HOW TO USE TLOD ASSETS MANAGER

__INIT__

Hello Dragoon, here DooMMetaL, doing a little doc on how to use this tool.

First i would like the start saying, this tool will work ONLY with the deployed files from TLoD, using Severed Chains (SC, for short). So the first requirement it's [download](#) SC, get a Release, install it; put your copies of discs and execute SC to start file unpacking, when it finishes you can start using my tool.

So, IMPORTANT, this tool it's programmed to use the file structure given by SC.

Recommended Software/Hardware

I recommend using the most powerful PC you have (hahaha), this tool has been tested in batch conversion for DRGN2x (one of the most "expensive"):

00:08:08 Total Time.
Environment SubMap Cuts (3D Model and Background Textures).
Objects from each SubMap Cuts (3D Models, Animations and Textures).
Hardware:
**12th Gen Intel(R) Core(TM) i5-12400F   2.50 GHz.**
32GB RAM.
KINGSTON SNV2S1000G Disk.
Full dump size: 1,52 GB (1.638.997.310 bytes)
Files: 62.058 ; Folders: 12.668

So you know the trick, the most powerful, the more speedy it would be, i have no meassured in slower hardware but i estimate that would be enough an i3 (or equivalent) with 4GB RAM. The most important for speed up in conversion it's an SSD, since the most time it's spend creating the files from conversion.

Let's give a look to the general interface of the tool
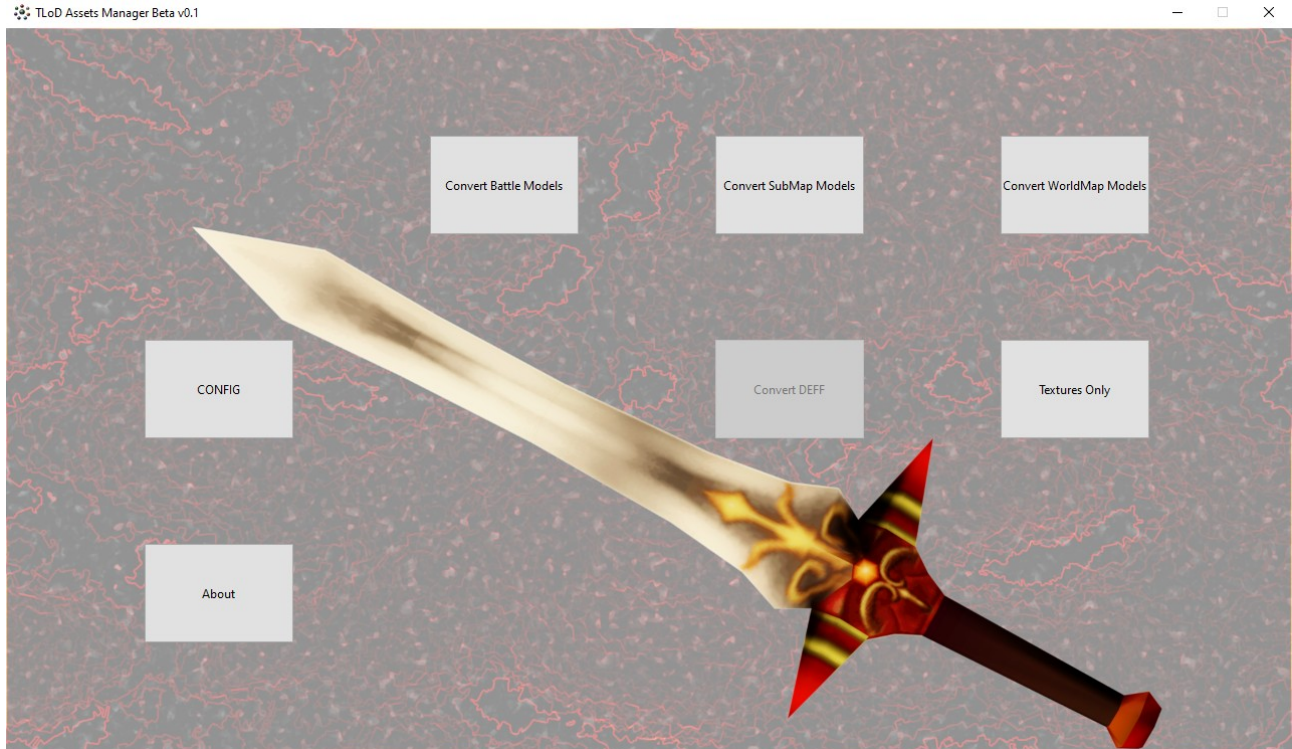
Main window

Convert Battle Models: Used when you want to convert models related to in-Battle.

Convert SubMap Models: Used when you want to convert models related to "walking areas"/"Pre-Rendered Backgrounds"/"Backgrounds", technically in game are called SubMaps.

Convert WorldMap Models: Used when want to convert models related to World Map navigation system of the game.
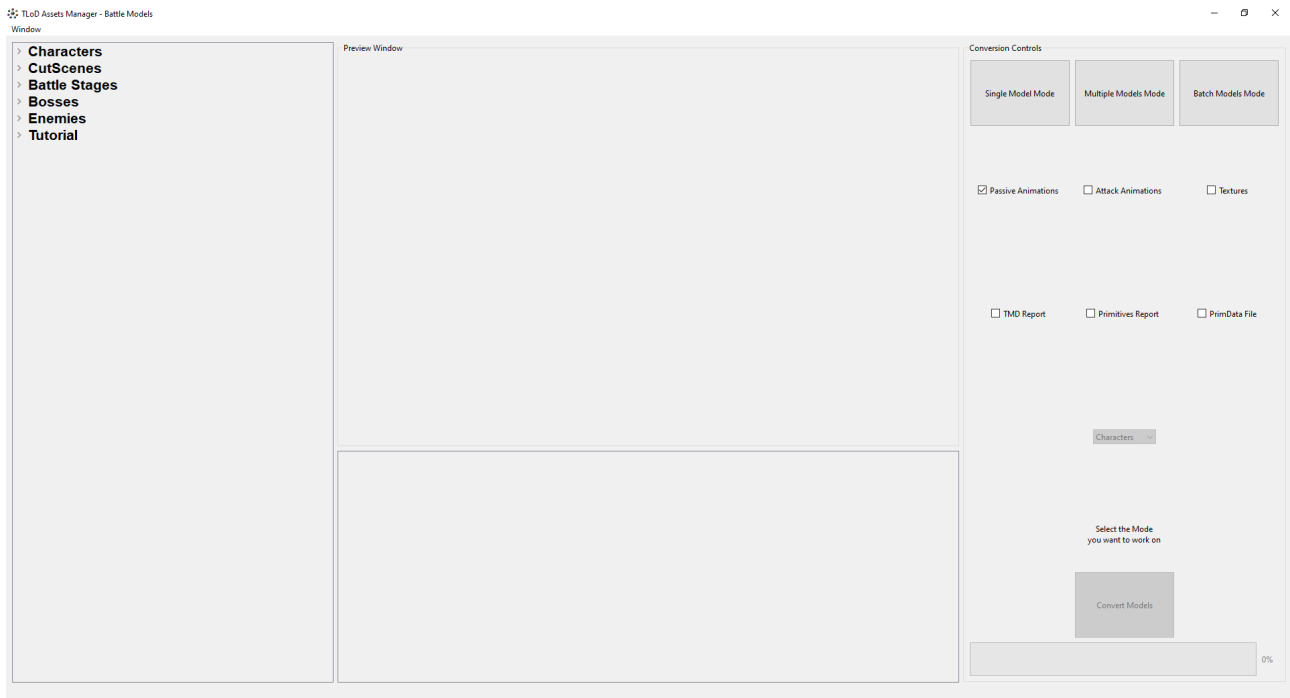
Textures Only: In here lies all the textures which have no 3D model assigned to it, for example all the Game GUI Textures, fonts, etc.

CONFIG: General configurations for the Tool.

About: A simple window showing some info about the tool and links of interest.

Convert DEFF: NOT IMPLEMENTED YET.

Convert Battle Models Window

At first glance we can see, the window it's divided into three big spots, a Hierarchy view (Tree View) of models at left, in middle we can see a NOT IMPLEMENTED YET Preview window and finally to the very right the Conversion Controls.

By default the tool is prepared to do single conversions, what I mean?, select one model and convert it. For specific tools you need to select the Conversion Mode at the upper right of the window, in there are three ways:

* Single Model Mode: Convert a single selected Model.

* Multiple Models Mode: An intermediate to Single to Batch, Convert all the models from a single selected Parent.

* Batch Models Mode: Convert all the models.

It's something important to notice, when you are in Multiple Models Mode or in Batch, you cannot navigate in the Models Tree View, the only way it's using the Startup Mode or in Single Model Mode.

Preview Window is not implemented yet, but the idea it's a real-time preview of Models selected in the Tree View, but would be On-Demand. So the resources of your PC will be not used without unwanted selections.

Finally I'm gone to explain a little bit about the Conversion Controls. We talk

about the three available Modes for converting, but now I need to explain the other Controls. Bellow the Buttons are a group of check boxes, this are:

* Passive Animations: Will add the Passive Animations to be converted, only if this animations are available in the files, "Passive Animations" are all the animations which are in "Passive" mode during TLoD Battles, for example Dart while in idle mode, his idle animation it's a Passive Animation.

* Attack Animations: the same as previous, but for attacks. An example of this is Dart performing Double Slash, in this case, will convert all the animations related to attacking moves. For solving a little bit some problems mixing a lot of animations, for Characters selection, you can select a specific Addition (Only for Playable Characters).

* Textures: Will convert the selected model textures into PNG format, exporting each palette in a single file. For example Dart has 11 palettes, so under the conversion folder you'll find 11 textures, each one represent a palette used in the Texture for the model. IMPORTANT: When you convert Textures the processing will slow down a little, due to the nature of converting this files.

* TMD Report: Will generate a Debug Text File, in *.txt format, it's useful if you need certain information about each objects from the model. For example how many Vertices/Normals/Primitives are in it.

* Primitives Report: Same as the previous, but in this case will give some information about the Primitives used in the Original TMD File.

* PrimData File: This will generate a special file that is used in a Blender plugin I will be releasing soon, this Data is used to tell Blender the "retail" Texture placement and pieces.

NOTE: I strongly recommend DO NOT select this three last check boxes unless you plan mod some of the models.

Below this check boxes there is a "Combo Box" with names of the parents, will be only active if you are in the Multiple Models Mode. In there will be able to select the desired Parent, to convert all the models from it.

Finally we have the Convert Models, which will become active depending on your selections. Notice that this button will able to be pushed under three requirements. In Single Model Mode when you select a valid model to convert. In Multiple Models Mode when you select a Parent to convert. In Batch Models Mode when you activate this mode.

Convert SubMap Models Window
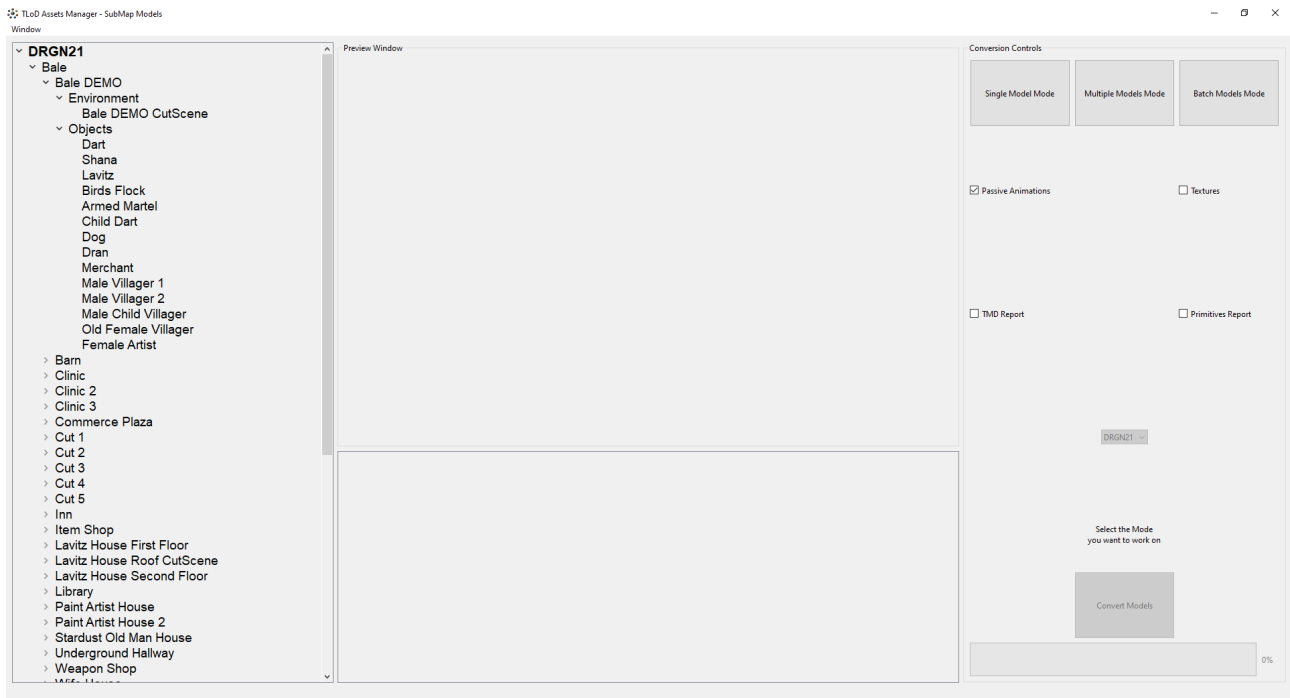
Pretty much as the previous Window explanation, the only big difference is done in the "nesting" of the parents, in this case SubMaps are a little more "nested", this is because in TLoD there is a hierarchy that I still keep. This hierarchy is:
Chapter → SubMap → SubMap Cut → Environment and Objects.
Chapter 1→ Bale → Bale DEMO → Bale Demo (Background 3D and Textures) and Objects (Dart, Shana, Lavitz, etc).

Another change is done in the Check Boxes, Attack Animations do not exist as in Battle and PrimData generation is not available. This last because will add really a LOT of time while converting data. In a future I will add a new button to only convert Object Models from SubMaps that will have no repetition or duplication (Because each model of Dart, Shana, etc. it's repeated in each SubMap Cut in the game).

# Convert WorldMap Models Window

Also very easy to track as previous examples, this World Map Conversion Window will have only one Parent, World Map, that's why Multiple Models Conversion does not exist, nor Attack Animations. In this case the PrimData will be available. The only Models with animations here are Mini Dart, Queen Fury, Coloon and Teleportation Glow.

Convert Textures Only Window
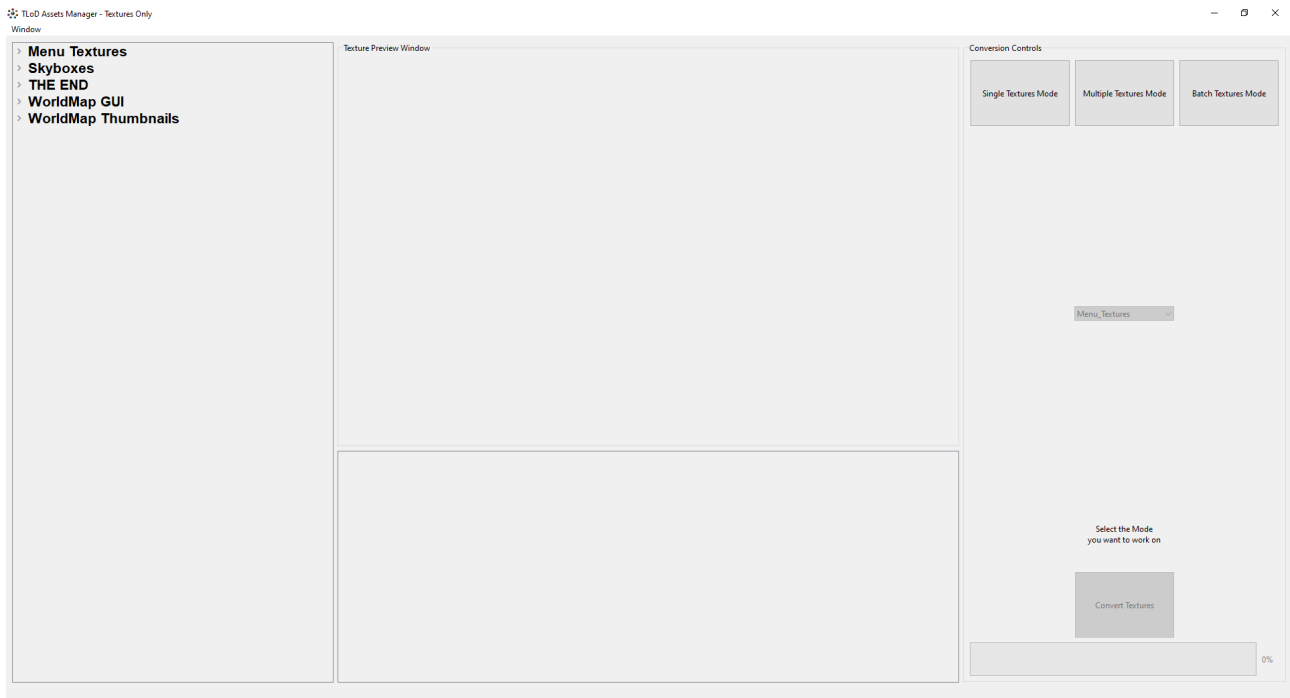
As stated at the start of this doc, Textures Only it's where you find the conversion for Textures which have no 3D model to be attached to. But as other Windows, are sort in specific "Parents", it keep the same Mode workflow, you can Convert one single of the texture sets, multiple sets or everything.

Configuration window
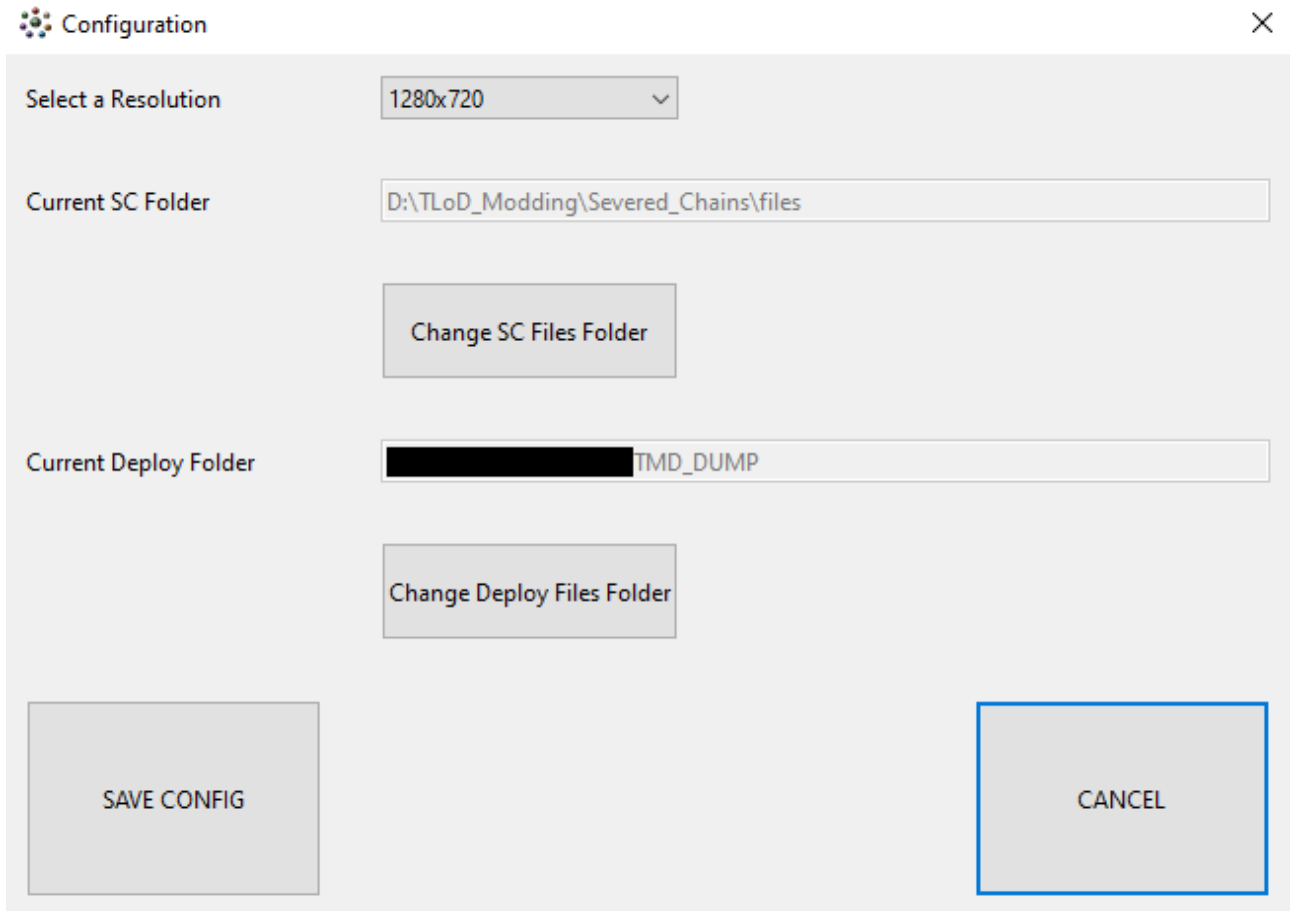
Window Resolution: you can use one of the listed size for the window (at the moment just 16:9).

Current SC Folder: to change the path to the Severed Chains 'Files' folder, but be aware, the tool expect to find that **/files/** folder, changing this is not recommendable, unless you know what you're doing.

Current Deploy Folder: to change the folder you want to deploy the converted files, anyway be aware that full conversion of everything (models and textures from each conversion window) take around 2,5 GB of disk space.

SAVE CONFIG: this will save the configuration you made, **IF YOU DON'T SAVE, the configuration will stay as the default first run!**.

CANCEL: yeah.., the classic Cancel button, to Cancel things.
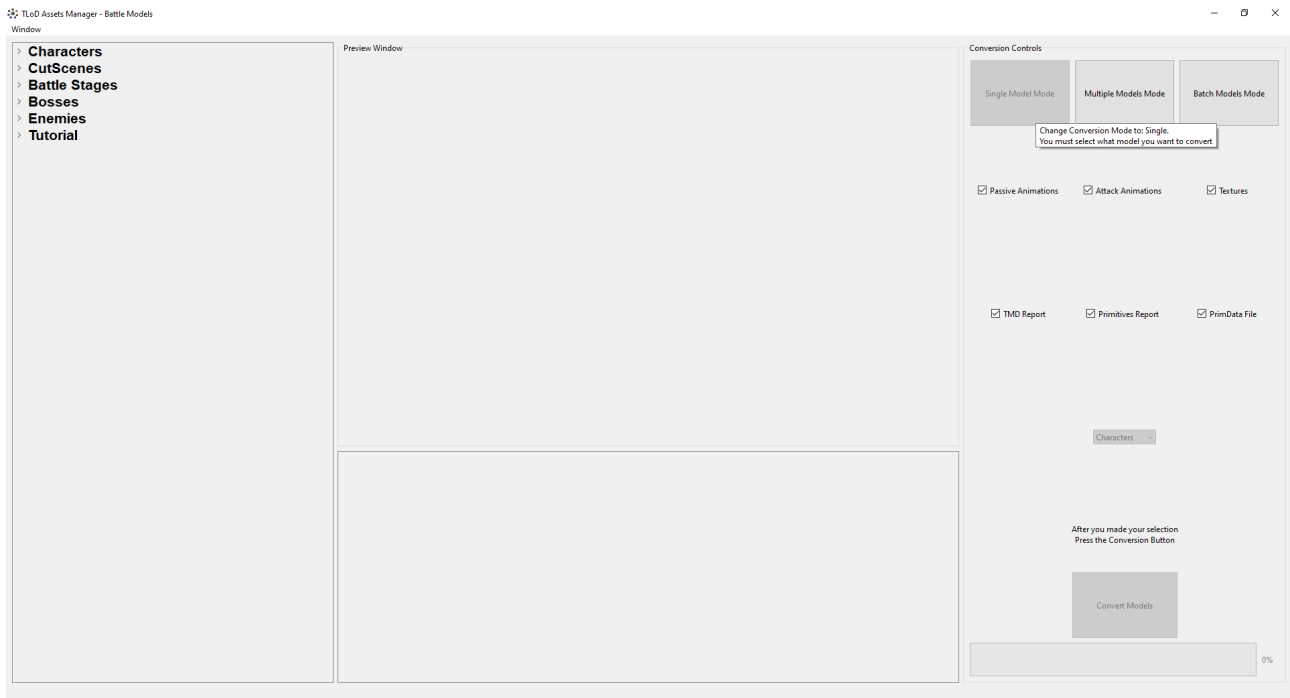
Basic Usage

      In this simple tutorial I will show you how to use the tool in the Single Model Conversion Mode. In a future will post a full Tutorial on my YouTube Channel: [DooMMetaL](#).

First we select Battle Model Conversion.
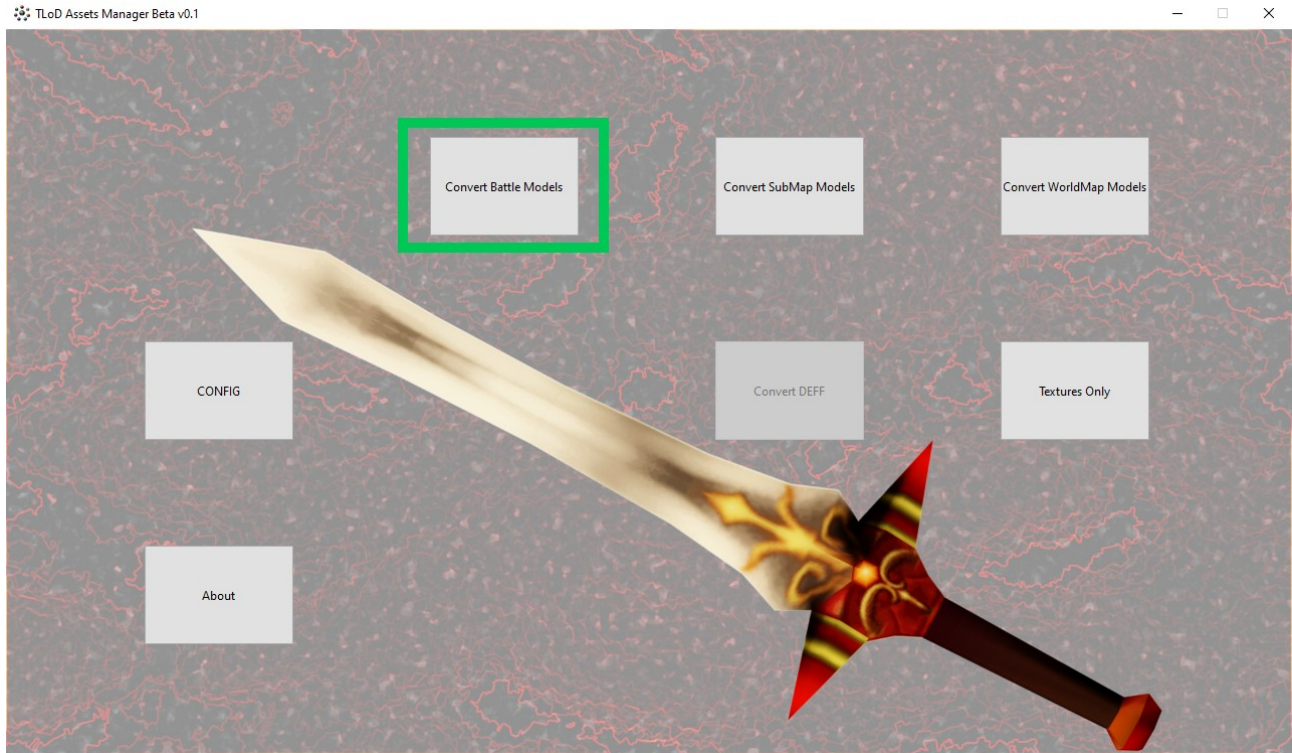
After Window pop-up will select Single Model Mode (since we are gone to auto-select all the conversion check boxes ON by default).

As you can see once selected, the Single Model Mode it's selected and the Check Boxes are selected all by default (since a single model won't made much problem to be converted with all the options on).

Then you need to navigate by the Hierarchy list at the left and select a Model to convert, when you do that, the Convert Model button will be available.
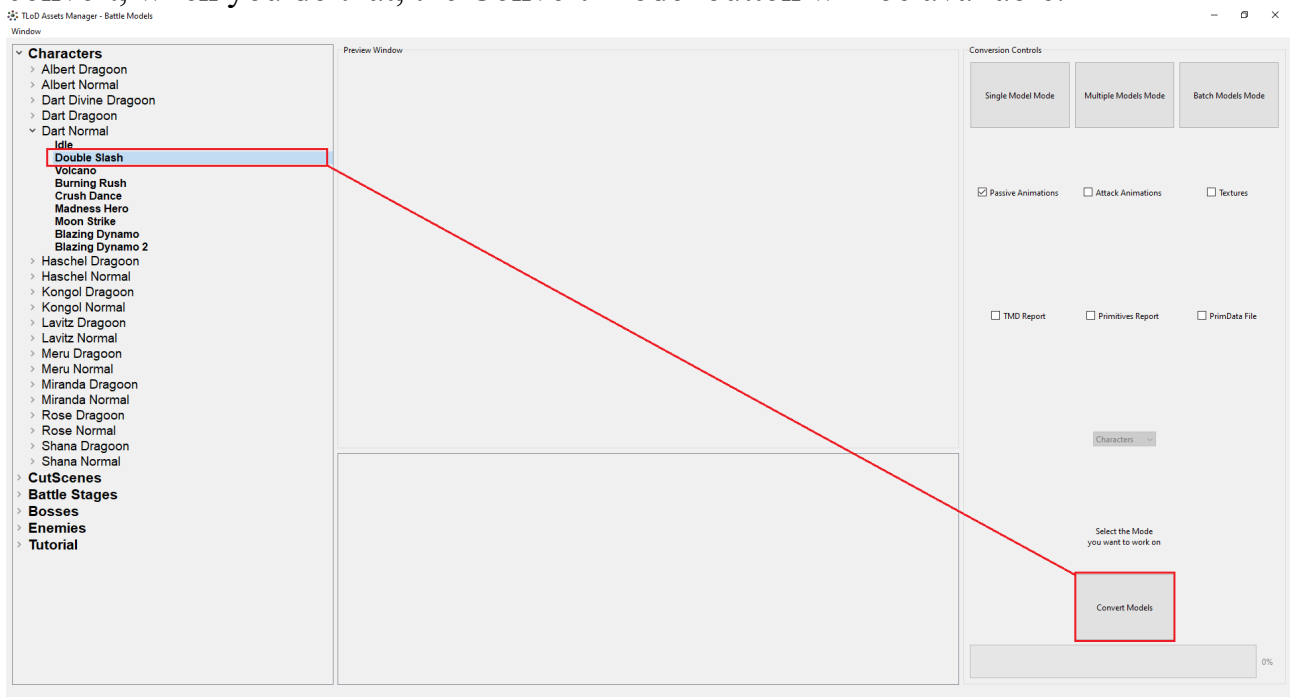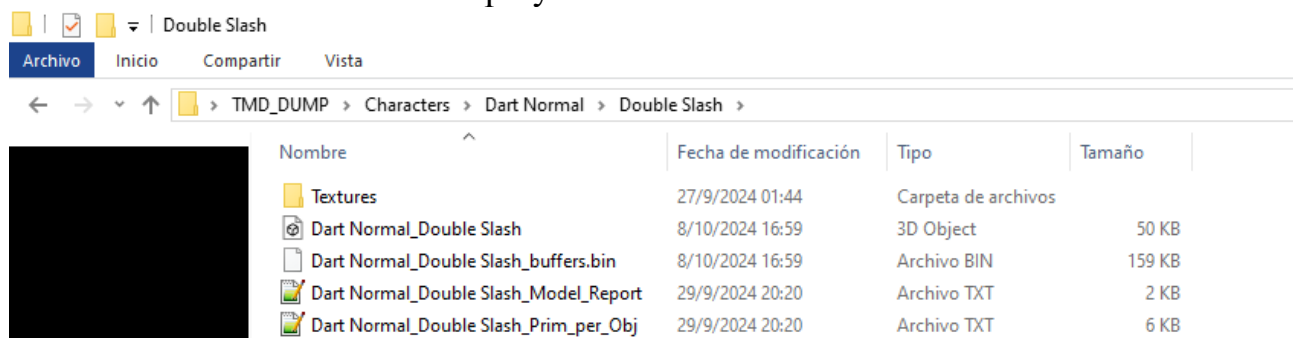
Push it and wait until this message pop-up
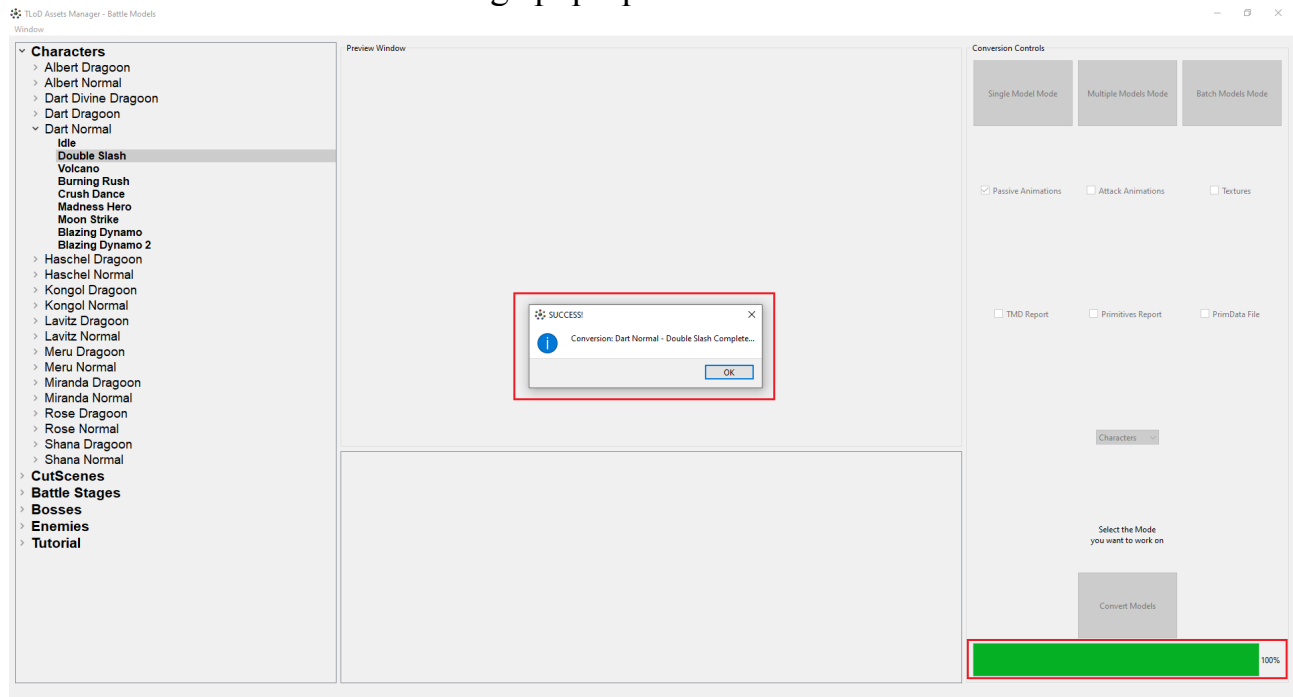
This message it's indicating that the model conversion succeed and also you can see it in the Progression Bar at the lower right of the window.

Now it's time to check in the deploy folder the files.

As you can see all the files are there and also the Textures.

Now you can Import them in your 3D Software of your preference. Anyway I recommend using Blender 4.2 LTS, since it's the supported version for my tools.

Some notes

This is just a BETA 0.1 Version, so anything you need to report you can do it in here: [GitHub Issues](#). It's important that you describe your PC Specs, Operating System, and most important, describe what you do to get the error, so we can trace it easily.

MOST IMPORTANT: This code comes with no warranty of working, even if your specifications are the same as mine, also I / #Modding Community in TLoD, take any responsibility on the damage/non-function of your PC, this code/app comes clean of malicious code, anyway, since to be Open Source be aware of from where you take the code/app. Since this is a hobby for me do not expect something way professional.

Future

At the moment i'm planning add a model previewer for this tool and much more, so as i say always, STAY TUNED!.

Credits & Thanks

I want to thanks a lot to ALL the TLoD Mod and
Community
for their support and good tips about coding/user
implementation.

Also to all the people who support me with encouraging
words
in YouTube
Thanks to all TLoD Community World Wide!,
Greets!.