vmtCREATE

electrofiction

vmtCREATE Documentation

What is vmtCREATE

vmtCREATE is GUI utility that allows the user to easily convert Targa (.tga) files to Valves Texture Format (.vtf) and create associated VMT files. In addition to this, vmtCREATE also supports template creation and has an onboard editor for editing existing or creating new VMT files.

Mode

VmtCREATE supports the following modes when creating .vtf and .vmt files.

- **VTF** – This mode converts the selected .tga file (use the Base Texture dialog box to select) into a .vtf file of the same name. This mode uses Vtex.exe and requires an active Steam connection.
- **VMT** – This mode creates a .vmt file for the selected Base Texture.
- **VTF/VMT** – This mode converts the selected .tga to .vtf and creates an associated .vmt file. This is the default mode for vmtCREATE.
- **Blended VMT** – Very similar to the VMT mode, Blended VMT mode allows the use of a second Base Texture that is accessed through the 'Advanced Options' tab.

Converting a Targa File

To convert a Targa (.tga) file to Valves Texture Format (.vtf) follow the following procedure:

- Click 'VTF' in the Mode section.
- Click the open button next to the 'Base Texture' field. Select the Targa file you wish to convert.
- Click the 'Go' button in the 'Compile' group box located at the bottom of the form.
- This will launch Vtex in a windows console window. Depending on whether you have selected 'No Pause' under the 'Compile Options' tab, you may or may not have to hit the 'Enter' key after the file is converted.

Creating a VMT File

To create a .vmt file:

- Click 'VMT' in the Mode section.
- Select an appropriate Shader.

- Click the open button next to the 'Base Texture' field. Select the .vtf file that you wish to create the .vmt for. Note: You can only create a .vmt file for existing .vtf's. If you have no converted your source .tga file yet, you may do both at the same time by selecting 'VTF/VMT' in the mode section.
- Select the Surface Property you wish to use. This is optional.
- Enter your Keywords. This is optional.
- Select any additional parameters from the 'Advanced Parameters' section or the 'One Clicks' section.
- Click the 'Go' button when you have completed your selections.

Creating a Blended VMT File

Creating a Blended VMT is much the same as creating a normal VMT except for the following:

- Click 'Blended VMT' in the Mode section.
- Ensure that you select a second texture. To do this click the 'Advanced Options' tab.
- Select an appropriate Surface Prop for the second texture.

  Note: Both selected textures have to have been previously converted to .vtf's.

Templates

vmtCREATE allows the user to create and load predefined templates for use when creating VMT's. Templates can be found under "installdirectory/Tempates" and are saved in a simple XML format.

Loading a Template

To load a save template:

- Navigate to the 'Template' section located at the bottom of the form.
- Choose a template from the dropdown.
- Click the 'Load' button.

Saving a Template

To save a template:

- Select the desired parameters you wish to be saved. Fill out the form as you would when creating a VMT.
- Open the 'Advance Options' tab.
- In the 'Template Creation' section enter a Template Name and Template Description.
- Click the 'Save' button.
- Your template will now be available in the Template Dropdown.

Template Format

Here is an example of the XML file used in a template:

```
<?xml version="1.0"?>
<Template Name>
  <!—Template Description -->
  <Template>
    <Shader>Shader</Shader>
    <SurfaceProp>Surface</SurfaceProp>
    <KeyWords>Keywords</KeyWords>
    <Param1a> Empty</Param1a>
    <Param1b> Empty</Param1b>
    <Param2a> Empty</Param2a>
    <Param2b> Empty</Param2b>
    <Param3a> Empty</Param3a>
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    <Param9b>Empty</Param9b>
    <Param10a>Empty</Param10a>
    <Param10b>Empty</Param10b>
    <Additive>False</Additive>
    <AlphaTest>False</AlphaTest>
    <EnvMapContrast>False</EnvMapContrast>
    <EnvMapSaturation>False</EnvMapSaturation>
    <Decal>False</Decal>
    <HalfLambert>False</HalfLambert>
    <Model>False</Model>
    <MultiPass>False</MultiPass>
    <NoCull>False</NoCull>
    <NoDecal>False</NoDecal>
    <NoLod>False</NoLod>
    <NoFullbright>False</NoFullbright>
    <SelfIlum>False</SelfIlum>
    <Translucent>False</Translucent>
    <VertexAlpha>False</VertexAlpha>
    <VertexColor>False</VertexColor>
    <BlendedVmt> False </BlendedVmt>
    <SurfaceProp2>Surface2</SurfaceProp2>
  </Template>
</Template Name>
```