ZEN Convert

- A Gothic 1 <> Gothic 2 ZEN converter -

1. Introduction:

ZEN Convert is a program with which it is possible to convert ZEN files from Gothic 2 to Gothic 1 or from Gothic 1 to Gothic 2. The mode Gothic 1 to Gothic 2 has not been tested as much as the other, but it should work. ZEN Convert accepts uncompiled ZEN files to convert. It is possible to import the visuals and sounds of all VOBs. The ZEN file with its whole hierarchy is completely rewritten so it will be 100% compatible to the target Gothic version. Have fun with this tool!

2. Usage:

ZEN file/directories:

ZEN Convert is easy to use. You only need to choose the ZEN file to convert, a directory from where to import files and one to store them and the converted ZEN.

The first directory is the one to import files from. Normally it is your Gothic II accordingly Gothic I directory. Please notice: the relating MDK must be installed, and for Gothic I (G1 -> G2), the files must be extracted from the VDFs!

In the second directory the imported files and the converted ZEN are saved. That is normally the _work\Data directory of the target Gothic version, but it can be also any other directory.

Options:

ZEN Convert has 12 options to specify what shall be imported or converted.

Import meshes: specifies whether mesh files shall be imported

Import animations: specifies whether animation files shall be imported (GothicSourcer 2.4 by Vam and Kerrax is used to decompile them)

Import ZEN visuals: specifies whether ZEN files used as visual shall be imported (files linked in the ZEN are not imported!)

Imp. VOB textures: specifies whether textures of the VOB visuals shall be imported

Imp. world textures: specifies whether textures of the world mesh(es) shall be imported

Imp. MDS anims: specifies whether MDS animations used as visual shall be imported (files

linked in the MDS are not imported!)

Import 2D visuals: specifies whether 2D visuals (decals) shall be imported

Delete items: specifies whether items shall be deleted (this process can take a bit time, because the child hierarchy must be rewritten, but mostly it does not)

Use existing: when unchecked, existing files are not used and every file will be imported. It is only recommended to use this function, when many files are different.

Import sounds: specifies whether sound files shall be imported

Skip G2/G1 PFX: specifies whether particle effects, which are not supported by the target Gothic version, are not used

Skip/Add G2 profiles: when checked for converting G2 to G1, properties only supported by G2 are deleted (recommended). When checked for converting G1 to G2, these properties are added with default values. When used in this fact, it is recommended to edit these properties after converting!

Platform:

Choose here whether you want to convert a G1 ZEN to G2 or the other way round.

Log window:

On this button you can activate logging the converting process with MsgLog or zSpy. This might give you important information.

3. Special knowledge:

Message logging:

ZEN Convert sends messages to describe its actual status. These messages can be received either by MsgLog or alternatively by zSpy.

File lists:

In the subdirectory files\ you can find the file lists used by ZEN Convert. In these files are listed all files of the Gothic 1 and Gothic 2 VDFs. Feel free to edit for your modifications, but notice that deleting entries will breed to re-import already existing files.

Commandline:

ZEN Convert supports three commandline parameters (there is no need to use -MsgLog):

```
REM ** USE MSGLOG AS OUTPUT RECEIVER (DEFAULT) **
start zenconvert -MsgLog

REM ** USE ZSPY AS OUTPUT RECEIVER **
start zenconvert -zSpy

REM ** USE NO OUTPUT RECEIVER **
start zenconvert -nolog
```

4. MsgLog 1.0:

MsgLog is a new program developed for usage with ZEN Convert or other programs. It is thought as a replacement for zSpy with extented functions. You may use MsgLog for your programs! You will get a documentation when you send a mail to jannik.lubo@web.de. MsgLog saves the messages in a buffer, so it is faster than zSpy when you deactivate log-preview and the storage size is nearly unlimited. This buffer can be saved to a RichText file.

MsgLog functions:

Reset: reset the window and the message buffer.
Save as...: save the buffer to a log (TXT) or RTF file.
Emulate zSpy: emulates receiving messages for zSpy. ZEN Convert disables this.
Exit: leaves the program.
Toggle window: toggles MsgLog on parent application.
Log-preview: shows the logged messages in the window (may buck when receiving many).
Autoscroll: scrolls the log window automatically.

5. Copyright:

ZEN Convert is © Lubo (Jannik Luboeinski) July 31 to August 22
GothicSourcer 2.4 is © Vam & Kerrax 2006
MsgLog 1.0 is © Lubo (Jannik Luboeinski) 2006
zSpy 2.05 is © Bert Speckels, Mad Scientists 1997-2000
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- GothicSourcer is used with Vam's admission -