RenderWare Graphics

Tool

---

rf3cc

Contact Us

Criterion Software Ltd.

For general information about RenderWare Graphics e-mail info@csl.com.

Developer Relations

For information regarding Support please email devrels@csl.com.

Sales

For sales information contact: rw-sales@csl.com

Acknowledgements

With thanks to RenderWare Graphics development and documentation teams.

Table of Contents

1. Introduction

The tool rf3cc encapsulates the .rf3 functionality of the export manager. Essentially this takes one or more .rf3 files and converts these to RenderWare Assets such as .rws (or the legacy files .dff, .anm, .bsp etc.) using the appropriate Project/Asset Template files.

The rf3cc program is located in the RenderWare Graphics tools/rf3cc directory. This directory contains the rf3cc executable and an example directory including some sample .rf3 files.

Workflow

RF3 files contains platform independent intermediary export data in XML format. Unlike .rws files, which are RenderWare Graphics optimized binary files, .rf3 files contain no rendering optimizations, and are simply a snapshot of the raw 3D data. Using the rf3cc compiler tool, developers can compile these .rf3 files into optimized platform specific RenderWare Graphics binary files, (.rws, .rp2, .rg1, .rx1 etc.).

By using .rf3 files, users can fully customize and control their art tool path. This can be achieved by exporting all their artwork as .rf3 files and recompiling them each time their export templates are modified. They can use Makefiles for checking dependencies between template files and .rf3 files. This also eliminates the task of going back to the modeler package and re-exporting the data, each time an export option requires modification.

.rf3 files follow the XML standard and as such can be manually edited and modified, viewed by any XML viewing tool, and also rendered by the RenderWare Visualizer.

The general export workflow using .rf3 files in RenderWare Graphics would be something like:

1. Create art work in 3d modeling package
2. Export art assets in the intermediary RF3 format
3. Export to optimized game assets such as .rws

Other documentation

For further information on RenderWare Graphics refer to:

- Three viewers can be used to view artwork exported using the RenderWare Graphics exporters. The viewers are: RenderWare Visualizer; Clump View and World View. There are two viewer documents describing the controls and setup of these viewers RenderWare Visualizer and Clump View and World View Viewers .
- The documents 3dsmaxReferenceGuide.pdf and MayaReferenceGuide.pdf contain the information required by artists to create artwork and export it.
- The TechnicalArtistGuide.pdf gives an in depth description of the export templates.
- RenderWare Graphics ArtistGuideGlossary.pdf.
- Your customer account on RenderWare Graphics' Fully Managed Support System (FMSS) https://support.renderware.com; its searchable knowledge base and downloadable examples.

PDF format

Most RenderWare Graphics documents are in PDF format, which is a self-contained document format from Adobe. You'll need to install the (free) Acrobat Reader to view and print these. In some cases the quality is better in the printed form than on-screen.

The RenderWare Graphics PDF documents have been designed to be printed double-sided.

2. Operations

Basic Operations

The `rf3cc` program may be run from the command line, or from a Windows shortcut, set up to launch it in the correct directory.

It can be run on one or more `.rf3` files.

Examples:

```
rf3cc room.rf3
```

The result of this command will be to export all of the RenderWare Graphics assets contained within the `room.rf3` file into the same directory. In the case of a `.rws` file the filename will be the same as the first `.rf3` file, e.g `room.rws`.

```
rf3cc scene.rf3 chair.rf3 table.rf3
```

The result of this command will be to export all of the RenderWare Graphics assets contained within the `.rf3` files into the same directory. For legacy files, this would be: `room.bsp`, `door.dff`, `fireplace.dff`, `chair.dff`, `table.dff`.

Help Message

If the tool is run with no parameters, the following help message is displayed:

```
rf3cc : RenderWare RF3 file commandline compiler
        (c) 2003 Criterion Software Ltd.

rf3cc usage :
rf3cc <options>... <rf3 files>...
options :
-t <template>        The project template file
-n <name>            The project name (default rws filename)
-p <path>            The export path
-expold <true/false> This flag overrides the Export Legacy files
                     flag in the project template
-exprws <true/false> This flag overrides the Export RWS file
```

```
                    flag in the project template


examples :
   rf3cc cube.rf3
       export cube.rf3 assets to the same directory
   rf3cc -t CubeScene.rwt -n CubeOnTable -p c:\ cube.rf3 table.rf3
       export both cube.rf3 and table.rf3 assets to c:\CubeOnTable.rws using
       the CubeScene.rwt template


For more information on rf3cc please refer to the rf3cc user guide.
```

Advanced Options

The default export options of `rf3cc` is to export the given `.rf3` files using the `Generic.rwt` template into the current directory using the first `.rf3`'s file name as the project name.

These default options may be changed through the command line options:

`-p <path>` specifies the path that will be used for the export e.g.,

```
rf3cc –p c:\myassets myObjects.rf3
```

exports the assets from `myObject.rf3` into `c:\myassets`.

`-t <template>` specifies the project template that will be used for the export e.g.,

```
rf3cc –t c:\mytemplates\objectTemplate.rwt myObjects.rf3
```

exports the assets from `myObject.rf3` into the current directory using the `objectTemplate.rwt`.

`-n <name>` specifies the project name that will be used for the export e.g.,

```
rf3cc –n myThings myObjects.rf3
```

exports the assets from `myObject.rf3` into the current directory using the "myThings" as the project name. for example in the case of exporting to an `.rws` file it will be called `myThings.rws`.

`-expold <true/false>` overrides the Export Legacy Files option in the project template. e.g.,

```
rf3cc -expold true myObject.rf3
```

forces the `rf3cc` tool to export legacy files.

`-exprws <true/false>` overrides the Export RWS File option in the project template. e.g.,

```
rf3cc -exprws true myObject.rf3
```

forces the `rf3cc` tool to export an `.rws` file.

Summary

The `rf3cc` tool can process multiple `.rf3` files from the command line to produce platform optimized game assets for use in RenderWare Graphics. The `rf3cc` tool allows the user to specify the export path, the project template and the project name, it also allows the user to override the output format flags in the project template.