

Hi. This is my Midtown Madness 1 car creation tutorial. It will explain everything you need to get your car ingame.

The .zip file included with this tutorial contains everything you need to get your creation into Midtown Madness. Lets begin!

Folders:

Extract the .zip files to a folder. Inside are these folders:

Angel- These are the applications VCK(Vehicle Creation Kit) uses to convert to the correct files.

Build- Your finished .ar file and shiplist will be there.

Doc- The original documents for getting your car ingame from Microsoft.

Gold- The files of Microsoft's sample car are in there.

Shop- Your car's files will be in there.

Template- the tuning templates are in there. Tuning controls your vehicle.

Vehicles- I don't know really what that is for, but you can use it for putting backups for your textures there.

Zmodeler- Zmodeler Installation file.

Import- You will import the car for objects.

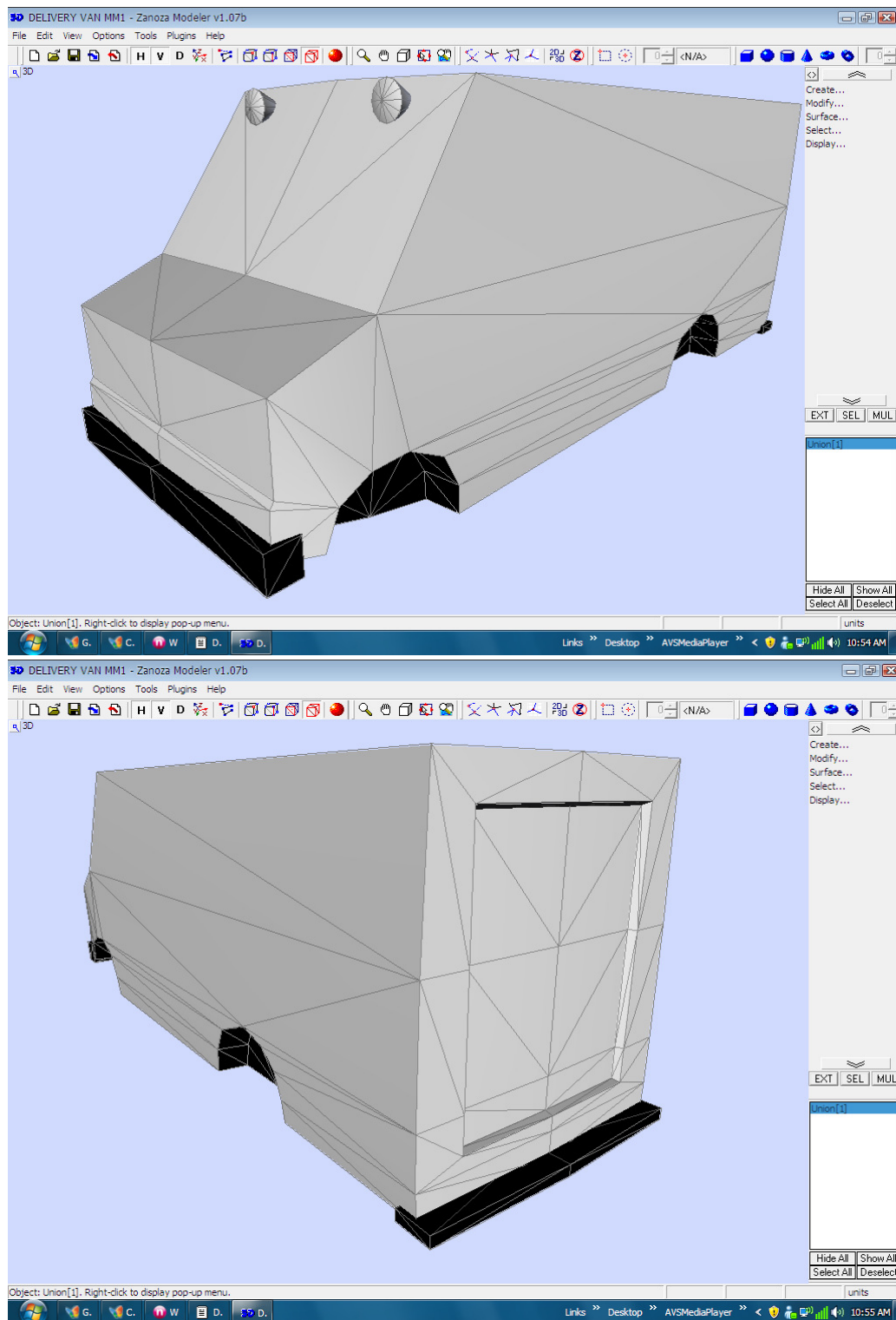
Those are all the folders included.

Installation:

To install VCK, put the VCK folder included in C:\. Then, go to the angel folder in VCK and copy TOOLROOT.INI to C;\.

Modeling:

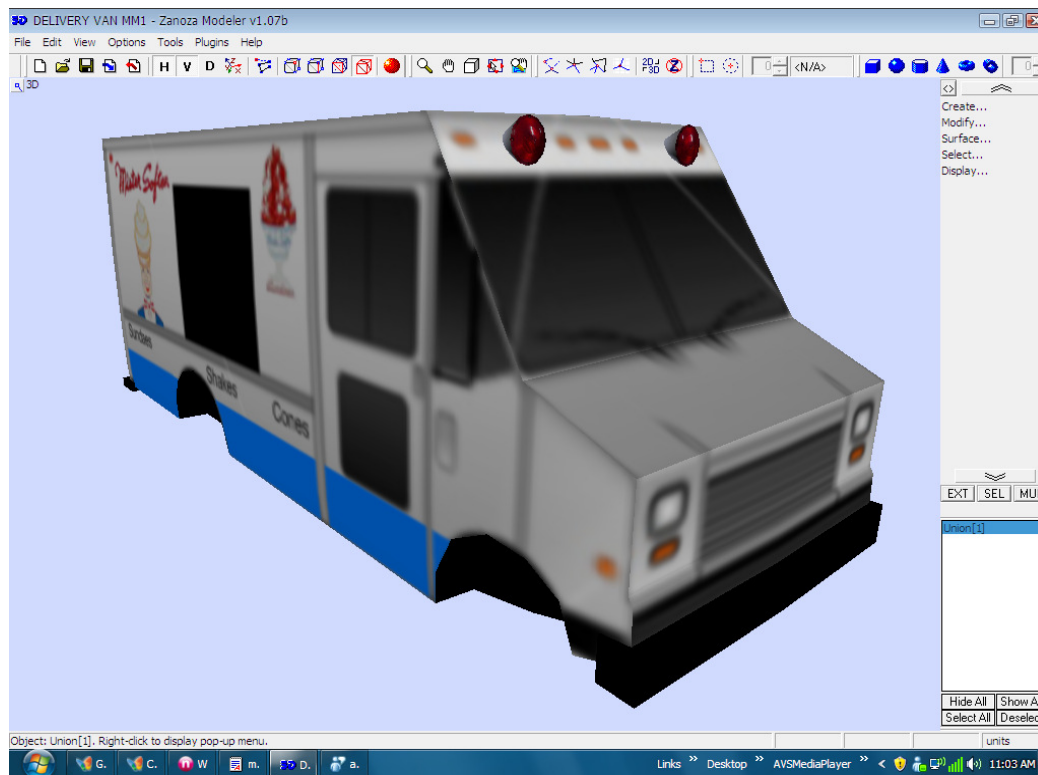
Now comes the modeling process. Model a car in zmodeler 1.07b. Now, the model of your car is low polygons. Keep it under 1,000 polygons. You don't have to model every detail of the car. That's where your textures come in.



**I created a low polygons Delivery Van. It is less than 300 polygons.
Now, your fiished with your model. Get ready for texturing! =)**

Textures:

Now comes the texturing. The textures need to be in BMP format and in sizes of 2 (eg; 64x64, 128x128, 256x256) They need to be saved in the BMP16 Folder.



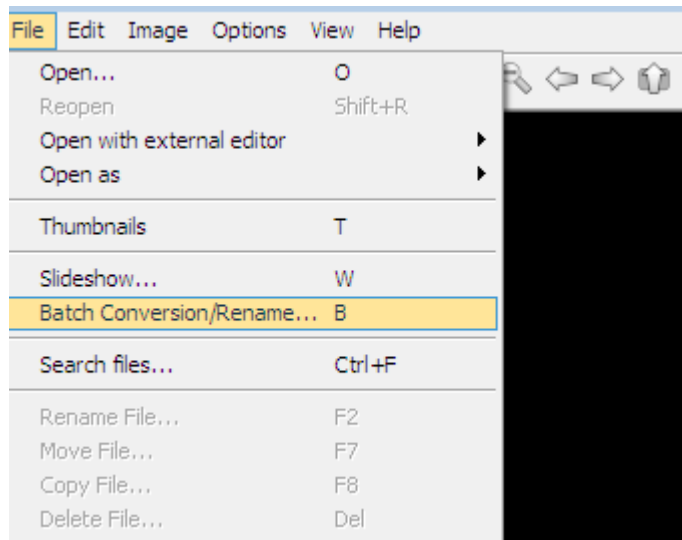
Sorry for the low quality of the pictures.

Objects in Zmodeler:

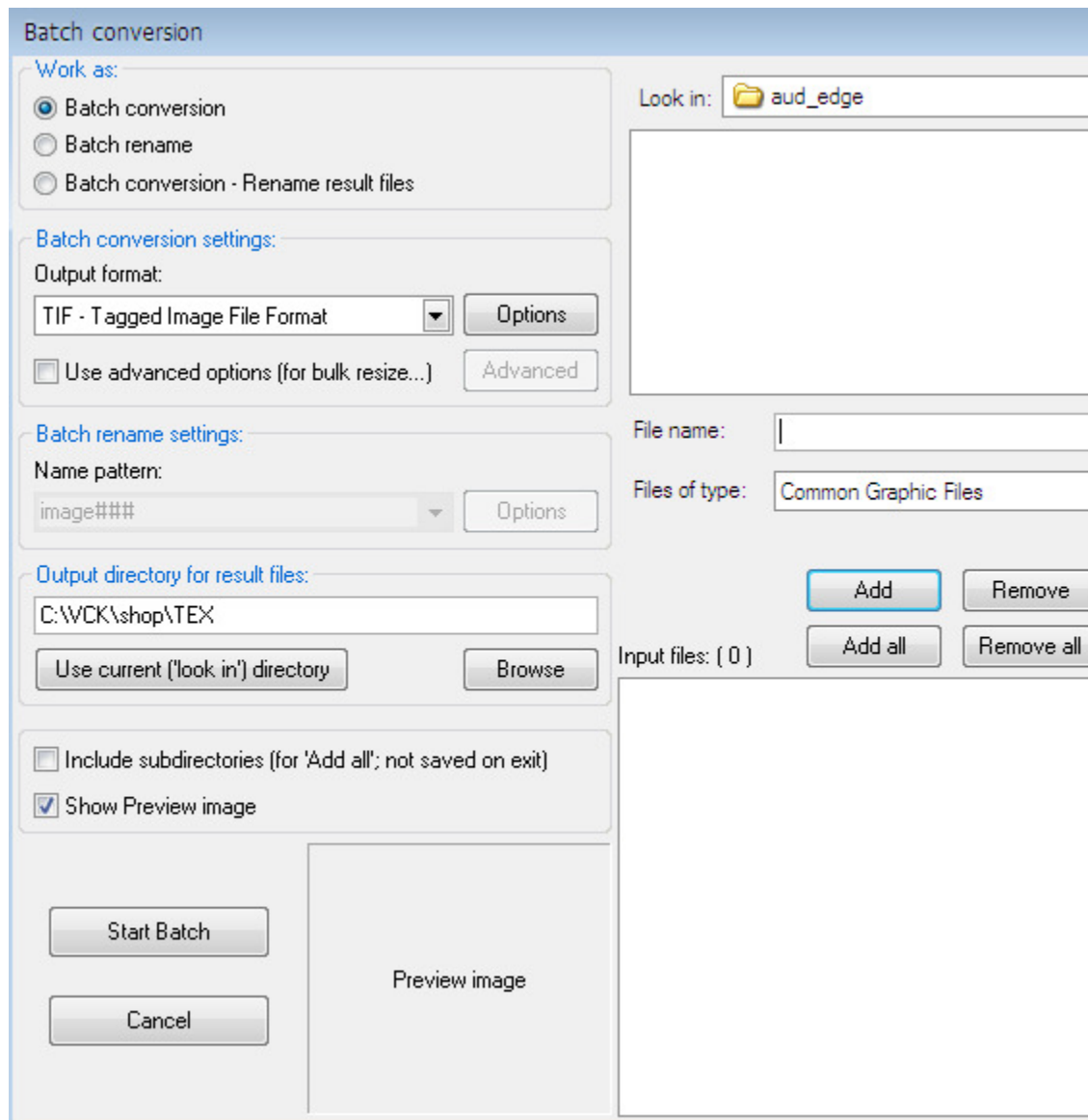
Import the .3ds file in the folder Import. Then, once finished importing it, delete the objects: BODY_H, BODY_M, BODY_L, and BODY_VL. Resize your model to the correct size compared to the shadow and wheels. Then, rename the body of your model to BODY_H and copy it to BODY_M, BODY_L, and BODY_VL. Save your model.

Converting textures.

Next, Download Infranview from one of the links at this website:
http://www.irfanview.com/main_download_engl.htm
Once installed, open it and select File-batch Conversion/Rename:



**Next, select your textures in C:\VCK\BMP16 and click ADD.
Make it so that they are being converted to TIF format.
Then, make sure the output is to C:\VCK\TEX. It should look like this. make sure there are
your textures in the Input
Files: box.**

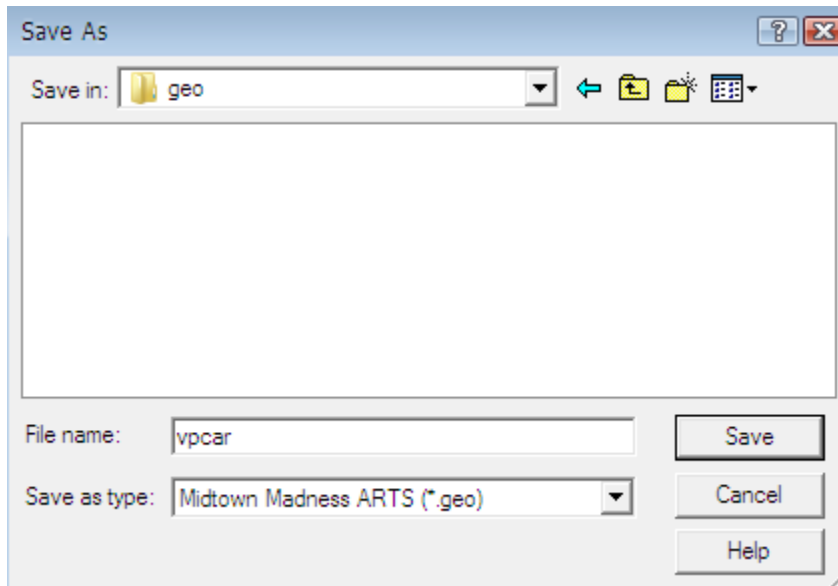


After that, click **Start Batch**. Then, once completed, close Infranview.

Getting ingame:

In zmodeler with your mm1 car open, click **File-Export**:

Save it in C:\VCK\Shop\geo

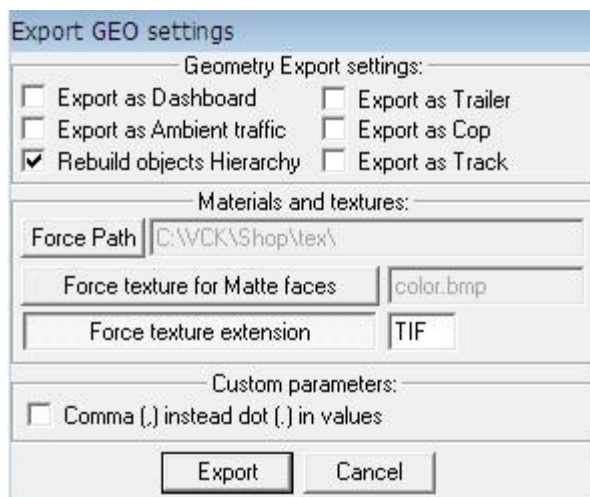


Next, Export it as vpcar.geo.

Make sure these are checked:

1. Rebuild Objects Hierarchy
2. Force Texture Extension TIF

Sown here:

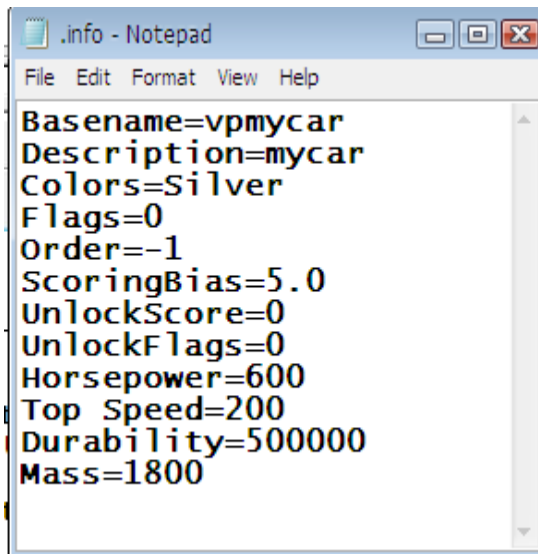


Click Export.

Tune files.

Go to the Template folder and copy those files, dont move them, COPY them to C:\VCK\SHOP\TUNE\

Then, open the INFO file and add at the top of the list so it looks like this:



Save it as vpCAR.INFO

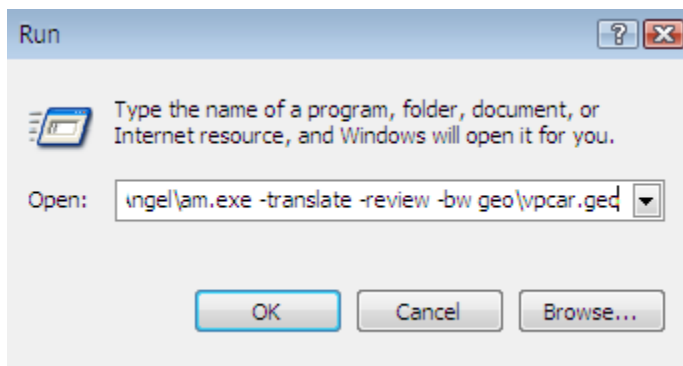
Rename the other files so they begin with VPCAR , but make sure the _opp, _dash, etc. STAYS.

Finishing up.

Next, Click START-RUN. Type in:

C:\VCK\Angel\am.exe -translate -review -bw geo\vpcar.geo

So it looks like this:

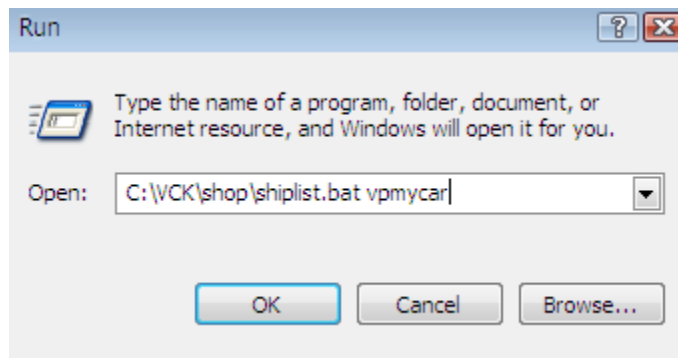


A dialog box should come up, say some things, than another dialog box. It'll say some textures stuff. click OK for every one.

Then, in about a min, close the dialog box.

Then, after that, click run again and type in:

C:\VCK\shop\ship.bat vpcar



Now, test your car ingame!

I hope it helped! If it doesn't, go back through these steps.

If you need help, email me at:

nfs99eclipse@msn.com

Thankyou for reading,

Carking1996