLLT: TRANSFORM NAME pollt POS(0.075,0.337,0.388) ROT(0,0.385,0) maPTELL
# pfuel
tranPFUEL: TRANSFORM NAME pfuel POS(0.075,0.488,0.388) ROT(0,0.385,0) maPTELL
# pwater
tranPWATER: TRANSFORM NAME pwater POS(0.075,0.262,0.389) ROT(0,0.385,0) maPTELL
# pvoltage
tranPVOLTAGE: TRANSFORM NAME pvoltage POS(0.075,-0.021,0.389) ROT(0,0.385,0) maPTELL
# tachlight
tLightOff: MESH maInt TACHLIGHTOFF
tLightOn: MESH maInt TACHLIGHTON
TACHLIGHTON: SELFLIGHTING AMBIENT(1.0,1.0,1.0) tLightOn
ssTachLight: STATE_SWITCH VAR tachLightEnable (0 tLightOff,1 TACHLIGHTON,2)
# oilPressureLight
dumloff: MESH maInt DUMMY1OFF
dumlon: MESH maInt DUMMY1ON
slDummy1: SELFLIGHTING AMBIENT(1.0,1.0,1.0) dumlon
ssDummyOne: STATE_SWITCH VAR oilPressureLightEnable (0 dumloff,1 slDummy1,2)
tranDum1: TRANSFORM POS(0.091,0.375,0.423) ROT(0,0.366,0) ssDummyOne
# WaterTempLight
dum2off: MESH maInt DUMMY2OFF
dum2on: MESH maInt DUMMY2ON
slDummy2: SELFLIGHTING AMBIENT(1.0,1.0,1.0) dum2on
ssDummyTwo: STATE_SWITCH VAR waterTempLightEnable (0 dum2off,1 slDummy2,2)
tranDum2: TRANSFORM POS(0.091,0.397,0.423) ROT(0,0.366,0) ssDummyTwo
# FuelPressureLight
ssDummyFuel: STATE_SWITCH VAR fuelPressureLightEnable (0 dumloff,1 slDummy1,2)
tranDumFuel: TRANSFORM POS(0.091,0.452,0.423) ROT(0,0.366,0) ssDummyFuel

maInterior: GROUP
(windshield,deck,transShifter,rearViewMirror,ssWheel,dashPanel,fullTub,catch,bars,intFoam,dashIgn,tranHead,ssTach,tranPTACH,tranPOILP,tranPOLLT,tranPFUEL,

#####
#
# Rear-View
#
#####

maRear: MESH_GROUP "rearview.pas" RENAME_MAT (paintjob paintjob, window windshield)
rv_deck: MESH maRear deck_0
rv_glass: MESH maRear wind_0
rv_cage: MESH maRear gren_0

maRearview: GROUP (rv_deck,rv_glass,rv_cage)

#####
#
# Cockpit View StateSwitch
#
#####

cView: STATE_SWITCH VAR cockpitView (0 extView, 1 maInterior, 2 maRearview, 9.9)

OUTPUT cView "make_a.3do"
```

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Julio Maraschin
Crew Chief



Joined: 21 Jul 2004
Posts: 21
Location: Bagé - RS - Brazil

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Posted: Sun Jul 25, 2004 7:31 pm Post subject:

First question: It can be made 1 car and only be mattered to the game, or I will have to make 4 copies to be able to function?

Second question: Another one, is possible to change to the names of the cars chevy for 123 for example?

Last edited by Julio Maraschin on Tue Jul 27, 2004 6:28 pm, edited 1 time in total

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c'one

Champion Driver



Joined: 15 Nov 2003
Posts: 390
Location: France(Irish)

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Posted: Mon Jul 26, 2004 8:05 pm Post subject:

How do you make a bounding box.is it a "standard primitives" box labeled Bbox or something?

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StrtRacrZ

Legendary Driver



Joined: 20 Jul 2003
Posts: 3048
Location: Grafton / Cedarburg, WI

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Posted: Mon Jul 26, 2004 10:10 pm Post subject:

any box object works



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Posted: Tue Jul 27, 2004 5:22 pm Post subject:

Julio Maraschin wrote:

First question: It can be made 1 car and only be mattered to the game, or I will have to make 4 copies to be able to function?

Second question: Another one, is possivel to change to the names of the cars chevy for 123 for example?

Not sure I completely understand your questions but I will give it a shot.

- 1) Yes if you only have one make in the file it will still work.
- 2) If you mean changing Ford Chevy Pontiac Dodge to something different in the opponent manager, then the answer is no. Those are set in the exe and cannot be chan

Cynical Saint

What also floats in water?

Bread!

Apples!

Uh, very small rocks!

*I can only please one person per day, and this aint your day.
(tomorrow aint looking too good either)*

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Julio Maraschin
Crew Chief



Joined: 21 Jul 2004
Posts: 21
Location: Bagé - RS - Brazil

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Posted: Tue Jul 27, 2004 6:20 pm Post subject:

Thanks 😊 .

Who has wheels.psg to pass me? I did not discover as to still change the wheels of wheels.3do.

Exist some limit or recommendation of the maximum number of polys or faces?... on the body, wheels, etc...?

The car will have the dimensions placed in 3do or the dimensions only are modified in the physics? type, being parts ghosts of the car if is that they understand me...

They forgive me for as many questions.

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c'one

Champion Driver



Joined: 15 Nov 2003
Posts: 390
Location: France(Irish)

Posted: Tue Jul 27, 2004 8:28 pm Post subject:

First of all,a BIG heartfelt thanks to all concerned because I finally got my model in game (phew!)
While doing this I got a few surprises...

- 1 I had to type make3do -s make_a.PSG rather than car.PSG..though I'm using Fred Anseron's original Rockstar files..
- 2 the model did'nt show up in "player info" or "opponent manager" but is there "ingame" and in replays
- 3 the lighting effects are not working,either on my model or the original cup cars(niether shading or reflections)..I noticed the original "shiny" texture was a tga but wher Winmip2 so I had to go back to bmp..I also noticed texture files saved in something called ,DDS ?!?
- 4.When I tried to use my rearview.PAS , I got that " mapping reserved for a later date " that omebody mentioned

A wheels.psg, would be very useful 😊😊😊

Thanks again though 😊😊😊

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Cynical Saint
US Pits Crew



Joined: 18 Aug 2003
Posts: 886

Posted: Wed Jul 28, 2004 4:15 am Post subject:

1. You need to cite whatever the actual name is of your PSG. You could change it to anything.
2. The model in the Opp Man and Player info screens is the Make_A_UI.3do file.
3. Change your make3do line to: Make3do -s make_a.psg -d
4. I think that means there is a texture in the Material window that is not assigned to any object.

Cynical Saint

What also floats in water?

Bread!

Apples!

Uh, very small rocks!

I can only please one person per day, and this aint your day.
(tomorrow aint looking too good either)

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