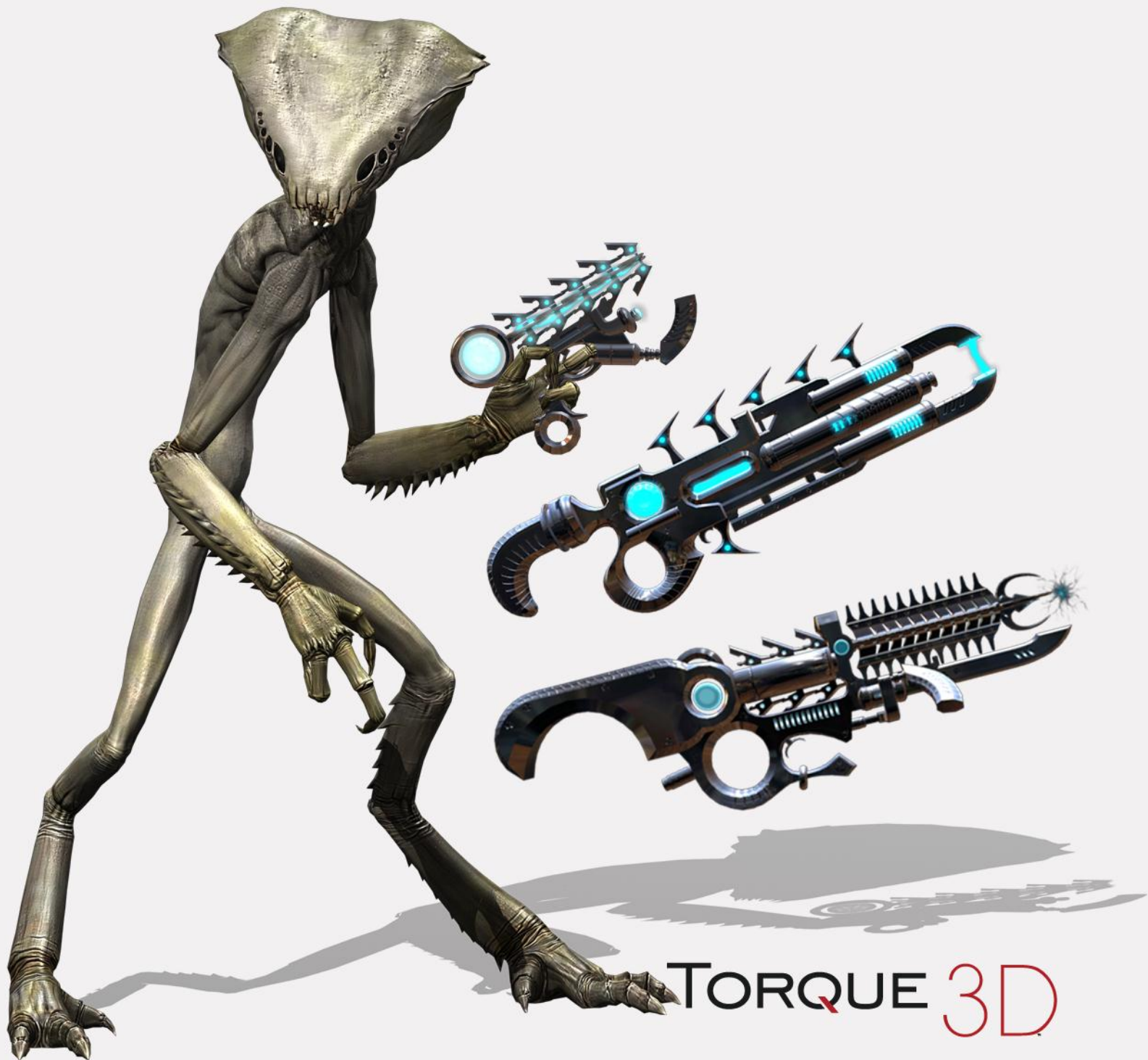


ALIEN WEAPONS ART PACK



TORQUE 3D

DOCUMENTATION

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Description of the Alien Weapons Art Pack

Thank you for purchasing the Alien Weapons Art Pack. They came from Outer Space, and they brought GUNS! Or perhaps they're experimental weapons from some secret lab right here on Earth. The choice, and the game, is yours to make with the Alien 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 source Diffuse, UV normal and Specular maps 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 Alien Weapons Art Pack

The Alien 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 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 Alien Weapons Art Pack:

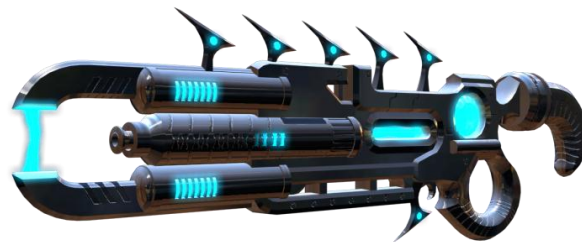


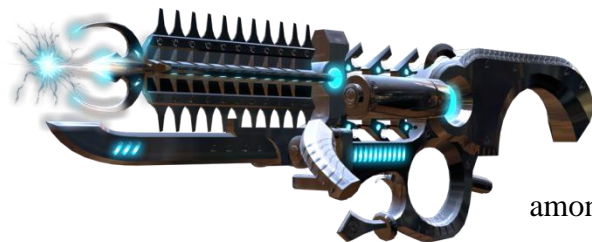
Kral

Alien Infantry Sidearm. This pistol is incredibly accurate.

Kraad

Alien Standard Infantry Weapon. This is the Alien version of the Lurker rifle.



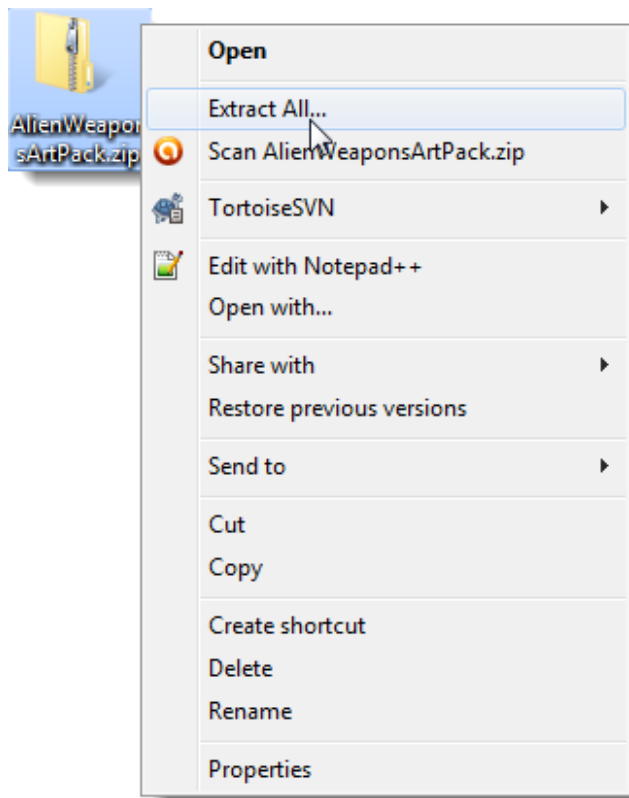


Kralmok

Alien Heavy Infantry Weapon. This fearsome weapon fires a devastating blast that wreaks havoc amongst enemy troops.

Installing the Alien Weapons Art Pack

The Alien 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 Alien Weapons Art Pack

In Windows, you can extract the ZIP file by right-clicking on the **AlienWeaponsArtPack.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.

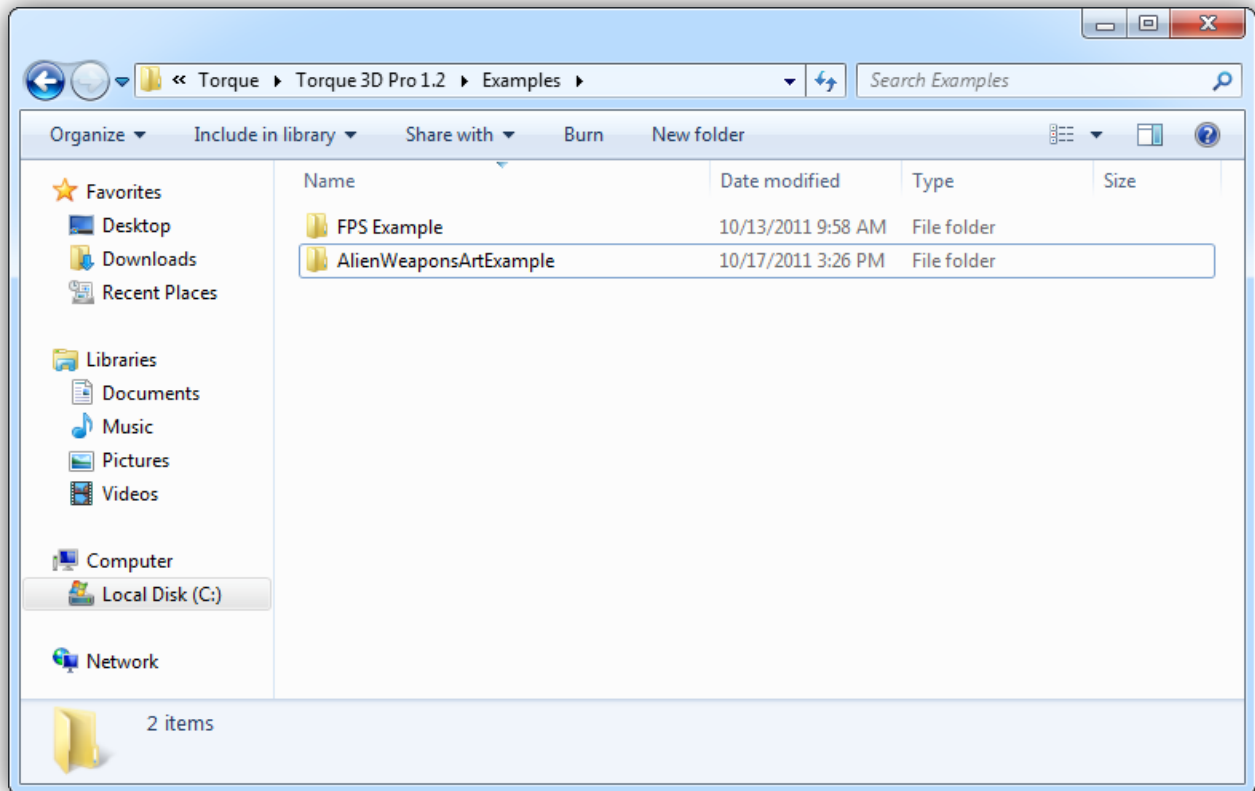
Note: Always make any changes to a copy and not to the original files!

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 **AlienWeaponsArtExample** to test the artwork. Open the new **AlienWeaponsArtExample** folder and then copy the files from the Alien 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 **AlienWeaponsArtExample**
4. Open the **AlienWeaponsArtExample** folder, navigate to `\game\art` and copy the files from the Alien 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:

```
exec("../weapons/Turret.cs");
```

Add the following code:

```
// Load the Alien Weapons pack
exec("../weapons/Kraad.cs");
exec("../weapons/Kral.cs");
exec("../weapons/Kralmok.cs");
```

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

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

Add the following code:

```
// Alien Weapons inventory items
maxInv[Kraad] = 1;
maxInv[KraadClip] = 10;
maxInv[Kral] = 1;
maxInv[KralClip] = 10;
maxInv[Kralmok] = 1;
maxInv[KralmokAmmo] = 10;
```

3. In `art/shapes/actors/Mantis/Mantis_rigged.cs` in the `MantisDAE::onLoad()` fuction after this line:

```
// END: Kralmok Sequences
```

Add the following code:

```
// load Kraad Animations
exec("~/shapes/weapons/Kraad/PlayerAnims/mantisKraadAnims.cs");
// load Kral Animations
exec("~/shapes/weapons/Kral/PlayerAnims/mantisKralAnims.cs");
// load Kralmok Animations
exec("~/shapes/weapons/Kralmok/PlayerAnims/mantisKralmokAnims.cs");
```

Note: To add these animations to the Soldier, in

`art/shapes/actors/Soldier/soldier_rigged.cs` you would add the same lines, but use the `soldierKraadAnims.cs`, `soldierKralAnims.cs` and `soldierKrakmokAnims.cs` files.

4. In `art/shapes/actors/Mantis/FP/FP_MantisArms.cs` near the end of `FP_MantisArmsDAE::onLoad()` after this line:

```
// END: Kralmok Sequences
```

Add the following code:

```
// load Kral FP animations
exec("~/shapes/weapons/Kral/fp_mantisKralAnims.cs");
// load Kraad FP animations
exec("~/shapes/weapons/Kraad/fp_mantisKraadAnims.cs");
// load Kralmok FP animations
```

```
exec("~/shapes/weapons/Kralmok/fp_mantisKralmokAnims.cs");
```

Note: To add these animations to the Soldier, in

art/shapes/actors/Soldier/FP/FP_SoldierArms.cs you would add the same lines, but use the fp_soldierKralAnims.cs, fp_soldierKraadAnims.cs and fp_soldierKralmokAnims.cs files.

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

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

Add the following code:

```
%player.setInventory(Kraad, 1);  
%player.setInventory(KraadClip, %player.maxInventory(KraadClip));  
%player.setInventory(KraadAmmo, %player.maxInventory(KraadAmmo));  
%player.addToWeaponCycle(Kraad);  
%player.setInventory(Kral, 1);  
%player.setInventory(KralClip, %player.maxInventory(KralClip));  
%player.setInventory(KralAmmo, %player.maxInventory(KralAmmo));  
%player.addToWeaponCycle(Kral);  
%player.setInventory(Kralmok, 1);  
%player.setInventory(KralmokAmmo, %player.maxInventory(KralmokAmmo));  
%player.addToWeaponCycle(Kralmok);
```

Your weapons are now ready to be used by your new Alien player.

Note: By default the reflective material uses the cube map made for Chinatown. However, we've also included an additional cube map material for the desert template. To replace the cube map material go to these files:

```
art/shapes/weapons/Kraad/materials.cs  
art/shapes/weapons/Kral/materials.cs  
art/shapes/weapons/Kralmok/materials.cs
```

And replace:

```
cubemap = "refnightSkyCubemap";
```

With:

```
cubemap = "GG_DesertReflection01_Cubemap";
```

Using the Alien Weapons Art Pack

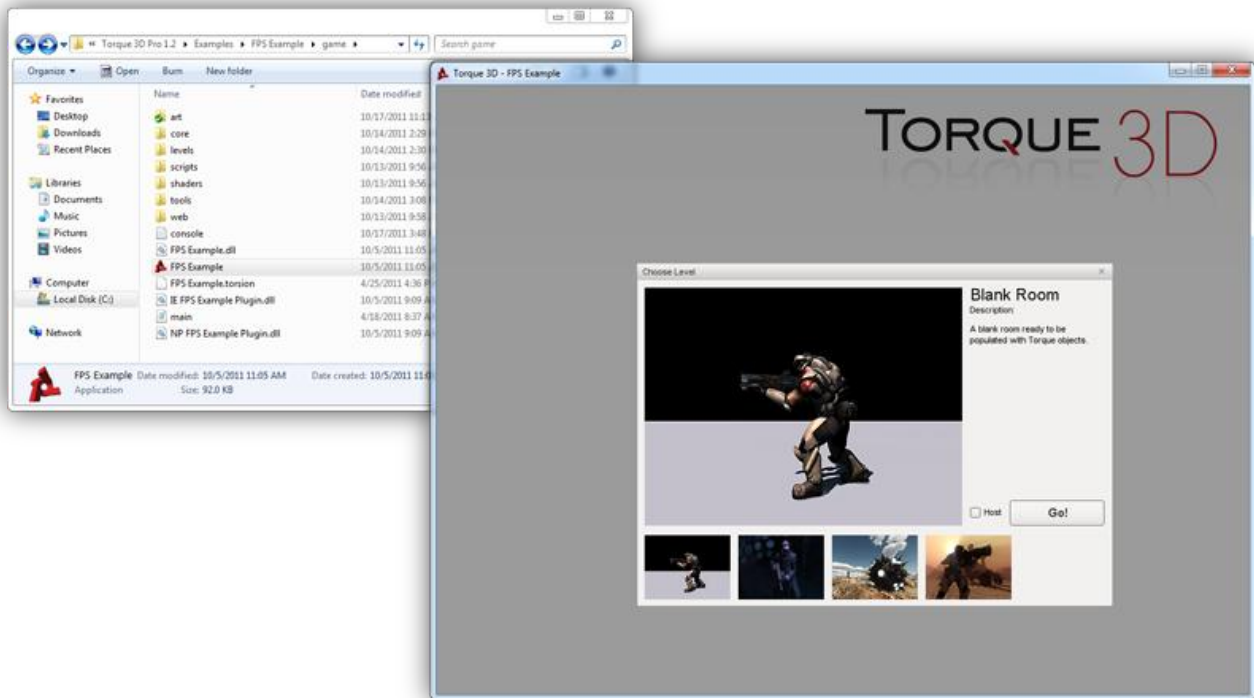
This section assumes that you have added the Alien Weapons Art Pack assets to your game directory as required in the previous section and have performed the required scripting tasks. If you

have not completed this step please do so now so that you will be able to access the weapons correctly.

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

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

1. Navigate to C:\Torque\Torque 3D 1.2\Examples\AlienWeaponsArtExample\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 Alien 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 Alien Weapons Art Pack.