

MAX WEAPON Guide

Weapon Support for GameGuru MAX

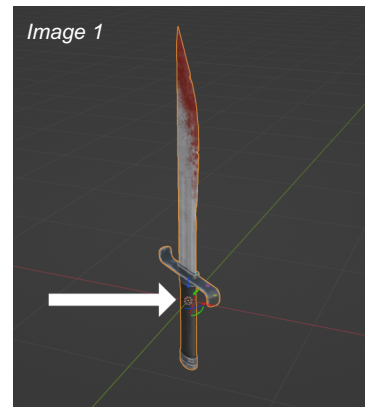
This guide outlines the new weapon system for MAX that enables the creation of custom weapons. You will require some skills in 3D modelling, model importing and game asset configuration.

Melee weapons

How To Make A Melee Weapon For Character and Player

You are able to make your own melee weapons for MAX by following these basic steps:

1. Before you use a custom weapon in GameGuru MAX, we need to ensure the origin of the weapon is in the right place. If you've created your model in a 3D modeling program like Blender, just make sure the origin of the weapon is where you want the hand to hold it. (image 1)
2. After you've got your weapon the way you like it, export it out so it can be imported into GameGuru MAX. The model should have no animations. Export in either FBX or OBJ.
3. After the model's exported from your modelling program of choice, use GameGuru MAX to import the model, which will create the files formats we'll need, such as the .dbo file for the weapon.
4. After you've successfully imported your weapon into GameGuru MAX, you should find it in the default user area here:



Documents > GameGuruApps > GameGuruMAX > Files > entitybank > User

If you're model has proper PBR textures, then you should see the following files in your 'User' folder:

YourWeapon.dbo
YourWeapon_color.dds (or png)
YourWeapon_normal.dds (or png)
YourWeapon_surface.dds (or png)
YourWeapon.fpe

Types of weapons

5. Next, we need to decide which current MAX weapon we want to mimic. We'll use the newly created weapon files for that, so, I'd keep that folder open for easy access.

Current Melee weapon styles include:

- **DAGGER** – Small melee weapons held with the point upwards as though holding a knife
- **AXE** – Medium melee weapon that is held upright and uses a chop down and across attack
- **SPEAR** – Long melee weapon with pointy end upwards and used to stab long range attacks

Go to your Steam installation of GameGuru MAX and find the 'guns' folder:

steamapps > common > GameGuru MAX > Files > gamecore > guns

You should see several folders there, such as 'aztec', 'enhanced', 'max', and 'tools'.

6. In your own *Documents > GameGuruApps > GameGuru Max > Files >* folder create a *gamecore > guns > user >* subfolders. This will be where we will put your files for your weapons, we don't want to save things within the steam installation. So you should have own file folders set up as following

Documents > GameGuruApps > GameGuru Max > Files > gamecore > guns > user >

7. Look into the steam folders there to find a weapon type that most closely mimics the type of your custom weapon. For example, if you're importing a knife weapon, then you could choose to use the Aztec 'AztecDagger' folder. If your weapon is an axe, then perhaps the 'Hammer' folder under 'tools' would work.

Once you find the weapon folder that's going to work for your weapon type, copy that folder and then paste it





into the 'user' folder created earlier. For example, if we're using a knife weapon and have selected the Aztec dagger, then we'd copy the 'AztecDagger' folder into the new 'user' folder. Now your file structure should look like this:

Documents > GameGuruApps > GameGuru Max > Files > gamecore > guns > user > AztecDagger

8. Since we're not actually going to use the Aztec dagger, you need to do a few things. First, you need to change the name of the 'AztecDagger' folder to reflect what your custom weapon will be. In this case, we will use the name 'MyKnife'. When naming your folder there should be no spaces and the first letter should be capitalized. So we end up with something like this:-

Documents > GameGuruApps > GameGuru Max > Files > gamecore > guns > user > MyKnife

9. Next, you need to get rid of the weapon stuff that's in the 'MyKnife' folder so you can replace it with your custom weapon. What you want to look for is the .dbo file that's in there along with it's associated textures.

In the case of the Aztec dagger, you would find *aztec_dagger.dbo*, *aztec_dagger_greed_color.dds*, *aztec_dagger_green_normal.dds*, and *aztec_dagger_green_normal.dds*. These need to be deleted.

You also want to find a file called 'weapon.dbo' and it's textures (*weapon_color*, *weapon_normal*, and *weapon_surface*). We need to delete these files also.

10. After you have removed the old weapon files, you can now replace them with our custom weapon. Copy your *YourWeapon.dbo* file and associated texture files and paste them into this folder where the Aztec dagger files once resided.

11. You also need a *weapon.dbo* and associated texture files to replace the ones we had deleted. To do this, you simply need to create a copy of your *YourWeapon.dbo* (eg. *myknife.dbo*) and all it's associated textures and rename them to *weapon.dbo*, *weapon_color.dds* (or *png*), *weapon_normal.dds* (or *png*), and *weapon_surface.dds* (or *png*). These files also go in the same folder where you copied your custom weapon. In this example, in the 'MyKnife' folder. You should now have the following in your custom weapon folder:

myknife.dbo (whatever your custom weapon is named)
myknife_color.dds
myknife_normal.dds
myknife_surface.dds
weapon.dbo
weapon_color.dds
weapon_normal.dds
weapon_surface.dds

And, of course, all the other files that were already in your copied folder. You can just ignore these.

If you see a 'resources' folder in this folder you've copied for your custom weapon, then you'll also need to go in there to delete the same files as you did in your root folder (in this case, '*aztec_dagger.dbo*, it's texture files, *weapon.dbo*, and it's texture files'). Once these are deleted, you then copy your *YourWeapon.dbo* file, and associated texture and *weapon.dbo* and associated texture files in to the 'resources' folder to effectively replace them.



your root folder (in this case, '*aztec_dagger.dbo*, it's texture files, *weapon.dbo*, and it's texture files'). Once these are deleted, you then copy your *YourWeapon.dbo* file, and associated texture and *weapon.dbo* and associated texture files in to the 'resources' folder to effectively replace them.

12. Back in the root folder (in this case, 'MyKnife') we should see a file called '*gunspec.txt*'. We'll need to open that up using notepad or other text editor. At the top, you can change the name to your custom weapon's name. Then glance through the *gunspec* file to see if there's anything you need to change.

Generating the Player HUD Model

13. Find a file in your weapon folder (in this case, 'MyKnife') called '*hud.dbo*' and simply delete it.

14. Now cut and paste this complete (in this case, 'MyKnife') folder into

Steam > SteamApps > common > GameGuru MAX > Files > gamecore > guns

so we end up with;

Steam > SteamApps > common > GameGuru MAX > Files > gamecore > guns > MyKnife

this is only done so Max can generate the *Hud.dbo* for the new weapon.



15. Now, all you have to do is open GameGuru MAX, go to the Player Start Position marker and select your new weapon from the list. Once you run MAX with your new custom weapon on the Player Start Marker, MAX will generate a new 'hud.dbo' to replace the one we deleted. This new replacement hud.dbo file will ensure that our custom weapon will work with the hands. GameGuru MAX.
16. Now cut your complete (in this case, 'MyKnife') folder from the;
`Steam>SteamApps>common>GameGuru MAX>Files>gamecore>guns`
 and paste it back into your
`Documents > GameGuruApps > GameGuru Max > Files>gamecore > guns > user > MyKnife`
17. Then reload GameGuru MAX and run it you should now have the weapon available to use.

Creating the Weapon Pickup Object

18. You now need a model for the player or characters to pick-up in game. Copy the below custom weapon files into a folder in your entitybank > user> folder eg: called for example

`Documents > GameGuruApps > GameGuru Max > Files> entitybank > user > MyKnife>`

that will contain:-

`myknife.dbo` (named whatever your custom weapon is named)
`myknife_color.dds`
`myknife_normal.dds`
`myknife_surface.dds`
`myknife.fpe`

19. Ensure you make the changes in the fpe file to reflect the identity details and locations of the files, for example:

isweapon	=	<code>user\MyKnife</code>
aimain	=	<code>weapon.lua</code>
textured	=	<code>gamecore\guns\user\MyKnife\myknife_color.dds</code>
model	=	<code>gamecore\guns\user\MyKnife\myknife.dbo</code>
20. You should now be able to pickup your weapon model and arm yourself with it automatically upon pick-up.
 Enjoy your new melee weapon.

Thanks to Monkey Frog and BloodMoon for his help in creation of this guide

Legacy Weapon To New Hands System

This section is for advanced users only and only for use if moving legacy weapons to the new hand system. Contact TGC if you are interested in moving 'your' legacy weapons to GameGuru MAX and then we can walk the artist responsible for the work through it, as it will most likely be different each time based on the particular legacy weapon(s) being worked with.

1. Creating a new HUD.dbo

Create a new HUD.dbo model that separates the existing arms/hands mesh from the weapon, and then rename the new arms/hands mesh to "LEGACYARMS", then save the whole model as a new HUD.dbo. It is vital the old HUD.dbo is renamed and retained as HUD-ORIG.dbo. This informs the system that this legacy weapon uses the new hands system.

2. The new had/arm rig

Use the new hand's arm rig and transfer all the animations from the legacy weapon arms to the new hand's arm rig, so that all the frames match perfectly, and running the new arms rig animations side by side with the legacy weapons animation will match exactly. The new arm rig is central to the ability for users to select a new Hands profile from the player start marker settings.

Once you have the new arm rig imbued with the legacy weapon animations for those arms, save it in the `gamecore\hands\animation` folder under the very specific filename of "*Legacy*" + {YourFolderHierarchy} + {YourGunName} + ".dbo" (i.e. `LegacyEnhancedAK.dbo`).

3. The completed weapon

With the above three files thus affected, when you run MAX, your legacy weapon will be detected as a new weapon system choice and provide the user an extra dropdown property in the player start marker settings to select a set of stock hand choices. This list will grow in the future as new hands are developed by third parties.

Gun weapons

How To Make A Gun Weapon For Character and Player

You are able to make your own gun weapons for MAX by following these basic steps:

The step by step process

- Find a 3D textured model for a gun, ensure it has no animations. (*An example gun template is supplied in the Guides\Weapons\Banana Gun Template folder*)
- Create a new project to handle all the model importer and weapon testing work.
- Rename your 3D model and textures to share a common name and rename textures using the PBR naming standard
- Convert all your textures to DDS format, DXT1 for solid non-transparent surfaces
- Copy the MAX\COLT weapon from GameGuru MAX as a starting template (*found in gamecore\guns\max*)
- Once copied rename your new gun folder name to the new gun name eg: *Banana Gun*
- Delete out the colt.dbo and associated texture files and the weapon.dbo and associated texture files found in the new folder.
- Use a 3D modeling program to adjust the scale and orientation of your new weapon, having the 0,0,0 coordinate near the handle.
- Use the GameGuru MAX Model Importer to convert your weapon model into a DBO format (*you will find the resulting new DBO file in the writables\entitybank\user folder*)
- Make a copy of this new gun model and associated texture files rename the copy weapon.dbo and rename the textures to match eg: weapon_color.dds, weapon_normal.dds and weapon_surface.dds
- Copy both the new gun DBO model and its textures and the weapon.dbo and its textures into the newly created gun template folder.
- Delete HUD.DBO found in the folder
- Edit the GUNSPEC file to change all names and settings to better suit the new weapon
- Use GameGuru MAX to keep testing the weapon as you change settings and trying new scales/orienations (*you will need to reload the level for the new gun to show up*)
- We recommend Ultimate Unwrap3D Pro (UU3D) for converting FBX models into X file format, and for both scaling, rotating and orientation of weapon models
- To make a “weapon pickup”, copy the Max Collection\Weapons\Colt Pistol.fpe and rename to the name of your weapon
- Edit your FPE to point to the weapon you have been creating in the *gamecore\guns* folder
- If your weapon requires unique brass models, copy one of the brass folders (in *gamecore\brass*) and rename and replace the model and textures. (*this will have to be reflected in the GUNSPEC file*)
- For available BRASS IDs, please contact TGC if you intend your weapons to be sold as official DLC on Steam
- Use GUNSPEC to adjust player and character muzzle flashes, smoke effects, and other tweaks as required.
- Enjoy your new gun.