

CH12_005

EXERCISE

INTERIOR RENDER MODES

Exercise Files

Starter – "Kit/gpgt/server/scripts/gpgt/chapter12/exercise001.cs"

Answers – n/a

Exercise Mission

Chapter 12: "005_DebuggingTorque: Interior Render Modes"

Synopsis

In this exercise, you will demonstrate your ability to use interior rendering modes to establish certain data about an interior.

Prerequisites

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

Exercises

1. *Render Tests (pg 2)*

INTERIOR RENDER MODES

1 Render Tests

Goal: Demonstrate a basic understanding of the various rendering modes supplied by `setInteriorRenderMode()`.

Steps:

1. Start the DEBUG version of the engine. (`setInteriorRenderMode()` is not enabled in the release version.)
2. Please run the mission associated with this exercise and then change to free-camera mode (ALT+C) so that you can fly around (with the camera) and examine the interior in this mission.
3. Now, using the `setInteriorRenderMode()` function to change render modes, please answer the questions below.

Questions:

1. Does this interior have more than one LOD?
2. If this interior does have more than one LOD, how many does it have?
3. Does this interior have any ambiguous polygons?
4. Does this interior have any orphans?
5. Does this interior implement a portal?
6. Does this interior have any NULL surfaces?
7. Does this interior have any textures with at least one edge 256 pixels wide?
8. Does this interior have any textures with at least one edge 512 pixels wide?
9. Does this interior have any textures with at least one edge 1024 (or more) pixels wide?
10. Does this interior implement a vehicle blocker?