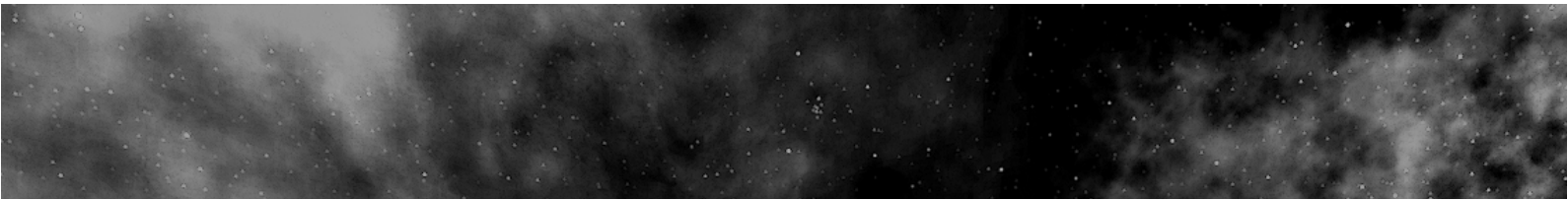


Welcome to Acid Fluxx Bass' Guide To Modding Star Trek Legacy!

The general intentions of this is to introduce new modders and to explain as simply as easily as possible the ways of modding!

I had been interesting in modding a while before actually starting. I found the availability of modding tutorials very limited and the information given can be very vague. With this tutorial, I intend to make it easy of new modders come into modding.

I had started modding in March with the TNG Relic Refit of the NX Class. As my first released mod, it was a simple retexture, however, upon starting to mod, my releases attracted attention and almost instantly i was drafted into New Gen. Since I have decided to go it alone and contribute as 'acidfluxxbass'. I have, since, learnt new techniques such as odf-editing, retexturing and more recently modelling.



For porting you need a few things. I used:

- ~ Milkshape 3D 1.8.3 (<http://chumbalum.swissquake.ch>)
- ~ NIF, SOD, M3D plugins (http://legacy.filefront.com/file/Milkshape_3D_Mad3d_Export_Plugin_V085b;76276) & (http://bridgecommander.filefront.com/file/Milkshape_Nif_ImporterExporter_plugins;18852)
- ~ DDS Plugin for either GIMP or Photoshop
- ~ Assissoft Hardpoints Tool - (http://bridgecommander.filefront.com/file/Milkshape_Nif_ImporterExporter_plugins;18852)

This guide is porting - not modelling so this is assuming you already have an .nif available.

BEFORE WE START I WANT TO MAKE SOMETHING VERY CLEAR!

When porting someones mesh from Bridge Commander - you MUST have their permission before making you mod public!!

They must also be properly added to the credits.

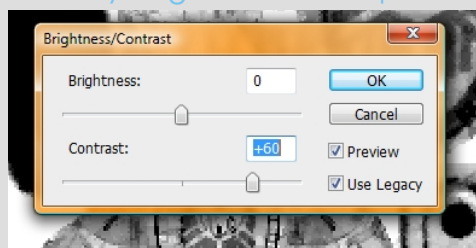
Not asking permissions and crediting wrong is not right!

Free meshes can be found in the Public Domain of bcfiles.

CHANGING TEXTURES

For this mod, I'm going to use a Nebula class. Provided by Totally games, it can be found at http://bridgecommander.filefront.com/file/Nebula_Model;5561 . This contains a .3ds file and textures.

The files you get with the ship are either .tif, bitmap, photoshop or another file. Open it with PS or GIMP.



Save the file you opened as a DDS format.

Then Desaturate and change contrast to about 60 with legacy on. Save as DDS with filename as *****_spec.dds

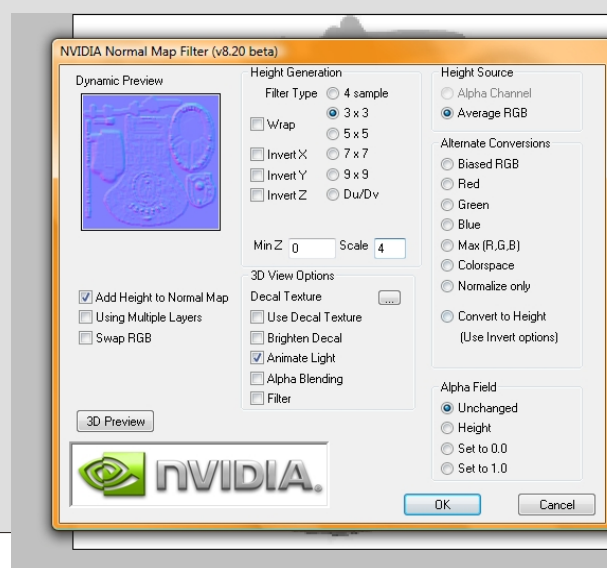
Go to history and revert back to the normal version of the File. Change bump mapping.

- set Filter type to 3x3
- tick "add height to normal map"
- Set scale to 2-5. Hight the number the deeper the bumps.

You can also do glows.

Save files as DDS files

Rename the textures to F_*shipname*



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Applying Materials

Open Milkshape with plugins installed (download plugins and paste to milkshape directory)

Go to File > Import > Bridge Commander (NIF) or Autodesk (3DS) (depending on file type)

-You will now see your ship.

Go to the materials tab on the right. Select a material and replace it with the dds equivalent of that file.

Do this for each material and assign it to each group.

Go back to materials tab. For each material, add the `_!s_!b` suffix to the end of each material.

Eg. Material01 `_!s_!b`

This adds glows, specs and bumps.

Also, for each material, you may need to change the emissive, ambient, diffuse and speculars.

Diffuse: gray

Ambient: black

Specular: light gray

Emissive: ignore

DAMAGE TEXTURE

Select all groups

Edit>Duplicate

Faces> Reverse Vertex Order

Rename: `in_*shipname*`

Go to the materials tab

New Material

Rename: `in_F_*shipname*`

Use `damageinterior.dds` (found in Star Trek Legacy>Textures>DDS)

Apply to the group `in_F_*shipname*`

The `"in_"` part is essential.

*Optional stage

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CREATING REGISTRIES

Select the group on the front hull and duplicate

(Or)

Select vertices or faces at the front of the hull where the registry shall go and duplicate

Rename the group as stlogo

Create a logo file - (page six of volume 2)

Go to the Materials tab and create new logo named stlogo. Use the logo file you made.

In Milkshape, select the group and press Ctrl+T

Learn your way around the coordinator and move the logo to fit in the wireframe as you want it to.

Remember:

the F_*shipname*_logo only appears in menu's

F_*shipname*_logo1 + 2 etc appear in the gameplay.

*Optional stage

HARDPOINTING

A tricky stage

For my mods I use a similar joints tree to Amarda.

Click the [model] tab on MS3d's command palette.

Click the [joint] command button.

Use the top view editing window and left click in the centre of the model. (see image 2)

Start off with a parent node. Name it "h_scene root"

Then add a joint leading from that named 'h_root'

From 'h_root' add:

H_geometry

H_damage

H_crew

H_hardpoints

H_lights

From h_geometry add the joints 'h_hull0' and 'h_lod0'

From h_damage add the joints 'h_borg', 'h_shields', 'h_sensors', 'h_target', 'h_engines'

*CONTINUED

When porting someones mesh from Bridge Commander - you MUST have their permission before making you mod public!!

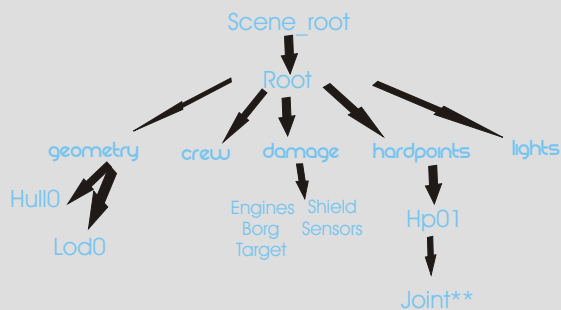
HARDPOINTING CONTINUED

From the h_root, you also need to add 'm_*group name*' for every single group.

Now you need to add your armourments. Double click on h_hardpoints and create a new joint and move it around to the point you want your weapon to fire from. Name this h_hp01. Then, from the h_hp01 create a joint that dictates the direction of the fire. For another h_hp02 for another weapon. The h_hp** goes up with each weapon all with h_hardpoint as the parent node.

The warp, Cloak, self destruct, long range sensors also need hardpoints but they use h_hp** with out an additional joint as they don't need to be in a particular direction.

Remember your Hardpoints as they will become important for the odf.



A pathetic tree of the joints. Showing the parent nodes and the child nodes and how they connect. Easy once you understand it.

EXPORTING

Once your done:

File>Export>Star Trek Legacy (M3D)

Save as F_*shipname*

ODF for PORT

To make an odf for your port, you need to first find a STOCK odf for a ship similar to yours.

Eg. If you've ported a Nebula kitbash (with permission) its wisest to use a STOCK Nebula odf to edit as not many factors will need to be changed.

The main things to be changed are the name, tooltip, command points, stats, the weapons stats, and the hardpoints.

Go to the next page for the hardpoints part of the odf.

When porting someones mesh from Bridge Commander - you MUST have their permission before making you mod public!!

ODF Editing Continued

Getting the odf right is absolutely VITAL

The slightest typo and you get an access violation error until the problem is fixed.

Most problems are caused in the hard pointing. Refer to milkshape and find out where you put you put weapons.

For example, the Mini-Ops odf is suited to the hardpointing.

```
//*****  
//  ART PARAMETERS & WEAPON NAMES  
//*****  
// for phasers  
weapon1 = "fed_tng Phaser_1beam"  
weaponHardpoints1 = "hp01"  
  
// right phasers  
weapon2 = "fed_tng Phaser_1beam"  
weaponHardpoints2 = "hp03" "hp04"  
  
// left phasers  
weapon3 = "fed_tng Phaser_1beam"  
weaponHardpoints3 = "hp07" "hp08"  
  
// aft phasers  
weapon4 = "fed_tng Phaser_1beam"  
weaponHardpoints4 = "hp09" "hp10"  
  
// fwd Photon torpedos  
weapon5 = "fed_tng_photon_artillery"  
weaponHardpoints5 = "hp02"  
  
// Warp  
weapon6 = "gwarp"  
weaponHardpoints6 = "hp10"  
  
// tractor beam  
weapon7 = "f_tractor_bm"  
weaponHardpoints7 = "hp09"  
  
//Self Destruct  
weapon8 = "gselfdes"  
weaponHardpoints8 = "hp08"
```

"weapon1" and "weaponHardpoints1" must go up one for each weapons. So for the right phasers its "weapon2" and "weaponHardpoints2"

For each weapon, theres a hardpoint. For fore phasers, set the weaponHardpoints* to the hp** that you set at the front of the ship in Milkshape

I strongly advise using weapons from the STOCK version for maximised compatibility for usage with UUM and Tb2 so on. Go to Star Trek Legacy>odf>weapons>(weapon of choice) and copy the odf file name to put in the speech marks

If, at any stage, you decide to delete a section, you must alter the "weapon*" and "weaponHardpoint*" parts for every hardpoint afterwards. You cant have 'weapon2' then 'weapon4'

Typing errors like "hp04 " can cause Access Violation errors. BE CAREFUL!"

```
// long range sensor  
weapon9 = "long_range_sensor"  
weaponHardpoints9 = "hp07"
```

```
// Hardpoints to hit for various systems and other locations.  
EngineTargetHardpoints = "hp24" "hp25" "hp26" "hp27"  
WeaponTargetHardpoints = "hp28"  
ShieldTargetHardpoints = "hp29"  
SensorTargetHardpoints = "hp30" "hp31" "hp32"
```

Ignore the Hardpoints to hit for various systems
and other locations as it makes little difference!!

```
// Sub-System Destruction Effects  
EngineDestructionHardpoints = "hp24" "hp25" "hp26" "hp27"  
WeaponDestructionHardpoints = "hp28" ShieldDestructionHardpoints = "hp29"  
SensorDestructionHardpoints = "hp30" "hp31" "hp32"
```

Once done, save the odf as F_*shipname*.odf

SHIP ICON

A pretty important part of you mod is the icon. Without an icon, you will look unprofessional... Its as simple as that.

So without further ado here's how to make one.

In Ms3d set projection to top

Right click and remove axis, grid and skeleton

Print Screen and paste into Photoshop or GIMP. and Rotate 90 degrees anti-clockwise.

Set contrast higher to have a black and white image.

Resize/Resample image to be a 64x64 pixel image.

Save as a DDS and name it HI_F_*shipname*

Porting, is by no means, easy.

For new modders, it may take a bit of practice to get the hang of.

There are many places to go for reference. I swamped gdata and ghugh on the new gen forums with questions and they taught me all I know.

You can also investigate Bethesda forums, Filefront forums and many others.

I believe Fahres has a forum so you can check that out if your interested in beak nodes.

I am also open to questions or requests.

Email me at: acid_fluxx_bass@hotmail.co.uk

Or

Leave a comment in my forum www.freewebs.com/acidfluxxbass

This a step-by-step guide simplified for new modders as much as possible. Some parts are very very hard to get the hang of. Keep trying and don't hesitate to ask anybody!

Many Thanks for all those who've downloaded my older packs and given me great feedback!

ACID FLUXX BASS

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newton class