Cameras

Note: Update 23. 3. 2009, Wallaby 029 beta 2

Adding cameras for replay

Before adding any camera be sure, you have defined your DriveLine and you will not change it. In case of changing some length of DriveLine all cameras must be shifted in time.

Adding first camera

1. Enable Camera creator
2. Place your position in world, where you want to have your camera
3. Shift with car pos slider, where you want to want enable your camera
4. Click on "New camera ->", fill camera parameters (see New camera dialog) and choose "Create from ..."
5. Now switch to Local mode (it is for editing just one camera)
6. Click on Record button and stop it when car reaches place, where camera should turn off
7. Now you can do some effects with camera (see Camera effects)
8. For adding next camera go to point 4

Camera effects

Every effect has own position, where it appears or starts. This position is called key. If you want to add some zooming for example, at first set car pos, where zooming should start or stop. Then adjust zooming level and click on "Add key". Now check your effect through changing car position on slide bar.

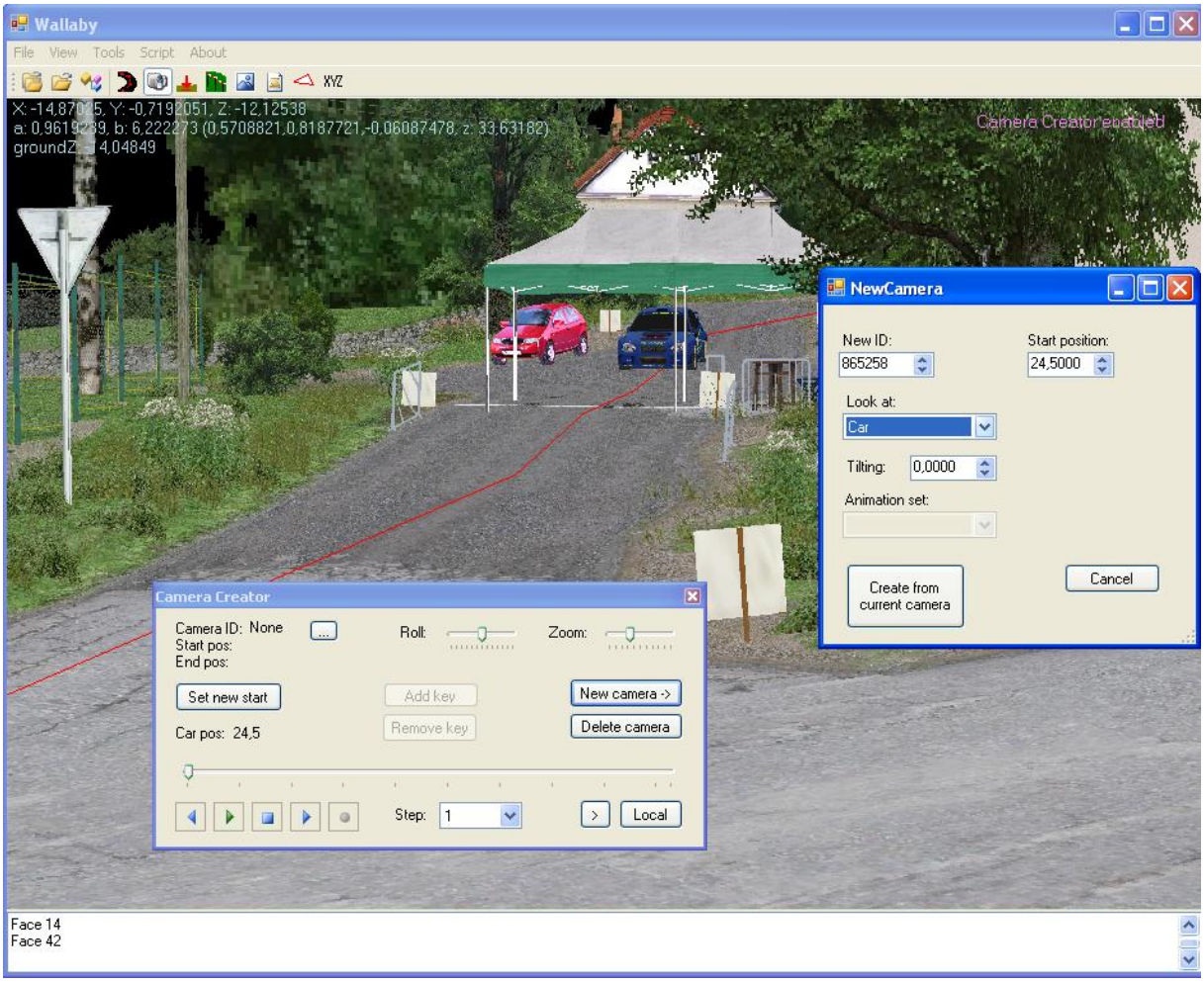
Possible effects: zooming, rolling, changing camera position, changing angle of sight (only by fixed "look at" point)

New camera dialog

New ID: It is unique ID of camera in whole map. Will be automaticly pre-filled
Start position: Position of car on drive line, where this camera will be turned on
Look at: Its point, on which should camera see (Car, fixed point)
Tilting: Its value that means how much should camera randomly swing (special effect, that should simulate real cameraman)
Animation set: To which animation set is this camera assigned (unused yet)

Camera creator dialog

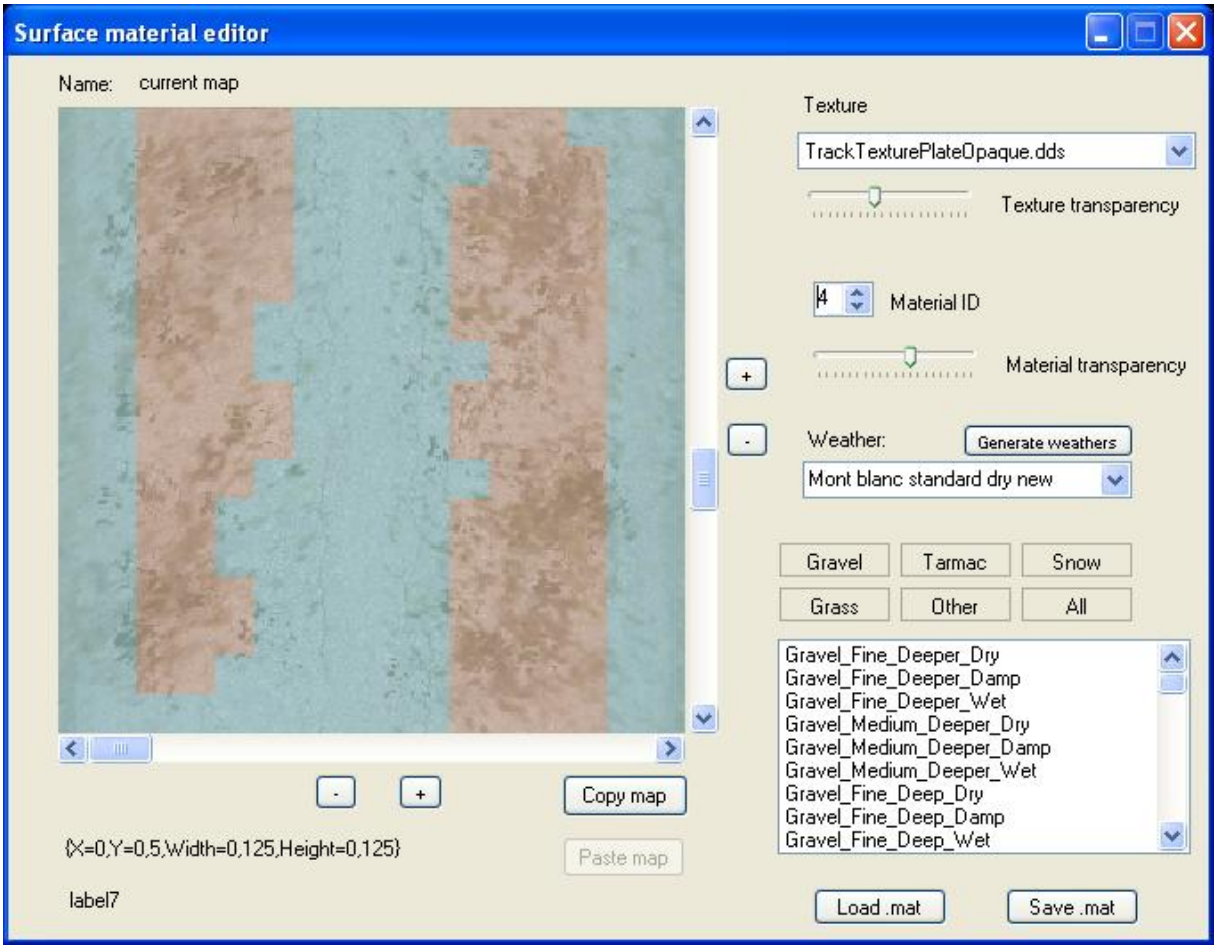
Camera ID: It is unique ID of camera in whole map.
Start pos: Position of car on drive line, where this camera will be turned on
End pos: Position of car on drive line, where this camera will be turned off
Set new start: Change start position of current camera
Roll: Camera roll angle
Zoom: Camera zoom
Add key: adds effect key
Remove key: removes chosen key
New camera: will add new camera on current car pos
Delete camera: will delete current camera
>: Switches to next camera which will be turned after current camera
Step: How fast will car move when playing or recording
Local / Global: It switches car position line (slide bar) between 1 camera and all cameras



Surface material editor

We can easily say, that surface materials are physical textures. They describe what physical surface will be under the wheel. For easier track building they also describes mapping between real texture and surface material. Without that, you would have to map textures and surface materials separatly. So before running surface editor you must have defined at least 1 texture in your track map. Everyone surface has 9 types subtyptes - combined weather with age of surface (dry, damp, wet / new, normal, worn). Each subtype has own map (16 x 16 bitmap, where one point is ID of surface from physics.lsp).

Sense of material is to have most similar map as the visual texture. Look for example to picture below. There can we see visual texture (tarmac) and material map (blue and brown squares). That blue is sprinkled tarmac so its drawn over tarmac. Where on texture is gravel on tarmac, there is brown color - fine gravel. Best technique is draw surface only with "dry new" subtype and then click on "Generate weather" - it will generate all other 8 subtypes and it saves much of your work.



Dialog controls:

Texture: Choose texture
Material ID: Unique number of surface
Texture / Material transparency: Change transparency of texture or material map
Copy map: Will copy current material map to buffer
Paste map: Will replace whole current
Weather: Switches current map subtype
Generate weathers: Will generate all material subtypes from dry new
Surface buttons(Gravel, tarmac, ...): switches list of surface types
Horizontal and vertical + / - : Zooms in/ out vertical/horizontal axle
Horizontal and vertical scrollbars: move with underlayer texture

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