RenderWare

Tool

rf3cc

Contact Us

Criterion Software Ltd.

For general information about RenderWare e-mail info@csl.com.

Developer Relations

For information regarding Support please email devrels@csl.com.

Sales

For sales information contact: rw-sales@csl.com

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1. Introduction

The rf3cc tool encapsulates the .rf3 functionality of the export manager. Essentially this takes one or more .rf3 files and converts these to RenderWare Assets, such as .rws, using the appropriate Project/Asset Template files.

The rf3cc program is located in the RenderWare shared\open export\bin directory. This directory contains the rf3cc executable and an example directory including some sample .rf3 files.

Workflow

.rf3 files contain platform-independent intermediary export data in XML format. Unlike .rws files (which are RenderWare optimized binary files), .rf3 files contain no rendering optimizations, and are simply a snapshot of the raw data. Using the rf3cc compiler tool, you can compile these .rf3 files into optimized platform specific RenderWare binary files.

By using .rf3 files, you can fully customize and control your asset creation tool path. This can be achieved by exporting all your assets as .rf3 files and recompiling them each time the export templates are modified. You can use Makefiles for checking dependencies between template files and .rf3 files. This also eliminates the task of re-exporting data each time an export option is modified.

.rf3 files follow the XML standard and this means you can manually edit and modify them, view them with any XML viewing tool, and (for graphics) render them with RenderWare Visualizer.

The typical export workflow using .rf3 files in RenderWare Graphics is:

1. Create artwork in 3D modeling package.
2. Export the art assets in the intermediate .rf3 format.
3. Export to optimized game assets such as .rws.

A similar export workflow would apply for audio assets.

Other documentation

For further information on RenderWare Graphics and Renderware Audio refer to:

- The three viewers that can be used to view artwork exported using the RenderWare Graphics exporters. The primary viewer is RenderWare Visualizer; the other two available viewers are Clump View and World View. The two viewer documents describing the controls and setup of these viewers are RenderWare Visualizer and Clump View and World View Viewers .

- The documents 3dsmaxReferenceGuide.pdf and MayaReferenceGuide.pdf contain information to help artists to create and export artwork.

- The TechnicalArtistGuide.pdf gives an in depth description of the export templates.

- The ArtistGuideGlossary.pdf contains descriptions of the concepts used in the RenderWare Graphics art exporters.

- The RenderWare Audio user guide, RwAudio.chm.

- The Fully Managed Support System (FMSS) https://support.renderware.com. You can search the knowledge base and download examples using your customer account.

2. Operations

Basic Operations

You can run the rf3cc program from the command line, or from a Windows shortcut which is set up to launch it in the correct directory. You can run rf3cc on one or more .rf3 files. Running rf3cc with no parameters, displays help information.

Examples:

```
rf3cc room.rf3
```

This command will export all of the RenderWare assets contained within the room.rf3 file into the same directory. In the case of an .rws file, the filename will be the same as the first .rf3 file, for example room.rws.

```
rf3cc scene.rf3 chair.rf3 table.rf3
```

This command will export all of the RenderWare assets contained within the .rf3 files into the same directory. For legacy files, this would be room.bsp, door.dff, fireplace.dff, chair.dff, table.dff.

Advanced Options

The default export options of rf3cc will export the given .rf3 files, using the Generic.rwt template, into the current directory. The name of the first .rf3 file to be exported will be used as the project name. These default options can be changed by using the following command line options:

-p <path> Specifies the path that will be used for the export. For example:

```
rf3cc –p c:\myassets myObjects.rf3
```

Exports the assets from myObject.rf3 into c:\myassets.

-t <template> Specifies the project template that will be used for the export. For example:

```
rf3cc –t c:\mytemplates\objectTemplate.rwt myObjects.rf3
```

Exports the assets from myObject.rf3 into the current directory using the objectTemplate.rwt template file.

-n <name> Specifies the project name that will be used for the export. For example:

```
rf3cc –n myThings myObjects.rf3
```

Exports the assets from myObject.rf3 into the current directory using the myThings as the project name. For example, if you are exporting to an .rws file it will be called myThings.rws.

-expold <true/false> Overrides the Export Legacy Files option in the project template. For example:

```
rf3cc -expold true myObject.rf3
```

Forces the rf3cc tool to export legacy files.

-exprws <true/false> Overrides the Export RWS File option in the project template. For example,

```
rf3cc –exprws true myObject.rf3
```

Forces the rf3cc tool to export an .rws file.

Summary

The rf3cc tool can process multiple .rf3 files from the command line to produce platform optimized game assets for use in RenderWare. The rf3cc tool lets you specify the export path, the project template and the project name. It also lets you override the output format flags in the project template.