

Instructions for cooking UT3 Domination and DoubleDom maps for the PS3

Summary

1. Duplicate DomPS3Pix. And into an external separate package that also has the preview image texture for your map. Only those 3 textures need to be in this package. (Do not use your maps name for the package)
2. Edit your mods PS3-UTGame.ini file
3. Change UTDom.u file to the PS3 version
4. Cook map for PS3
5. Change UTDom.u file back to the PC version

Detailed Instructions

1. Open/load the package DomPS3Pix.upk into Unreal Editor
[See Figure 1]
2. Right click on one of the two images and select Duplicate
[See Figure 2]
3. Change the package name to a new package (Do not use the maps name for the package name). Click ok
[See Figure 3]
4. Right click on the other image and select Duplicate.
[See Figure 4]
5. In the package name list, use the drop down list and select the package name you made in step 3. Click ok
[See Figure 5]
6. Import your Preview Image for your map into the package that you created in step 3. Put a check in the CompressionNoAlpha checkbox and change the LODGroup to TEXTUREGROUP_UI
[See Figure 6]
7. DoubleClick on the texture you created in step 6 and change the LODBias to -2
[See Figure 7]
8. Save the package
9. Right click on your texture you created in step 6 and select Copy Reference
[See Figure 8]
10. Open the PS3-UTGame.ini file for your mod in windows notepad and locate the following line
PreviewImageMarkup=<Images:%MAPPIXTEXTURE%>
Double click on the word MAPPIXTEXTURE to select it. Then Press CTRL+V or from the menu bar select Edit / Paste. And the word should be replaced with your texture path. Delete any % left over from %MAPPIXTEXTURE%
Example after pasting:
PreviewImageMarkup=<Images:YourNewTextureOnlyPackage.YourMapPreview>
11. Replace all of the variables with the corresponding values
[See Figure 11]
12. Save and close the file.
13. Run the app "Dom PS3 Cooker.exe" with Administrator privileges
14. Click the "UTDom.u File Switcher" button
[See Figure 9]
15. Click on the PS3 button to switch to the PS3 version.
[See Figure 10]
This must be done for the map to cook for the PS3. The PC version of UTDom.u will NOT work with the PS3 and the PS3 version cannot be played on the PC.

16. Run the Unreal FrontEnd Tool
(Default location: "C:\Program Files\Unreal Tournament 3\Binaries\ UnrealFrontend.exe")
17. On the Cook tab, in the Map textbox, enter the filename of your map and the texture package you created in steps 1-8
[See Figure 12]
18. During the cooking process when it gives you the option to review the ini file. Replace the contents with the contents from the PS3-UTGame.ini that made in steps 8-11
[See Figure 13]

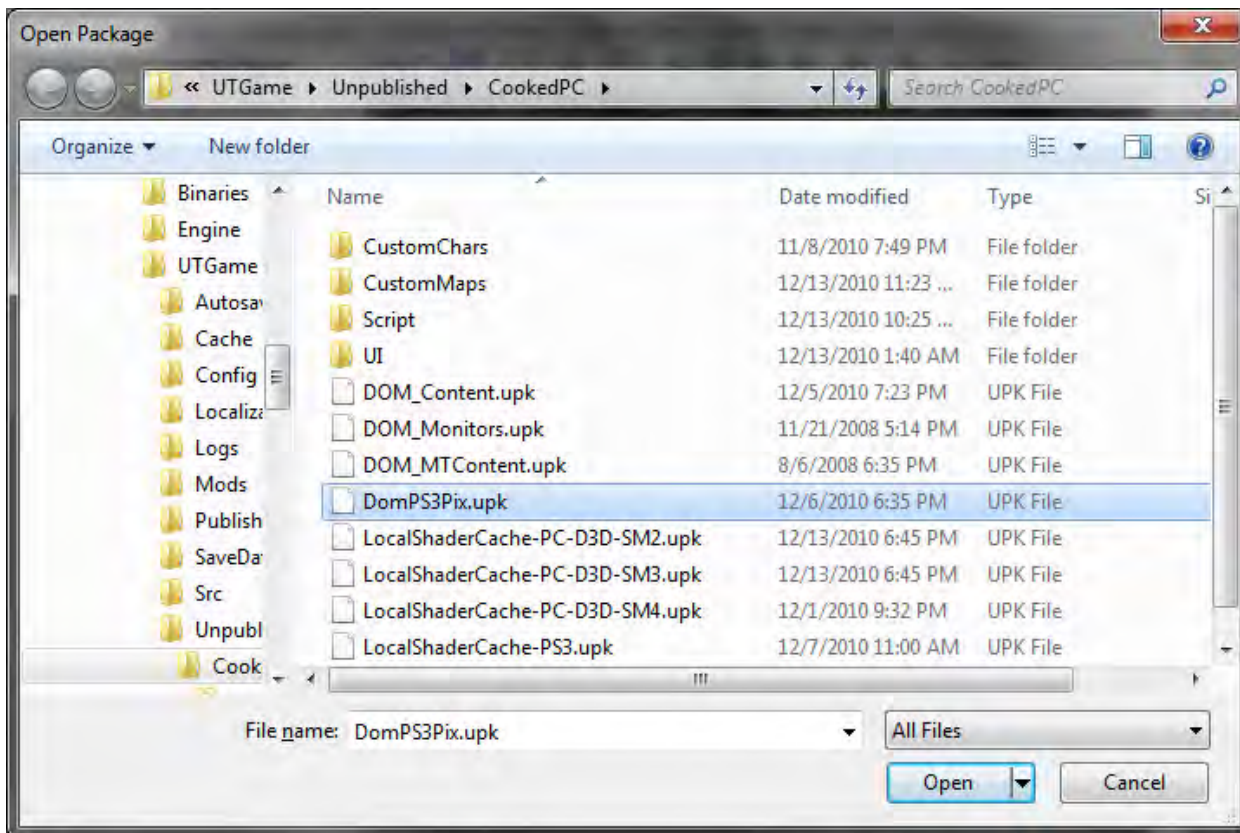


Figure 1

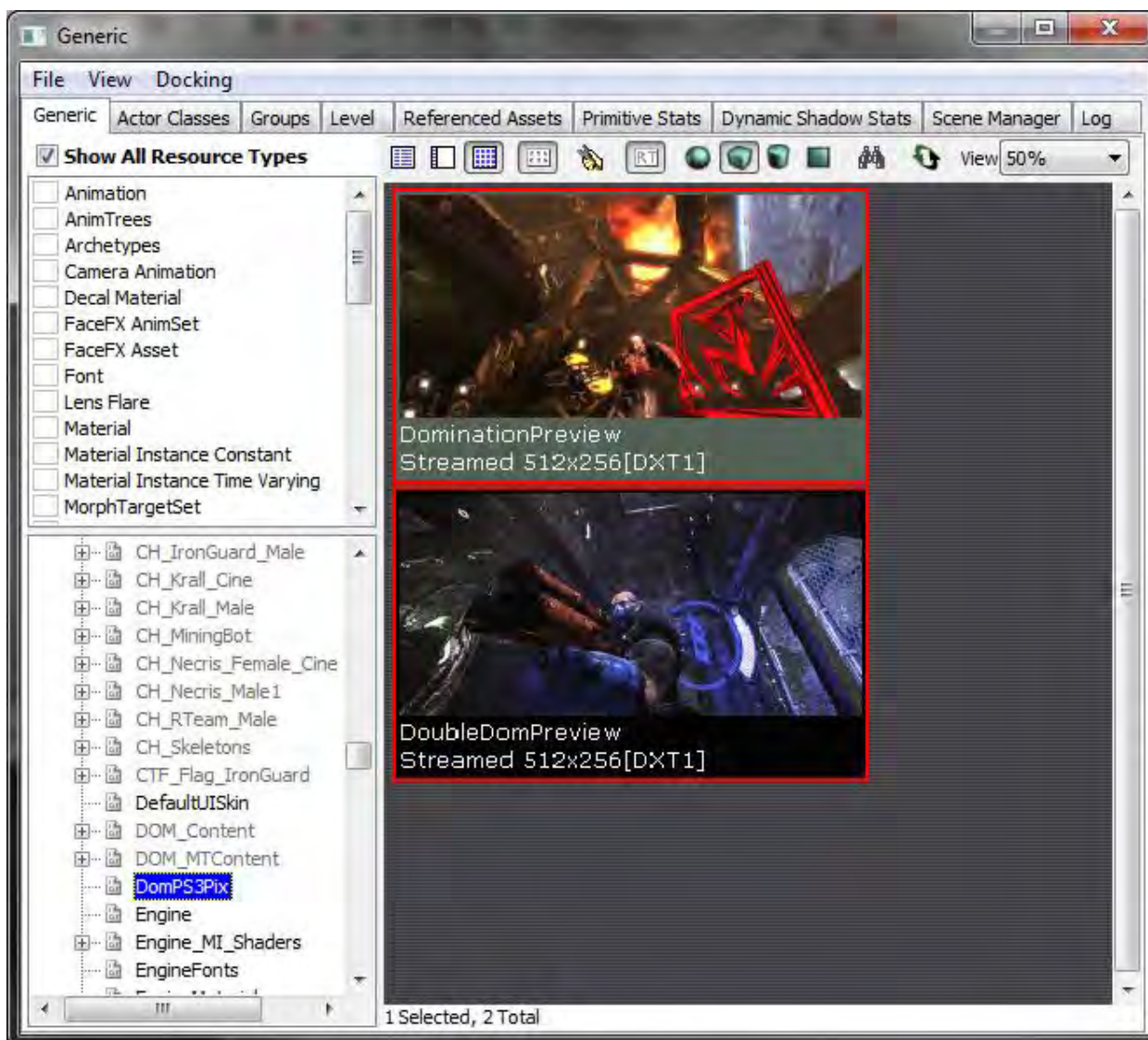


Figure 2

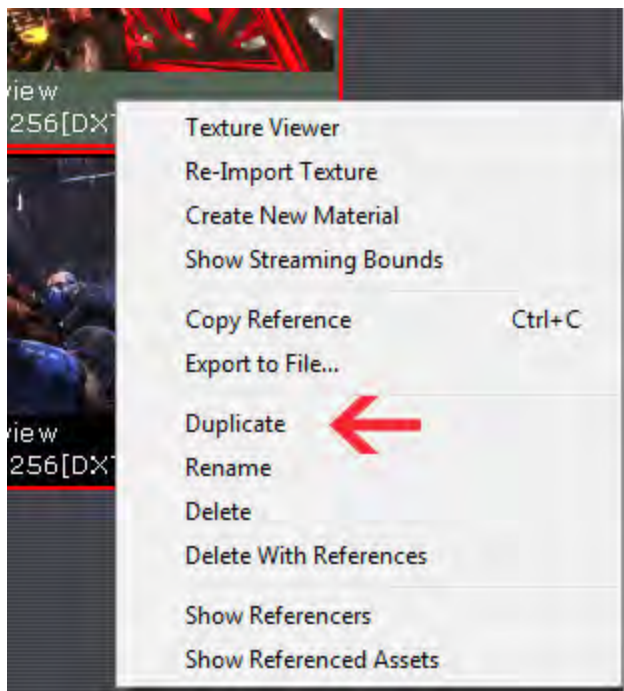


Figure 3

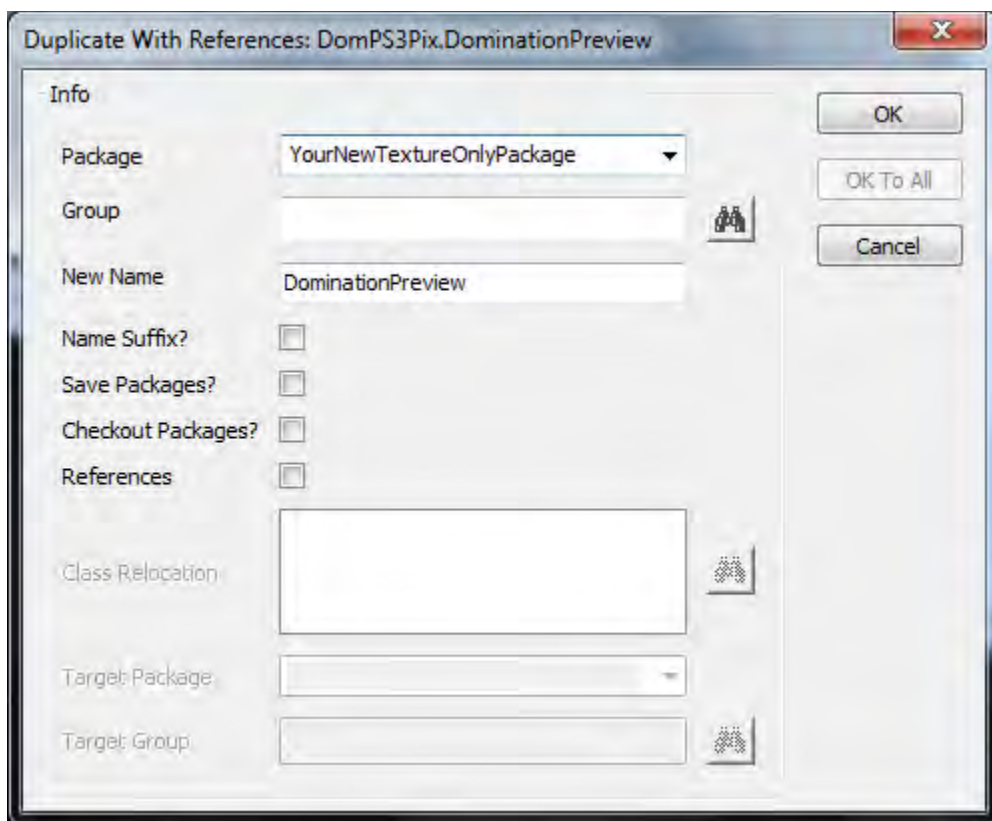


Figure 4

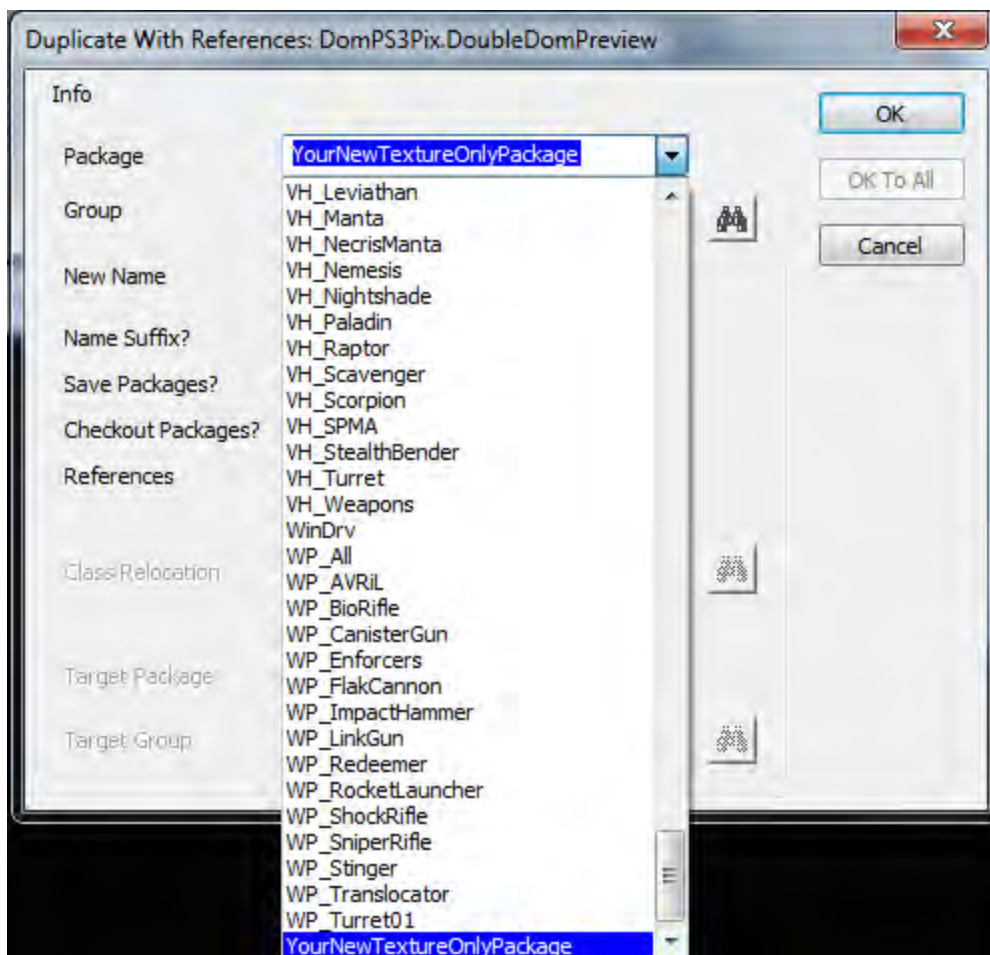


Figure 5

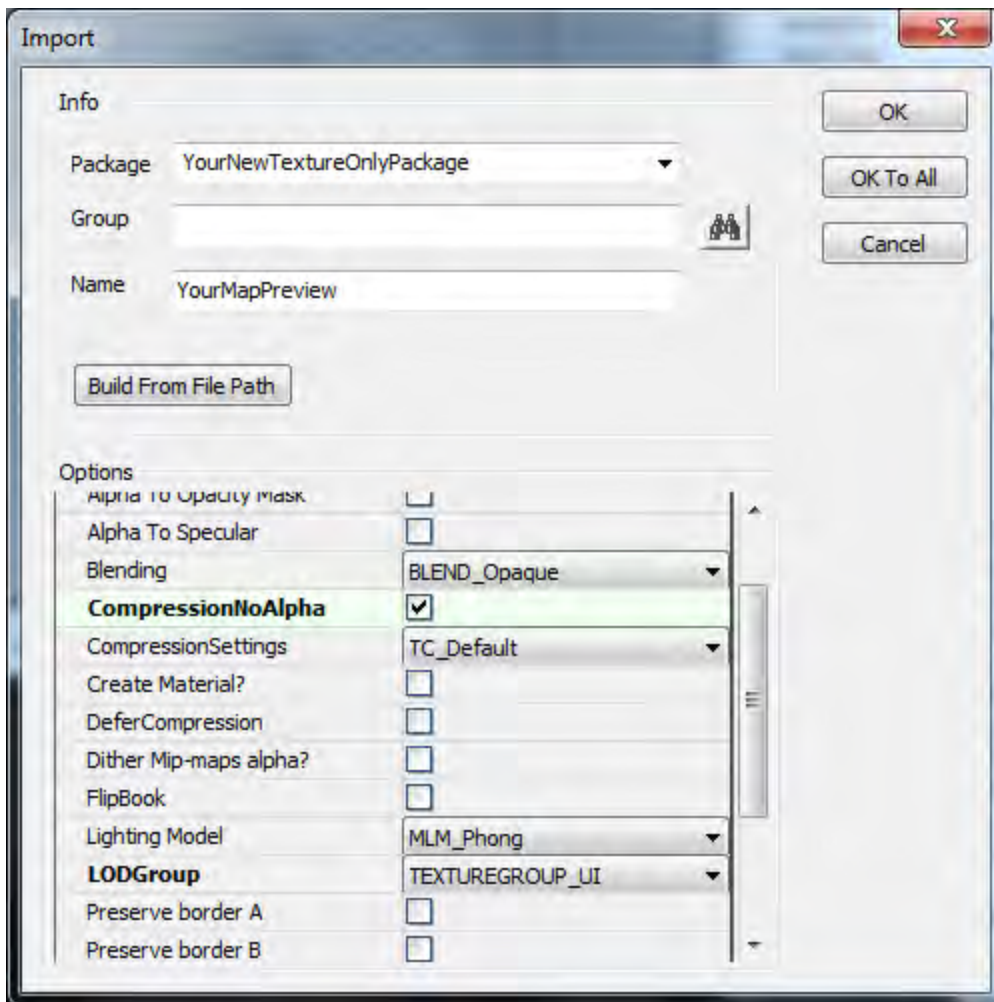


Figure 6

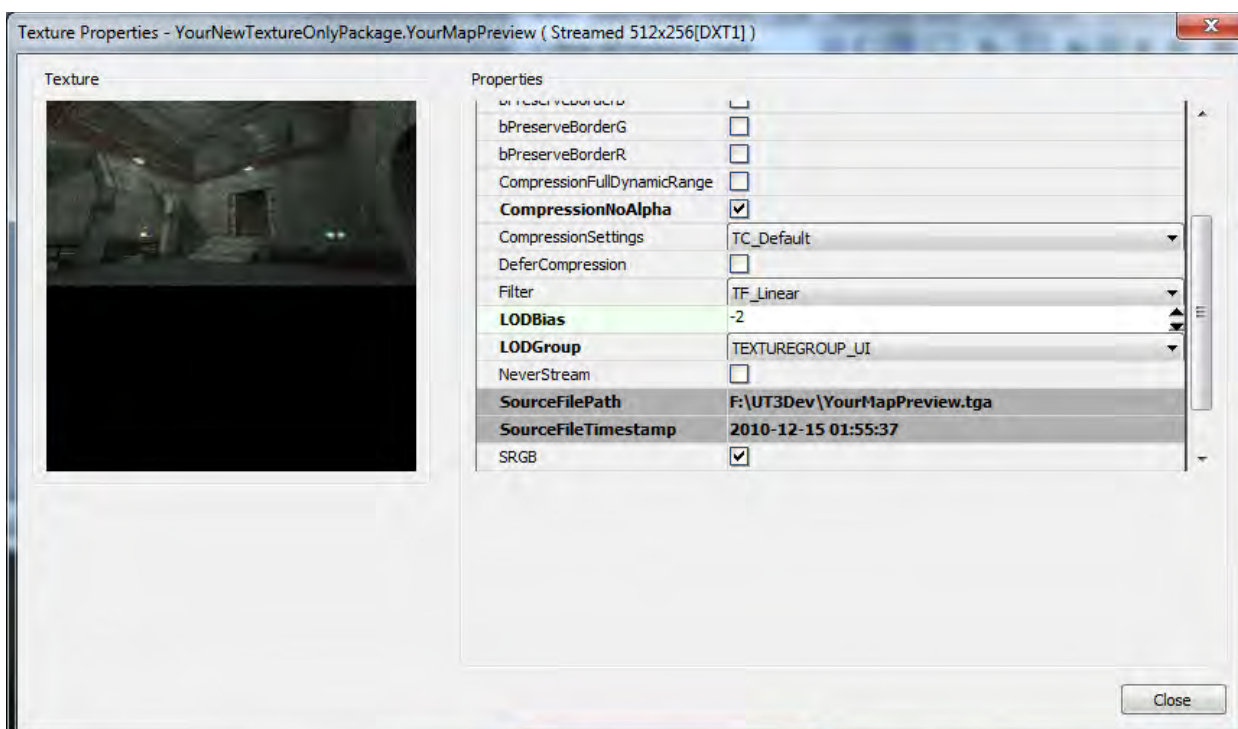


Figure 7

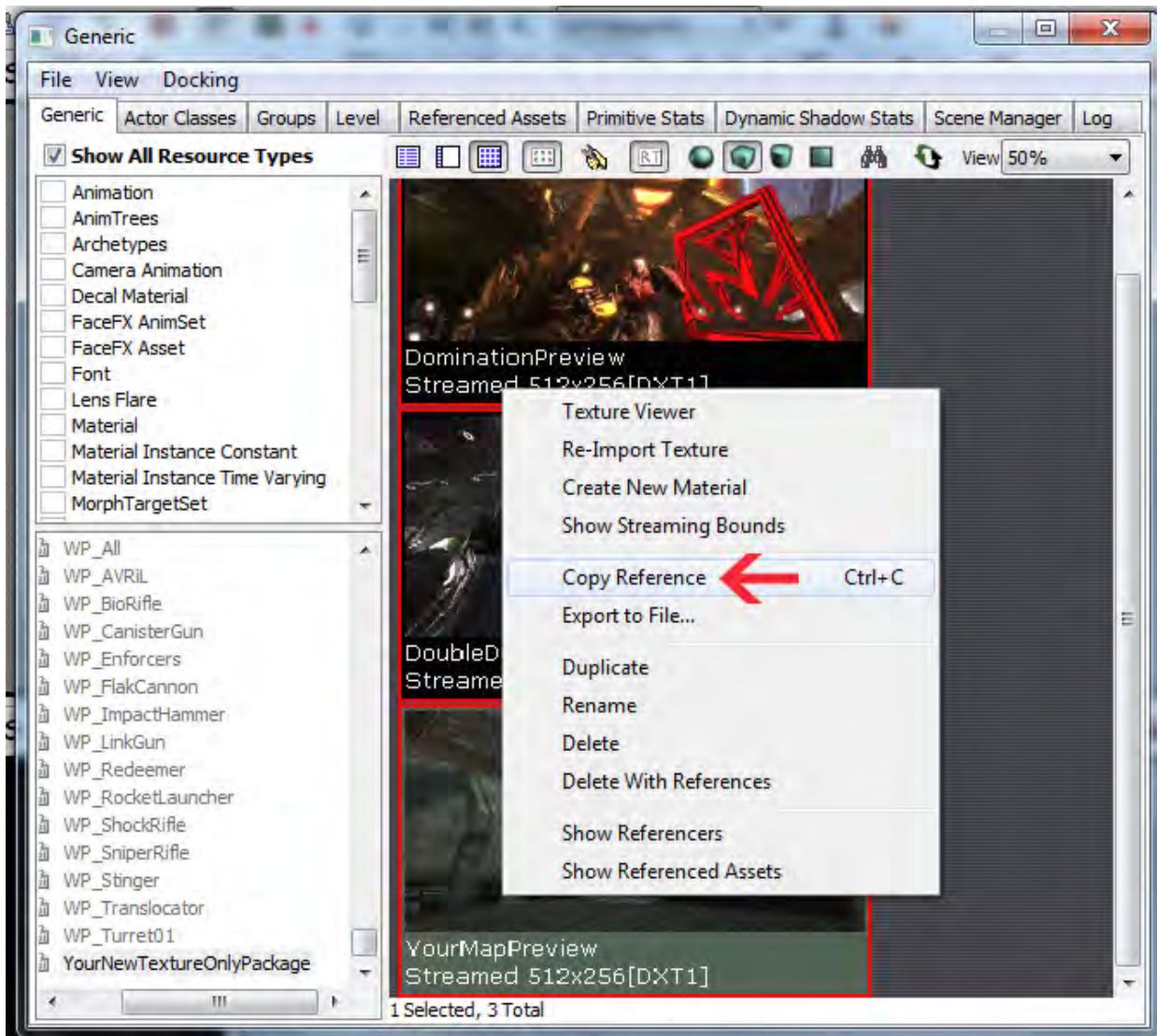


Figure 8

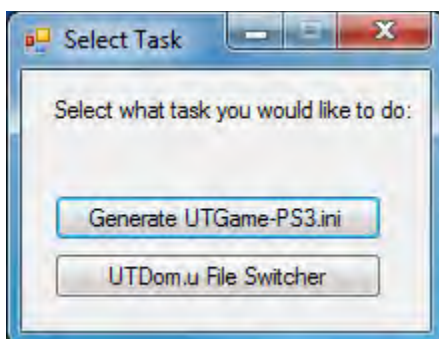


Figure 9

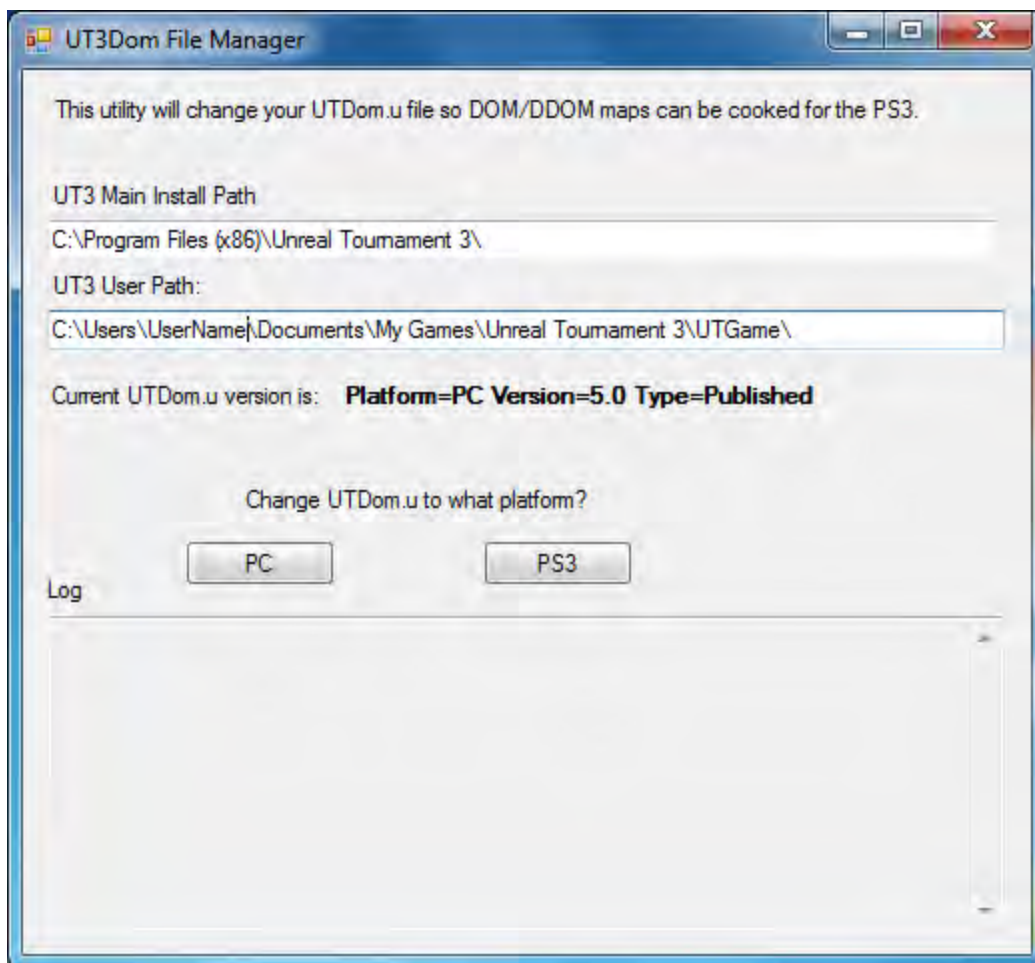


Figure 10

Figure 11

```
; UT3Dom PS3 ini file Template
; =====
; To use, replace the following variables if they exist;
;
; %MAPFILENAME% = The file name of the map (without the .ut3 extention)
; %MAPNAME% = Friendly Name of Map
; %MAPDESC% = Map description
; %MAPPIXTEXTURE% = The content path to the maps Preview Texture (example: MyPackage.MyTexture )
; %MAPPIXPACKAGE% = The name of the .upk package that has the Map Preview texture along with the DominationPreview and DoubleDomPreview
textures
;
; NOTE: (The following ONLY applies to maps being cooked for the PS3)
;
; The maps PreviewImage texture must be in a seperate external package (.upk) with a duplicate of the
; DominationPreview and DoubleDomPreview textures (found in DomPS3Pix.upk )
; The package must have all 3 of those textures and nothing else.
; The package must have a Unique name. Do NOT use the Maps file name!
; Use only textures. Do use NOT materials!!!
; It is ok to leave the PreviewImage texture used for the PC version inside the map. But do NOT use that texture for the MapPreview on the
PS3!
; Do NOT change any other part of this template, except for the variables (example: %VAR% ) Doing so may prevent the map from working
correctly.
```

```
[Engine.PackagesToFullyLoadForDLC]
MapName=UTFrontEnd
Package=%MAPPIXPACKAGE%
```

```
[%MAPFILENAME% UTUIDataProvider_MapInfo]
MapName=%MAPFILENAME%
FriendlyName=%MAPNAME%
PreviewImageMarkup=<Images:%MAPPIXTEXTURE%>
Description=%MAPDESC%
```

```
[Domination UTUIDataProvider_GameModeInfo]
GameMode=UTDom.Domination
GameSettingsClass=UTGameSettingsTDM
GameSearchClass=UTGameSearchCustom
OptionSet=TDM
FriendlyName=Domination
Description=Fight for possession of ControlPoints by touching it and your score increases until taken by another team.
PreviewImageMarkup=<Images:%MAPPIXPACKAGE%.DominationPreview>
Prefixes=DOM|CDOM|DDOM|VDOM
bRemoveOn360=False
bRemoveOnPC=False
bRemoveOnPS3=False
```

```
[DoubleDom UTUIDataProvider_GameModeInfo]
GameMode=UTDom.DoubleDom
GameSettingsClass=UTGameSettingsCTF
GameSearchClass=UTGameSearchCustom
OptionSet=CTF
FriendlyName=Double Domination
Description=Battle for control over 2 ControlPoints: A,B Your team must hold both ControlPoints for 10 seconds to score.
PreviewImageMarkup=<Images:%MAPPIXPACKAGE%.DoubleDomPreview>
Prefixes=DOM|CDOM|DDOM|VDOM
bRemoveOn360=False
bRemoveOnPC=False
bRemoveOnPS3=False
```

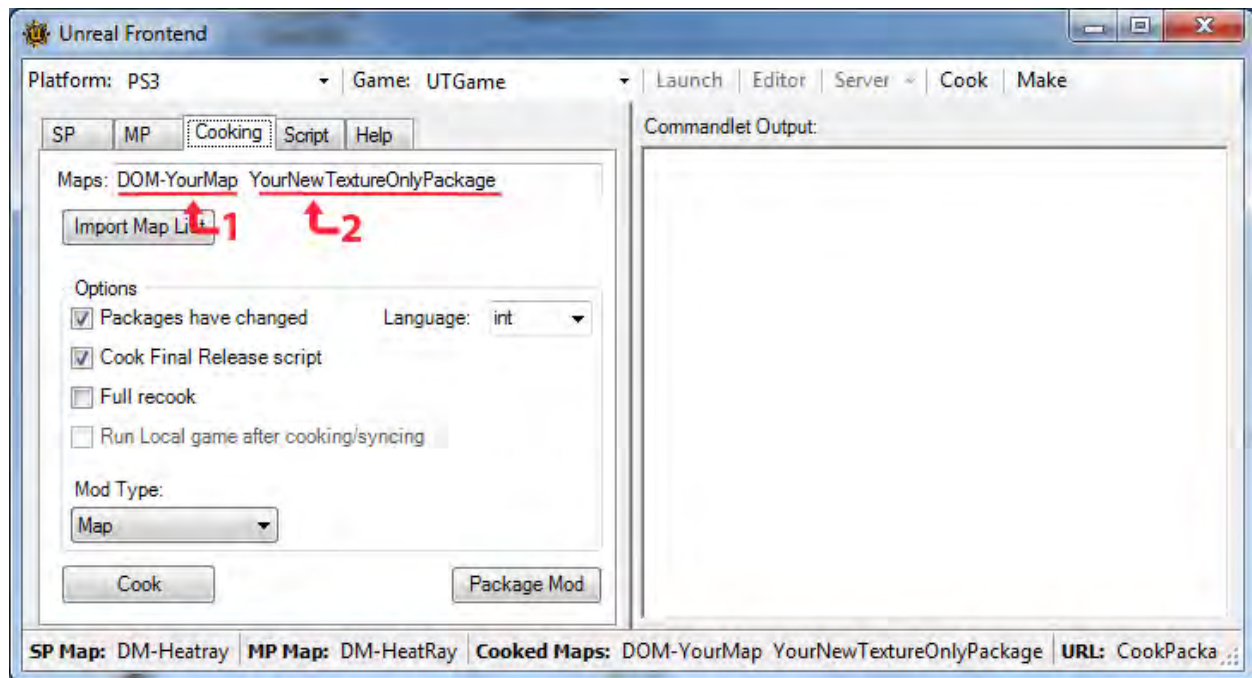


Figure 12

Note: On the maps textbox, enter your maps file name (see 1) and the external texture package (see 2) that has your preview texture

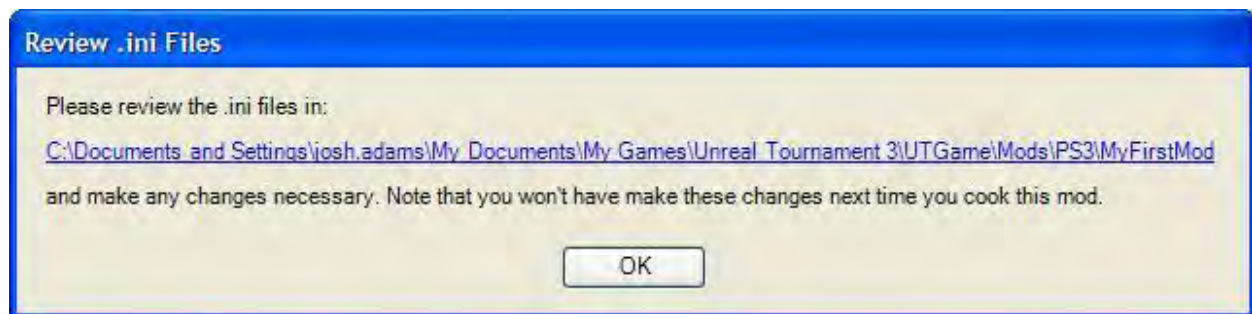


Figure 13