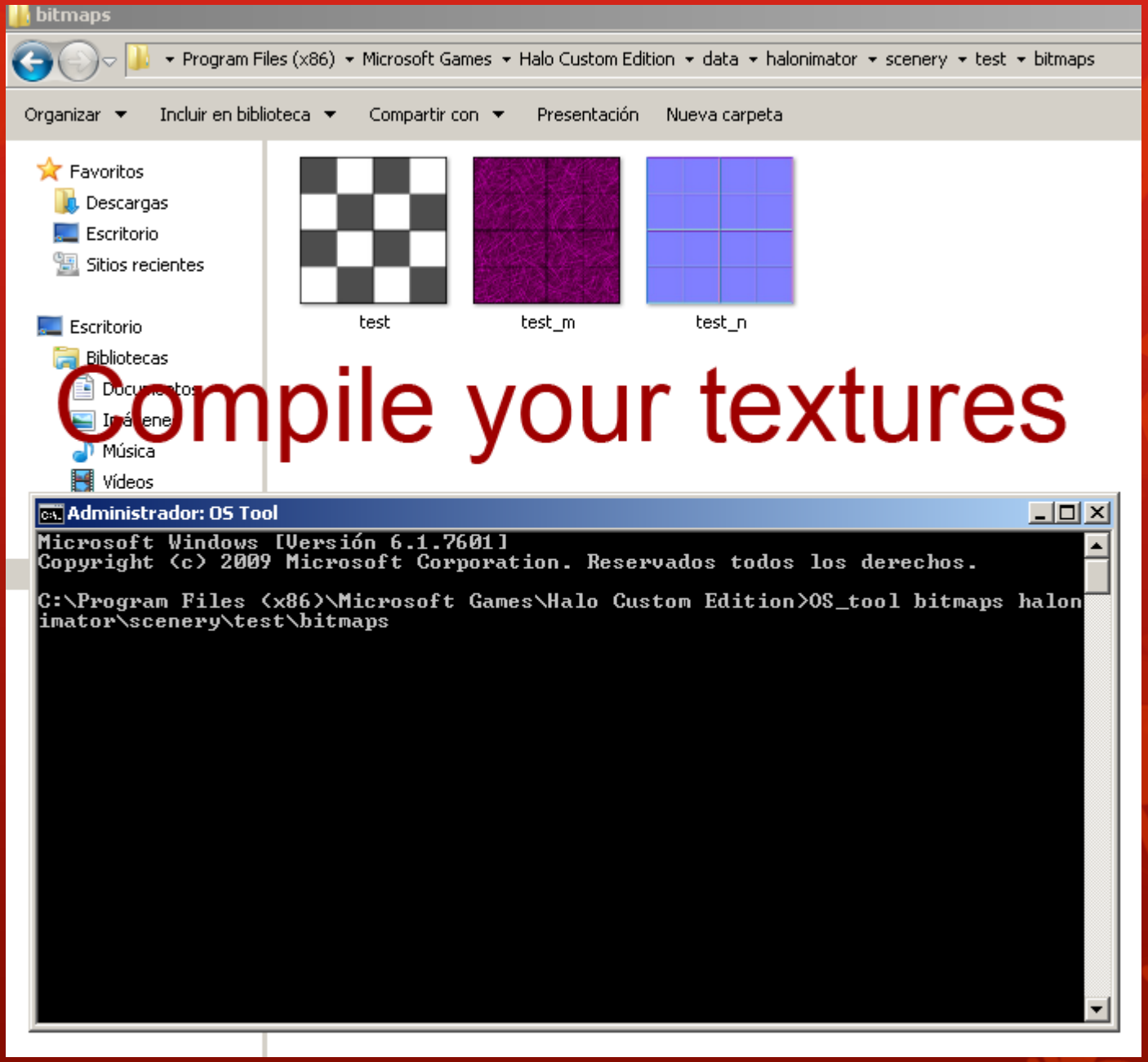
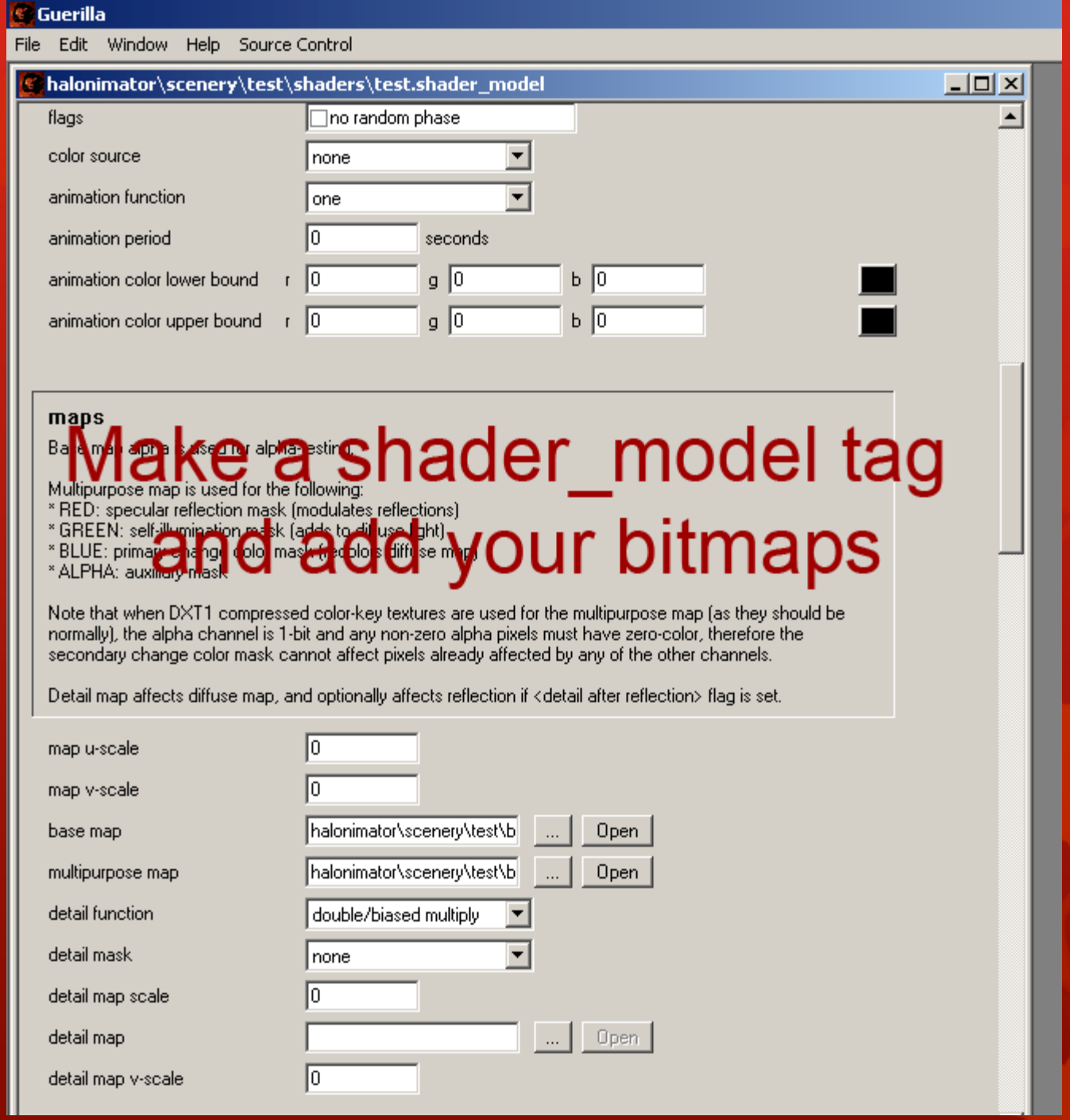
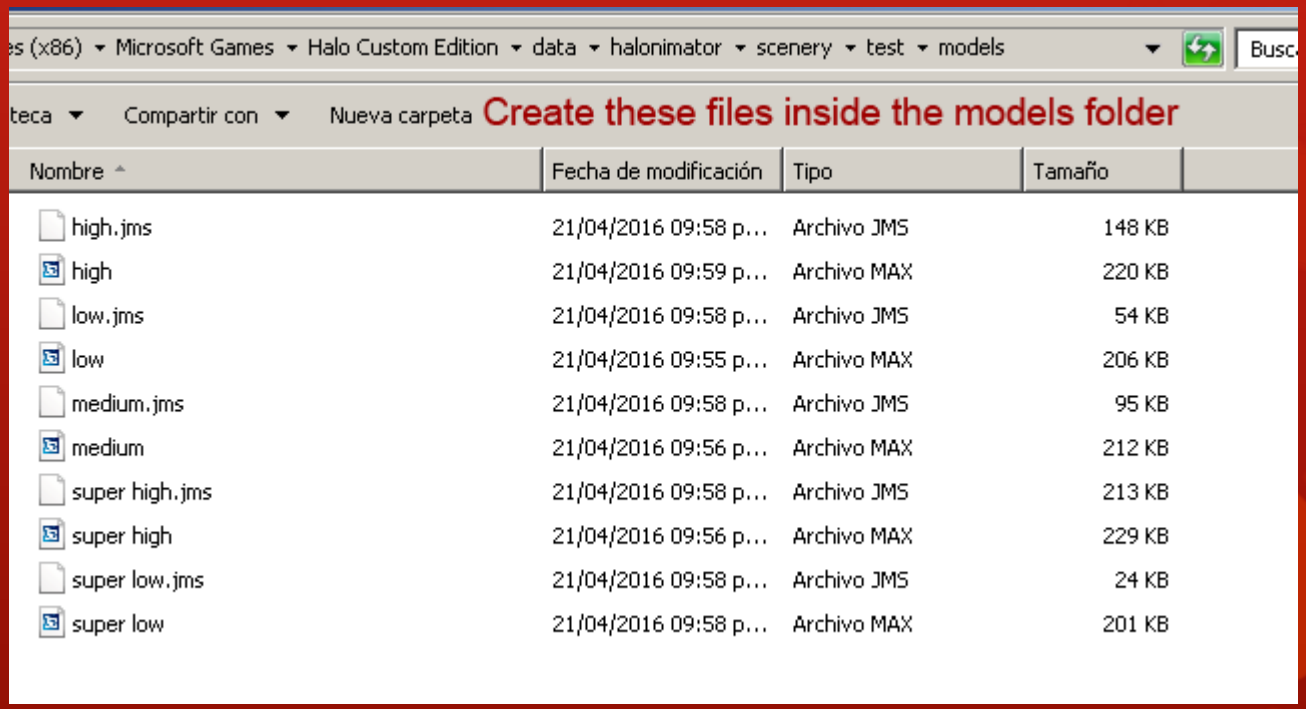
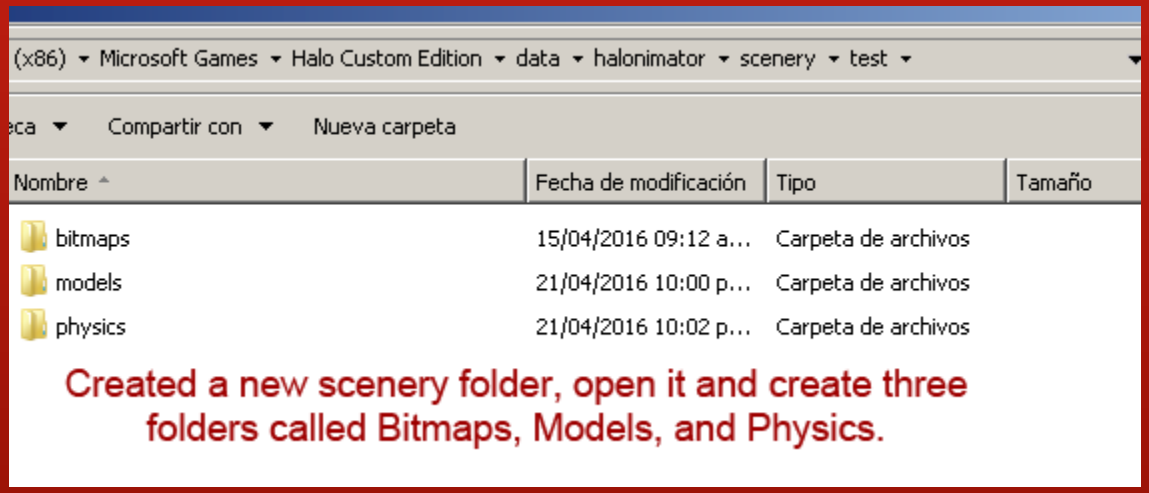
CUSTOM MULTI PERMUTATION FOR HALOCE


bitmaps
Program Files (x86) ▸ Microsoft Games ▸ Halo Custom Edition ▸ data ▸ halonimator ▸ scenery ▸ test ▸ bitmaps
Organizar
Incluir en biblioteca
Compartir con
Presentación
Nueva carpeta
Favoritos
Descargas
Escritorio
Sitios recientes
Escritorio
Bibliotecas
Música
Vídeos
test
test_m
test_n
Compile your textures
Administrador: OS Tool
Microsoft Windows [Versión 6.1.7601]
Copyright (c) 2009 Microsoft Corporation. Reservados todos los derechos.
C:\Program Files (x86)\Microsoft Games\Halo Custom Edition>OS_tool bitmaps halonimator\scenery\test\bitmaps

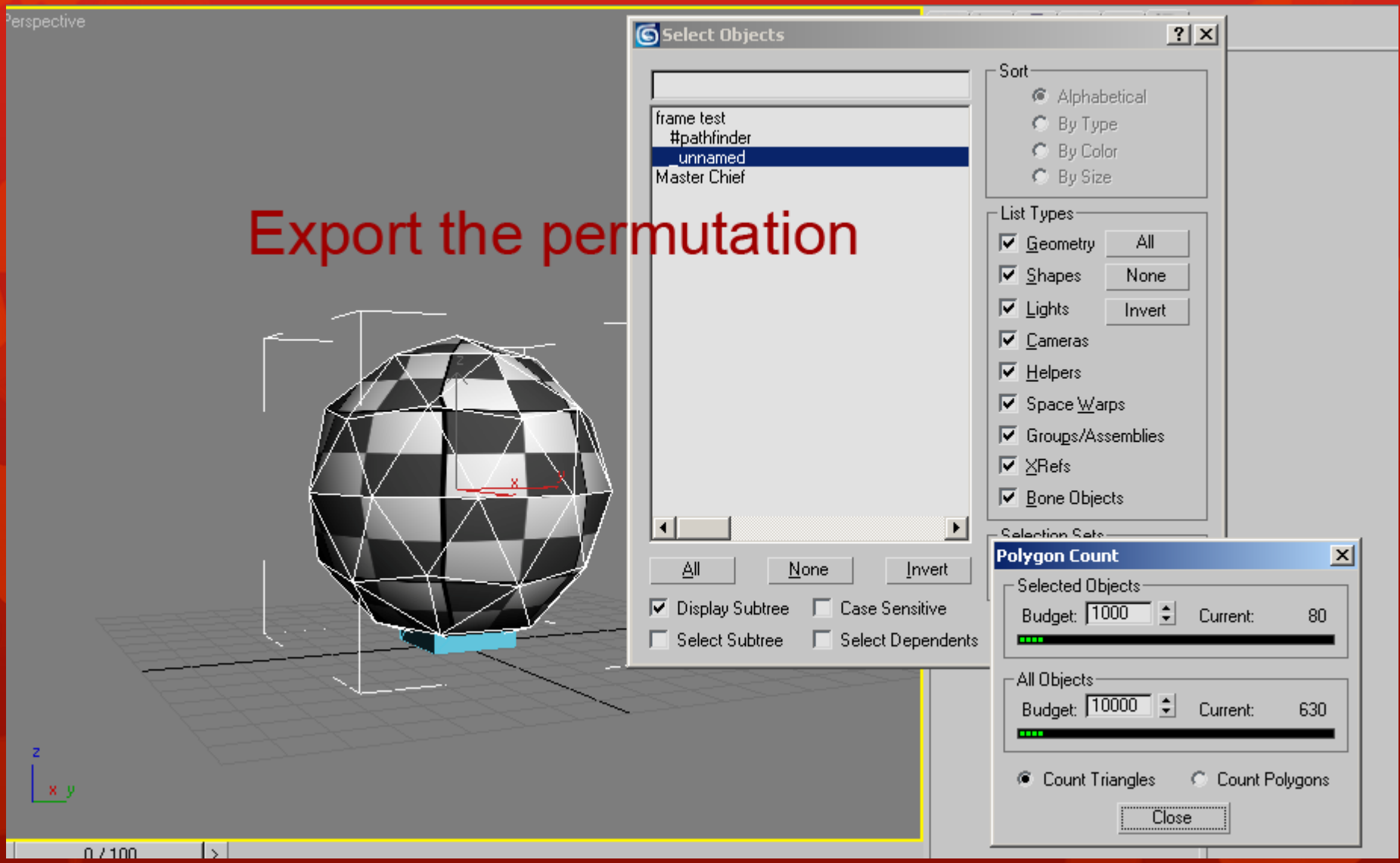


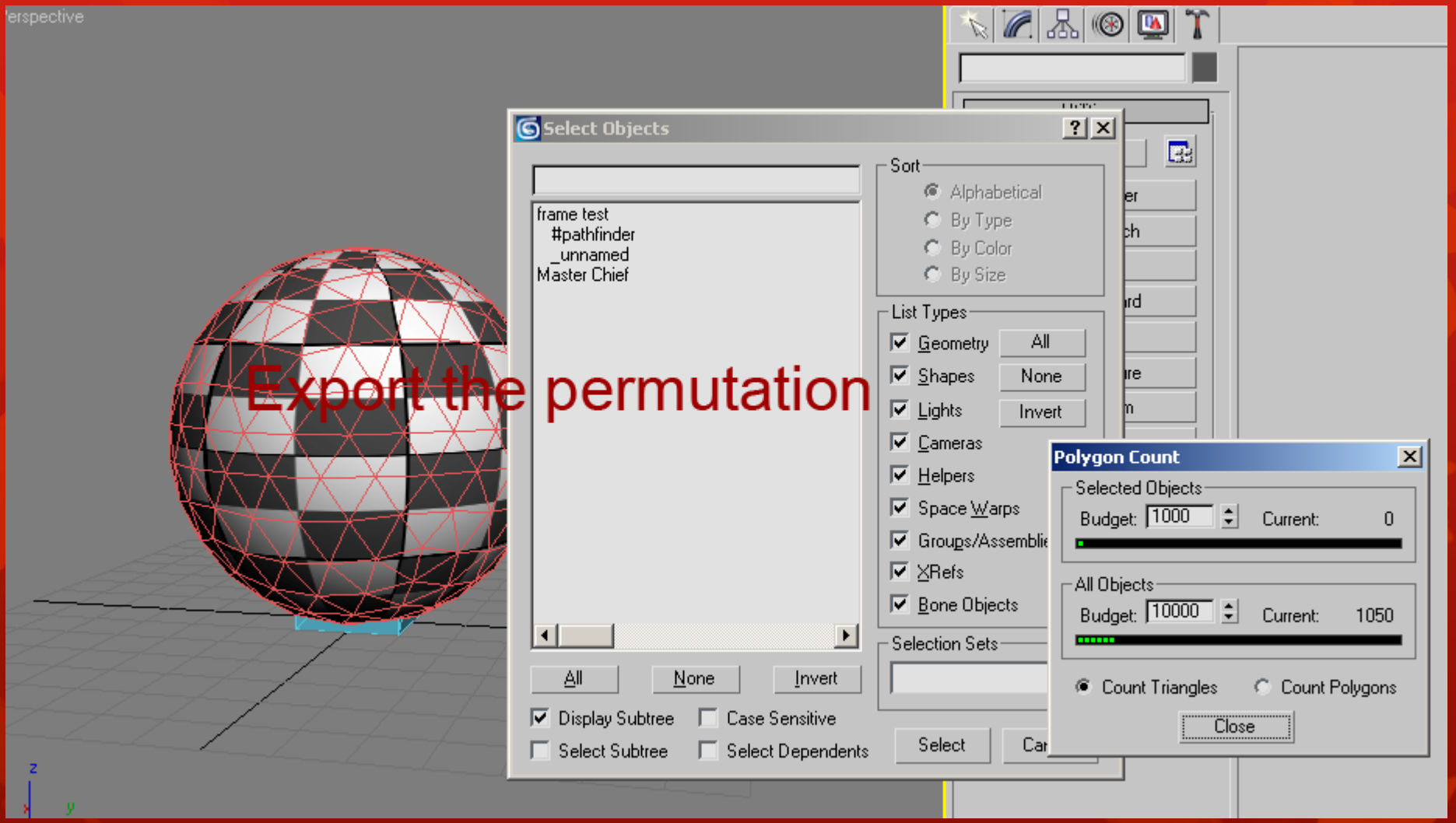
Make a shader_model tag and add your bitmaps

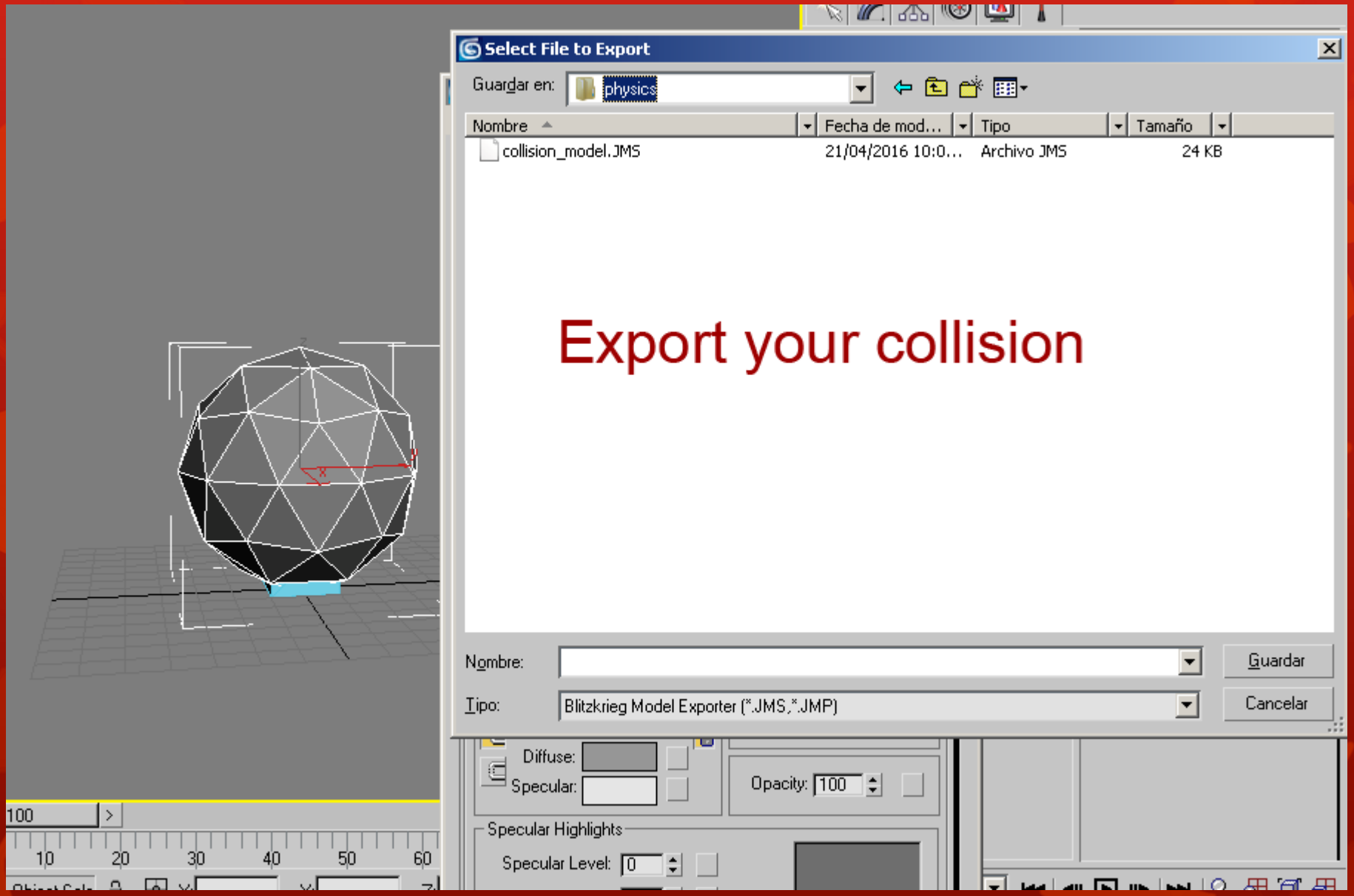

es (x86) ▾ Microsoft Games ▾ Halo Custom Edition ▾ data ▾ halonimator ▾ scenery ▾ test ▾ models
Busc
teca ▾ Compartir con ▾ Nueva carpeta
Create these files inside the models folder
Nombre
Fecha de modificación
Tipo
Tamaño
high.jms 21/04/2016 09:58 p... Archivo JMS 148 KB
high 21/04/2016 09:59 p... Archivo MAX 220 KB
low.jms 21/04/2016 09:58 p... Archivo JMS 54 KB
low 21/04/2016 09:55 p... Archivo MAX 206 KB
medium.jms 21/04/2016 09:58 p... Archivo JMS 95 KB
medium 21/04/2016 09:56 p... Archivo MAX 212 KB
super high.jms 21/04/2016 09:58 p... Archivo JMS 213 KB
super high 21/04/2016 09:56 p... Archivo MAX 229 KB
super low.jms 21/04/2016 09:58 p... Archivo JMS 24 KB
super low 21/04/2016 09:58 p... Archivo MAX 201 KB

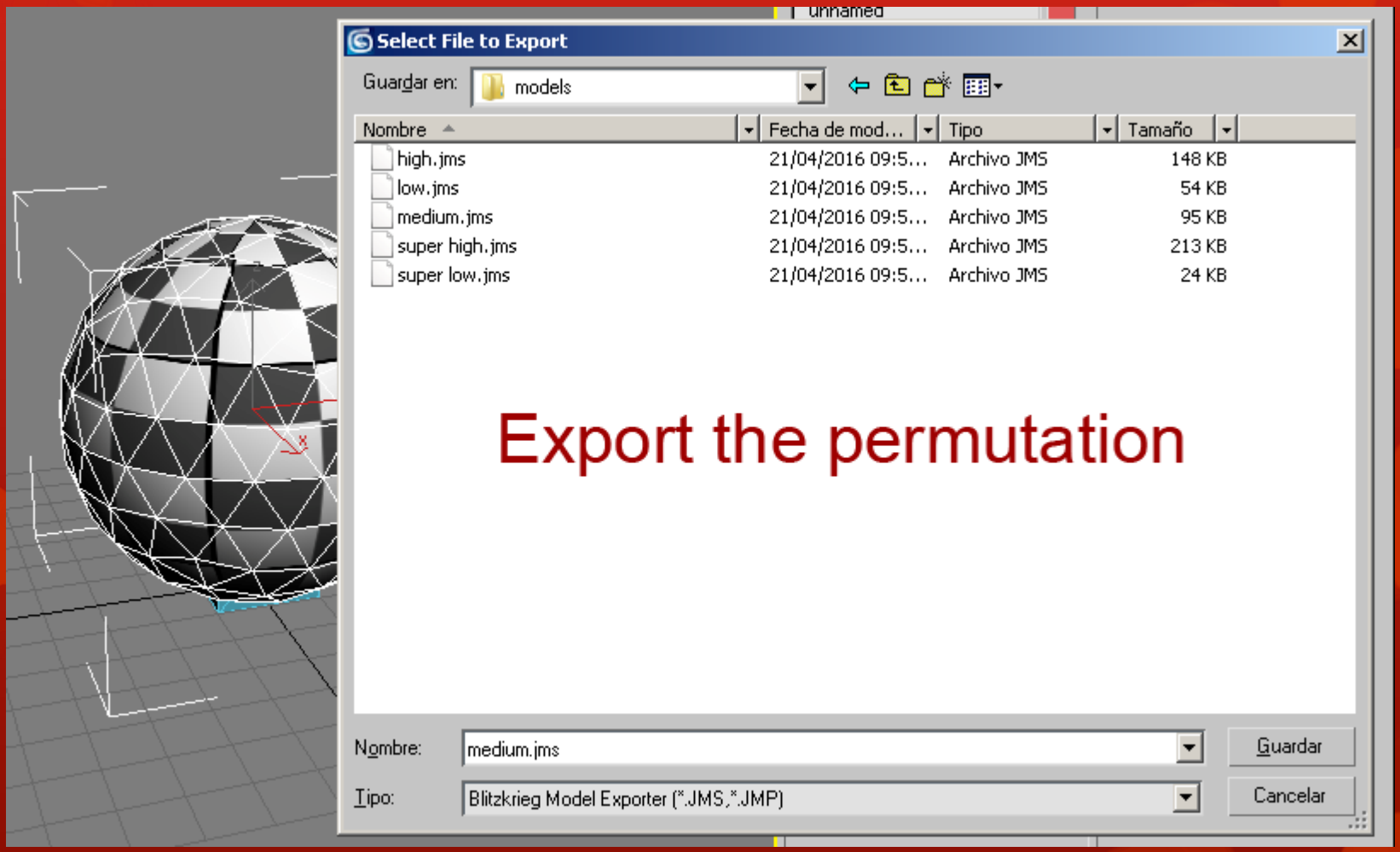

(x86) ▾ Microsoft Games ▾ Halo Custom Edition ▾ data ▾ halonimator ▾ scenery ▾ test ▾
eca ▾ Compartir con ▾ Nueva carpeta
Nombre
Fecha de modificación
Tipo
Tamaño
bitmaps 15/04/2016 09:12 a... Carpeta de archivos
models 21/04/2016 10:00 p... Carpeta de archivos
physics 21/04/2016 10:02 p... Carpeta de archivos
Created a new scenery folder, open it and create three folders called Bitmaps, Models, and Physics.

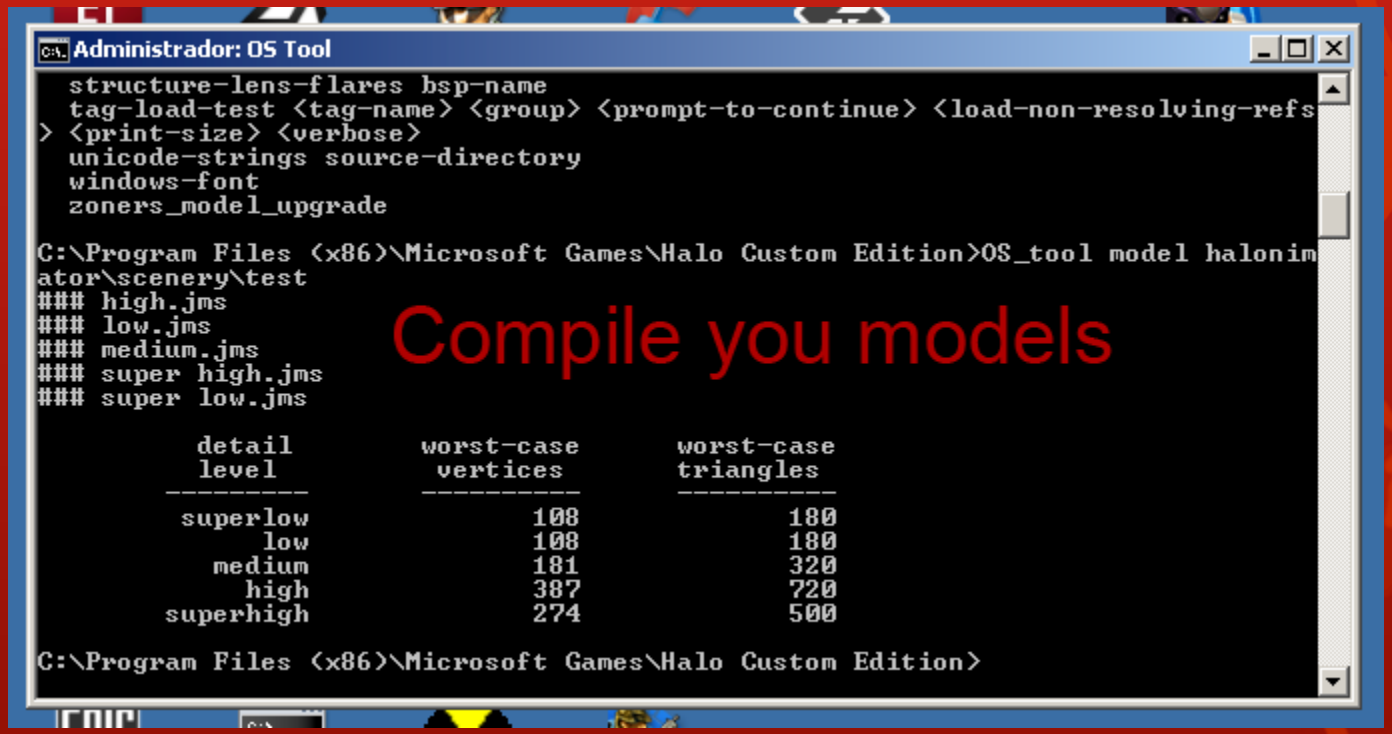

les (x86) ▾ Microsoft Games ▾ Halo Custom Edition ▾ data ▾ halonimator ▾ scenery ▾ test ▾ physics
Buscar physics
oteca ▾ Compartir con ▾ Nueva carpeta
Same with the physics folder
Nombre
Fecha de modificación
Tipo
Tamaño
collision_model.JMS
21/04/2016 10:02 p...
Archivo JMS
24 KB
collision_model
21/04/2016 10:03 p...
Archivo MAX
204 KB

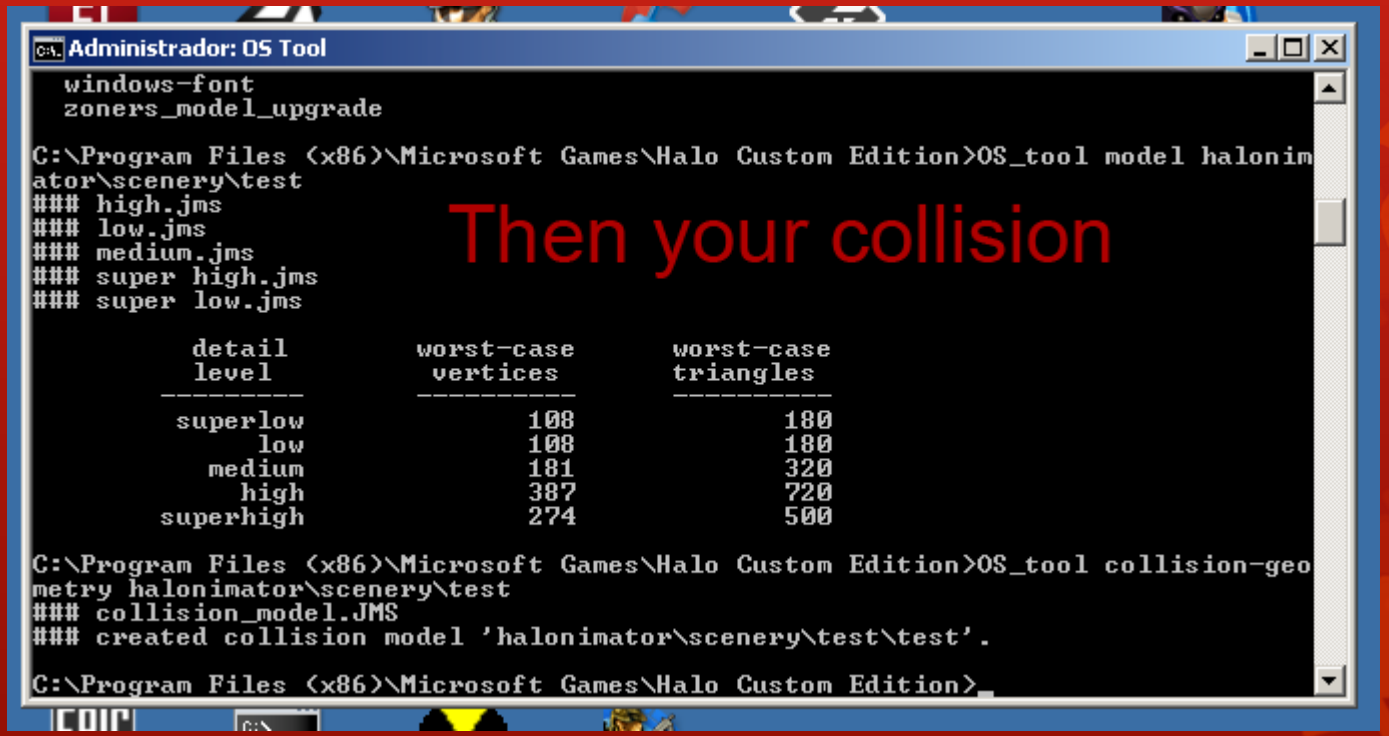

Perspective
Export the permutation
Select Objects
frame test
#pathfinder
unnamed
Master Chief
Sort
Alphabetical
By Type
By Color
By Size
List Types
Geometry
Shapes
Lights
Cameras
Helpers
Space Warps
Groups/Assemblies
XRefs
Bone Objects
All
None
Invert
Display Subtree
Case Sensitive
Select Subtree
Select Dependents
Polygon Count
Selected Objects
Budget: 1000
Current: 80
All Objects
Budget: 10000
Current: 630
Count Triangles
Count Polygons
Close
0 / 100

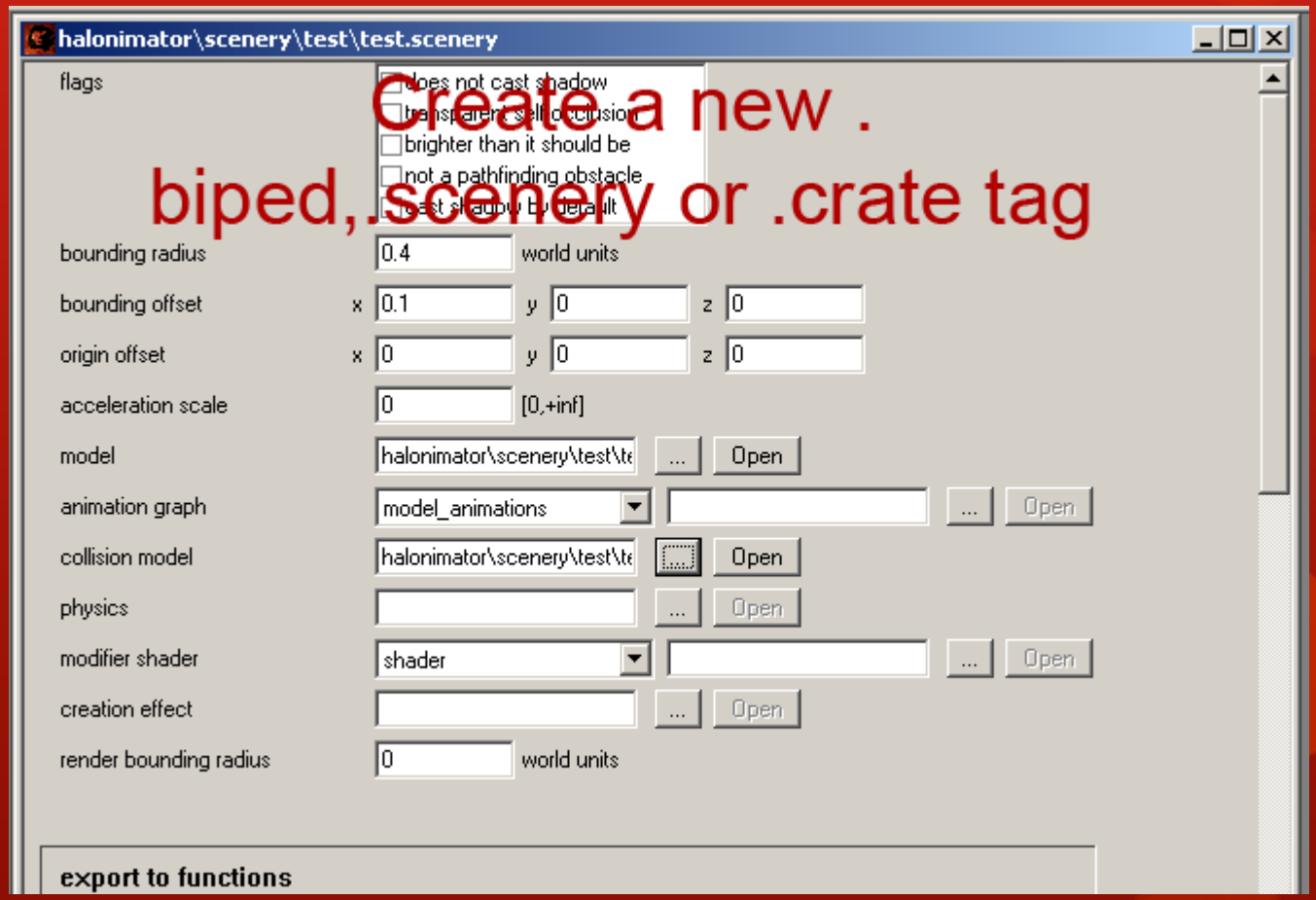

erspective
Select Objects
frame test
#pathfinder
_unnamed
Master Chief
Sort
Alphabetical
By Type
By Color
By Size
List Types
Geometry
Shapes
Lights
Cameras
Helpers
Space Warps
Groups/Assemblie
XRefs
Bone Objects
All
None
Invert
Selection Sets
All
None
Invert
Display Subtree
Case Sensitive
Select Subtree
Select Dependents
Select
Polygon Count
Selected Objects
Budget: 1000
Current: 0
All Objects
Budget: 10000
Current: 1050
Count Triangles
Count Polygons
Close
Export the permutation


Select File to Export
Guardar en:
physics
Nombre
Fecha de mod...
Tipo
Tamaño
collision_model.JMS
21/04/2016 10:0...
Archivo JMS
24 KB
Export your collision
Nombre:
Guardar
Tipo:
Blitzkrieg Model Exporter (*.JMS,*.JMP)
Cancelar
Diffuse:
Specular:
Opacity:
100
Specular Highlights
Specular Level:
0
100
10
20
30
40
50
60

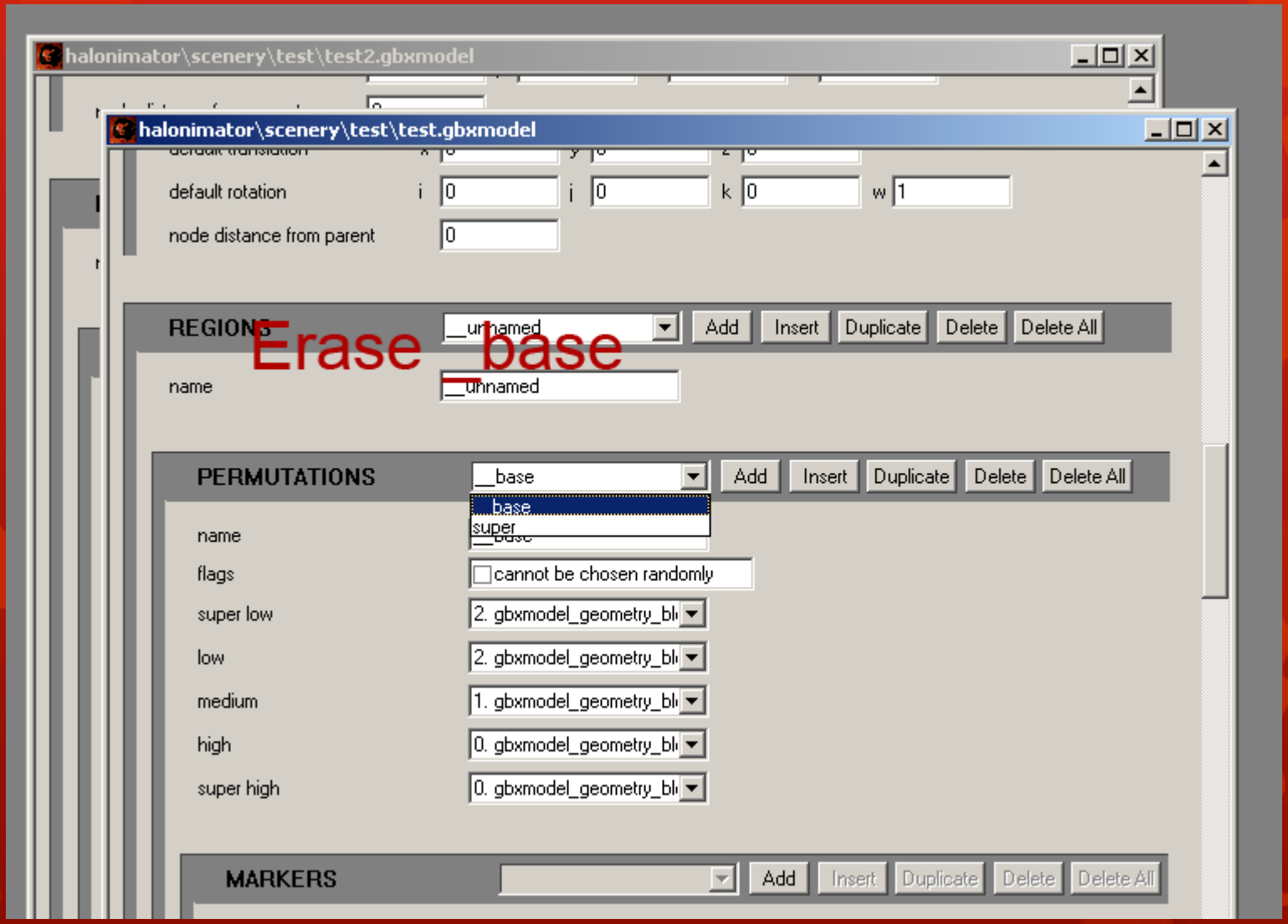

unnamed
Select File to Export
Guardar en:
models
Nombre
Fecha de mod...
Tipo
Tamaño
high.jms
21/04/2016 09:5...
Archivo JMS
148 KB
low.jms
21/04/2016 09:5...
Archivo JMS
54 KB
medium.jms
21/04/2016 09:5...
Archivo JMS
95 KB
super high.jms
21/04/2016 09:5...
Archivo JMS
213 KB
super low.jms
21/04/2016 09:5...
Archivo JMS
24 KB
Export the permutation
Nombre:
medium.jms
Guardar
Tipo:
Blitzkrieg Model Exporter (*.JMS,*.JMP)
Cancelar

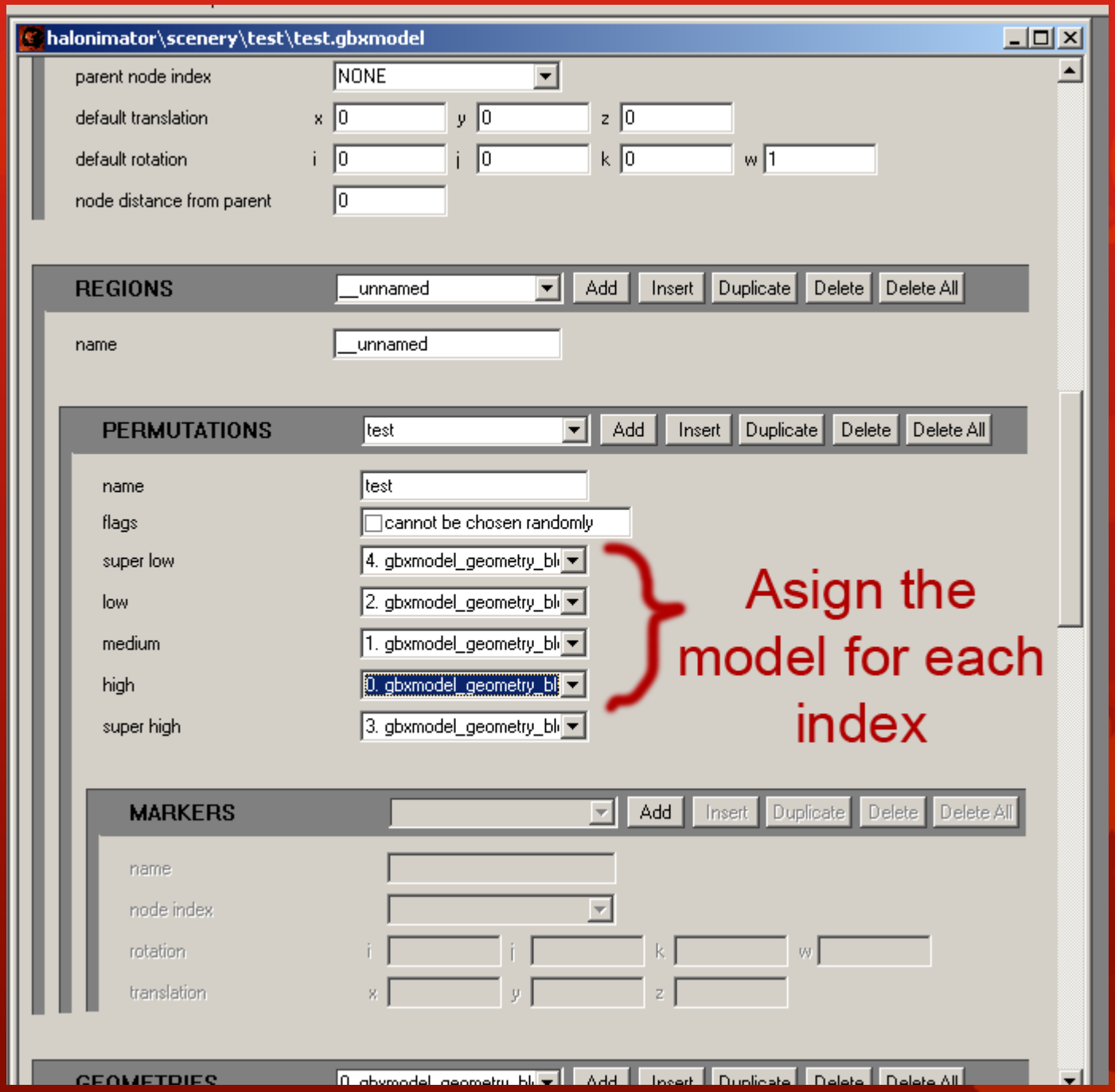

Administrador: OS Tool
structure-lens-flares bsp-name
tag-load-test <tag-name> <group> <prompt-to-continue> <load-non-resolving-refs
> <print-size> <verbose>
unicode-strings source-directory
windows-font
zoners_model_upgrade
C:\Program Files (x86)\Microsoft Games\Halo Custom Edition>OS_tool model halonim
ator\scenery\test
high.jms
low.jms
medium.jms
super high.jms
super low.jms
detail level
worst-case vertices
worst-case triangles
superlow 108 180
low 108 180
medium 181 320
high 387 720
superhigh 274 500
C:\Program Files (x86)\Microsoft Games\Halo Custom Edition>
Compile you models

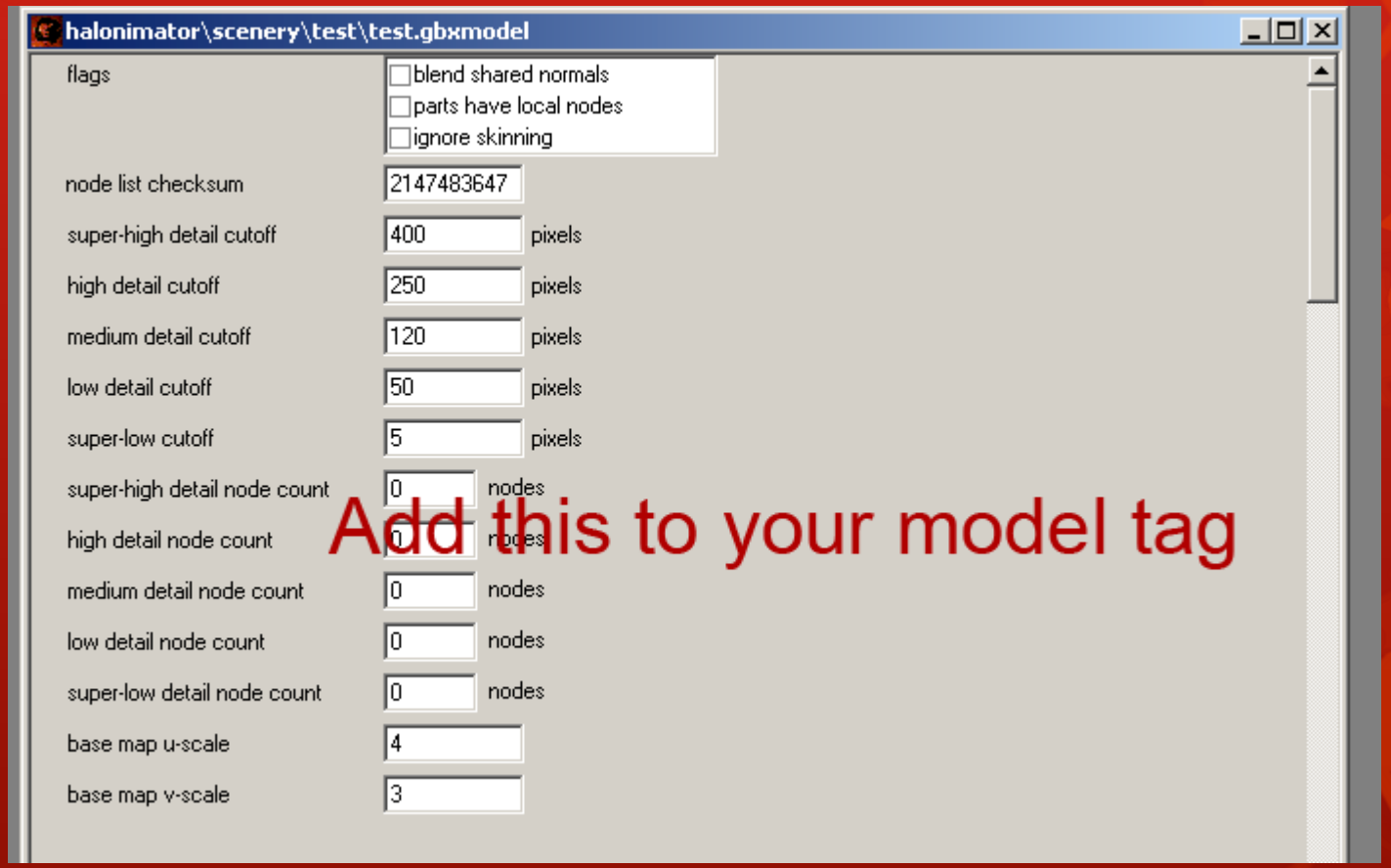

Administrador: OS Tool
windows-font
zoners_model_upgrade
C:\Program Files (x86)\Microsoft Games\Halo Custom Edition>OS_tool model halonim
ator\scenery\test
high.jms
low.jms
medium.jms
super high.jms
super low.jms
Then your collision
detail level
worst-case vertices
worst-case triangles
superlow 108 180
low 108 180
medium 181 320
high 387 720
superhigh 274 500
C:\Program Files (x86)\Microsoft Games\Halo Custom Edition>OS_tool collision-geo
metry halonimator\scenery\test
collision_model.JMS
created collision model 'halonimator\scenery\test\test'.
C:\Program Files (x86)\Microsoft Games\Halo Custom Edition>

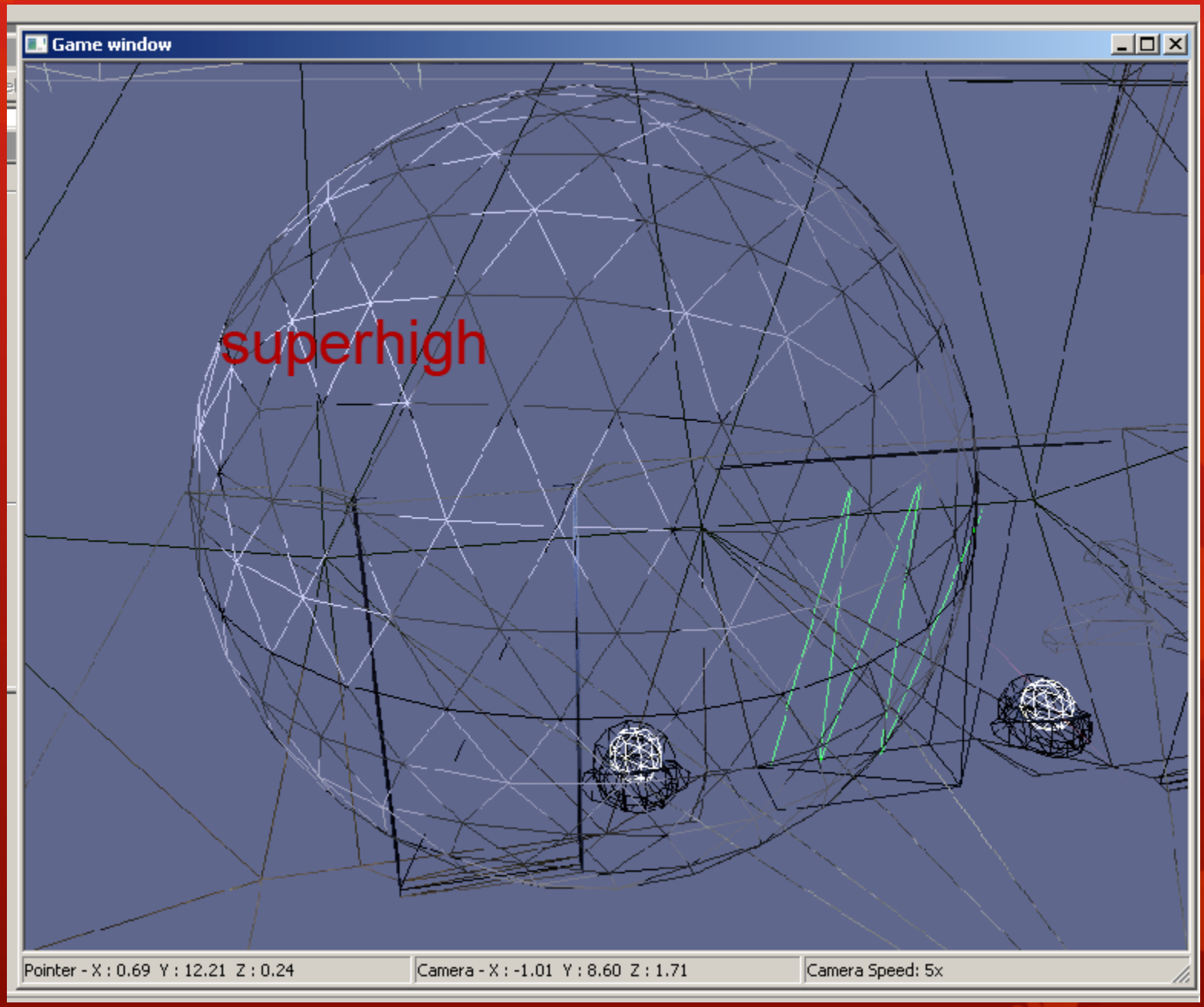


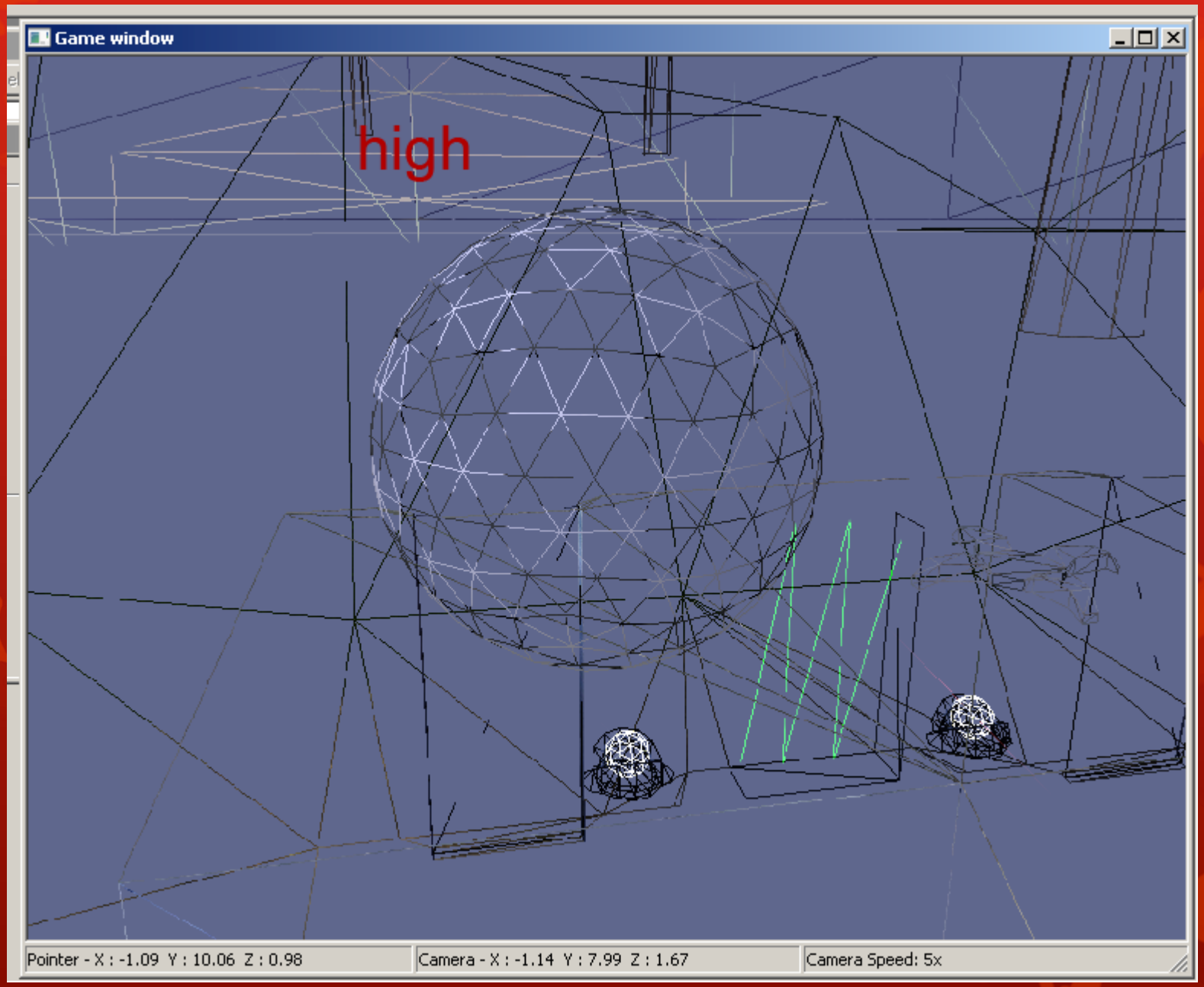
Create a new .
biped,.scenery or .crate tag

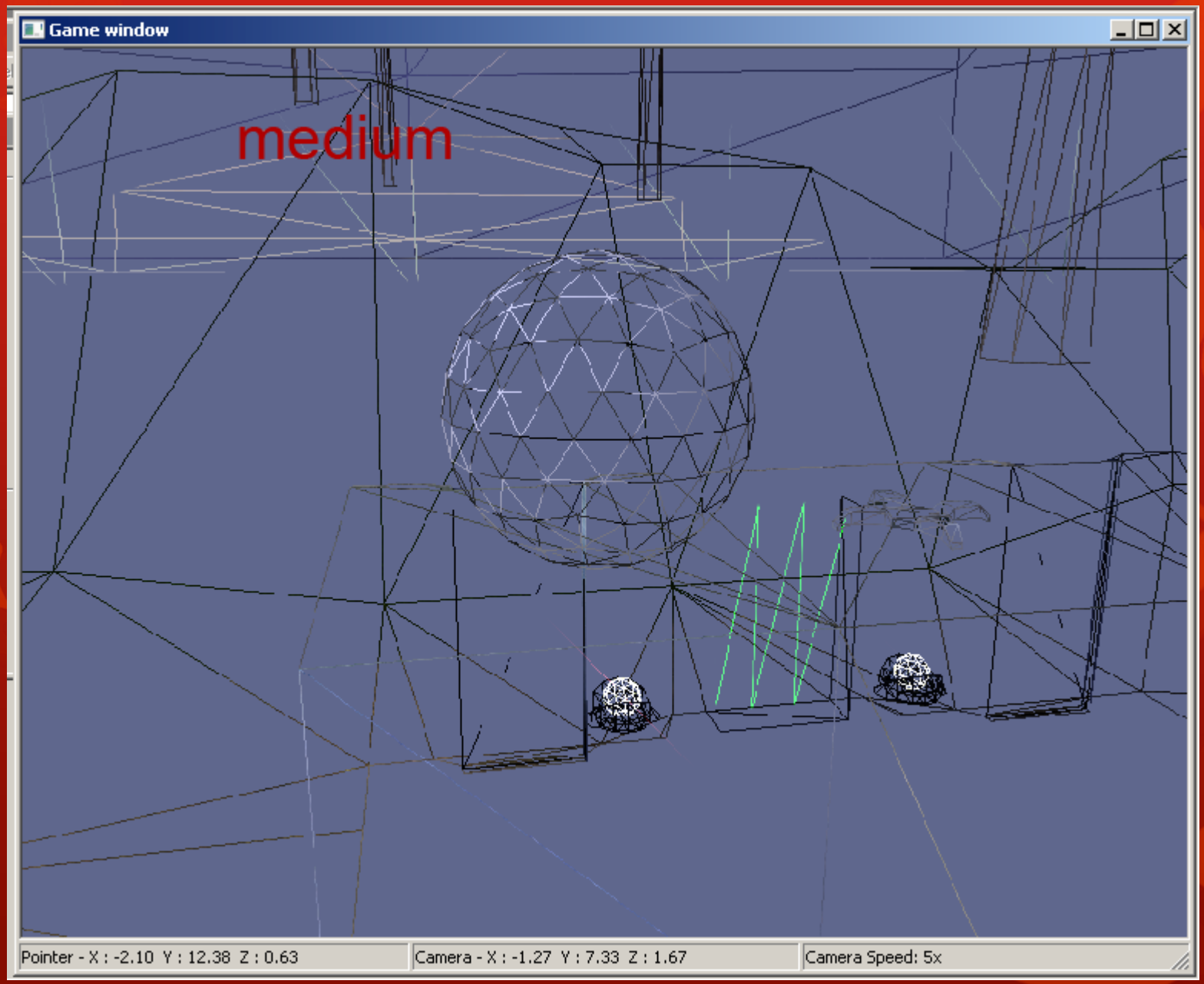

halonimator\scenery\test\test2.gbxmodel
halonimator\scenery\test\test.gbxmodel
default rotation
i 0
j 0
k 0
w 1
node distance from parent
0
REGIONS
__unnamed
Add
Insert
Duplicate
Delete
Delete All
Erase base
name
__unnamed
PERMUTATIONS
__base
Add
Insert
Duplicate
Delete
Delete All
__base
super
name
flags
cannot be chosen randomly
super low
2. gbxmodel_geometry_bl
low
2. gbxmodel_geometry_bl
medium
1. gbxmodel_geometry_bl
high
0. gbxmodel_geometry_bl
super high
0. gbxmodel_geometry_bl
MARKERS
Add
Insert
Duplicate
Delete
Delete All

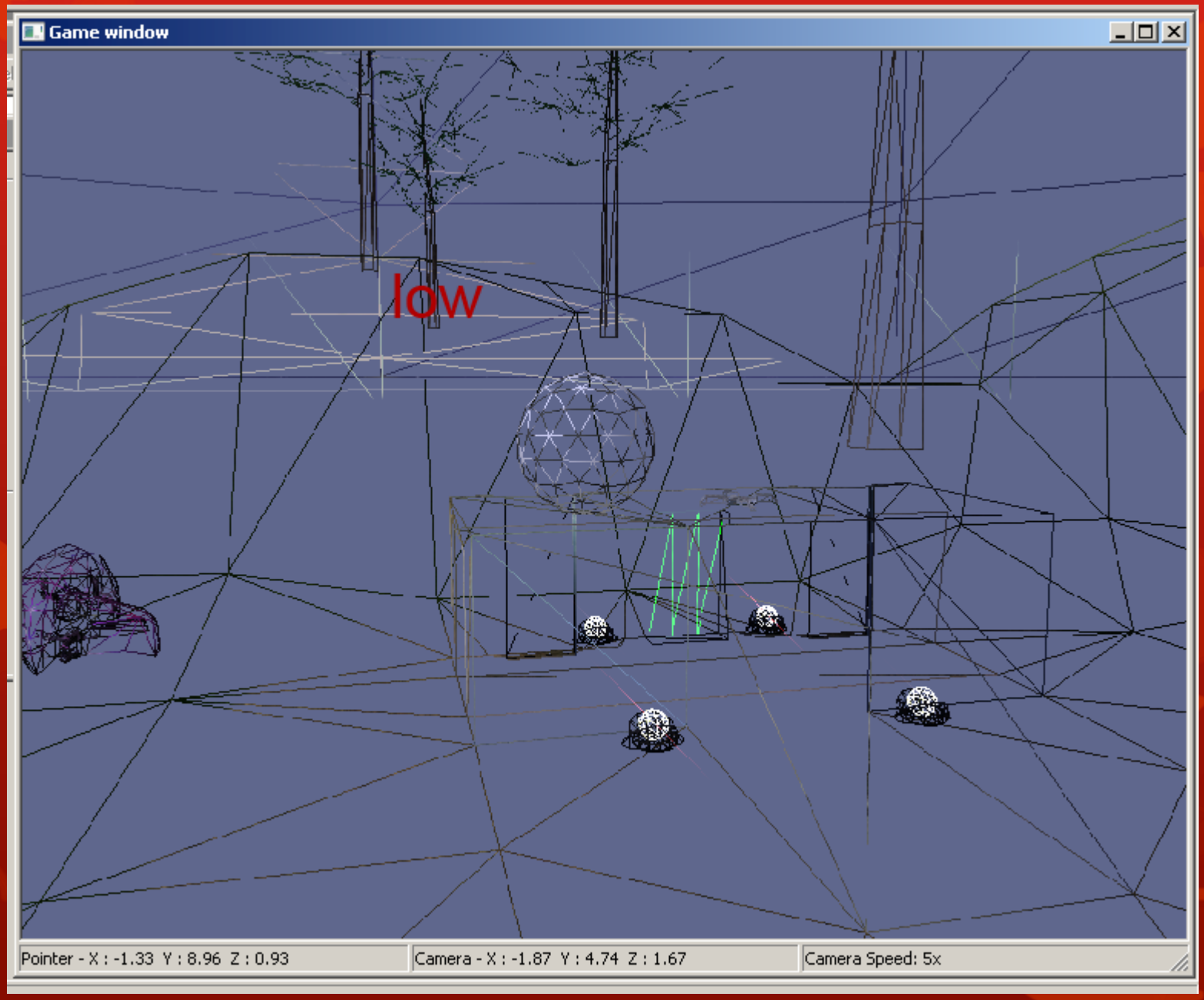

halonimator\scenery\test\test.gbxmodel
parent node index
NONE
default translation
x 0 y 0 z 0
default rotation
i 0 j 0 k 0 w 1
node distance from parent
0
REGIONS
__unnamed
Add
Insert
Duplicate
Delete
Delete All
name
__unnamed
PERMUTATIONS
test
Add
Insert
Duplicate
Delete
Delete All
name
test
flags
cannot be chosen randomly
super low
4. gbxmodel_geometry_bl
low
2. gbxmodel_geometry_bl
medium
1. gbxmodel_geometry_bl
high
0. gbxmodel_geometry_bl
super high
3. gbxmodel_geometry_bl
Asign the model for each index
MARKERS
Add
Insert
Duplicate
Delete
Delete All
name
node index
rotation
i j k w
translation
x y z
GEOMETRIES
Add
Insert
Duplicate
Delete
Delete All

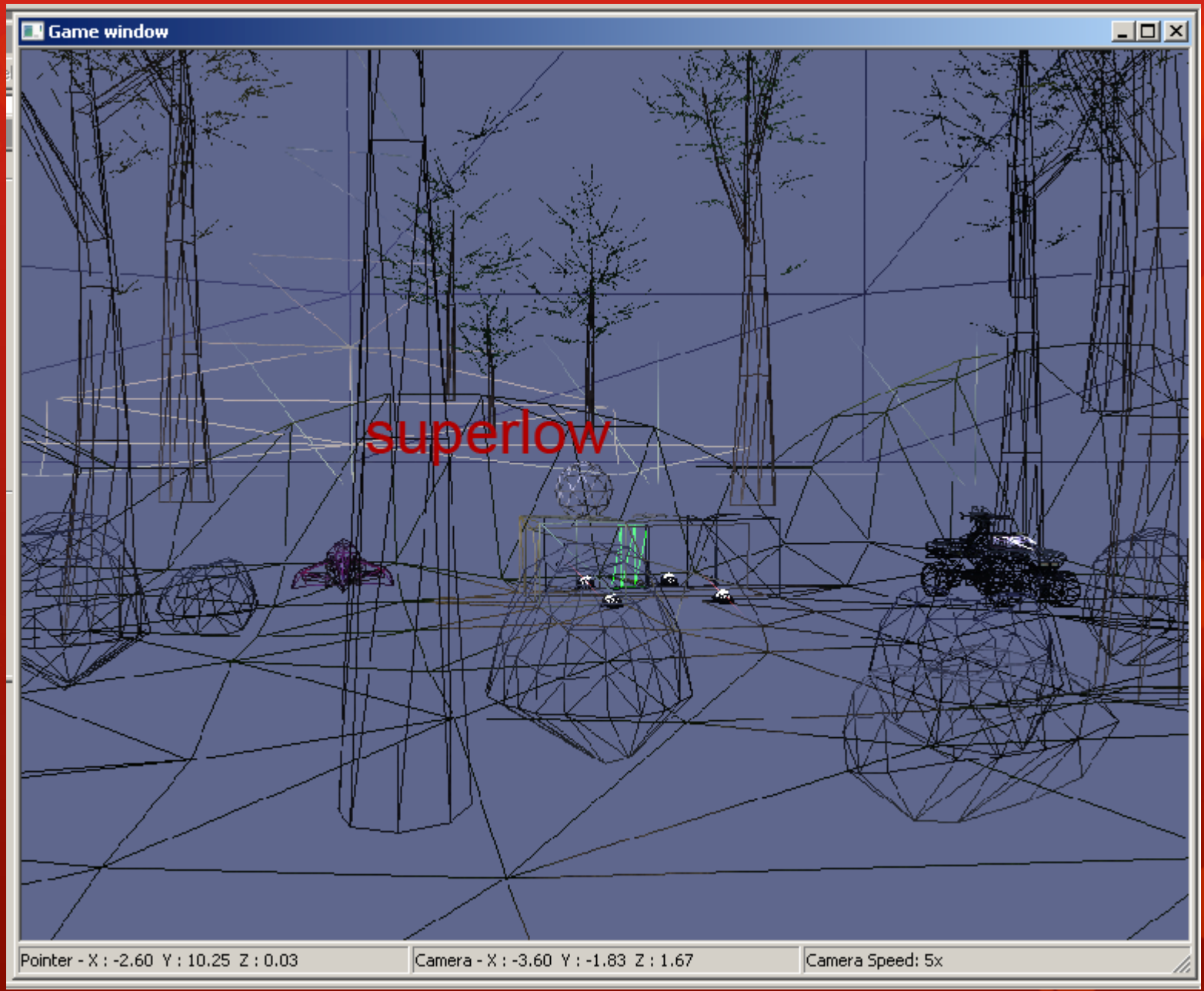

halonimator\scenery\test\test.gbxmodel
flags
blend shared normals
parts have local nodes
ignore skinning
node list checksum
2147483647
super-high detail cutoff
400
pixels
high detail cutoff
250
pixels
medium detail cutoff
120
pixels
low detail cutoff
50
pixels
super-low cutoff
5
pixels
super-high detail node count
0
nodes
high detail node count
0
nodes
medium detail node count
0
nodes
low detail node count
0
nodes
super-low detail node count
0
nodes
base map u-scale
4
base map v-scale
3
Add this to your model tag

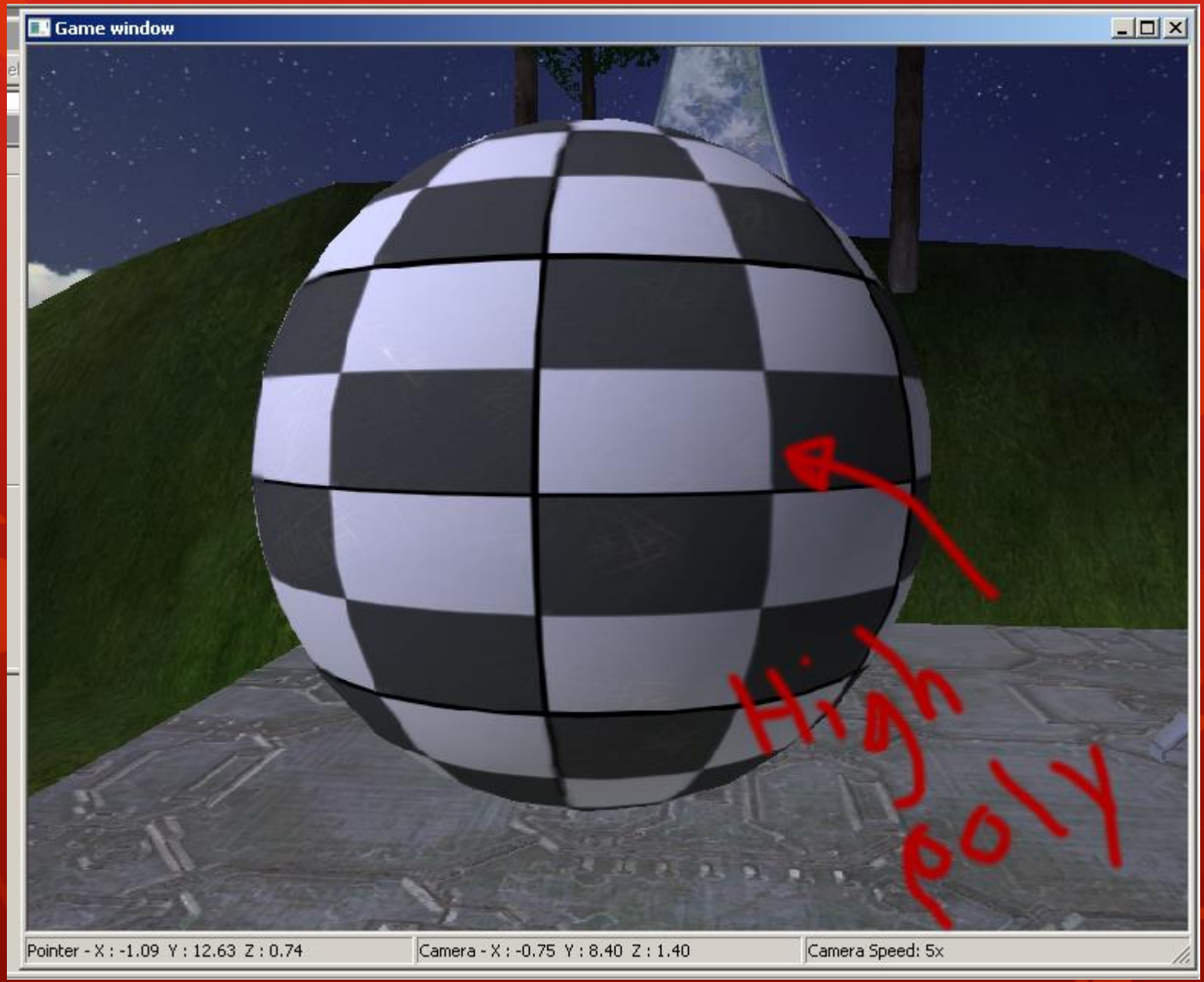

Game window
superhigh
Pointer - X : 0.69 Y : 12.21 Z : 0.24
Camera - X : -1.01 Y : 8.60 Z : 1.71
Camera Speed: 5x

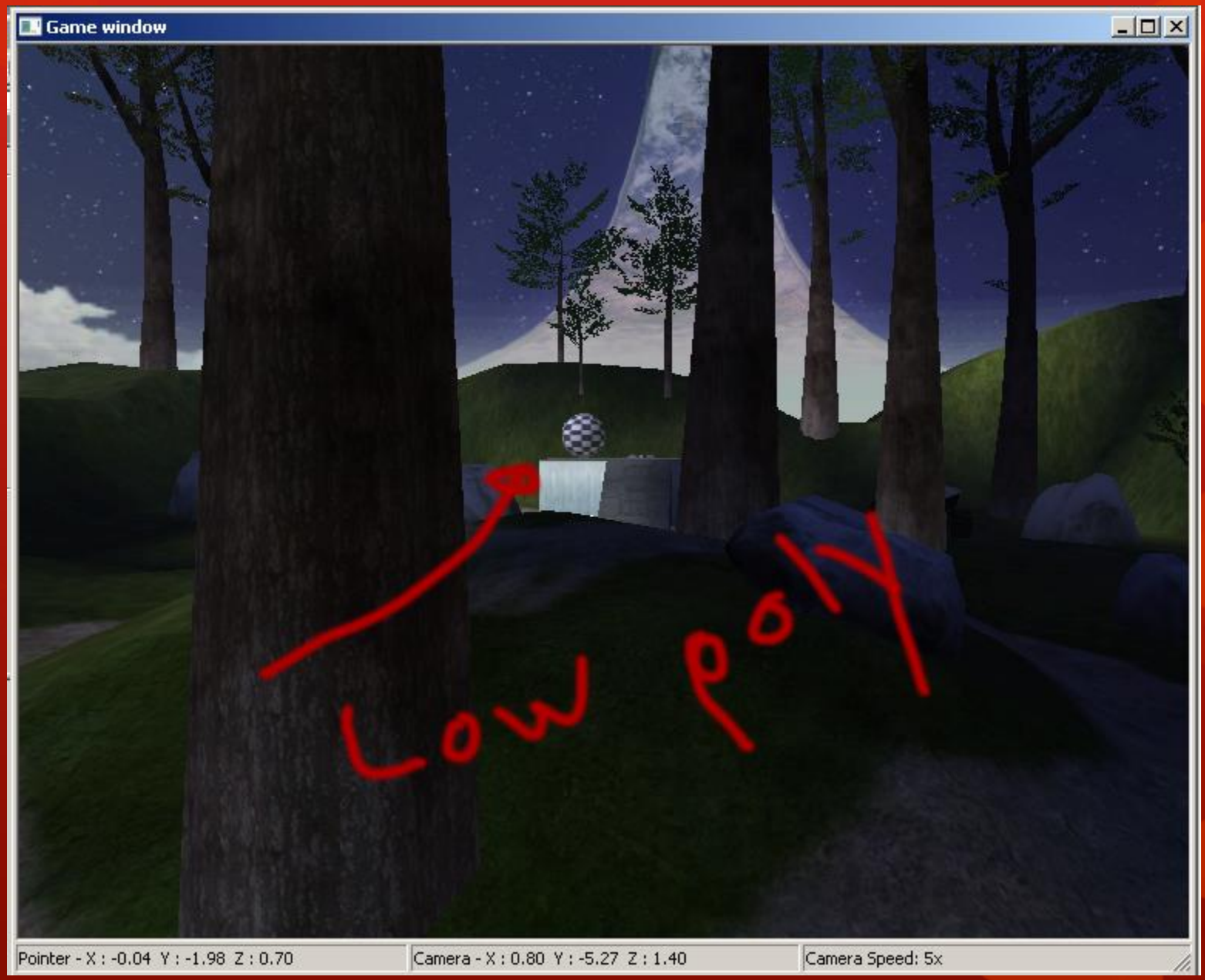

Game window
high
Pointer - X : -1.09 Y : 10.06 Z : 0.98
Camera - X : -1.14 Y : 7.99 Z : 1.67
Camera Speed: 5x


Game window
medium
Pointer - X : -2.10 Y : 12.38 Z : 0.63
Camera - X : -1.27 Y : 7.33 Z : 1.67
Camera Speed: 5x


Game window
low
Pointer - X : -1.33 Y : 8.96 Z : 0.93
Camera - X : -1.87 Y : 4.74 Z : 1.67
Camera Speed: 5x


Game window
superlow
Pointer - X : -2.60 Y : 10.25 Z : 0.03
Camera - X : -3.60 Y : -1.83 Z : 1.67
Camera Speed: 5x


Game window
High poly
Pointer - X : -1.09 Y : 12.63 Z : 0.74
Camera - X : -0.75 Y : 8.40 Z : 1.40
Camera Speed: 5x


Game window
Low poly
Pointer - X : -0.04 Y : -1.98 Z : 0.70
Camera - X : 0.80 Y : -5.27 Z : 1.40
Camera Speed: 5x