

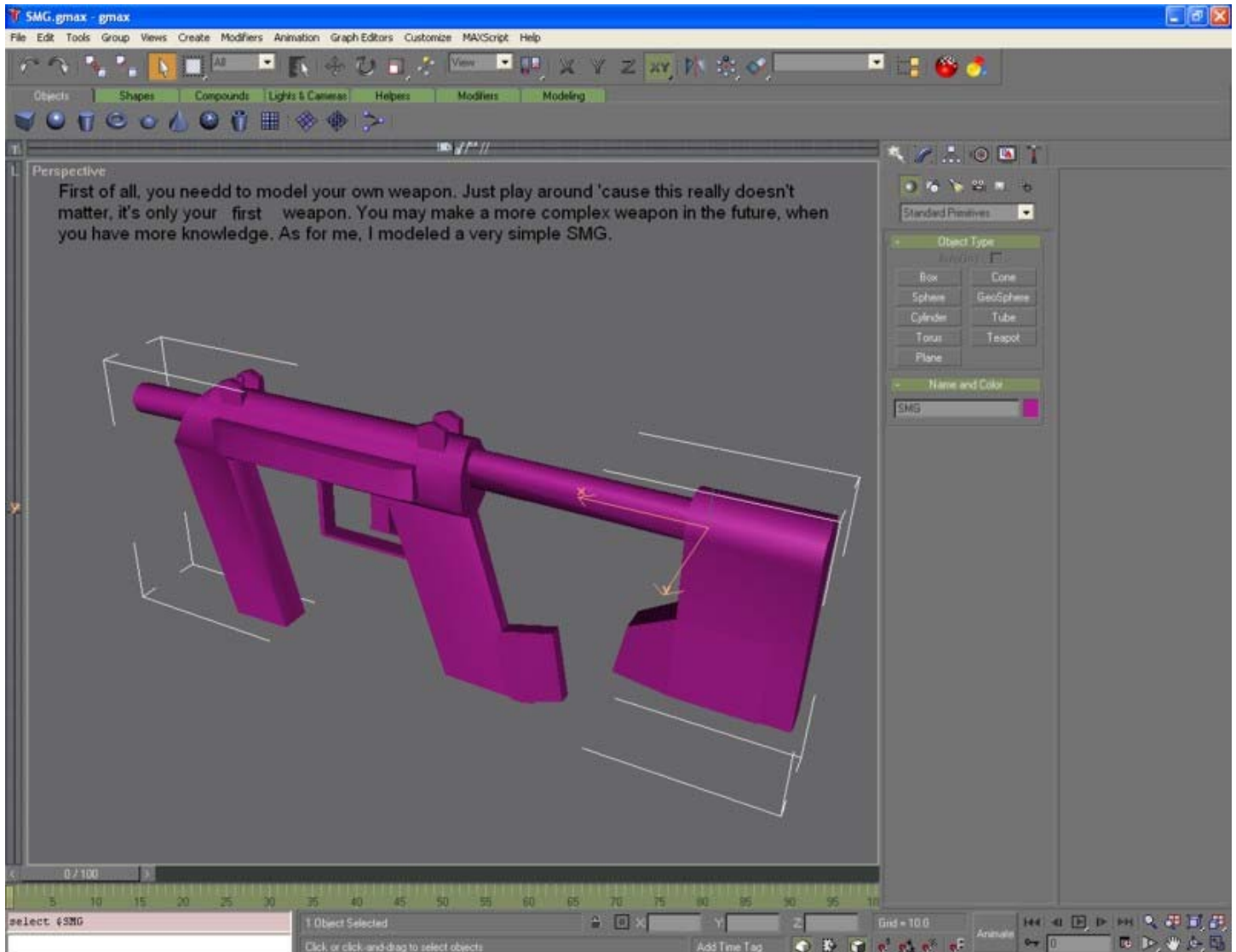
Gmax Weapon Tutorial

Tutorial by SlyFox

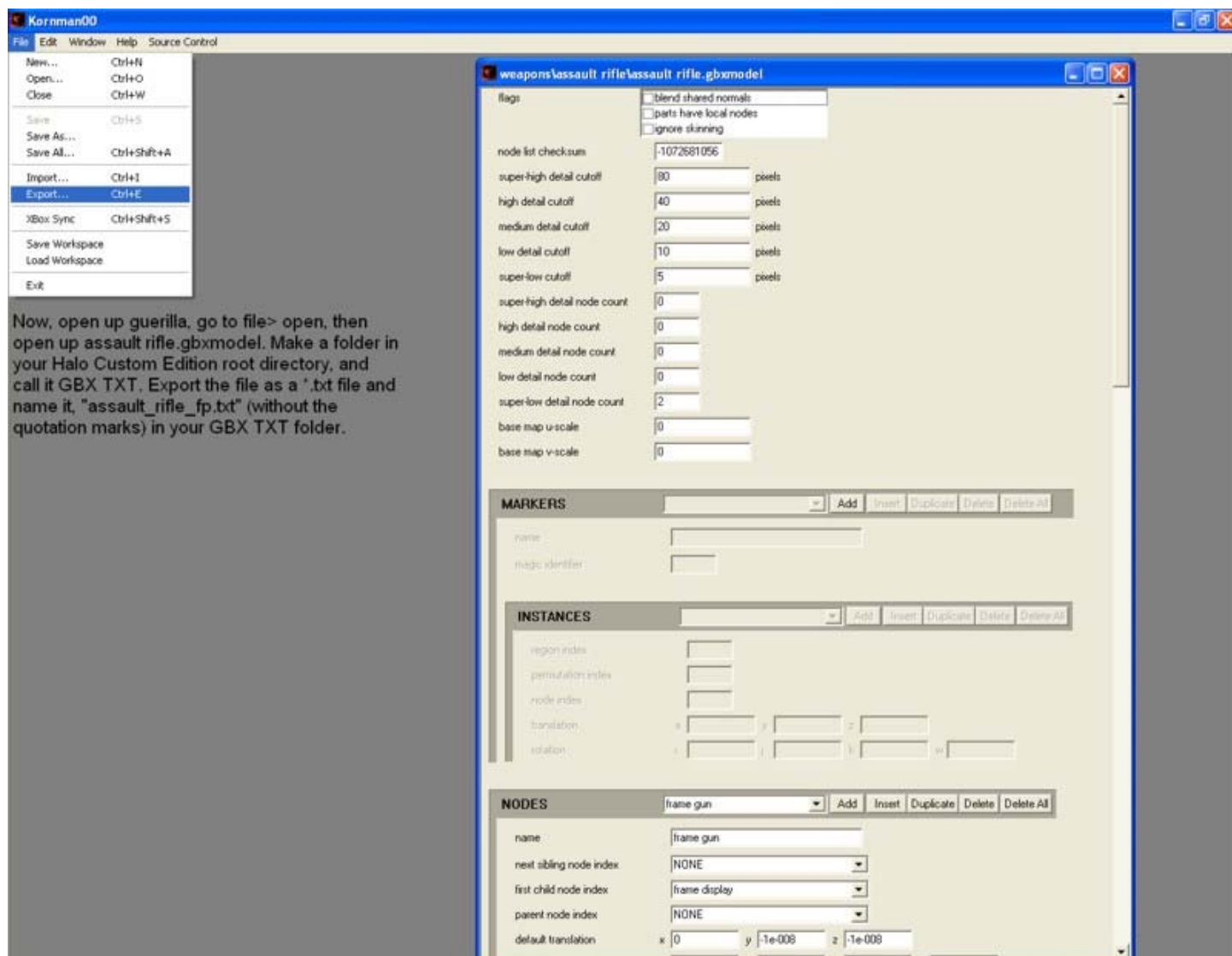
Inspired by [FBI]Mech

Edited by TheGhost

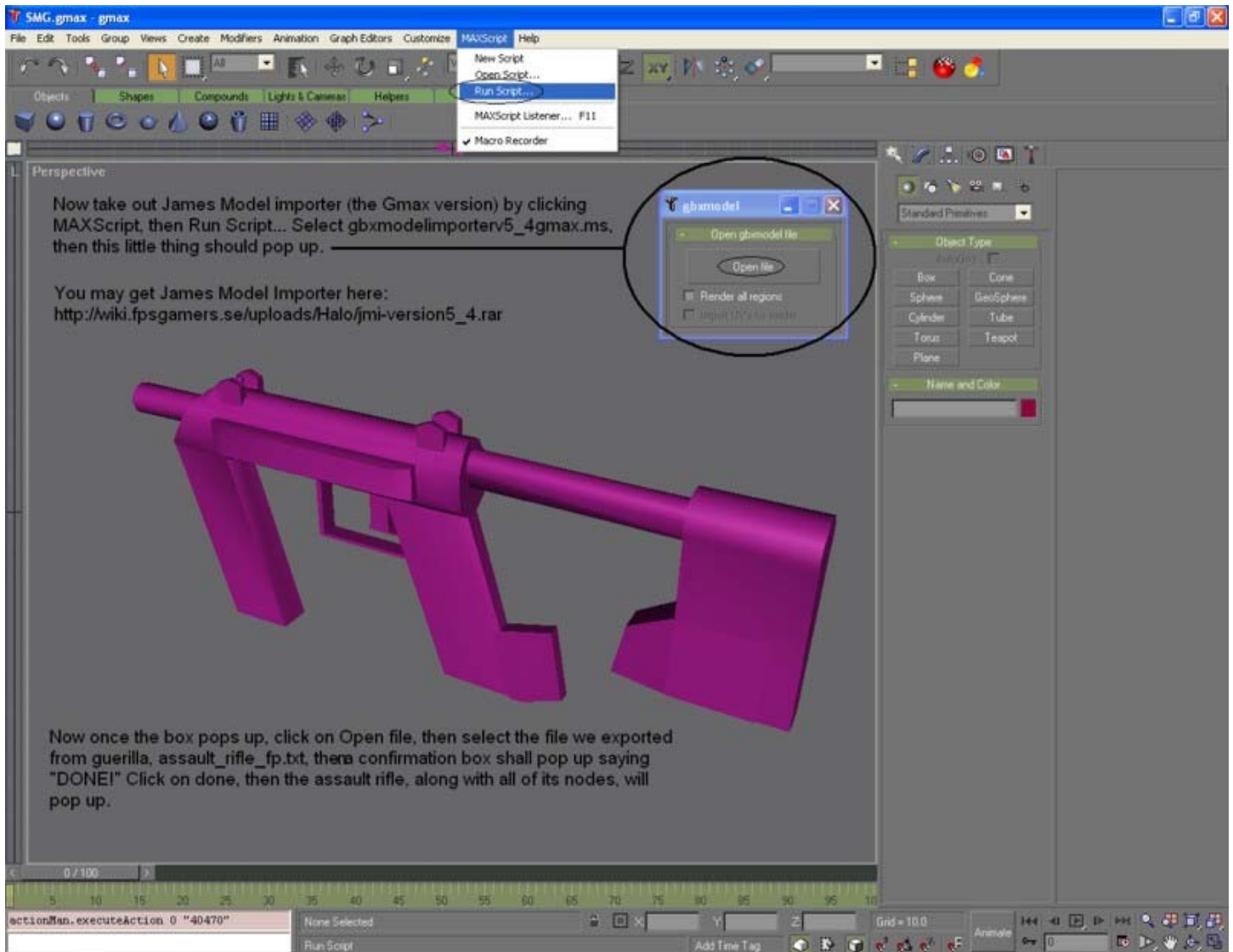
Step 1:



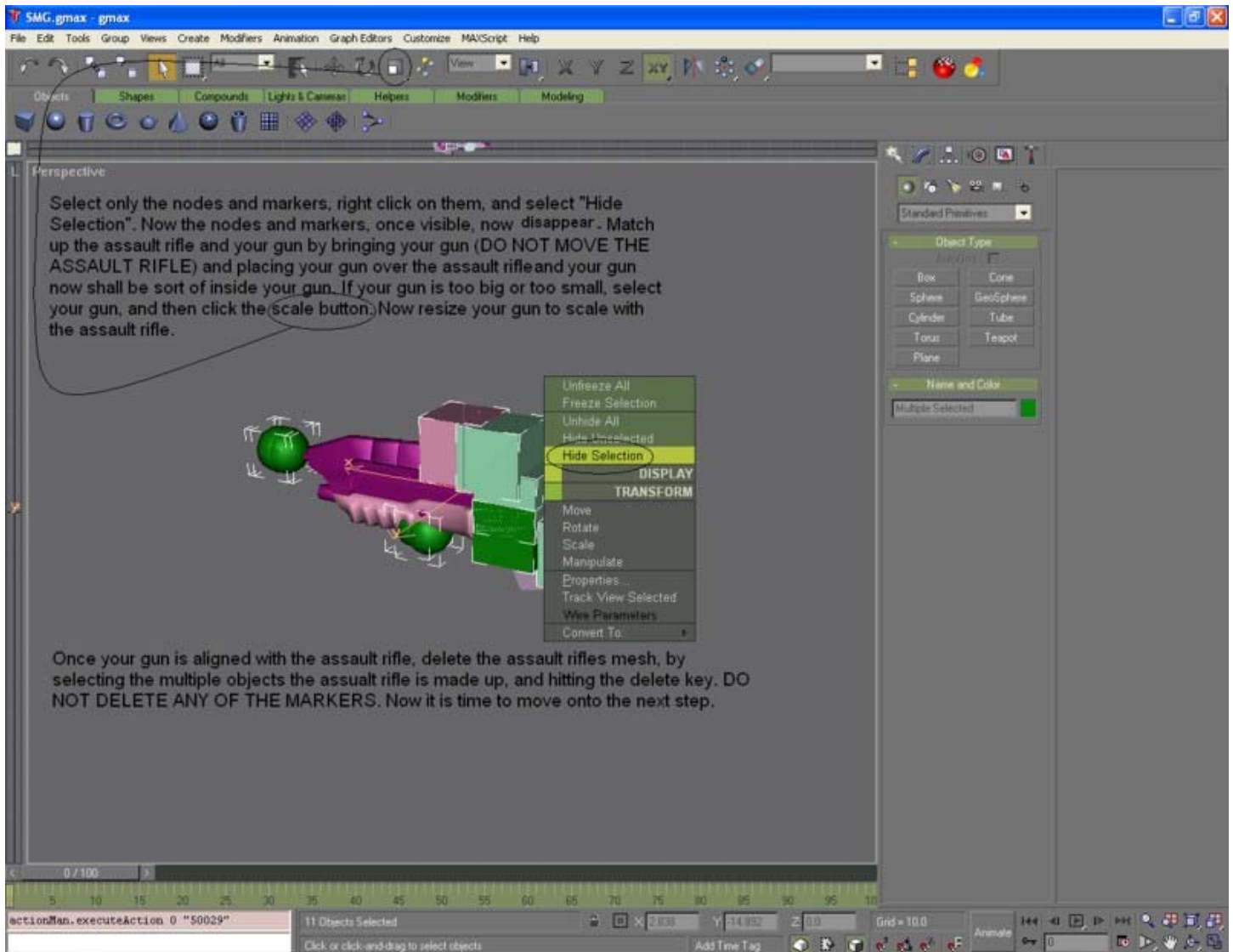
Step 2:



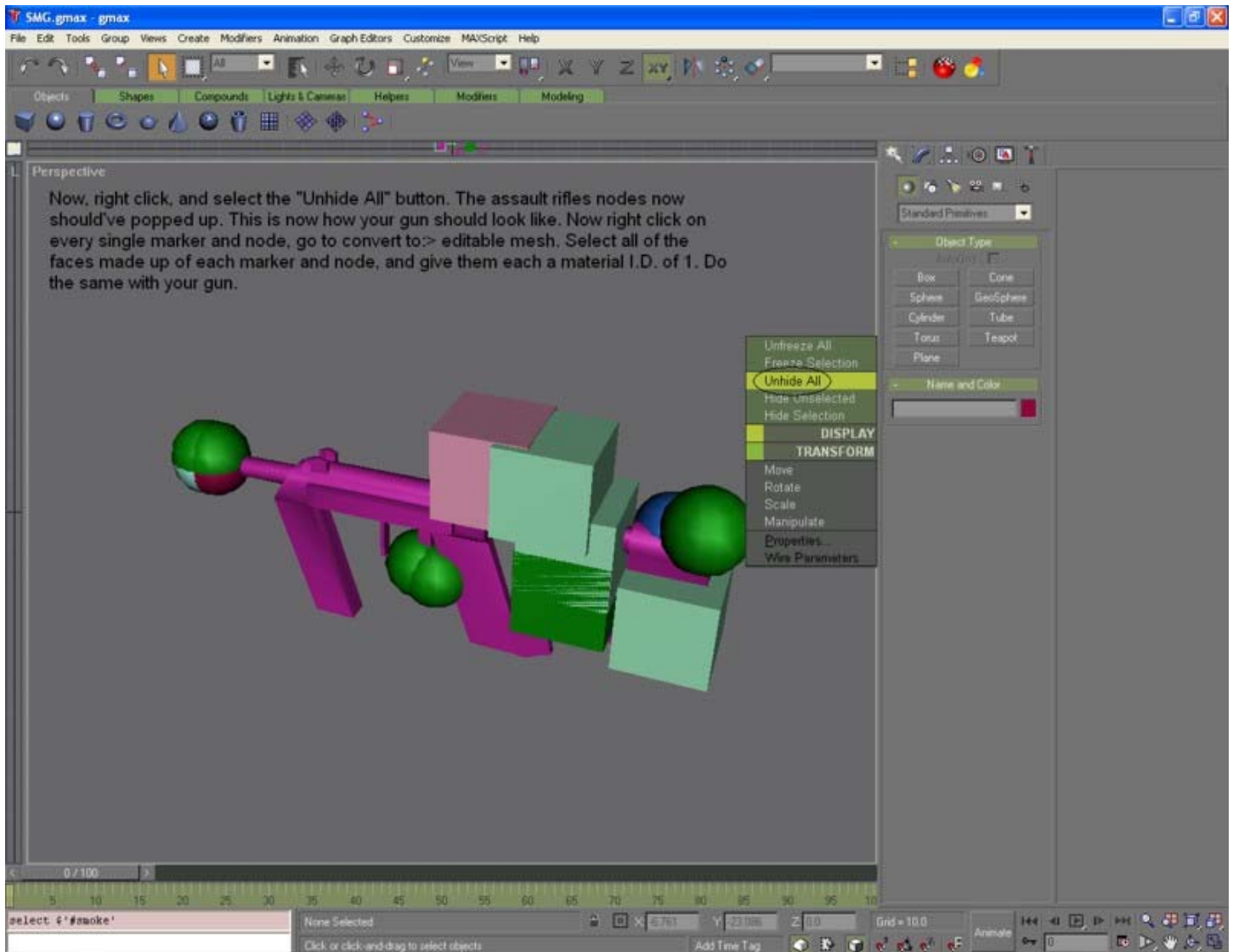
Step 3:



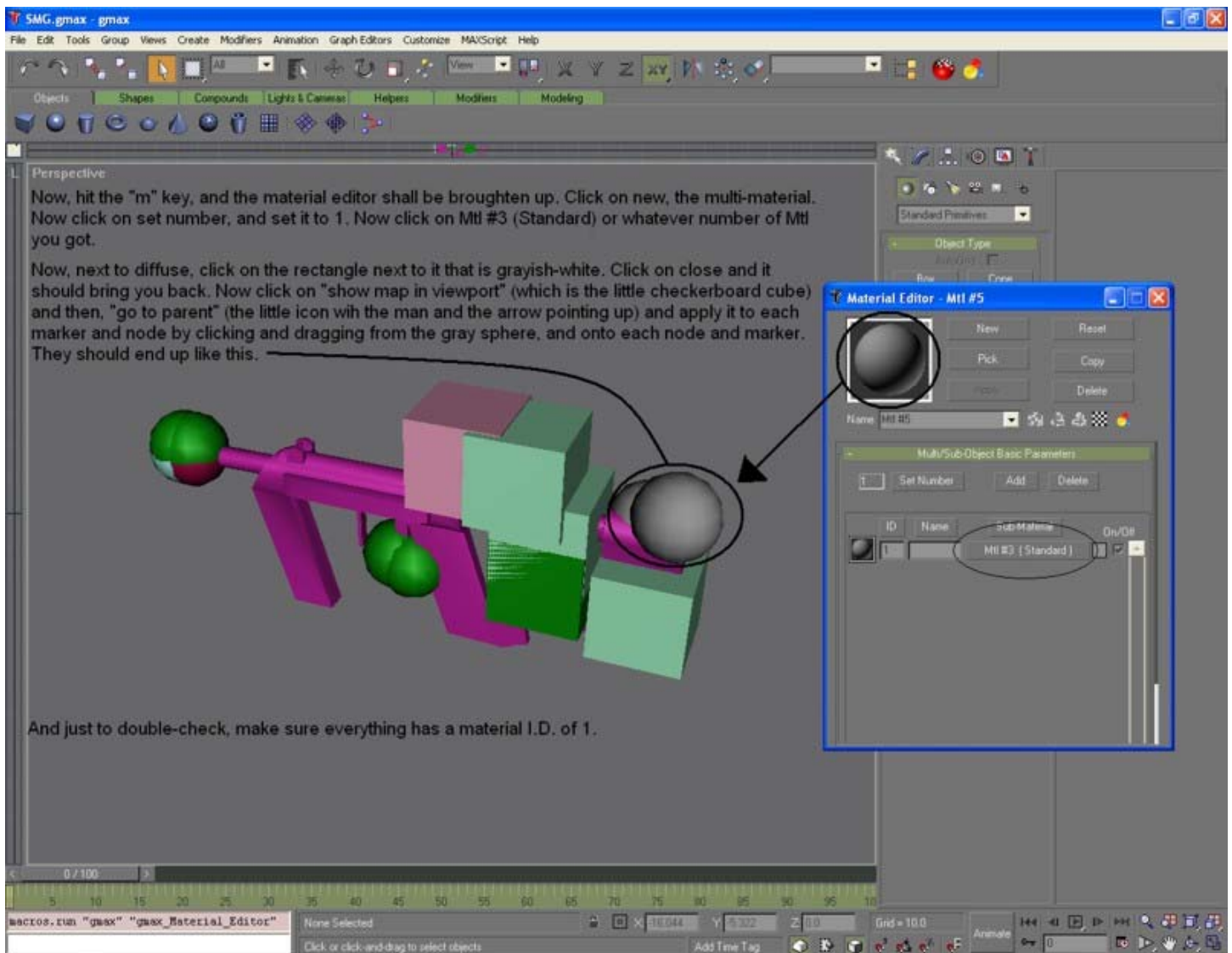
Step 4:



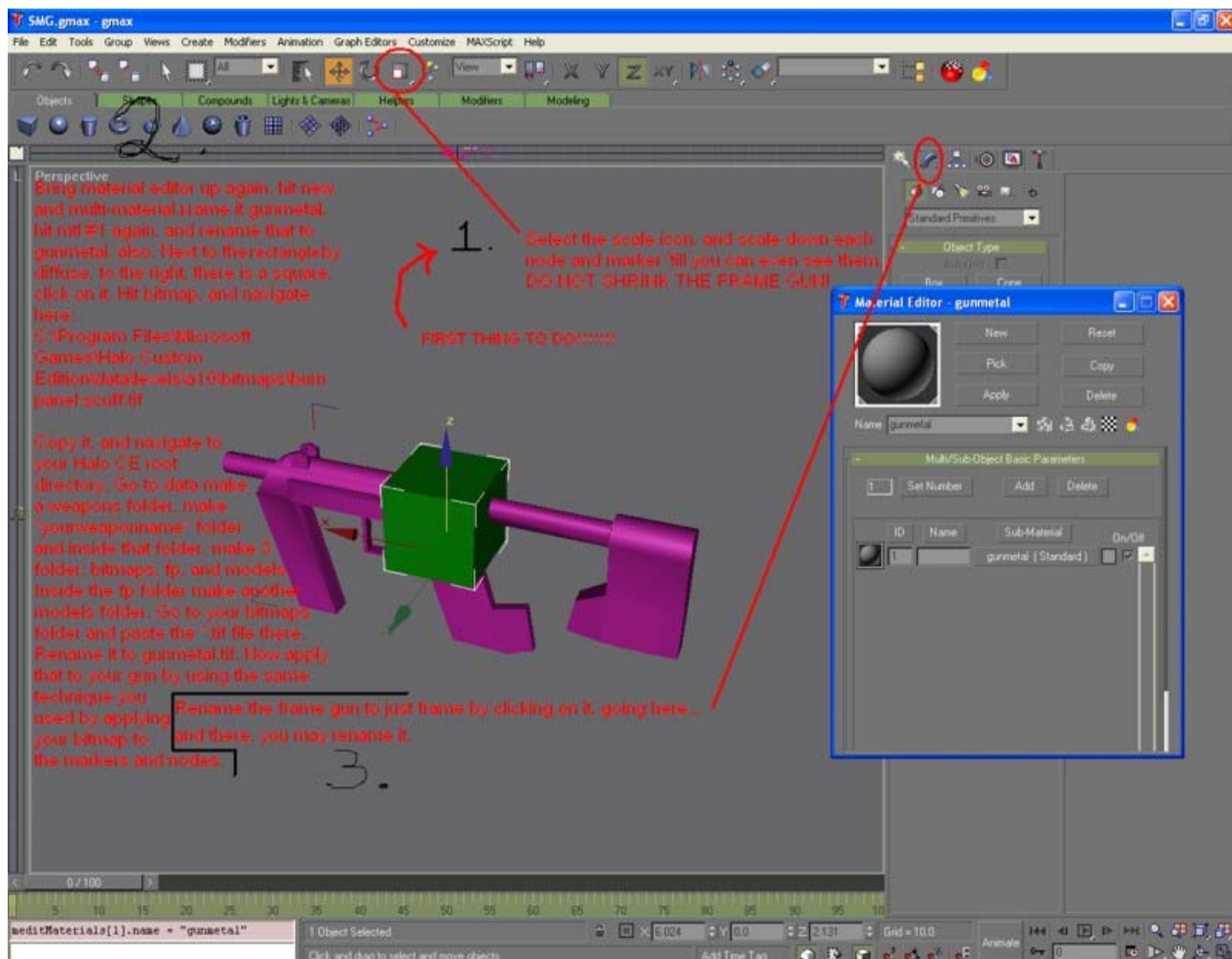
Step 5:



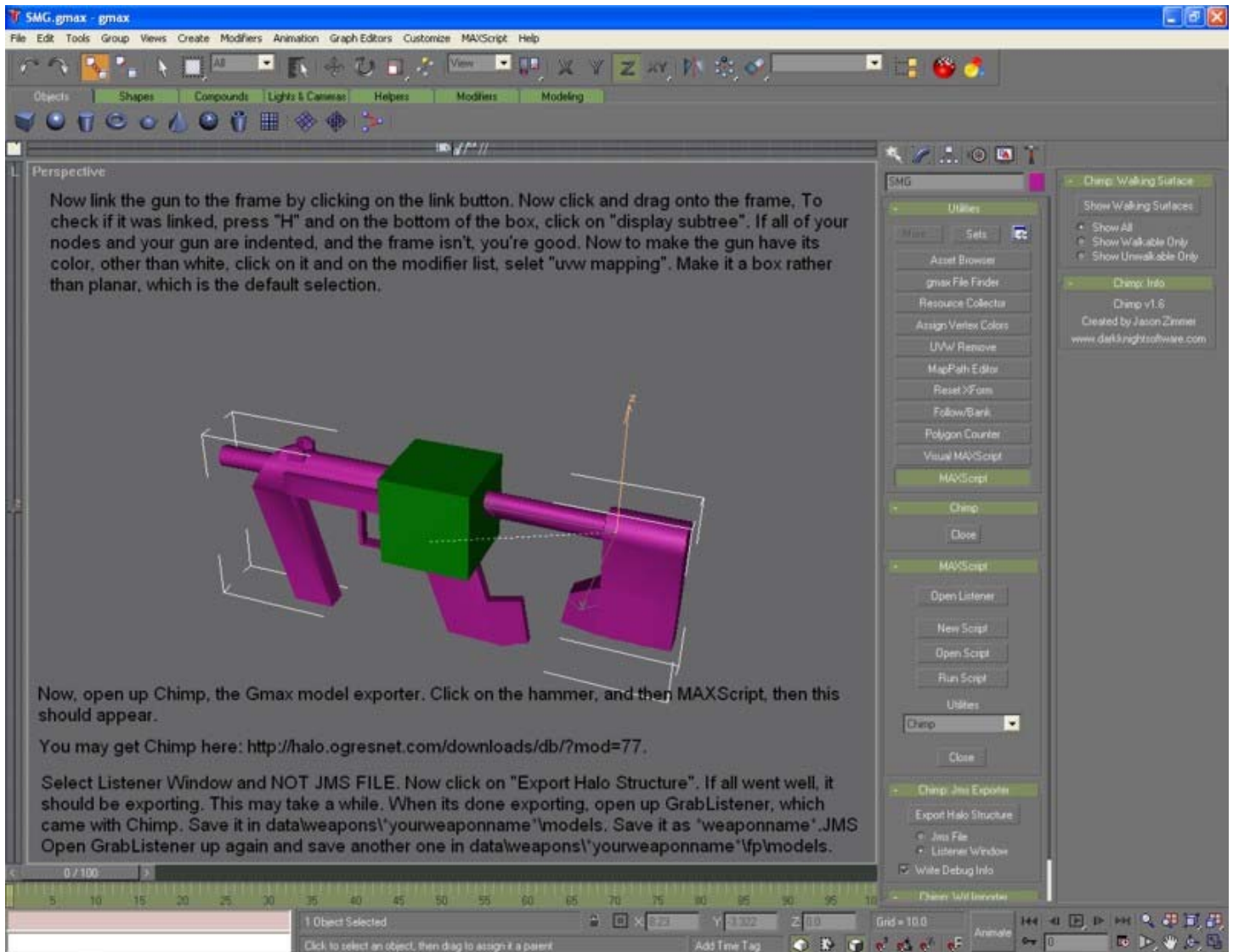
Step 6:



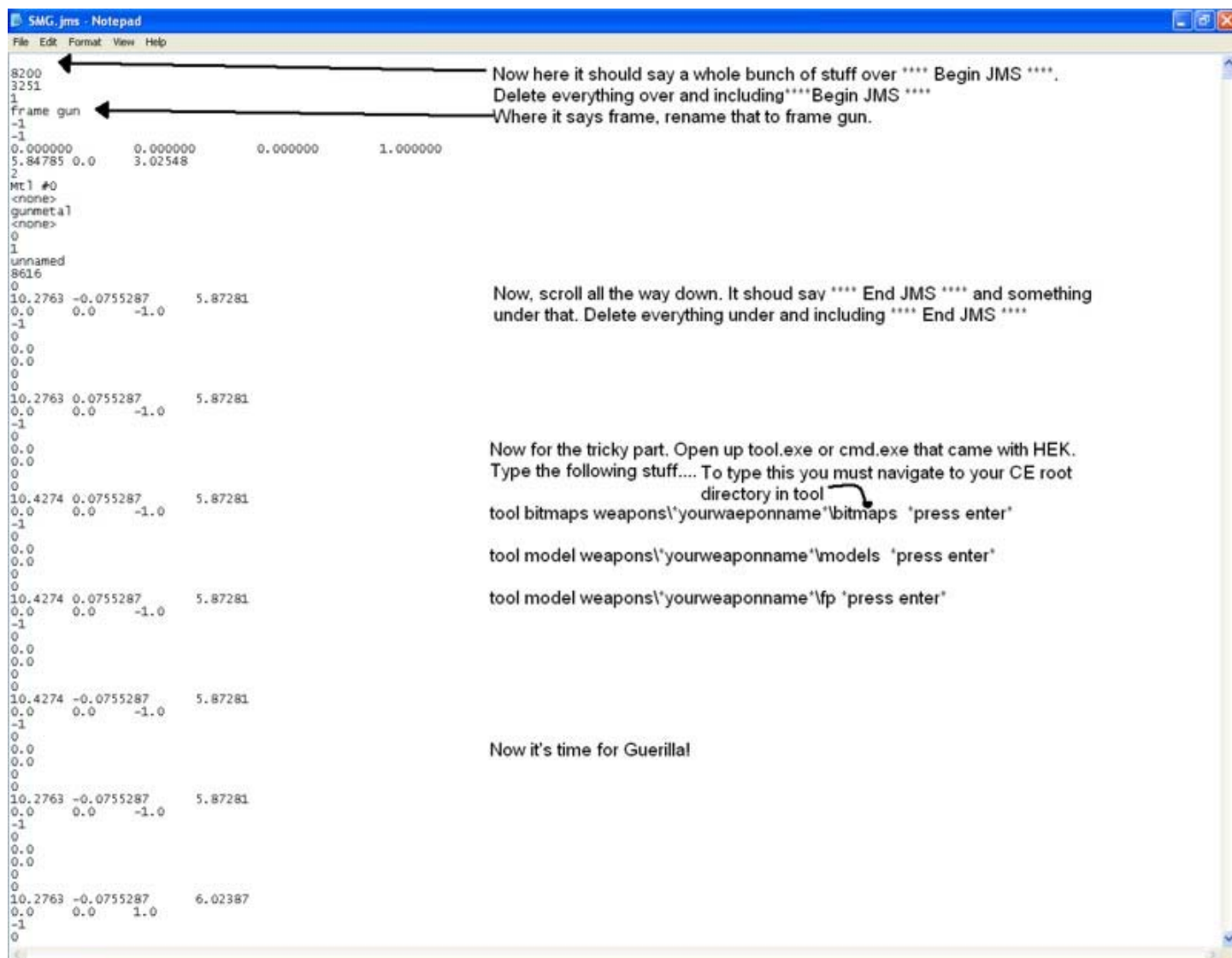
Step 7:



Step 8:



Step 9:



Step 10:

weapons\smg\bitmaps\gunmetal.bitmap

texture color, uses 16 bits per pixel. Depending on the alpha channel, bitmaps are quantized to either r5g5b5 (no alpha), a1r5g5b5 (1-bit alpha), or a4r4g4b4 (>1-bit alpha).

* 32-BIT COLOR: Uses 32 bits per pixel. Very high quality, can have alpha at no added cost. This format takes up the most memory, however. Bitmap formats are x8r8g8b8 and a8r8g8b8.

* MONOCHROME: Uses either 8 or 16 bits per pixel. Bitmap formats are a8 (alpha), y8 (intensity), ay8 (combined alpha-intensity) and a8y8 (separate alpha-intensity).

Note: Height maps (a.k.a. bump maps) should use 32-bit color; this is internally converted to a pixelized format which takes less memory.

format: **compressed with explicit**

usage

Usage controls: how mipmaps are generated.

* ALPHA BLEND: Pixels with zero alpha are ignored in mipmaps, to prevent bleeding the transparent color.

weapons\assault rifle\assault rifle.weapon

looking time modifier: 0

miscellaneous

light power-on time: 0.1 seconds

light power-off time: 0.8 seconds

light power-on effect: effect weapons\assault rifle\eflec ... Open

light power-off effect: effect weapons\assault rifle\eflec ... Open

age heat recovery penalty: 0

age rate of fire penalty: 0

age misfire start: 0 [0,1]

age misfire chance: 0 [0,1]

interface

first person model: weapons\smg\fp\fp ... Open

first person animations: weapons\sniper rifle\fp\fp ... Open

hud interface: weapons\assault rifle\assa ... Open

pickup sound: sound\ufw\weapons\weap ... Open

zoom-in sound: ... Open

zoom-out sound: ... Open

active camo ding: 0.25

active camo regrowth rate: 0.04

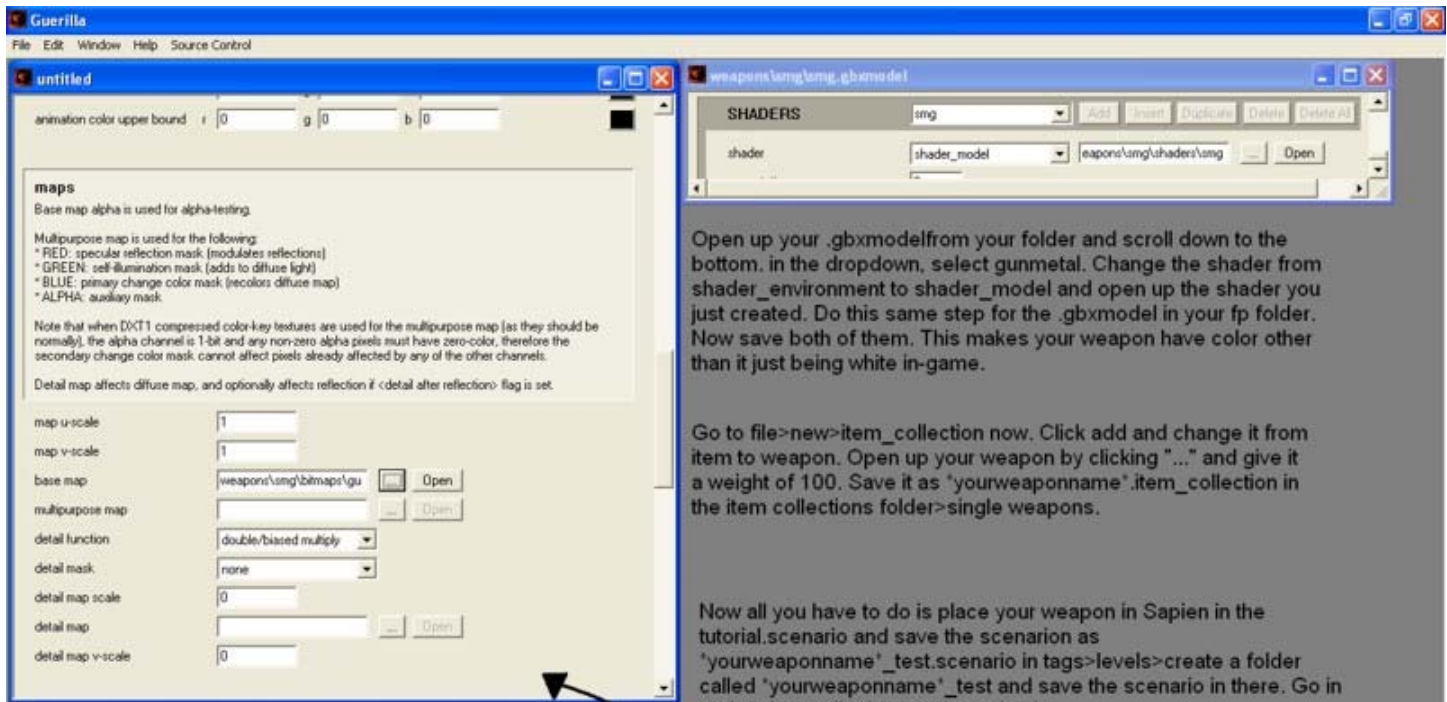
Open up your bitmap in Guerilla and make sure to change this to explicit alpha.

Save it when you are done.

Open up the assault rifle.weapon tag and where it says model, click on the "..." next to it, and navigate to 'yourweaponname' and open up 'yourweaponname'.gbxmodel. Scroll down to where it says first person model, which is to the right. Where it says first person model, navigate to 'yourweaponname', then fp>'yourweaponname'.gbxmodel. You may also change the first person animations to what best suits your weapon. My SMG looked best with the sniper rifle animations, so I chose that. Scroll all the way back up and get rid of the collision-geometry.

Now when you save, MAKE SURE YOU SAVE AS, NOT SAVE, because then you screw up your assault rifle weapon tag. Save it as 'yourweaponname'.weapon in 'yourweaponname' folder.

Step 11:



animation color upper bound: r: 0 g: 0 b: 0

maps
Base map alpha is used for alpha-testing.

Multipurpose map is used for the following:
* RED: specular reflection mask (modulates reflections)
* GREEN: self-illumination mask (adds to diffuse light)
* BLUE: primary change color mask (recolors diffuse map)
* ALPHA: auxiliary mask

Note that when DXT1 compressed color-key textures are used for the multipurpose map (as they should be normally), the alpha channel is 1-bit and any non-zero alpha pixels must have zero-color, therefore the secondary change color mask cannot affect pixels already affected by any of the other channels.

Detail map affects diffuse map, and optionally affects reflection if <detail after reflection> flag is set.

map u-scale: 1
map v-scale: 1
base map: weapons\smg\bitmaps\gu [Open]
multipurpose map: [Open]
detail function: double/biased multiply
detail mask: none
detail map scale: 0
detail map: [Open]
detail map v-scale: 0

SHADERS: smg [Add] [Insert] [Duplicate] [Delete] [Delete All]
shader: shader_model [Open]

Open up your .gbxmodel from your folder and scroll down to the bottom. in the dropdown, select gunmetal. Change the shader from shader_environment to shader_model and open up the shader you just created. Do this same step for the .gbxmodel in your fp folder. Now save both of them. This makes your weapon have color other than it just being white in-game.

Go to file>new>item_collection now. Click add and change it from item to weapon. Open up your weapon by clicking "...". and give it a weight of 100. Save it as 'yourweaponname'.item_collection in the item collections folder>single weapons.

Now all you have to do is place your weapon in Sapien in the tutorial.scenario and save the scenario as 'yourweaponname' _test.scenario in tags>levels>create a folder called 'yourweaponname' _test and save the scenario in there. Go in tool and compile the map by typing in..

Now go to new> and select shader_model. Change it from dirt to metal(thin) under physics properties. Go down to here now.

change the map u-scale to 1 and the map v-scale to 1 also. For base map select the "...". and navigate to 'yourweaponname' folder>bitmaps> and select gunmetal.bitmap. When you save it into your folder, make a folder called "shaders" and save it in there as 'yourweaponname'.shader_model

tool build-cache-file
levels\yourweaponname' _test\yourweaponname' _test

Step 12:



The end.