

SOLDIER WEAPONS ART PACK



TORQUE 3D

DOCUMENTATION

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Description of the Soldier Weapons Art Pack

Thank you for purchasing the Soldier Weapons Art Pack. You're pinned down under heavy fire – it's a good thing you just got a weapon upgrade! Or perhaps you're arming up to fight off a massive alien invasion. The choice, and the game, is yours to make with the Soldier Weapons Art Pack and Torque 3D. Each object comes with the source art in 3D Studio MAX and Autodesk FBX formats for multiple software versions and all Photoshop texture files are included in PSD format.

The art team at GarageGames has designed this pack to work efficiently in a network environment, providing three levels of detail to ensure that your games look as great as possible while maintaining a consistent and reliable multiplayer experience.

Contents of the Soldier Weapons Art Pack

The Soldier Weapons Art Pack includes 3D Studio Max files for 2010, 2011, and 2012. It also includes FBX files exported from version releases 2010, 2011, and 2012 so that your artists can import the mesh data for use in their preferred content creation tools. It also includes all source textures in .psd format for Adobe Photoshop. Using these files, artists will also be able to see how we have structured our models and textures to get a strong grasp on the art workflow from Max to Torque 3D.

Also included are the .dds versions of the textures for the UV and specular maps, and **materials.cs** files. These files can quickly and easily be dropped into existing Torque 3D missions.

Models included with the Soldier Weapons Art Pack:

Duke



The Duke is a professional soldier's pistol. Modeled after the most accurate weapons of our time, this special military-issue weapon provides the best handgun action available!

Disposition

The Disposition is a short-barreled riot shotgun, perfect for clearing rooms or taking out wayward zombies with a pump-action headshot.



Ender

The Ender is a futuristic rocket launcher. Forged from alien weaponry and human ingenuity, the Ender lives up to its name by creating a major blast radius wherever its rocket hits.

Mamba

The Mamba is a heavy-duty assault rifle with a designed for maximum spray and limited recoil.



Lurker

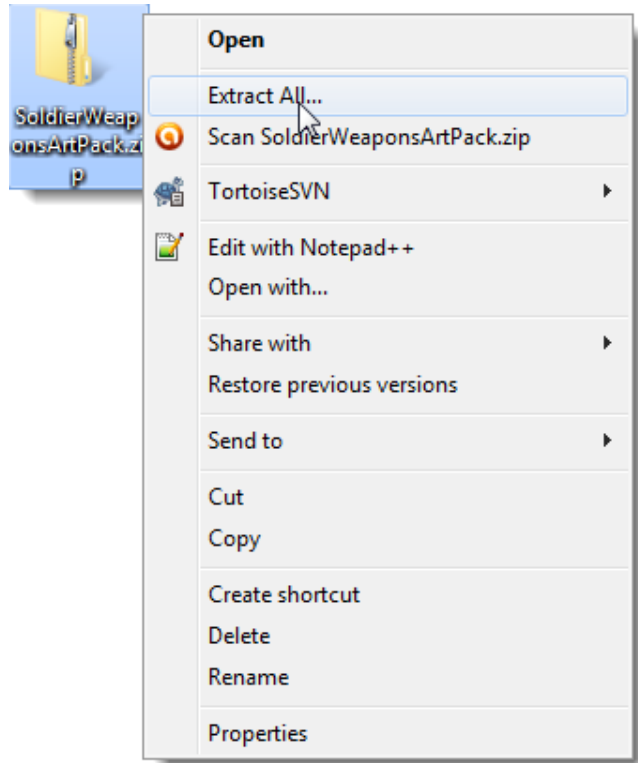
The Lurker is the mainstay weapon of the modern assault trooper. It has moderate accuracy and an underslung grenade launcher.

The Lurker model includes high resolution textures and other art assets that were not shipped with the Torque 3D release.



Installing the Soldier Weapons Art Pack

The Soldier Weapons Art Pack is contained in this ZIP file which can be extracted on any modern operating system. It includes the **Art** folder, which contains all of the game art assets, and the **SourceArt** folder, which contains all of the source art for the pack.



Unzipping the Soldier Weapons Art Pack

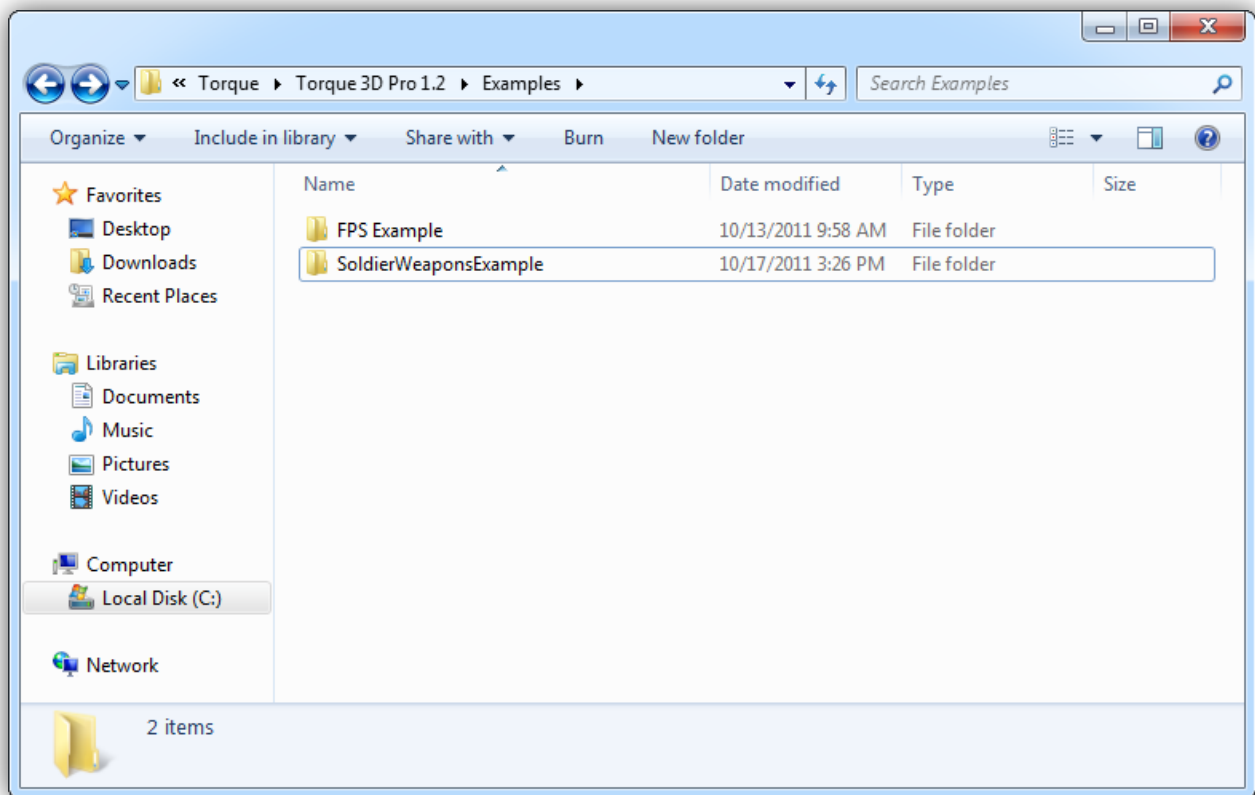
In Windows, you can extract the ZIP file by right-clicking on the **SoldierWeaponsArtPack.Zip** file and selecting *Extract All...* Browse to the path where you want to extract the files. It is recommended that you extract them to your *Documents* directory and then copy them into the correct directories to avoid any problems in the future if you make changes to the files.

Note: Always make any changes to a copy and not to the original files!

Copying Files into the Correct Directories

Our team has archived the files in the correct directory hierarchy for the Torque 3D engine. Using the default Torque 3D directory (C:\Torque\Torque 3D 1.2\Examples) copy the FPS Example to avoid any problems with the original project. Name this new folder with an intuitive title such as **SoldierWeaponsArtExample** to test the artwork. Open the new **SoldierWeaponsArtExample** folder and then copy the files from the Soldier Weapons Art Pack.

1. Right click FPS Example and select *Copy*
2. Right click on the Examples folder and select *Paste*
3. After the copy is complete, rename the folder something similar to **SoldierWeaponsArtExample**
4. Open the **SoldierWeaponsArtExample** folder, navigate to \game\art and copy the files from the Soldier Weapons Art Pack into the \game\art folder.



Asset Script Integration

Once the assets have been copied to the correct location there are a few scripts that will need to be changed to get your game to load them. Follow the steps listed below:

1. In `art/datablocks/datablockExec.cs`, after this line:
2. `exec("./weapons/Turret.cs");`

Add the following code:

```
// Load the SoldierWeapons pack
exec("./weapons/Disposition.cs");
exec("./weapons/Duke.cs");
exec("./weapons/Ender.cs");
exec("./weapons/Mamba.cs");
```

3. In `art/datablocks/player.cs` near the end of the **DefaultPlayerData** datablock, after this line:

```
maxInv[LurkerGrenadeAmmo] = 20;
```

Add the following code:

```
maxInv[Duke] = 1;  
maxInv[DukeClip] = 10;  
maxInv[Mamba] = 1;  
maxInv[MambaClip] = 10;  
maxInv[Disposition] = 1;  
maxInv[DispositionClip] = 10;  
maxInv[Ender] = 1;  
maxInv[EnderAmmo] = 30;
```

4. In `art/shapes/actors/Soldier/soldier_rigged.cs` in the `SoldierDAE::onLoad()` function, after this line:

```
// END: Turret Sequences
```

Add the following code:

```
// Load Disposition Animations  
exec("~/shapes/weapons/Disposition/PlayerAnims/dispositionAnims.cs");  
// Load Ender Animations  
exec("~/shapes/weapons/Ender/PlayerAnims/enderAnims.cs");  
// Load Mamba Animations  
exec("~/shapes/weapons/Mamba/PlayerAnims/mambaAnims.cs");
```

5. In `art/shapes/actors/Soldier/FP/FP_SoldierArms.cs` in the `FP_SoldierArmsDAE::onLoad()` function after this line:

```
// END: Turret Sequences
```

Add the following code:

```
// Load Disposition FP animations  
exec("~/shapes/weapons/Disposition/fp_dispositionAnims.cs");  
// Load Duke FP animations  
exec("~/shapes/weapons/Duke/fp_dukeAnims.cs");  
// Load Ender FP animations  
exec("~/shapes/weapons/Ender/fp_enderAnims.cs");  
// Load Mamba FP animations  
exec("~/shapes/weapons/Mamba/fp_mambaAnims.cs");
```

6. In `scripts/server/gameCore.cs` in the `GameCore::loadOut()` function, after the line:

```
%player.addToWeaponCycle(LurkerGrenadeLauncher);
```

Add the following code:

```

%player.setInventory(Disposition, 1);
%player.setInventory(DispositionClip,
%player.maxInventory(DispositionClip));
%player.setInventory(DispositionAmmo,
%player.maxInventory(DispositionAmmo));
%player.addToWeaponCycle(Disposition);

%player.setInventory(Duke, 1);
%player.setInventory(DukeClip, %player.maxInventory(DukeClip));
%player.setInventory(DukeAmmo, %player.maxInventory(DukeAmmo));
%player.addToWeaponCycle(Duke);

%player.setInventory(Mamba, 1);
%player.setInventory(MambaClip, %player.maxInventory(MambaClip));
%player.setInventory(MambaAmmo, %player.maxInventory(MambaAmmo));
%player.addToWeaponCycle(Mamba);

%player.setInventory(Ender, 1);
%player.setInventory(EnderAmmo, %player.maxInventory(EnderAmmo));
%player.addToWeaponCycle(Ender);

```

Your weapons are now ready to be used in your game. These weapons are fully compatible with the Soldier model and the Mantis model and can be used correctly by either.

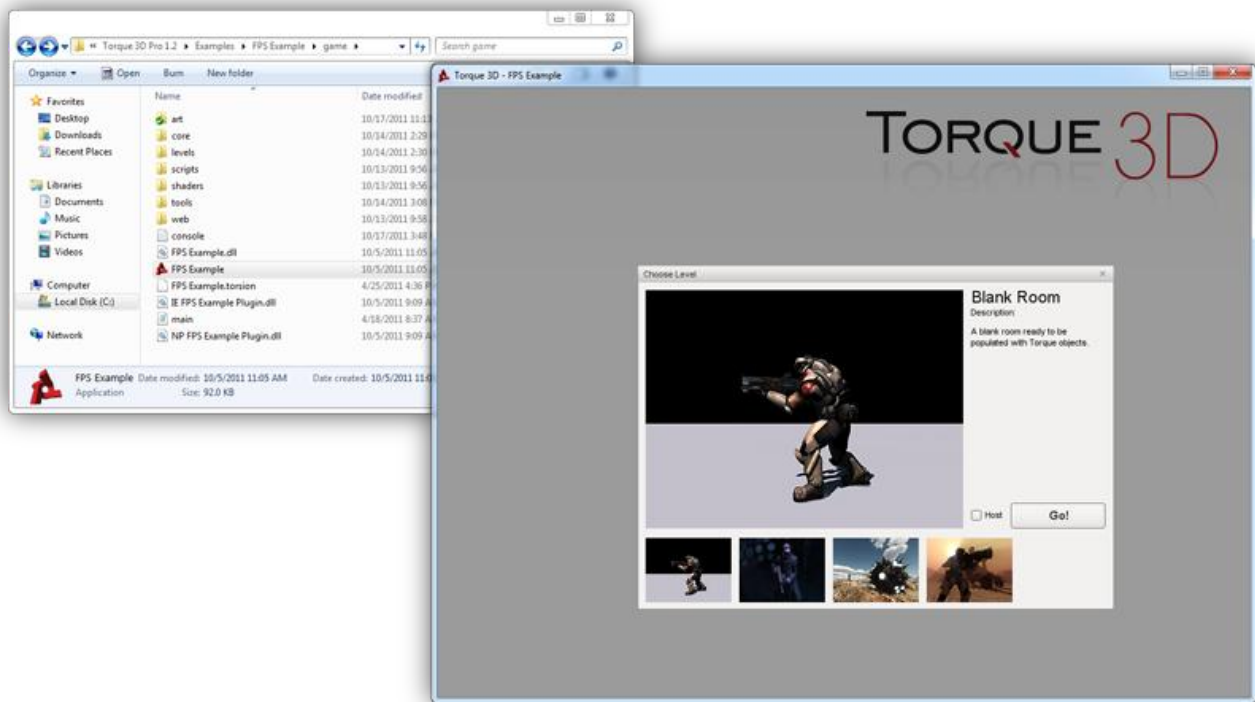
Using the Soldier Weapons Art Pack

This section assumes that you have added the Soldier Weapons Art Pack assets to your game directory as required in the previous section. If you have not completed this step, then please add these files to your game's directory structure so that you will be able to access them correctly.

Note: Do not continue until you have correctly unzipped and copied your files!

Navigate to the **SoldierWeaponsArtExample** directory where you copied the assets in the previous step. Start **FPS Example.exe** that is inside C:\Torque\Torque 3D 1.2\Examples\SoldierWeaponsArtExample\game. Choose Play from the main menu and select a level to load.

1. Navigate to C:\Torque\Torque 3D 1.2\Examples\SoldierWeaponsArtExample\game
2. Click to open **FPS Example.exe**
3. Select **Play**



Once the Blank Room level has finished loading, press **Q** and **CTRL-Q** to cycle your weapons forward and backwards. Your new weapons should now be in the cycle.

To learn more about how weapons work in your Torque 3D game, please read [Lesson 5: Adding and Customizing Weapons](#) in our FPS Tutorial.

Conclusion

Now that you have the Soldier Weapons Art Pack we cannot wait to see the amazing environments and games you fit these into. We love to see examples from our large community of users. Please do not hesitate to share your successes or challenges at support@garagegames.com as you make use of the Soldier Weapons Art Pack.