

Dummies Guide to editing textures for refits in Star Trek Legacy



I am a totally new to modding and really struggled to get information on how to edit textures for refits so I made this tutorial. Before you go on, I am not pretending to know everything about modding and so may not do things a perfect way – but some sort of a guide is better than nothing.

Before you continue you should be comfortable with creating refits by re-using textures and editing ODF files using the basename command.

If you are not, refer to legacymods.com and see the "Duplicating in-game ships" post. Get confident with this and try making several refits before even attempting to edit textures on a refit model.

The Basics

First of all you need to know these things:

The ODFs - Contain much of the statistic and links to important files

MD3 - Controls the appearance of the ships

DDS - The texture files

What you need

Photoshop – I am using version 7.

DDS plugin (so you can see and edit the DDS files) - available from [Nvidia](#)

A hex editor (I will explain later) - I use Hex-editor XVI32 available from <http://www.chmaas.handshake.de/delphi/freeware/xvi32/xvi32.htm>

Patience (in plentiful supply but necessary until you know what the hell you are doing)

I am only going to show you how to edit the textures of a file. The refit will not have any chunks and so when it explodes there will be no debris - better not to do too many things at once.

The Beginning

Firstly you need to decide what you are going to refit; we are going to make another version of the Galaxy class.

I suggest you create a folder on your desktop called Galaxy refit - we will edit all of the files outside the Legacy directory just in case something goes wrong.

Finding the correct files

The files we need to create our refit are the following:

- The M3d File
- The ODF File
- The necessary textures
- The ship icon

The M3d file can be found in Star Trek Legacy/M3D

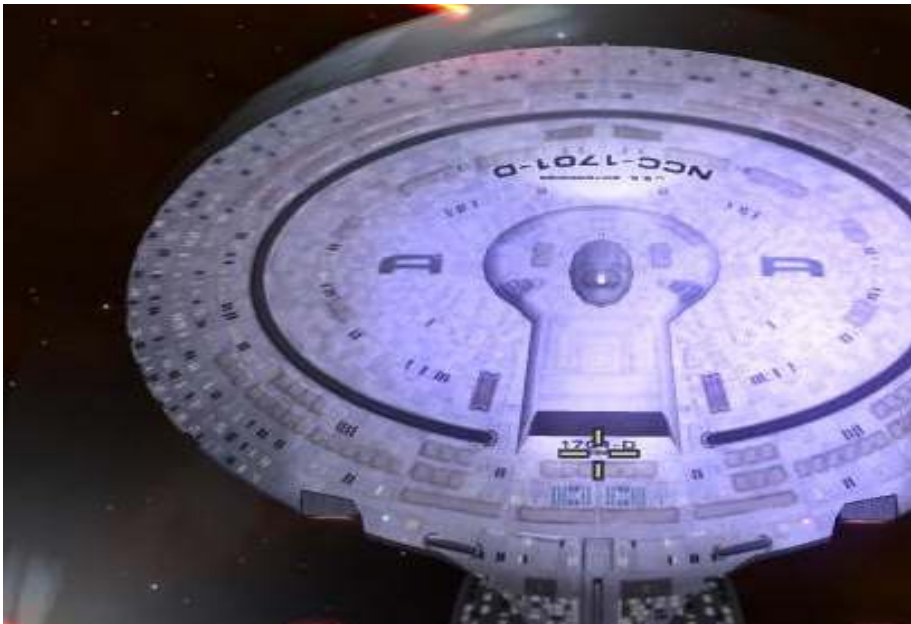
The ODF file can be found in Star Trek Legacy/ODF/ships

The textures and ship icon can be found in Star Trek Legacy/textures/DDS

Federation ships always start with F_ so you are looking for the following:

- F_galaxy.m3d
- F_galaxy.odf
- And any DDS file starting with F_galaxy in the DDS folder.
- Icons are represented by starting with HI_F so you are looking for HI_F_Galaxy.DDS

Copy all of these to your desktop folder - it doesn't matter at this time that they are all in the same folder. You should have these files and only these files.



Make two copies in two different folders: one for backup and one for modding (just in case).

Important things to note:

Names are very important and any slight mistakes in the filenames will cause Legacy to crash.

Don't worry about mistakes, as long as you have backups it's no problem. Test often by opening Legacy, that way if there is a problem you can narrow it down.

Renaming files

Next you need a name for your refit. To keep things simple, decide it to be Galaxy Refit.

Rename your files as following:

F_Galaxy_refit.odf
F_Galaxy_refit.M3D
HI_F_Galaxy_refit.DDS

These three files are easy, as long as they have the same stem as each other it doesn't matter what they are called. It is incredibly important they use the same names or they won't pick each other up.

Now for the textures. These are different. Because of something I will show you later, the number of characters needs to stay the same so just change one letter – doesn't matter what it is but use the same stem for every one.

For instance I am going to change mine to F_Galax1.

So for instance F_Galaxy_B_Bump.dds becomes F_Galax1_B_Bump.dds

Do this for every .dds file.

Renaming the ship

Now we need to rename the ship within the game. For now, all of the ship registry information will stay the same.

Open F_Galax1.odf in notepad. You should already be familiar with odf files if you have made a refit.

Look for

```
// Name of Ship class in Ship Display window & in edit mode & tooltip  
unitName = "Galaxy class"  
  
// Tooltips  
tooltip = "galaxyclass"  
verboseTooltip = "galaxyclass_v"
```

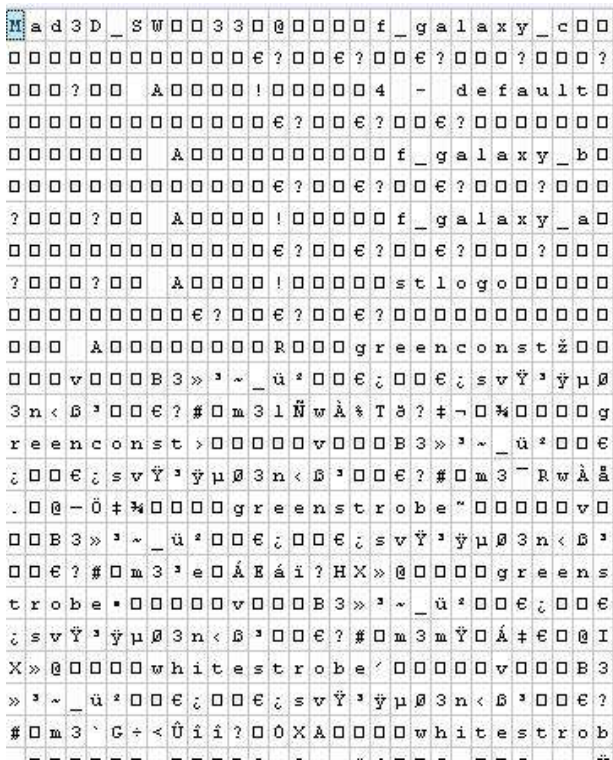
Change the unitName to Galaxy class refit and add _refit to each of the tooltips:

```
// Name of Ship class in Ship Display window & in edit mode & tooltip  
unitName = "Galaxy class Refit"  
  
// Tooltips  
tooltip = "galaxyclass_refit"  
verboseTooltip = "galaxyclass_refit_v"
```

Directing to the new textures.

Next we need to tell the M3D file where to find all of the new textures. Open F_Galax1.M3D with Hex-editor XVI32 – I suggest you set this as the default program for M3D files.

Don't panic at the sight of all the letters and numbers – you don't need to know what it means. You just need to concentrate on the right hand column:



All we are going to is change the texture references. i.e change F_Galaxy_B_Bump to F_Galax1_B_Bump. You can replace all of the references by typing Control-R and replacing alaxy with alax1. I tend not to put the whole name as some of the Gs are in upper case and some are in lower. Make sure case sensitive is not selected.

This process is why the texture filenames need to be the same length.

Tip – This is often where mistakes are made, search using control and F for Galaxy when you think you are done just to double check. Save it.

Inputting files into the game

We are almost done! If we now copied all of these files back to where they came from you would almost have a working ship. Before you do this you need to re-create the directory structure for ease of installation. Create the folders as shown and put the files in the correct place:

Galaxy Refit folder

-----> M3D -----> F_Galax1.M3D
-----> odf -----> ships -----> F_Galax1.odf
-----> textures -----> DDS -----> All of the DDS files

Copy the contents of your Galaxy refit folder to your Legacy directory and overwrite all.

Before the game will pick up your new ship we need to delete the db.pak file. The game does not actually read directly from the ODF files but creates a compressed version of them in the form of db.pak. Do the following to create a new one:

Delete the existing db.pak file in the Legacy main directory

Make a new notebook document and copy in the following: g_bGeneratePackFile = 1

Save the file as myconfig.cfg in the main directory.

When the game next runs a new db.pak file will be created.

Whenever you edit any ODF file, delete db.pak so a new one will be created with the new information.

Your new ships should now be in the game. To check, load up the game, your new ship should be there as a separate class to the Galaxy.

If you have missed something, the game will crash. Double check the following things:

Look at the M3D file and ensure that all of the references to the texture files have been changed

Check all of the files are in the correct directories

Make sure the stems of the M3D, ODF and icon files are identical.

Editing Textures

Basic editing of textures is relatively simple when you understand a few things.

There are several different layers of information but I am just going to show you how to edit the basic colours and add images to the ship if you wish.

If we look at the DDS files there are several subsections starting with:

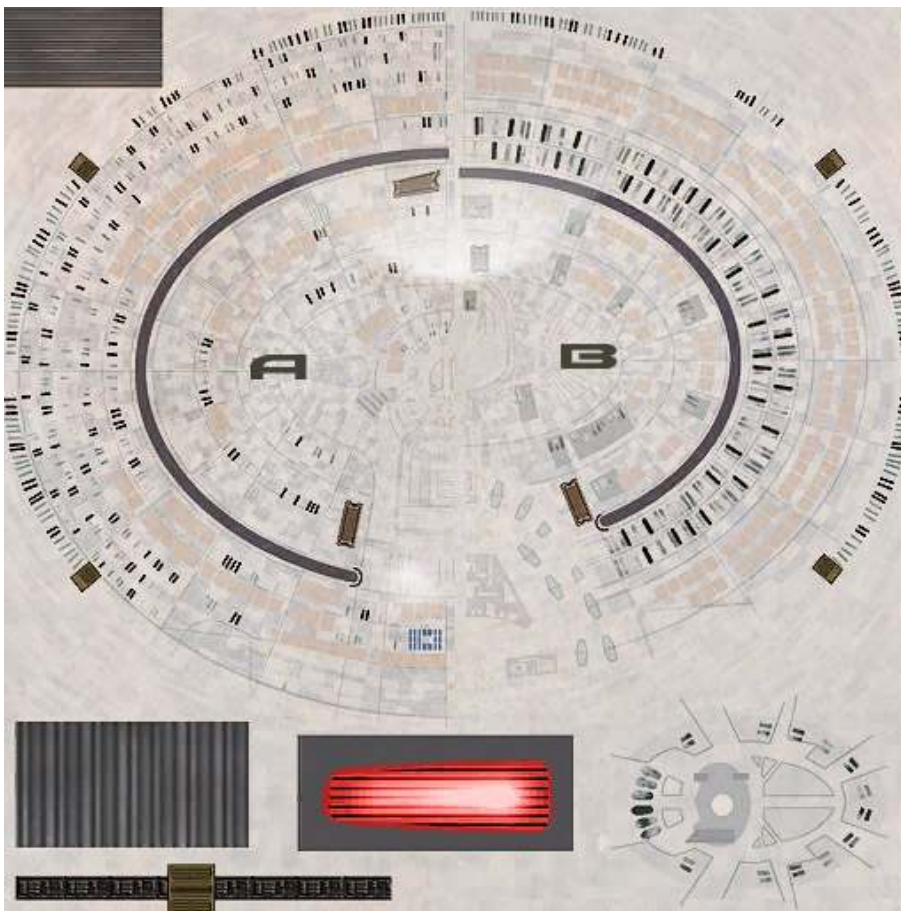
F_Galaxy_A_

F_Galaxy_B_

F_Galaxy_C_

Depending on the ship, there will be different numbers of these. For basic texture changes, ignore the bump, glow and Spec files, concentrate on the root files. F_Galaxy_A.DDS, F_Galaxy_B.DDS and F_Galaxy_C.DDS. These are basically the top layer of the textures.

Open F_Galax1_A.DDS in Photoshop (this is where you need to DDS plugin).



If you look through all of the files you will notice there is not enough information – this is because everything is used twice and so you have to think about symmetry.

The left hand side of the saucer section is the top and the right is the bottom.

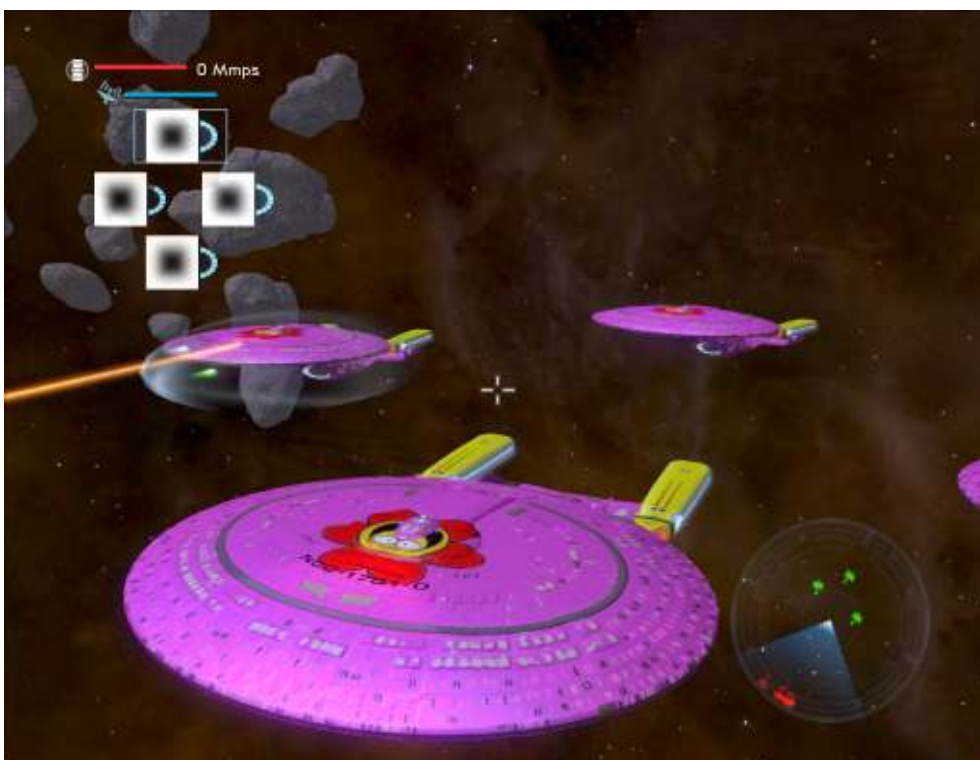
Nacelles and other type of textures are also used just once.

I can demonstrate this symmetry by adding an A and B to each side, saving it and adding it to the legacy directory – don't worry about doing this yourself for the moment. The following appears in-game:

As you can see the writing appears backwards on half of the ship so it's advisable not to use text.



All you need to do to install the new textures is to copy them to the DDS directory ensuring they are using the filename mentioned in the M3D file. When copying textures, you do not need to delete the db.pak file as they are picked up from the DDS directory when the game starts. The best way to learn what goes where is to experiment – much like my pink Galaxy.



As you can see here, the icons are blank. If this happens, make sure you have copied HI_F_Galaxy.DDS and renamed it to HI_F_Galax1.DDS.

All ships are different. Some will split the ship down the middle and so the best thing to do it just have fun and play around until you know where the textures on a ship go.

I hope you found this useful. Any other problems or mistakes you notice give me a shout.

Thanks to the following who helped (whether they know it or not)

Rogue Vulcan for the tutorial on creating refits using the basename command

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Useful Sites

www.Legacymods.com

www.ufdf.com

<http://startrek.bethsoft.com/forums/index.php?showforum=18>

<http://legacy.filefront.com/>