Neverblender Documentation

November 14, 2016

Contents

1 Introduction

Write something meaningful

2 Installation

The only requirement is Blender 2.70 or newer. You can install neverblender like every other add-on from blenders User Preferences under the Add-Ons tab. Select Install from file at the bottom and select the downloaded zip file.

Alternatively you can install manually by unzipping the contents of the downloaded zip and placing the neverblender folder into the scripts/addons directory of your Blender directory.

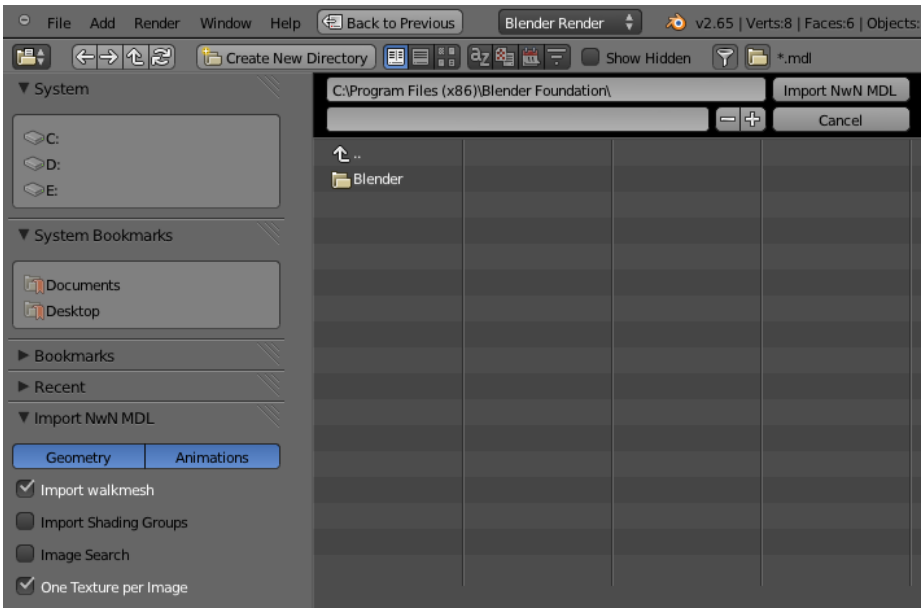

Figure 1: Import Screen

3 Import & Export

3.1 Import

Import Geometry Import the geometry from the mdl file

Import Walkmesh Attempts to import a walkmesh. If the imported model is a placeable, the script will look for a **.pwk* file in the same folder. If the model is a door, it will look for a **.dwk* file. If the model is a tile, it will read the walkmesh directly from the **.mdl* file.

Import Smooth Groups Import smooth groups as sharp edges.

Import Animations Import animation from the mdl file. Animations are added to the imported geometry. If no geometry has benn imported, the script will try to add animations the already existing objects in blender.

Materials None = No materials or textures will be imported. Single = The script will attempt to merge similar materials to reduce clutter. Multiple = Each object will get it's own material, even if this results in multiple identical materials.

Image Search Search for textures in subdirectories. This might take a significant amount of time depending on the number of files.

3.2 Export

Export Options

Export Animations ported regardless of this setting.

Export Walkmesh Attempts to export a walkmesh. The type of exported walkmeshes depends on the objects classification.

Export Smooth Groups Convert sharp edges to smooth groups.

Apply Modifiers Apply Modifiers before exporting.

4 Editing

There are three types of objects which can be exported as mdl: Empties, Meshes and Lamps. Other objects like curves and surfaces will have to be converted to meshes before attempting to export them.

4.1 Empties

Empties appear in mdl files as Dummies. Like in blender they are used to group objects together. In addition there are special types of Dummies which for example indicate locations for spells effects.

4.1.1 Dummy

Ground TODO

Impact TODO

Head Hit TODO

Head TODO

Hand TODO

Use 1 TODO

Use 2 TODO

None TODO

At the very least placeables should have an Impact, Use 1 and Use 2 dummys. While they are not strictly required, they will make sure that spells work correctly and make them usable by characters.

4.1.2 Rootdummy

All objects belonging to a mdl have to be parented to a single Empty, which has no parent itself. This Empty must have the same name as the mdl file (minus the file extension).

It holds additional information about the model.

Classification TODO

Supermodel References another mdl file. All Animations will be added to this mdl.

Animationscale Unknown

It is also used to store the beginning and end frames of specific animations (walk, run, sit,...).

4.1.3 Reference Node

The purpose and usage of these nodes is unknown. Supposedly it can be used to reference other mdl files. Reference nodes can be found in some spells and most of the time references fx_ref.

4.1.4 Patch Node

The purpose and usage of these nodes is unknown. They occur in some spells, but they seem to behave excatly like normal dummy nodes, i.e they have the same attributes.

4.2 Meshes

4.2.1 Trimeshes

Wirecolor

Self-illumination color

Ambient Color

Shininess

Tilefade

Render

Shadow

Beaming

Inherit Color

Rotate Texture

Transparency Hint

Smoothgroup

4.2.2 Danglymeshes

Dangle group The dangle group is a vertex group containing the weights of vertices for the danglymesh. You must select an existing vertex group.

Period

Tightness

Displacement

4.2.3 Skinmeshes

4.2.4 Walkmeshes

Tileset Walkmesh for tiles. Use Materials to denote surface type of tile (stone, grass, ...). This will also affect footstep sound and grass growth.

Door: Closed The walkmesh for the closed state of the door

Door: Open 1 The Walkmesh for the first open state of the door

Door: Open 2 The Walkmesh for the second open state of the door

Placeable

4.3 Emitters

4.4 Lamps

5 Animations

Write something meaningful