

PlayStation

3D Graphic Tool Manual

mimefilt

Name MIMEFILT

Loads two or more TMD files to create the difference file for MIME.

Date

April 1, 1996, Version 1.51

Syntax

```
mimefilt [options] base.tmd variant1.tmd variant2.tmd...
mimefilt [options] tmds.arg...
```

Explanation

When two or more TMD files are given, creates a file covering difference from the first TMD file to the TMD files from the second onward. The default creates only the difference file (.vdf) for vertex information.

The wildcard can be used for an argument. An extension of ".tmd" in a filename can be omitted.

A lot of arguments can be given in an argument file (*.arg). An extension of ".arg" in an argument filename cannot be omitted.

[options]

-o output-file

Specifies an output filename. This option is used for a vertex difference filename (.vdf) and a normal difference filename (.ndf). The default is the first TMD filename without its extension.

-n

Creates a normal difference file (.ndf). The default is OFF.

-v

Outputs detailed information on conversion to a standard output. The default is OFF.

Major Improvements from previous release 1.5

- * Now compatable with wild card.
- * The initial SGI version is available. (See psxgraph/sgi).

Major improvements from previous version (Ver. 1.5 and before)

- * All the arguments can be stored in a file.
- * A difference can be calculated in spite of the difference of primitive types.
- * The return code is 0.

Major improvements from the previous version (Ver. 1.2)

- * Always terminated normally. This normal termination prevents interruption in a batch file or makefile.
- * A file (*.arg) storing arguments can be passed.
- * Even though primitives should not be completely the same between models for difference, a difference file can be created if they have the same number of vertices and normals. Thus, mapping textures only on the base model provides difference data for textured MIME.

Supplementary information

- * All argument TMD files must have the same numbers of vertices. The use of the -n option requires the same numbers of normals.
- * When creating TMD files, take care not to change the number and order of vertices. Use a 3D modeler to create a base model reflecting fully fine polygons. According to the base model, move planes and vertices to create other deformation models. Save each model in the DXF format. Use DXF2RSD to convert the saved models into the RSD format. Then, apply RSDLINK to each RSD file separately to create a TMD file.

File format

The difference file created by MIMEFILT is the binary file which blocks having a header and difference information for each object are concatenated. (The normal difference file also has the same format.)

```
C:> MIMEFILT M0.TMD M1.TMD M2.TMD
```

0

32

Number of blocks (4 bytes)		*1	--+
Object number (4 bytes)		*2	
Vertex number which differ first			
Number of difference vertices			
dx0		dy0	*3
dz0		(dummy)	
dx1		dy1	
dz1		(dummy)	
dx2		dy2	Difference block of the M0.TMD and M1.TMD
dz2		(dummy)	
...(8 bytes per vertex)			

Object number (4 bytes)	*4	
Vertex number which differ first		
Number of difference vertices		
dx0 dy0		
.....	--+	
Object number (4 bytes)	*5	
Vertex number which differ first		
Number of difference vertices		
dx0 dy0		Difference block of
dz0 (dummy)		M0.TMD and M1.TMD
.....		
Object number (4 bytes)	*6	
Vertex number which differ first		
.....		
	--+	

*1 Number of the argument TMD files - 1 ("2" in this case)

*2 "0" because this is the first object

*3 dx, dy and dz are differences of coordinate values between M0.TMD and M1.TMD.

*4 "1" because this is the second object

*5 "0" because this is the first object in the second block

*6 "1" because this is the second object

PlayStation is a registered trademark owned by Sony Computer Entertainment Inc.