TORQUE SHOWTOOL PRO

Exercise Files
Models – "Kit/gpgt/data/gpgt/.*"*

Exercise Mission
n/a

Special Setup
This exercise assumes that you have Torque Show Tool Pro installed on your system. If you do not, please install it now. If you do not have a copy, please go to the GarageGames website download the trial version (http://www.garagegames.com/pg/product/view.php?id=59), and install it.

We will go through additional setup steps below.

Synopsis

In this exercise, we will use the Torque Show Tool Pro (Torque ShowTool Pro) to examine some models that are included with the Kit to further familiarize ourselves with the concept of collision and line-of-sight collision meshes.

Prerequisites
1. *ch1_001.pdf "Using The Kit"*

Exercises

1 Setting Up Torque ShowTool Pro

Starting Torque ShowTool Pro

To run the Torque ShowTool Pro tool, simply double-click the icon that should have been installed on your desktop during the installation, or find "Torque Show Tool Pro" in your operating system's start menu (if it has one).

Once you start Torque ShowTool Pro, it will load and stop on the loading/splash screen (figure 1 below).

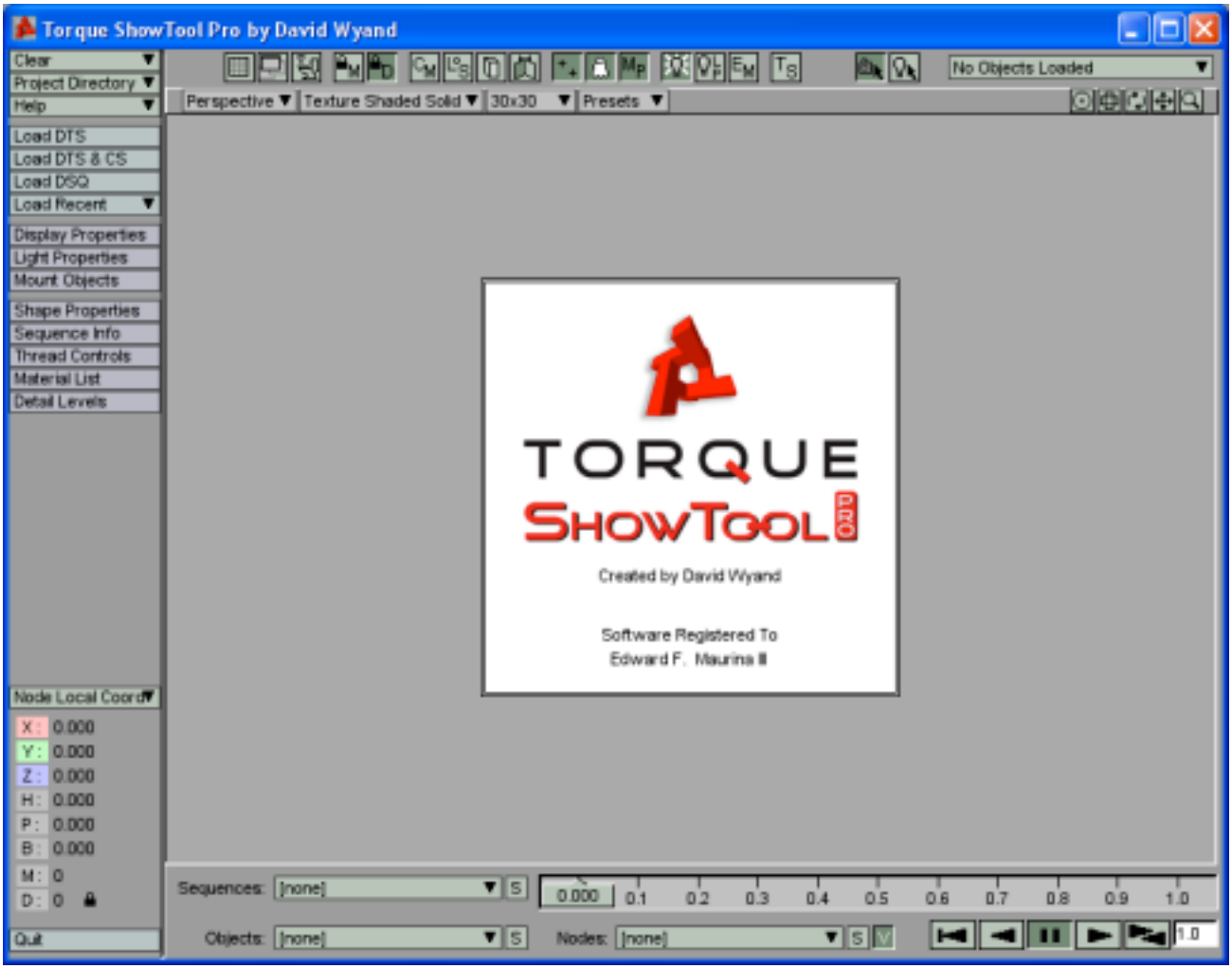

Figure 1. Torque ShowTool Pro Loading/Splash Screen

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Adding A New (Model) Directory

We need to add a new directory of models to the Torque ShowTool Pro directory list in order to view them. The models we are interested in viewing are part of the kit and located in the kit directory "Kit/gpgt/data/gpgt".

If you installed the accompanying disk in "C:\gpgt", the path to these models would be "C:\gpgt\Kit\gpgt\data\gpgt".

To add this directory to the Torque ShowTool Pro directory list, please follow these steps.

1. Click the "Project Directory" button on the left tool bar and then select "[modify]".
2. In the dialog that opens (figure 2 below) do the following.
   - Click the "Add Directory" button
   - Click in the text edit box marked "Path to Project Directory" and type in the full path to the models. i.e. "C:\gpgt\Kit\gpgt\data\gpgt" or whatever is appropriate for your kit installation.
   - Click in the text edit area marked "Name (optional)" and type in any name you choose. I chose to type "chapter 8".
   - Press the tab key to update the "Project Directory List" and then click OK.

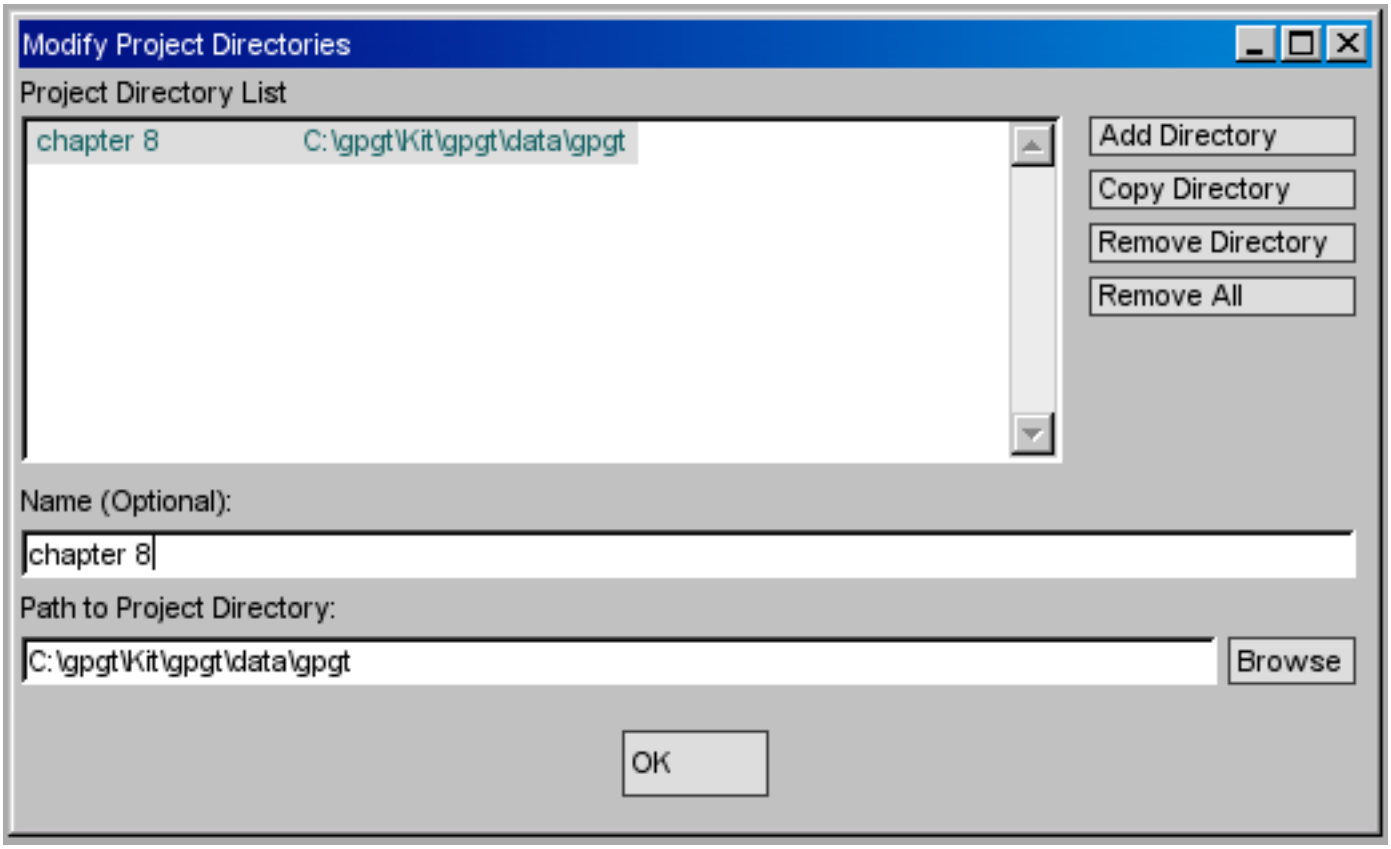

Figure 2. Modify Project Directories Dialog

2 Examining A Model

Loading A Model

Let's load our first model. To do this, please click the "Load DTS" button in the left toolbar. This will open the "Load File..." dialog (figure 3 below).

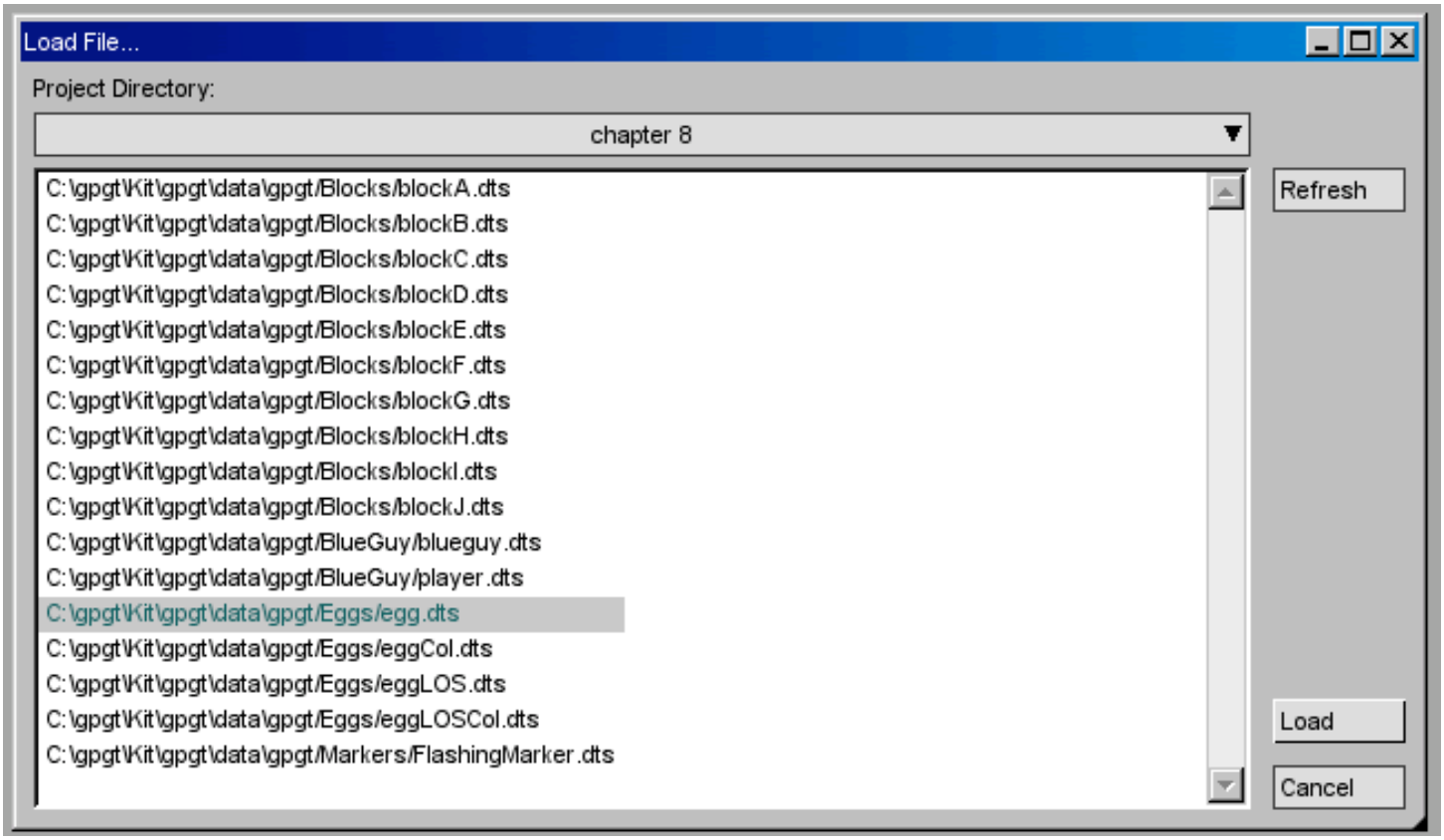

Figure 3. Load File... dialog

Once this dialog is open, please select the "egg.dts" and click the Load button. This action will load the "egg.dts" model and display it in the tool. You may need to adjust your viewpoint (zoom out a bit), but the display should look something like figure 4 below.

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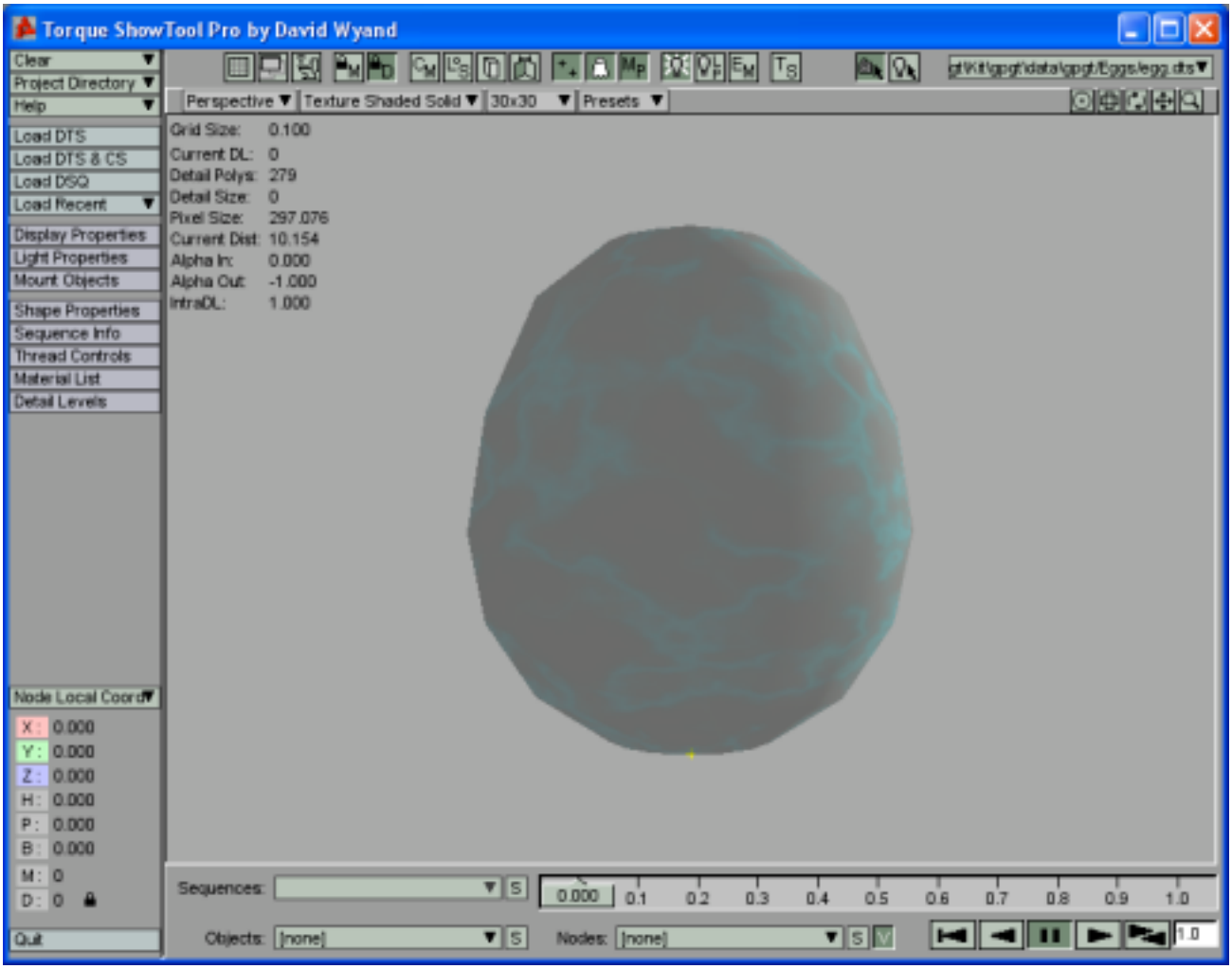

Figure 4. The Egg Is Loaded!

3 LOS and Collision Meshes

Viewing Meshes

Using the default settings, the Collision and LOS meshes (if the model has them) are not shown. To see if a model has these meshes, you can click the buttons highlighted (red box) in figure 5 below.

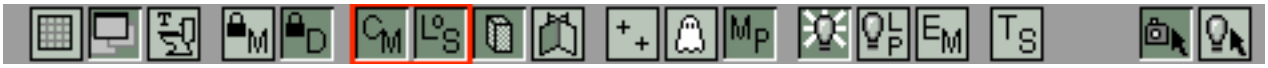

Figure 5. Collision and LOS (left/right) buttons

Collision Meshes

To see if a model has a collision mesh(es), make sure the "CM" toggle button is selected. Collision meshes show up as translucent blue.

LOS Meshes

To see if a model has an LOS mesh(es), make sure the "LoS" toggle button is selected.

LOS meshes show up as translucent green.

Example Meshes

Yes, as you will have determined by now, the "egg.dts" model doesn't have a Collision or an LOS mesh.

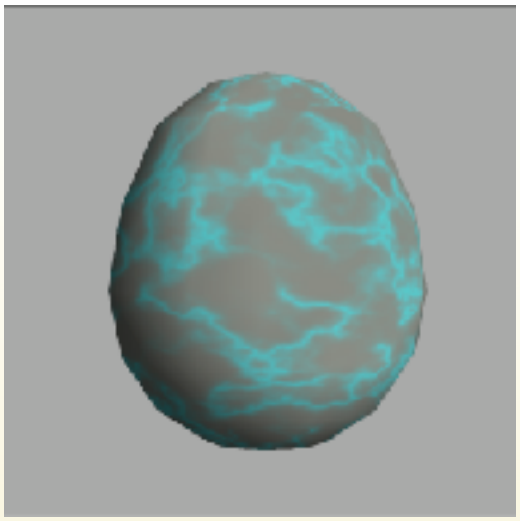

Figure 6. egg.dts
(No Collision or LOS Meshes)

However, the following meshes have one or both.

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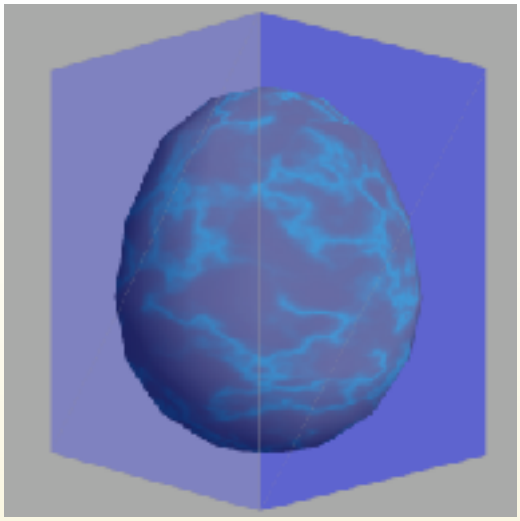

Figure 7. eggCol.dts
(Collision Mesh Only)

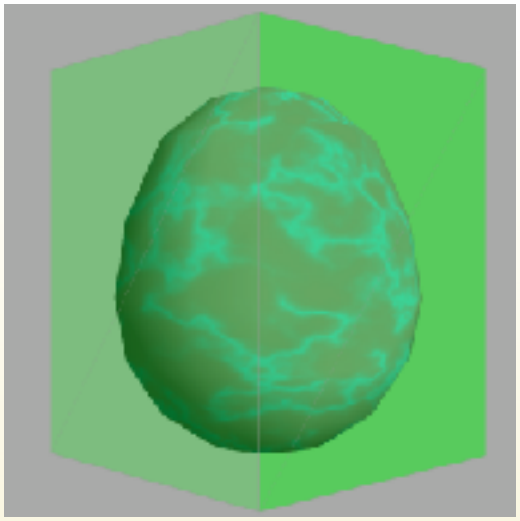

Figure 8. eggLOS.dts
(LOS Mesh Only)

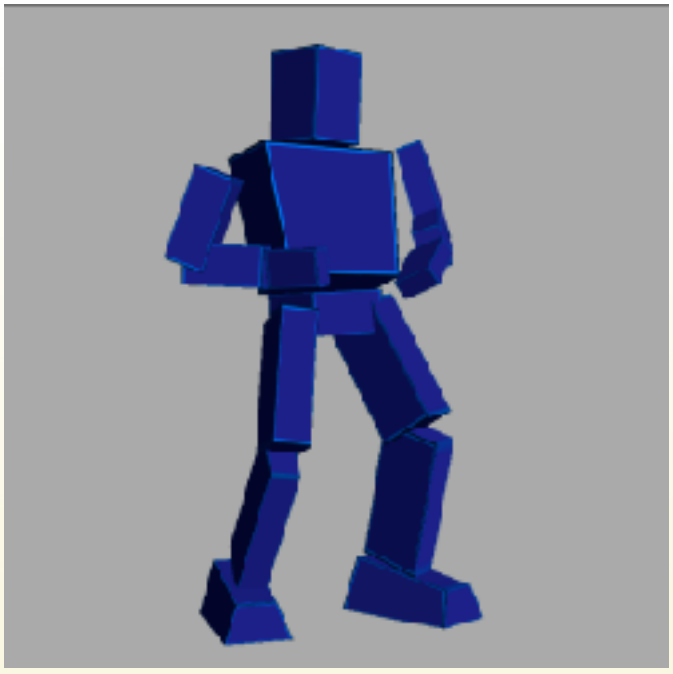

Figure 9. blueguy.dts
(No Collision or LOS Meshes)

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Tribes 2 Meshes

If you have Tribes 2 installed on your machine, you might consider locating and viewing the model files. Here are two examples.

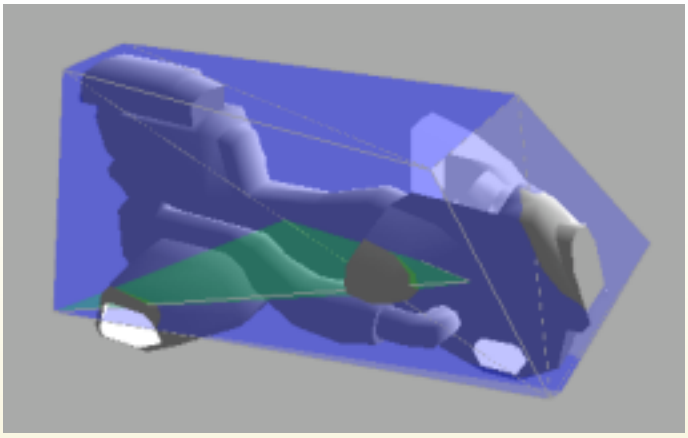

Figure 10. vehicle_grav_scout.dts (Collision and LOS Meshes)

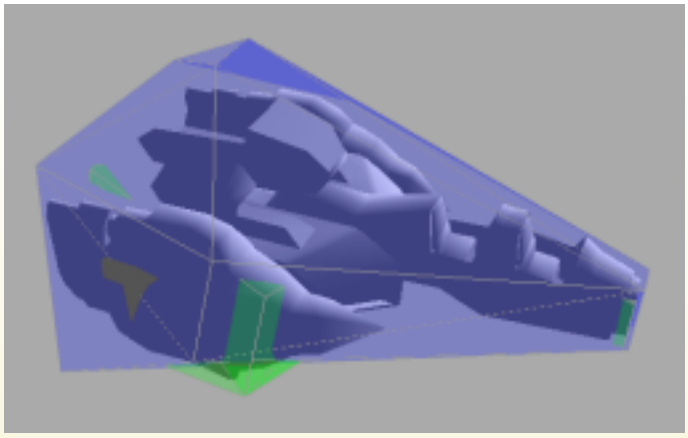

Figure 11. vehicle_air_bomber.dts (Collision and LOS Meshes)

