

Creating new models from old models. FOR Combat Flight Simulator 2 Book 2

BOOK 2. “Converting to a 3d model”

INTRODUCTION

This is an enhancement to BOOK 1. “The basics”.

You will learn how to convert a .sca /.bgl model file into a 3d model using a program called modelconverterx and use as a template.

The tutorial is a continuation from BOOK 1. “The basics” and you should have the .sca and the .bgl from that tutorial.

The disassembled scenery files should not be used for any illegitimate purposes. Please be aware of the fact that scenery files from MS

or from any other company or from private designers are copyrighted. So you should be careful to avoid any infringements of the copyright of others if you use the disassembled code for any other purpose than to study how scenery design has been done. So never try to make money by stealing the intellectual property of others!

TOOLS REQUIRED

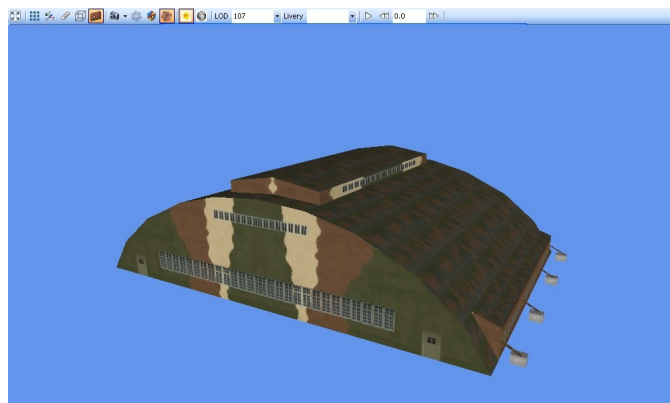
Modelconverterx

At the time writing this program is the development release dated 05 05 10 downloaded on the 19 05 11.and this program can be a bit buggy at times. This program is always being updated.

<http://www.fsdeveloper.com/forum/downloads.php?do=file&id=82>

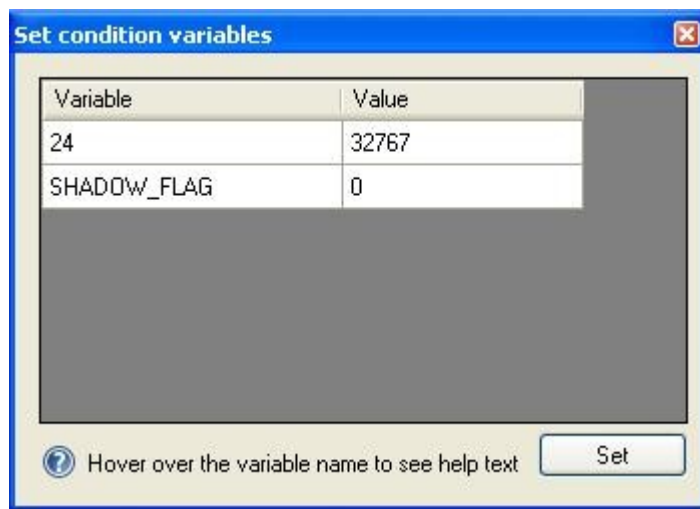
Lets get started

Start modelconverterx,set the texture search paths in options,import your .sca/bgl model file,press set and you model is now imported.

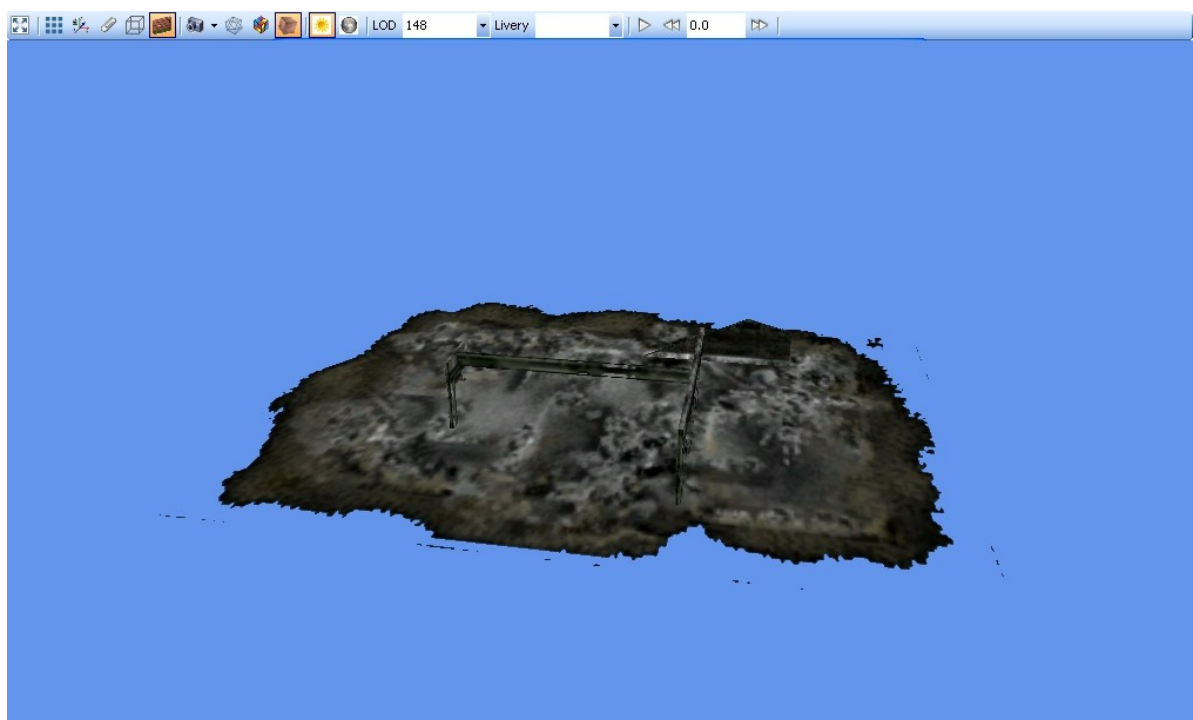


Now export as 3DS Max object to the folder you want to save your 3ds in.

Now import your .sca/bgl model file, set condition variables, variable 24, value 32767 and leave SHADOW_FLAG set at 0.



Press set and you damage model is now imported.



Now export your damage model as 3DS Max object to the folder you want to save your 3ds in.

HOPE THIS TUTORIAL HELPS.

Please leave feedback.

Robert John

20.05.2011