

HOW TO USE TLOD TMD CONVERTER GUI VERSION

INIT

Hello Dragoon, here DooMMetaL, doing a little doc on how to use this tool TLoD TMD Converter (GUI Version).

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

So, IMPORTANT, this tool it's programmed to use the file structure given by SC, in advance, my tool support convert files one by one, but it's a little complex to explain right now.

Recommended Software/Hardware

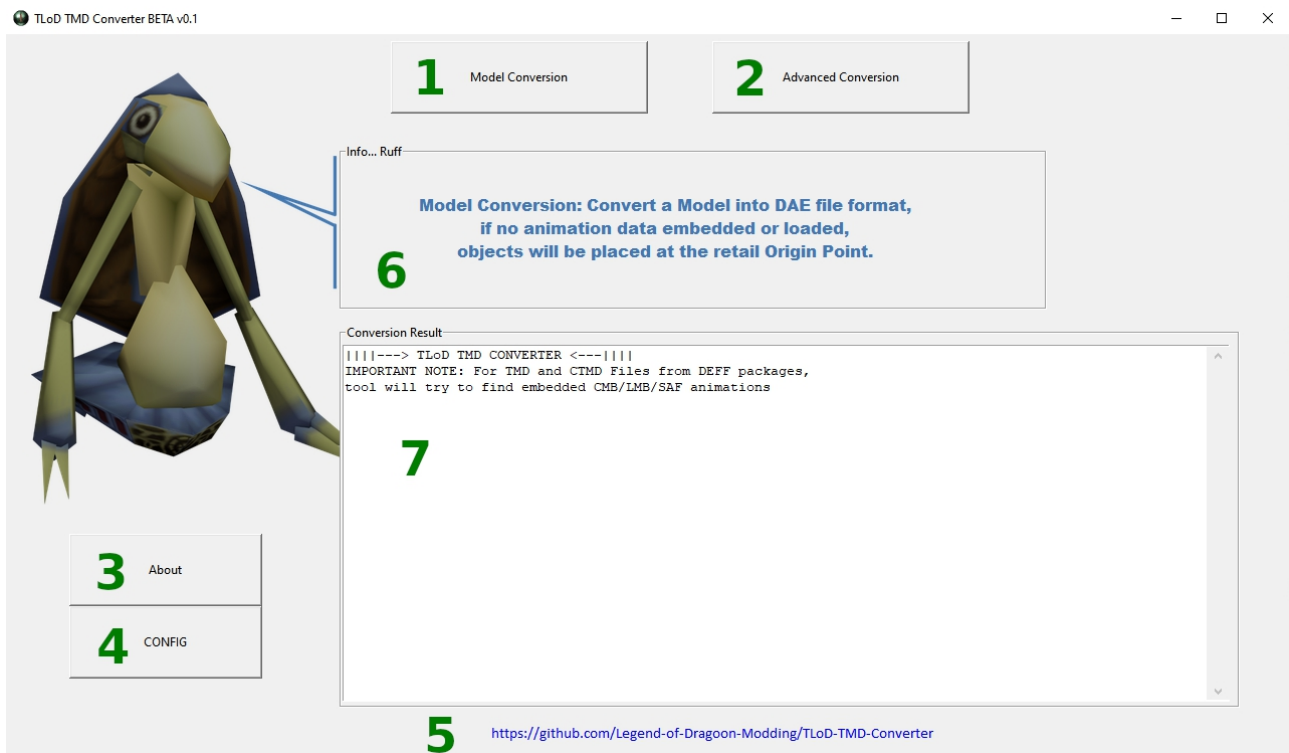
I recommend using the most powerful PC you have (hahaha), this tool has been tested in full conversion :

- Batch Conversion (all the available models - 488 [SAF are not calculated]):
- Total Space Required: 1,76 GB (1.892.184.064 bytes)
- Time: Minutes:Seconds: 01:27.12
- Specs on testing PC: Intel(R) Core(TM) i5-7600 CPU @ 3.50GHz 3.50 Ghz.
- 16GB RAM.
- SSD: WDC 500GB.

So you know the trick, the most powerful, the more speedy it would be, i have no measured 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



1: Model Conversion, this button will lead into the Conversion window, which contains a list of all models that can be converted by the tool, in a “friendly” view.

2: Advanced Conversion, this button will pop-up the Advanced Conversion window (i will be covering this at the end of this doc).

3: About, this will show some information about the Tool and me :).

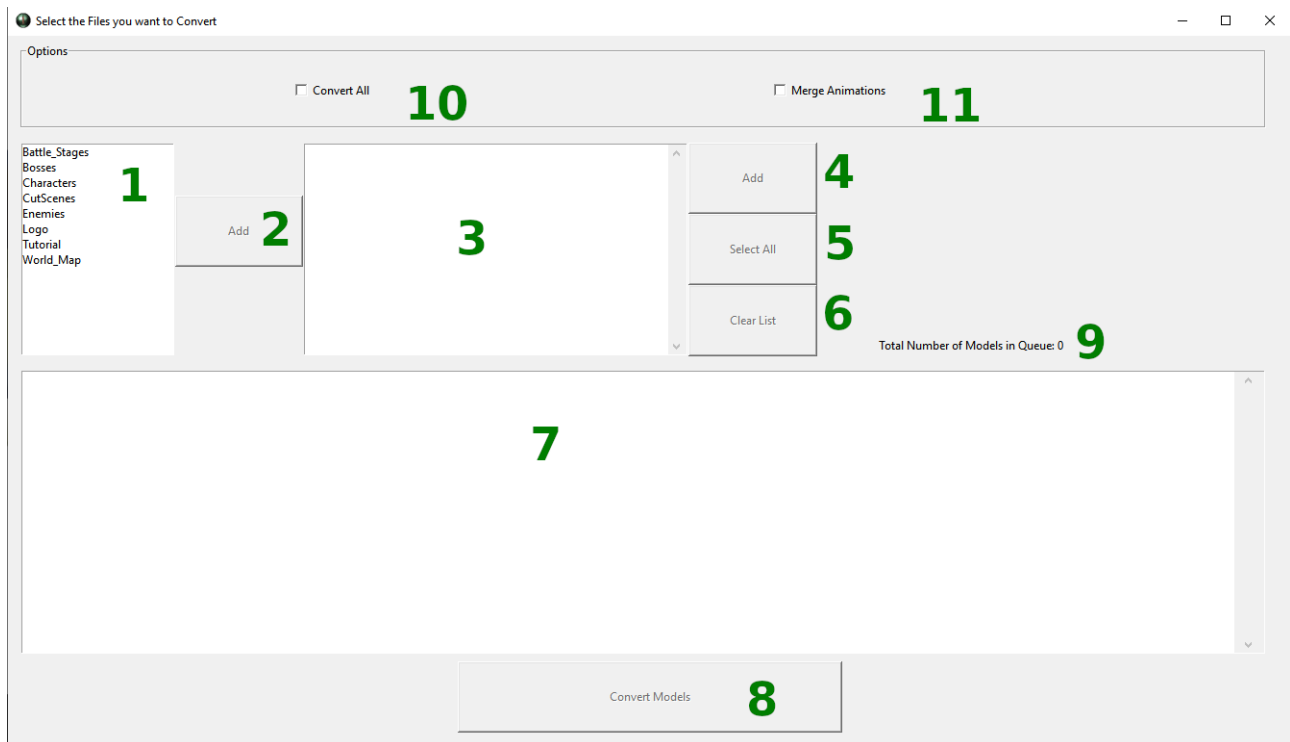
4: Config, this button it's very important, will lead into the Configuration window, to change some configurations of the tool when needed, anyway much of the stuff is done at the first start-up.

5: Link to the GitHub web page, in which you will find the Source Code of the tool (if you want to check it, make some changes, adding issues, etc).

6: Ruff, giving information it's Ruff, Ruff. Here it's a little information that make more sense to anyone using the Advanced Model Conversion from the tool.

7: Interactive Text Display, showing important stuff during Advanced Conversion.

Conversion window



1: Parent list box, in here it's shown the “Parent” to that models belongs to.

2: “Add from parent button”, once a parent selected, will add the models that this parent holds.

3: Sub list box, in here it's shown models or subcategories from the parent.

4: “Add to Conversion box”, once a model or models are selected, will add them to the Conversion Queue.

5: Select All, will select all the elements in (3).

6: Clear List, will clear all elements from (3).

7: Conversion list box/Conversion Queue, in here you'll find all the models selected to be Converted.

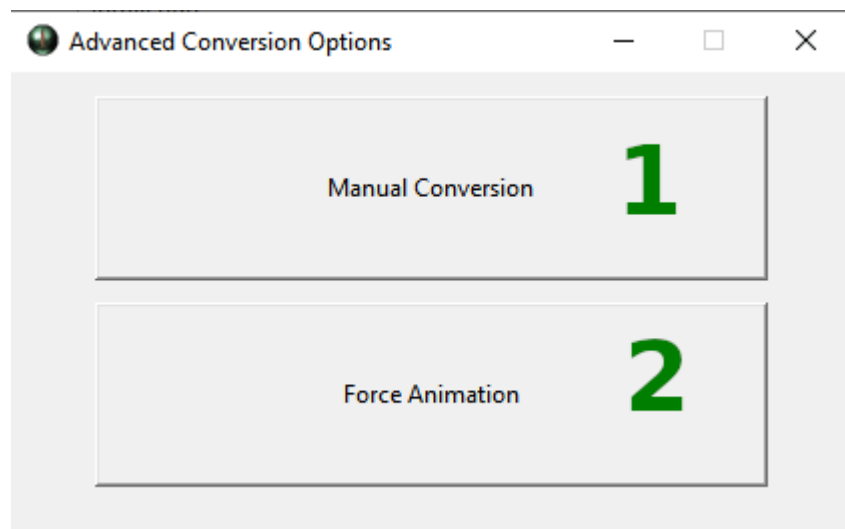
8: THE MAGIC BUTTON.

9: This little text friend it's telling all the time how many models are in the list to be converted.

10: Convert All checkbox, when enabled, will automatically add all the models from the game to the Conversion Queue, but be aware, when doing this, all the previous list will be destroyed!, use it only if you want to do a full conversion of models.

11: Merge Animations, when enabled will automatically merge all the Additions Animations, in classic conversion, those animations are split in their files (as in original), with this option you can merge all those animations into a single one Animation, ONLY MEANINGFUL IF YOU CONVERT ADDITIONS ANIMATIONS, at the moment i only enable it just for that.

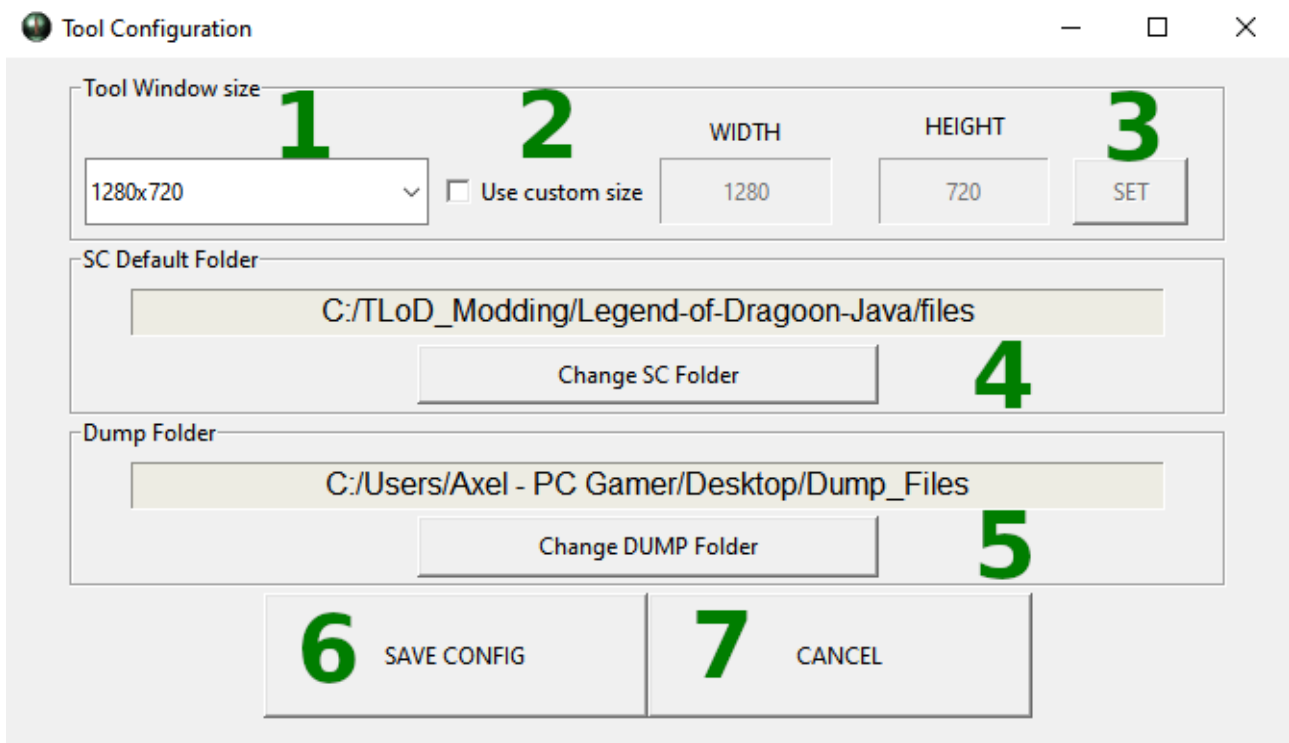
Advanced Conversion window



1: Manual Conversion, will execute the file-by-file type of conversion, that you have to do manually, ONLY RECOMMENDED if you know what are you really doing.

2: Force Animation, will force a SAF Animation to be converted, using a Dummy Model, only for experienced users, and as in (1), only if you know what are you really doing.

Configuration window



1: Window Size selector, you can use one of the listed size for the window.

2: Custom Size window, enabling this you can change the size of the conversion window at your will, but be aware, much of the positioning of the buttons in the tool is relative to this size, use at your own risk!, this will enable the WIDTH/HEIGHT controls.

3: Set button for the Custom Size selected.

4: Change the SC Root files folder, you can change the path to the SC Files root folder, but be aware, the tool expect to find the **/files/** folder, changing this is not recommendable, unless you know what you're doing.

5: Change Dump Folder, with this you can change the folder you want to dump the converted files, anyway be aware that full conversion take around 1,8GB of disk space.

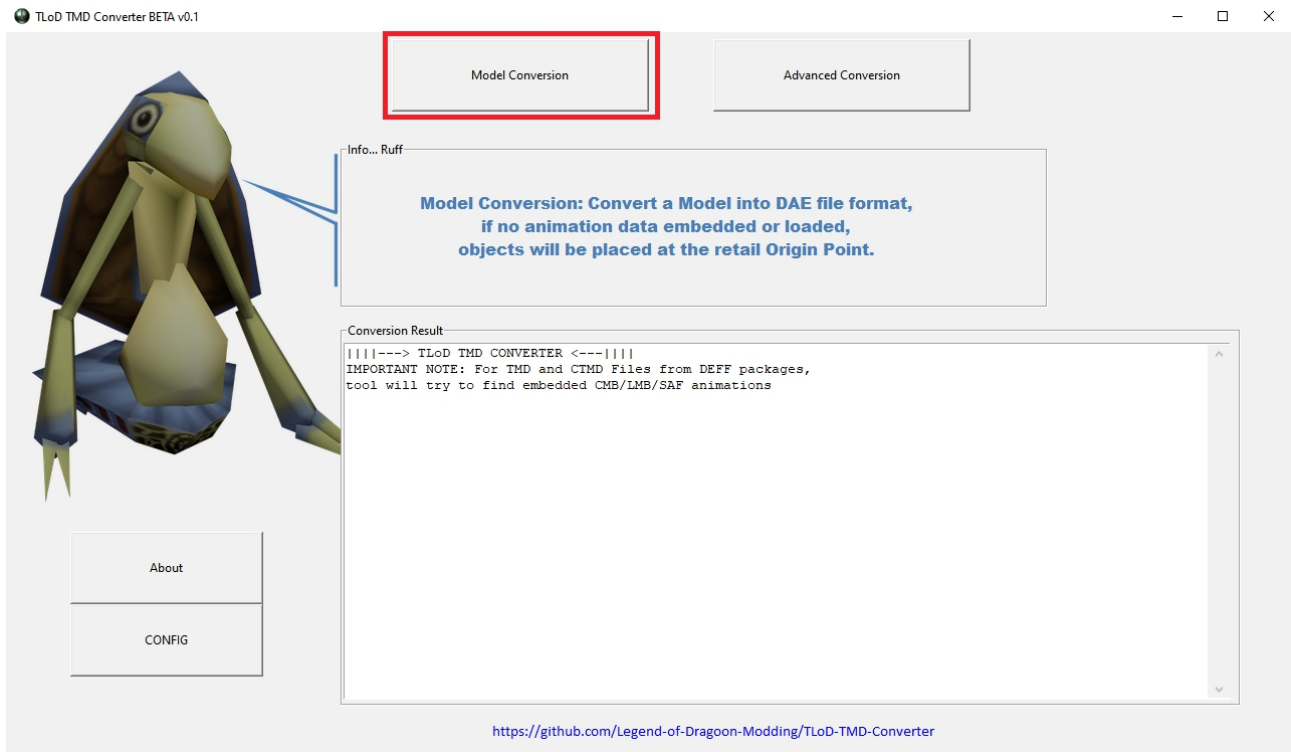
6: Save Config, this will save the configuration you made, IF YOU DON'T SAVE, the configuration will stay as the default first run!.

7: Cancel, yeah..., the classic Cancel button, to Cancel things.

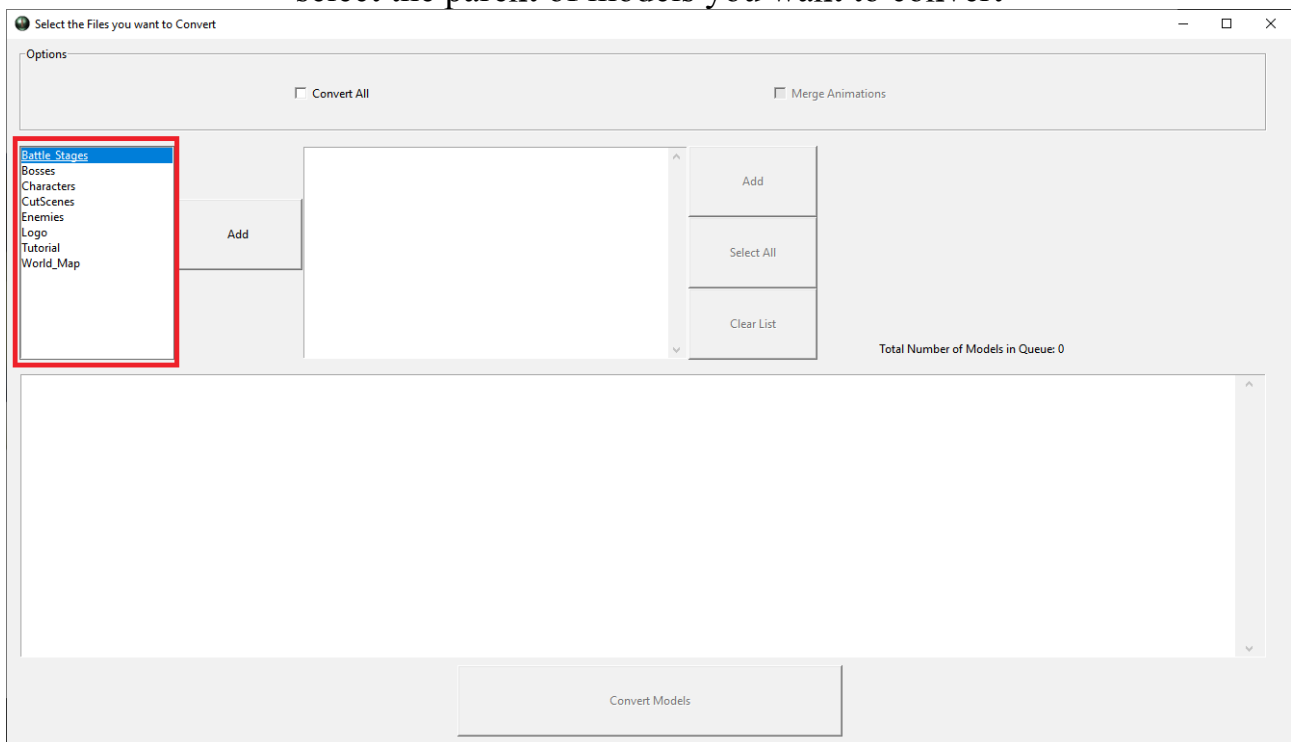
Basic Usage

I'm pretty sure that you find more or less a way to make this work, anyway, in this doc i will show step by step how to get the models converted!.

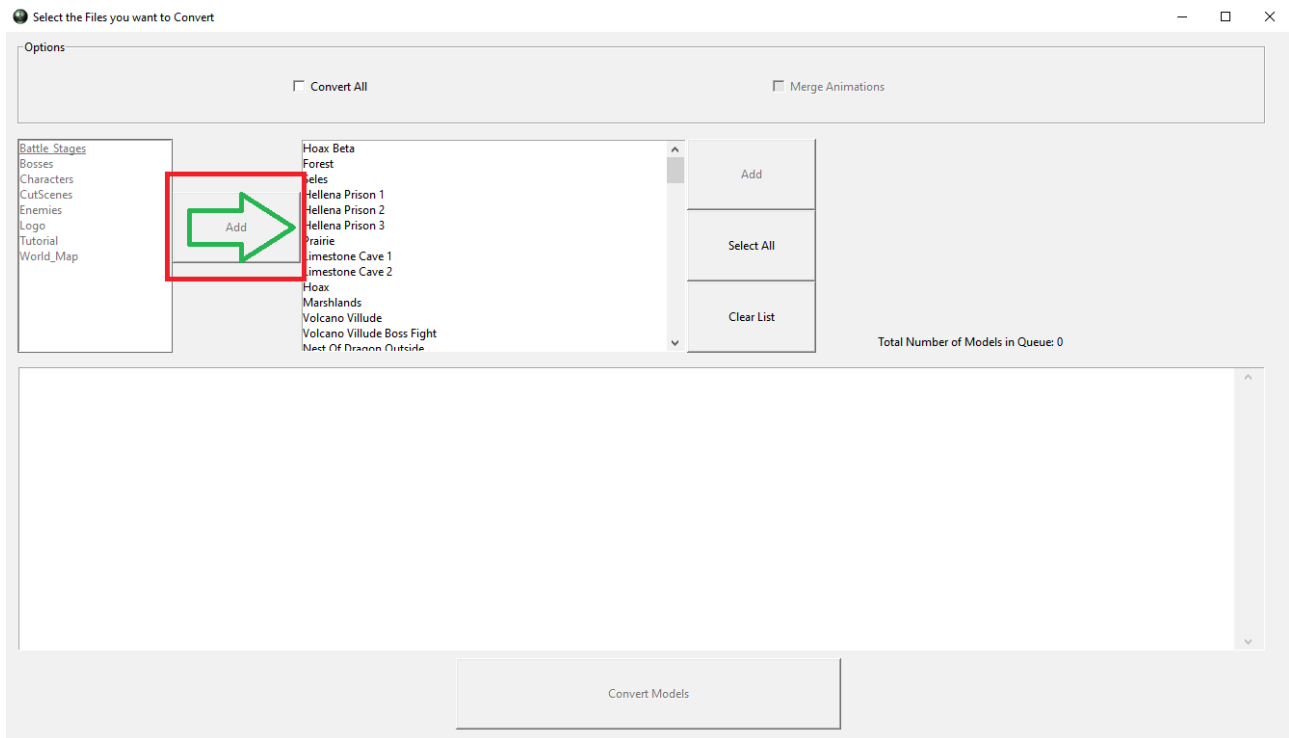
First Click over the Model Conversion Button



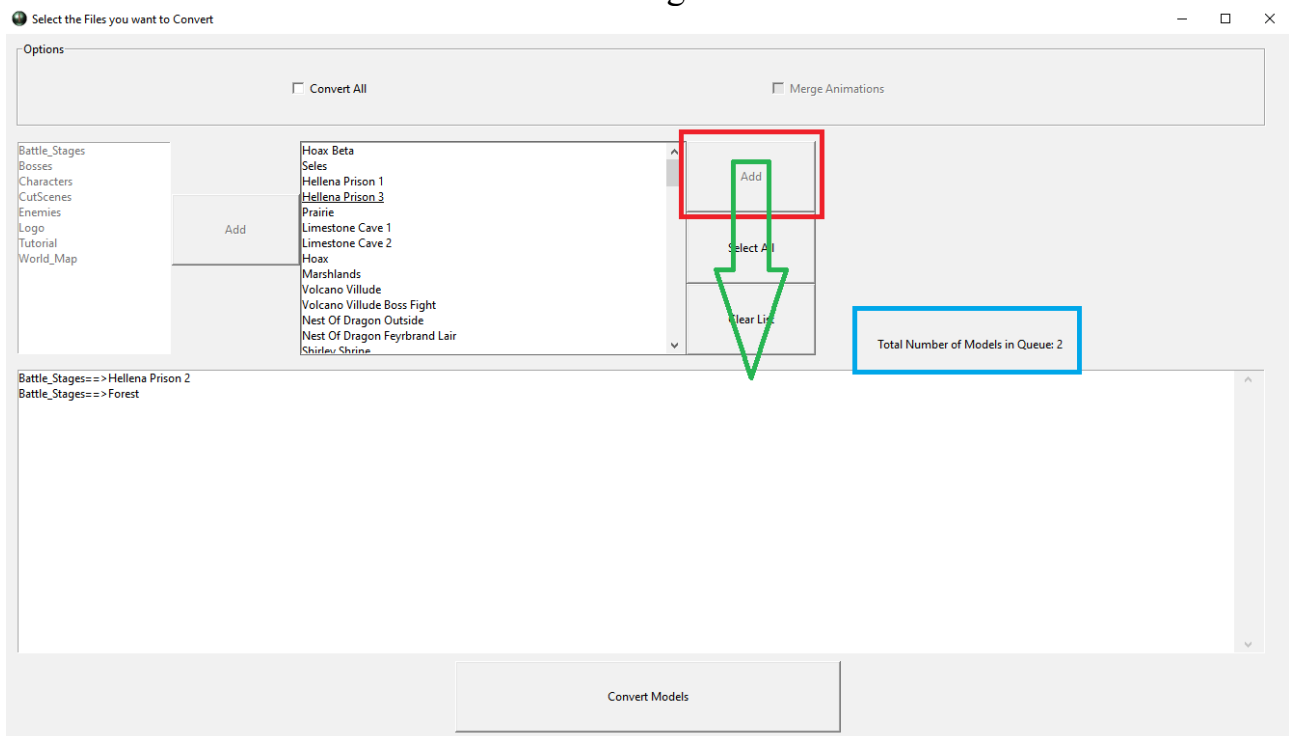
After the Model Conversion window pop up,
select the parent of models you want to convert



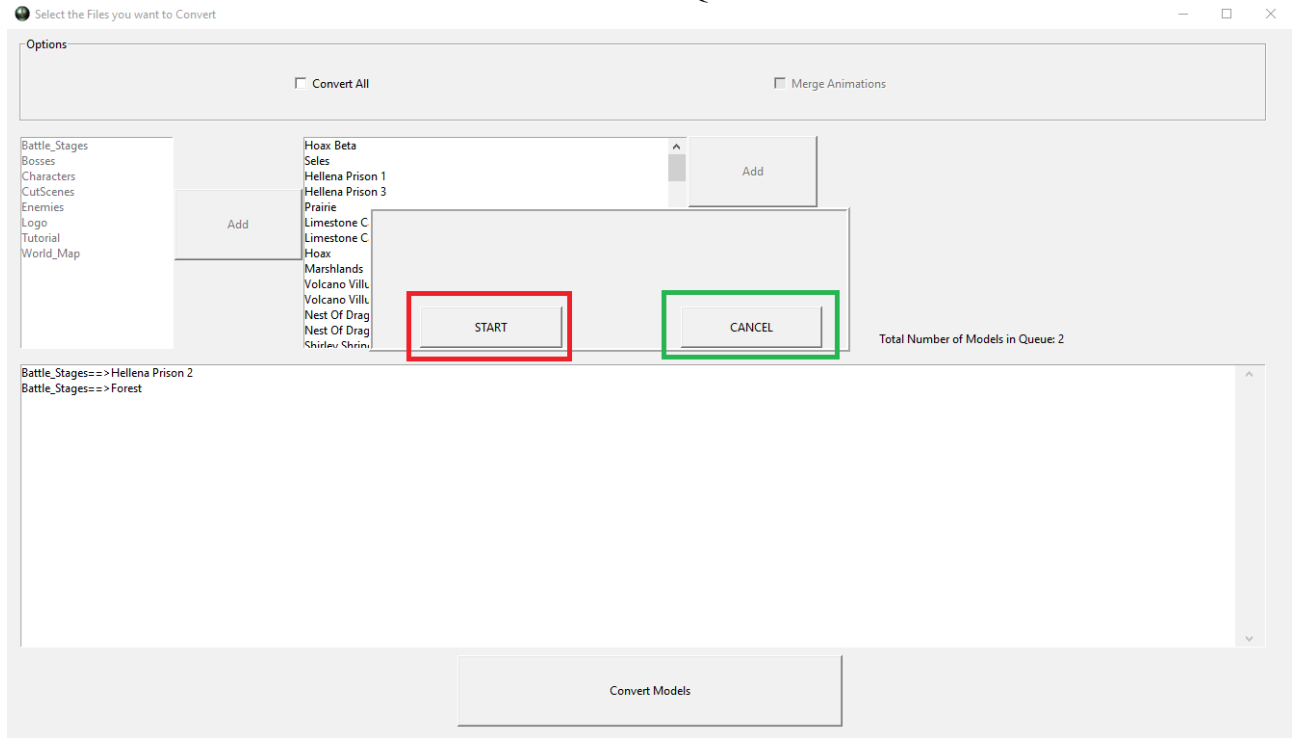
Then press ADD button to add all the animation list into the selectable sub-list, in here you can select all the models from it, one model or simply clear the list if no model is needed from there



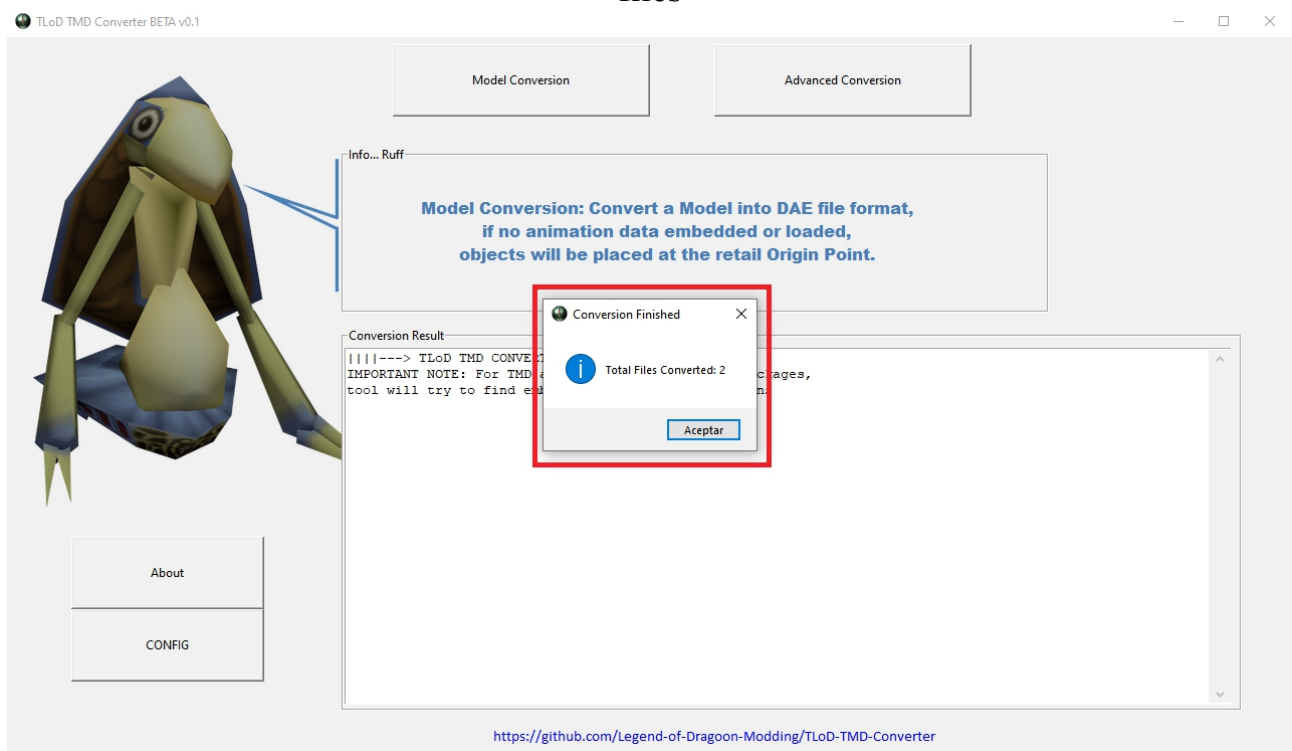
After you get your desired models, you can press the ADD button to adding them to the Conversion Queue list, also you'll notice that the Total Number of Models will change



Once you got all the models you want to convert into the Conversion Queue, you can press the Convert Models Button when you do that, a little window will appear with the text “START” and “CANCEL” when starting, the conversion process can't be cancelled, but if an error occurs, immediately the tool will send you an error, and stop the tool. If you CANCEL, be aware that the Conversion Queue will be deleted.



After finishing, will pop up a information dialog telling you the number of converted files



As you can see the usage of the tool it's pretty straight forward, anyway there are some more options, that i will be explaining in a video tutorial in my Youtube Channel, also i will explain how to get all working and importing and working over Blender.

Some notes

About Advanced Conversion and Animation Force i will be talking in a Youtube Video, since it's a little complex to explain how it works in here. About this “new way” to convert models, “Convert All” check-box will add all the models to Convert, so be aware that this process could take a while, depending on you PC specifications; about “Merge Animation” option, will be only available for Additions, maybe in a future i will add this option to merging the CutScenes Animations.

VERY 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, a direct converter of Textures (along with the model), Scene compilation (will add the models you want and the Battle Stage you want in a single Scene for Blender), so as i say always, STAY TUNED!.



Credits & Thanks

I want to thanks a lot to (not in a special order):

DrewUniverse

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TheFlyingZamboni

Illeprih

Zychronix

for their support and good tips about coding/user
implementation.

Also to all the people who support me with encouraging
words

in Discord/Reddit/Youtube

Thanks to all TLoD Community World Wide!,
Greetz!.