

Recoloring the FullHeight 1 or 2 tiles Poster

This little guide is made to help you to create recolor of the full-height poster (1 tile & 2 tiles) offered by **Numenor** and provided by **Pixelhate**. It has been written according the indications given by **Numenor**. My deepest gratitude goes to him for making this object.

It is assumed that you have basic knowledge of SimPE. If not, please refer the numerous tutorials available.

The short version

For non-animated recolor :

Use usual SimPE object workshop procedure to recolor the mesh. For transparency, build DXT3 and change the TXMT [stdMatAlphaBlendMode] value to [blend]. Optimal textures sizes should be 256x512 for the 1 tile and 512x512 for the 2 tiles, but any other will work as long as they are powers of 2.

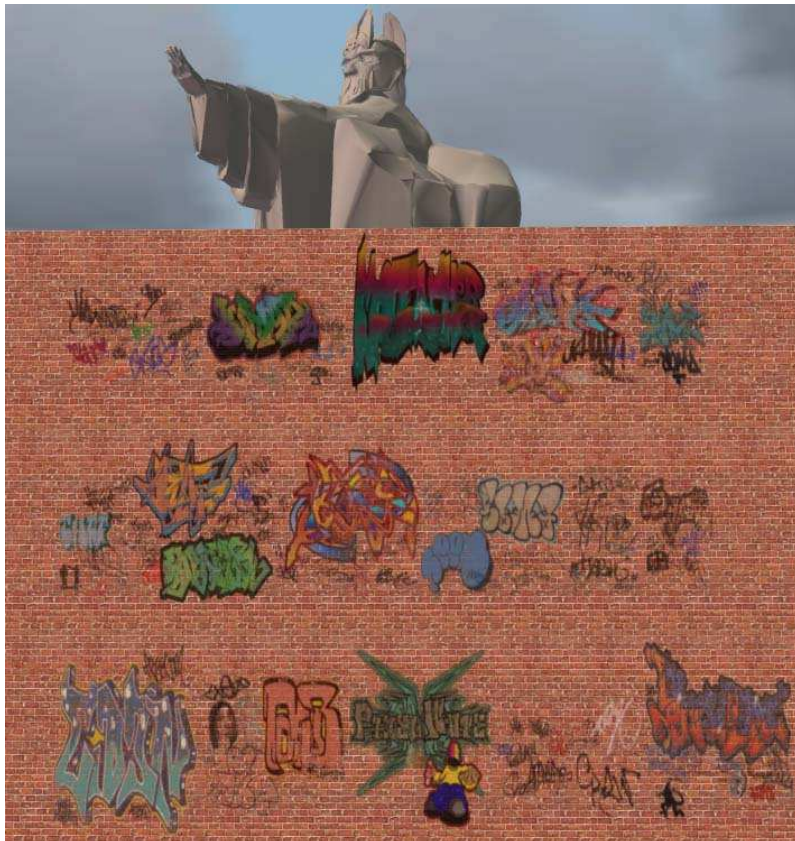
For animated recolor :

Clone either the *1 or 2 tiles AnimatedTemplate-Recolor.package* rather then creating a recolor package using Object Workshop (this is because the mesh contains a smaller, non-animated texture). Then replace the texture with yours. For transparency, build DXT3 and change the TXMT [stdMatAlphaBlendMode] value to [blend]. If needed, adjust the animation speed in TXMT.

The templates are provided with a 1024x1024 texture for both files. Other sizes will work as long as they are powers of 2.

The 1 tile will suffer from stretch deformation when in game.

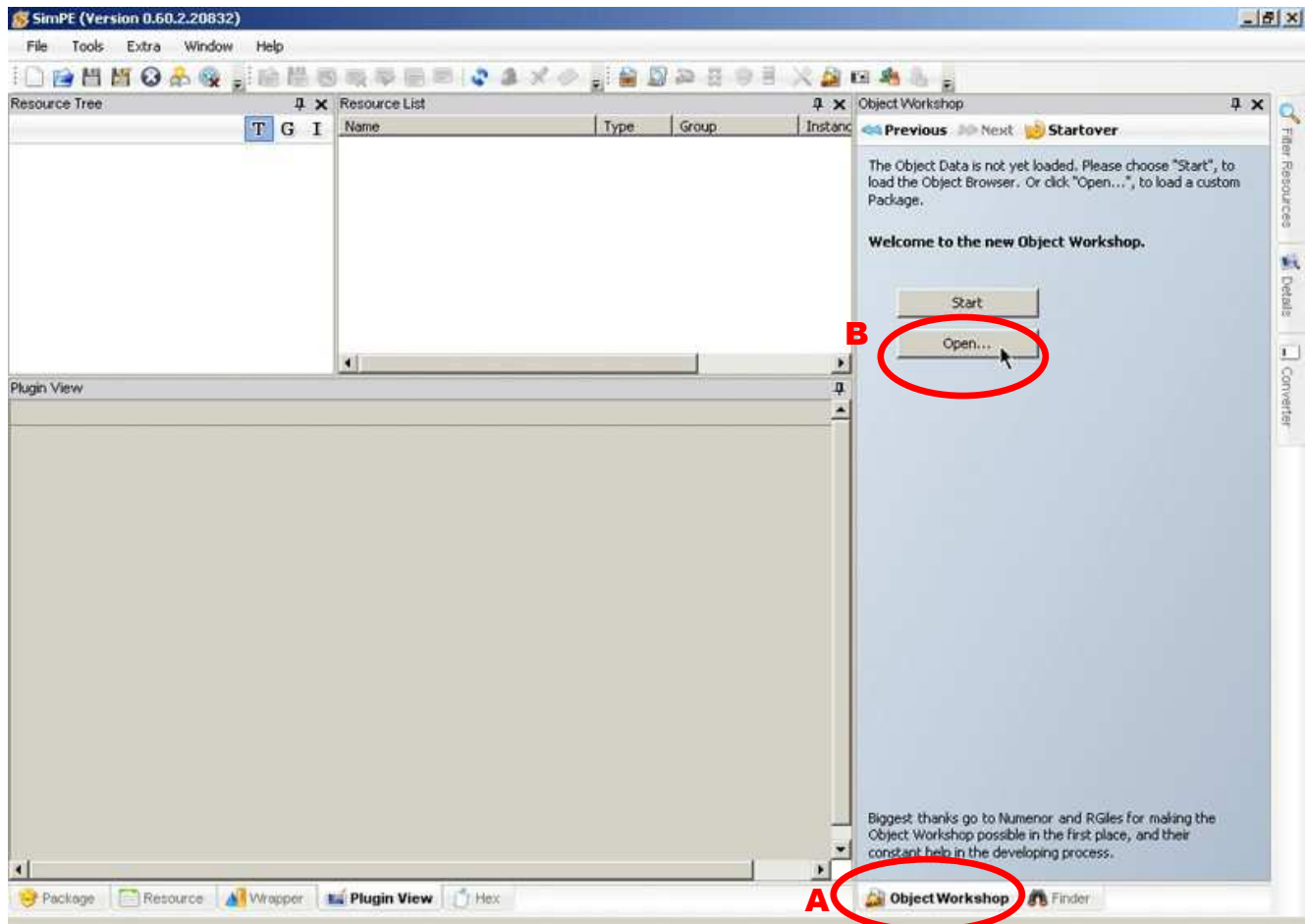
Don't forget to use the "Compress function" of SimPE to reduce your file size.



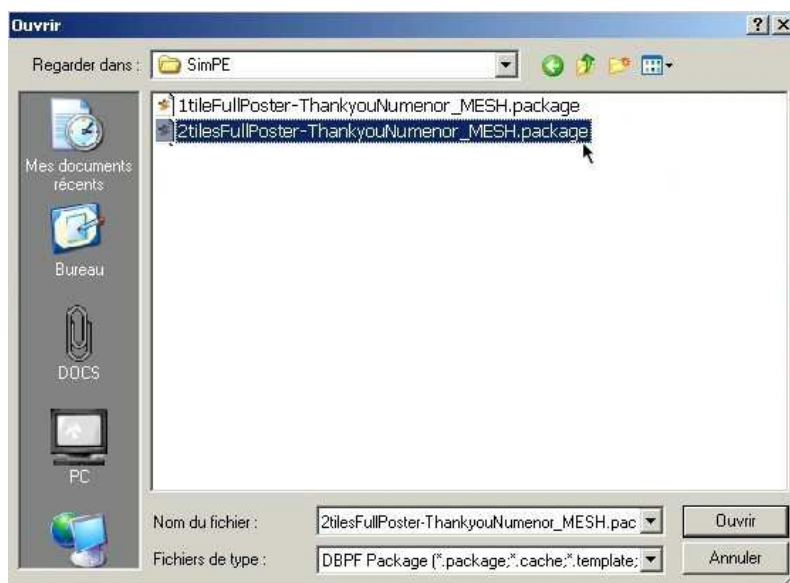
The step by step version

For non-animated recolor :

1. Open SimPE. Go to Object Workshop, choose open..



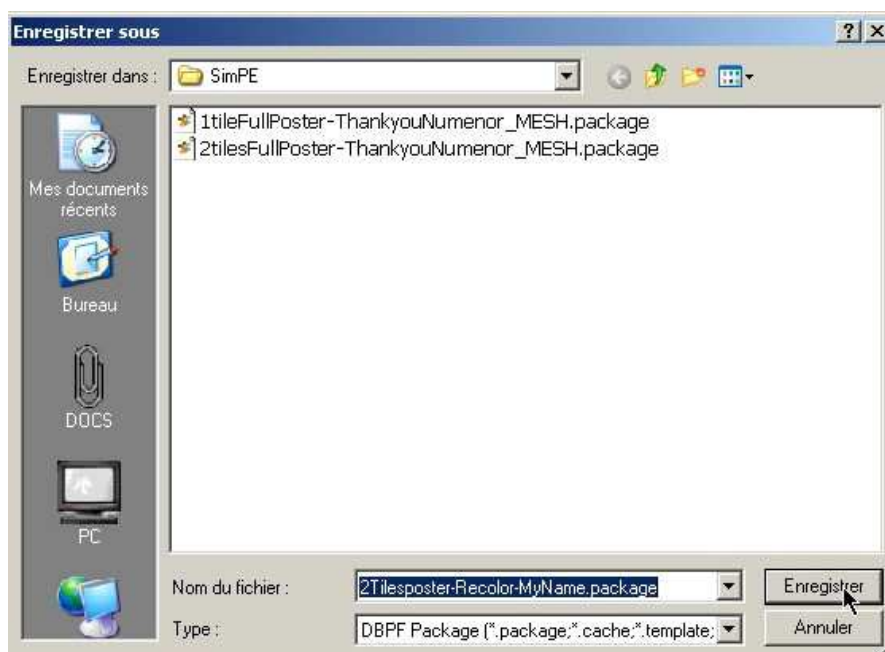
2. Select either the *Full-height 1 or 2 tiles MESH.package*.



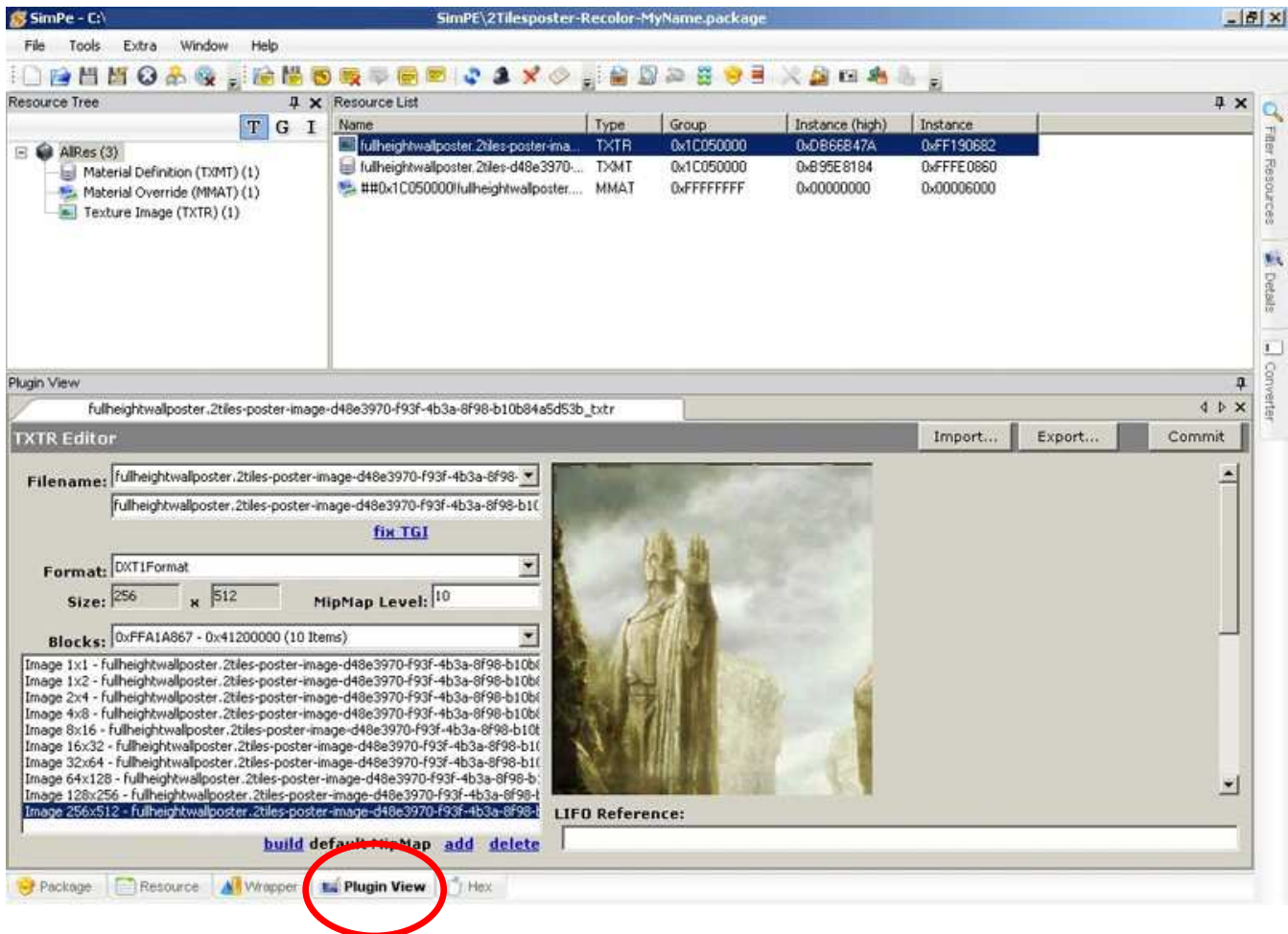
3. Select recolor. And start..



4. Give a name to your recolor. Enter.



5. Once the object's loaded, go to plug in view.



So far everything went Ok.

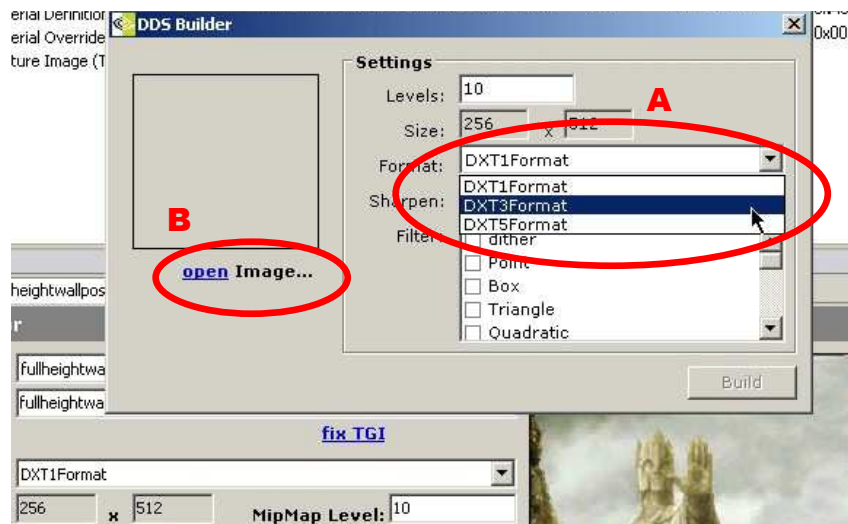
Although there are different procedure to bring your texture in, the DXT building procedure (which is describe here), allows to have transparency and to change the size of the texture.

(You'll need the SimPE compatible Nvidia DDS tools to be installed to continue http://developer.nvidia.com/object/...ies_legacy.html)

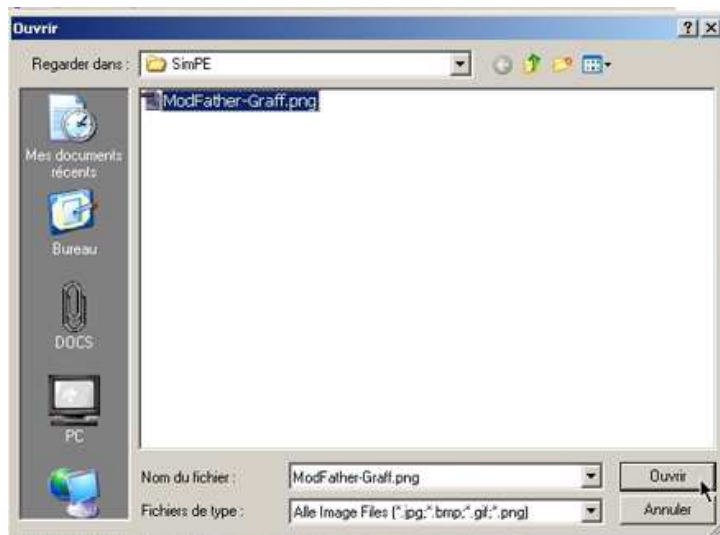
6. Right click on the image and choose Build DXT..



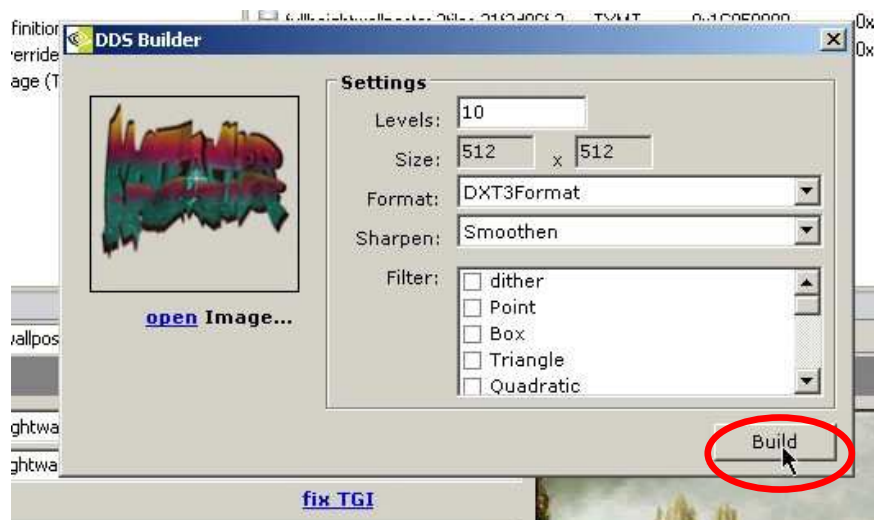
7. In the next pop up window, you may choose your format (DXT3 for transparency, DXT1 in other case). Then open image.



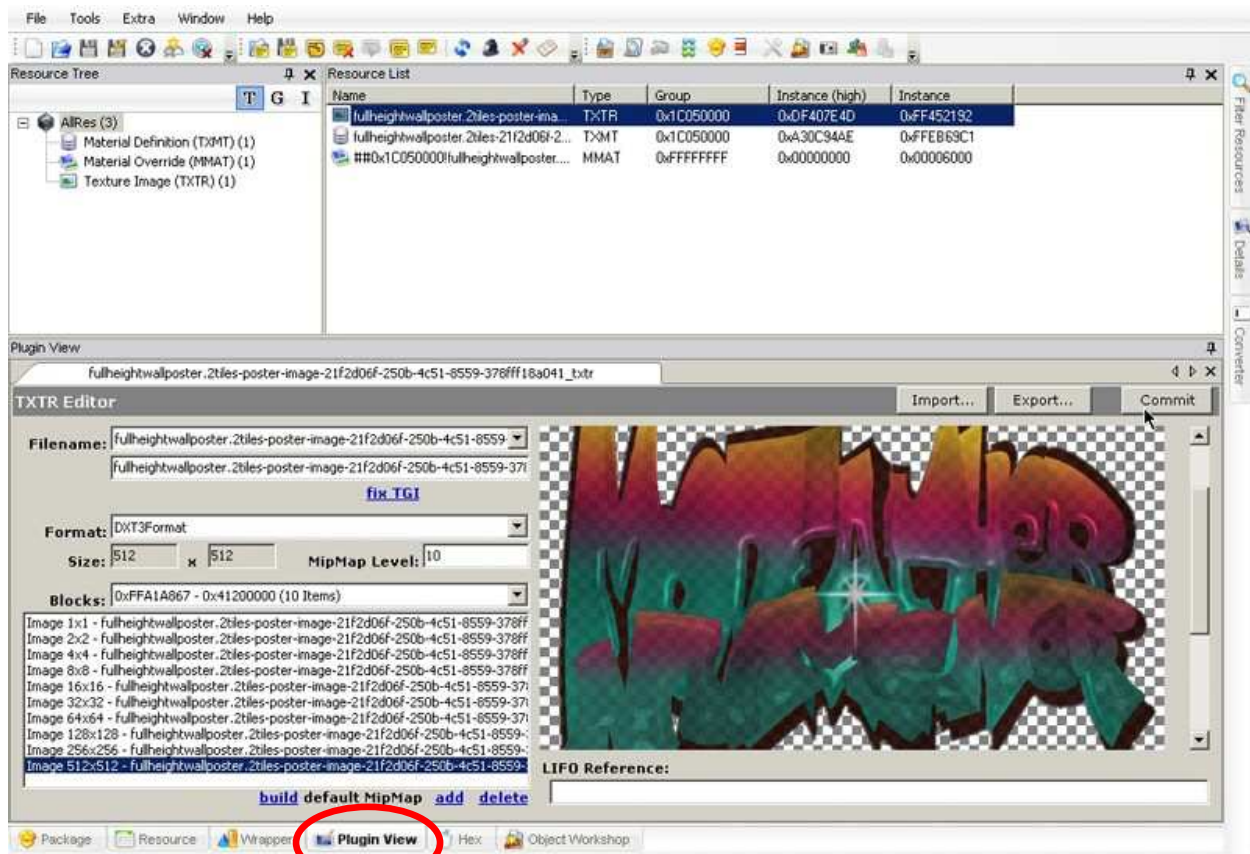
8. Locate and open you texture.



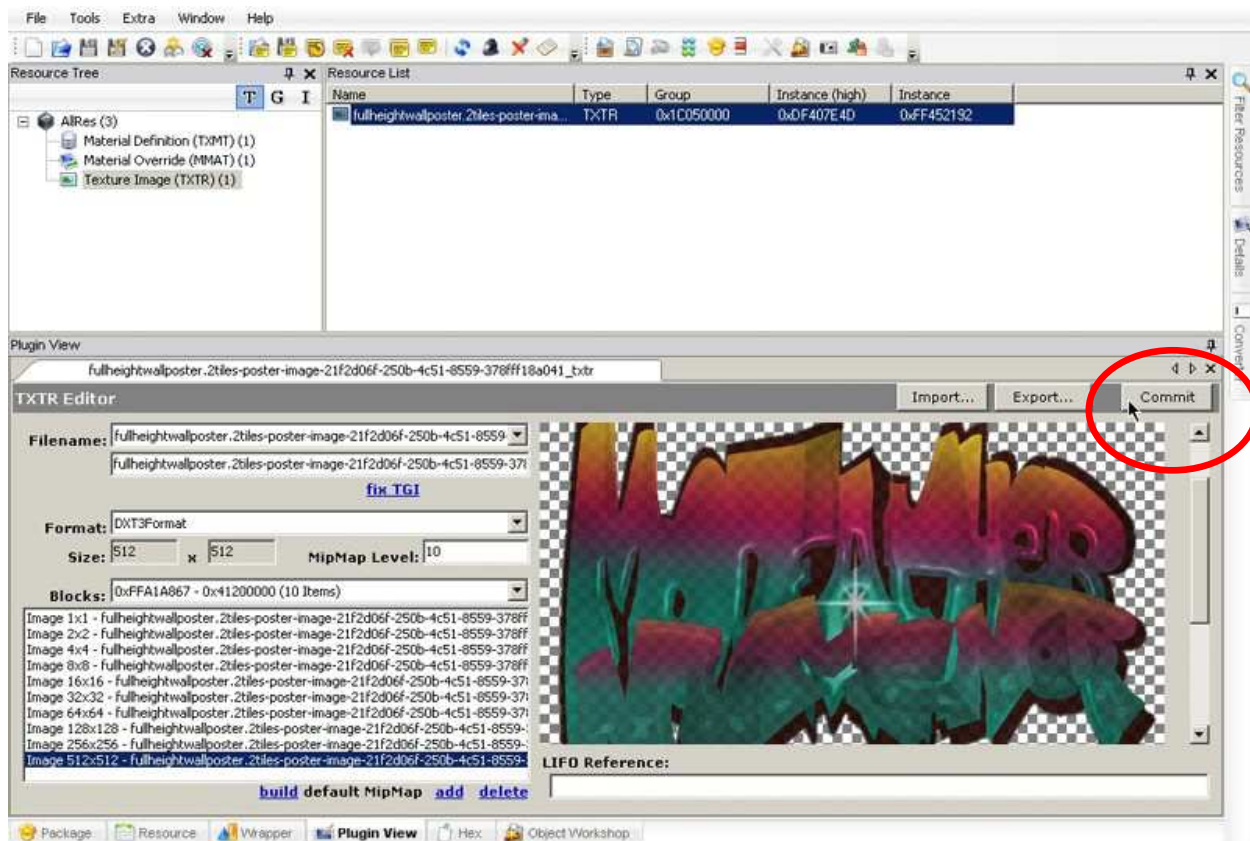
9. Now, build it !



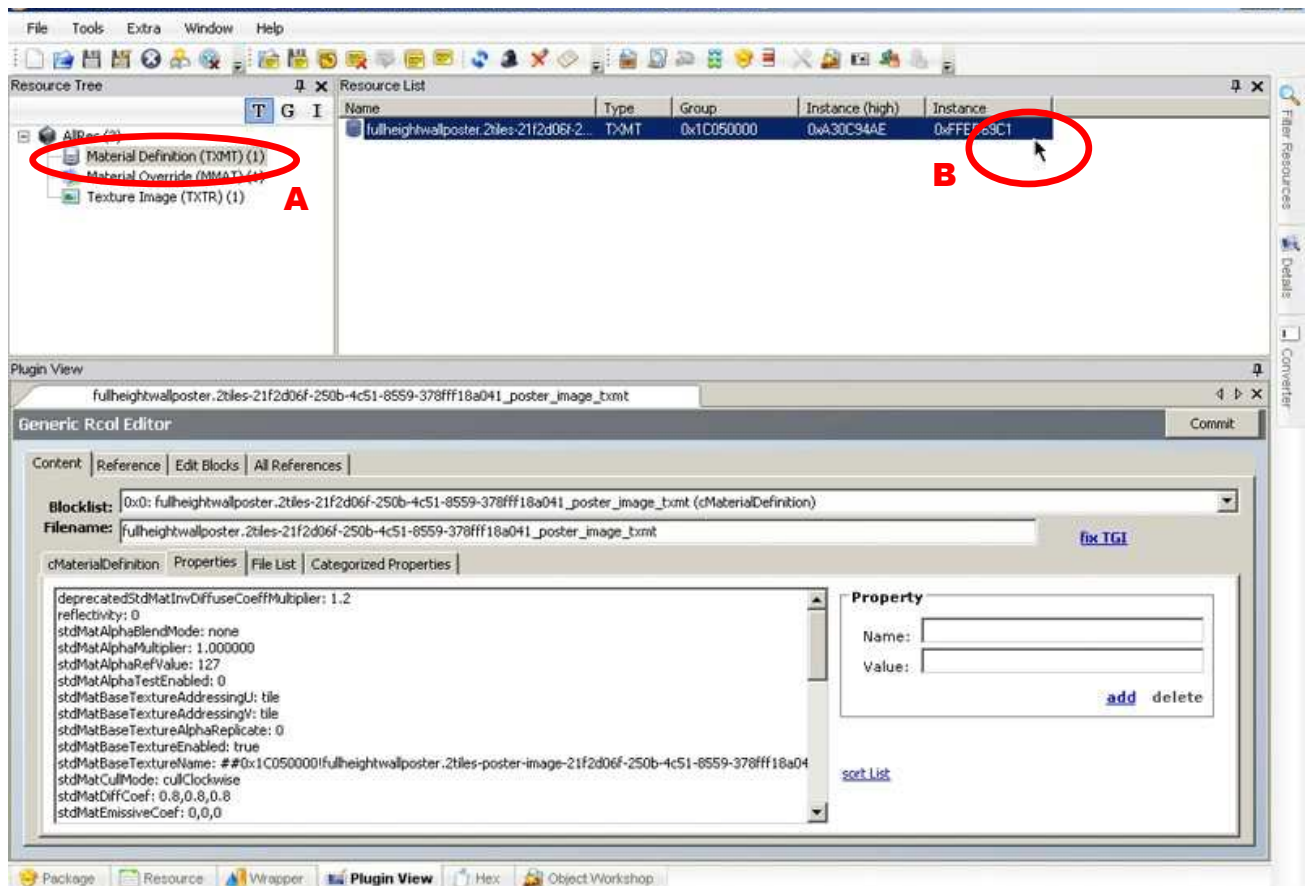
10. Be sure to be in plug view to see the result. That's it !



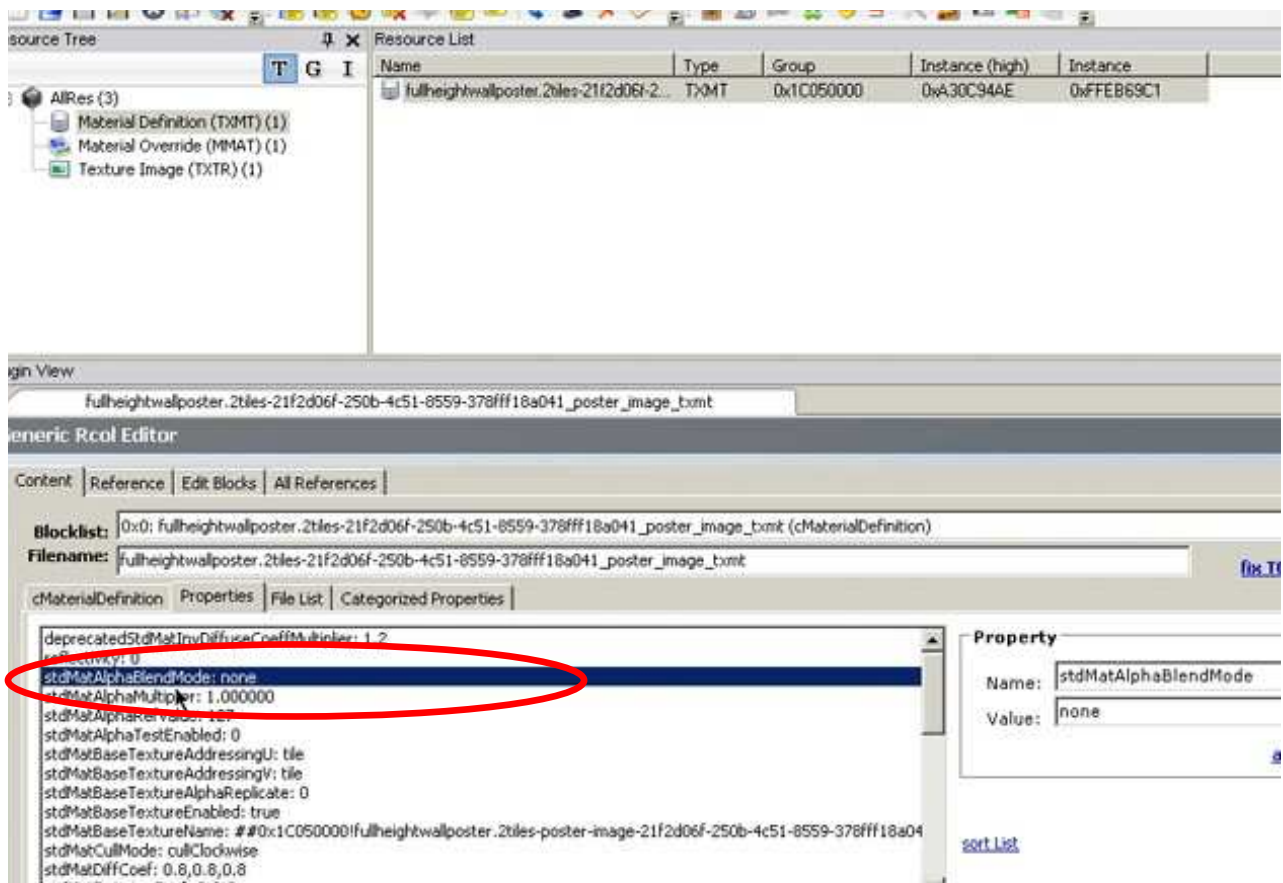
11. Click on commit for your changes to be effective.



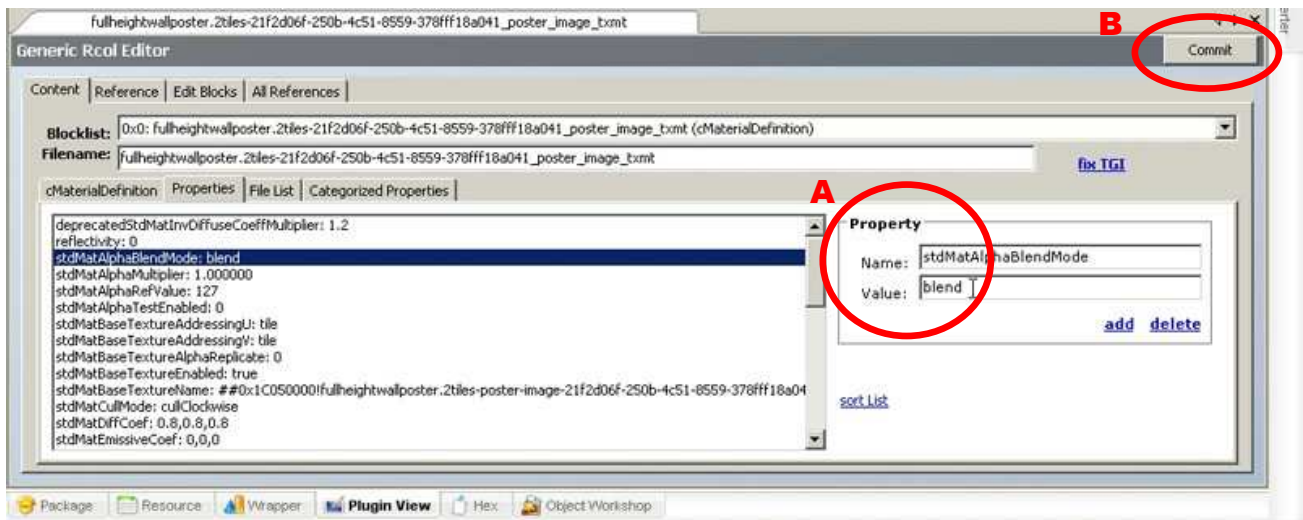
12. Now we'll have to change Material Definition parameter for the transparency to show up. Go to Material Definition (TXMT) and select it.



13. select the third parameter, named [stdMatAlphaBlendMode]



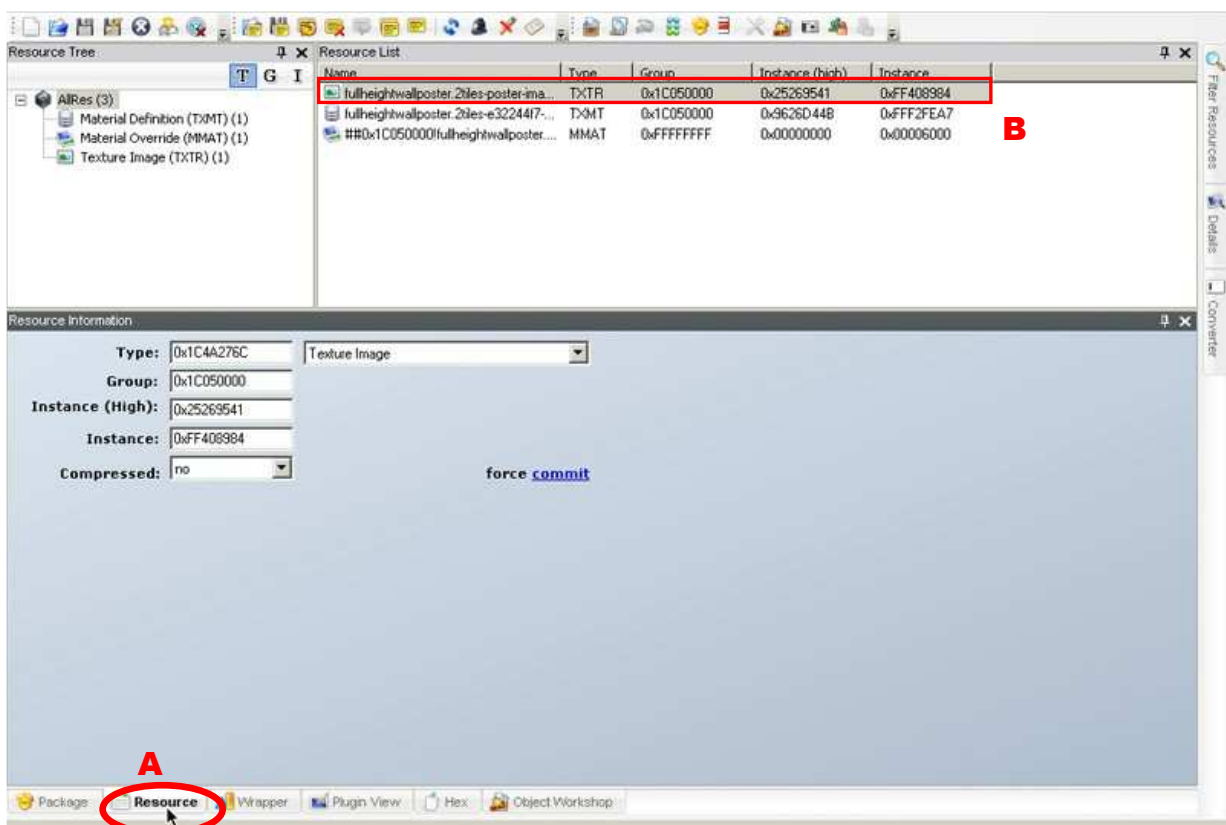
14. In Property : change the value into : blend
Click on Commit for your changes to be effective



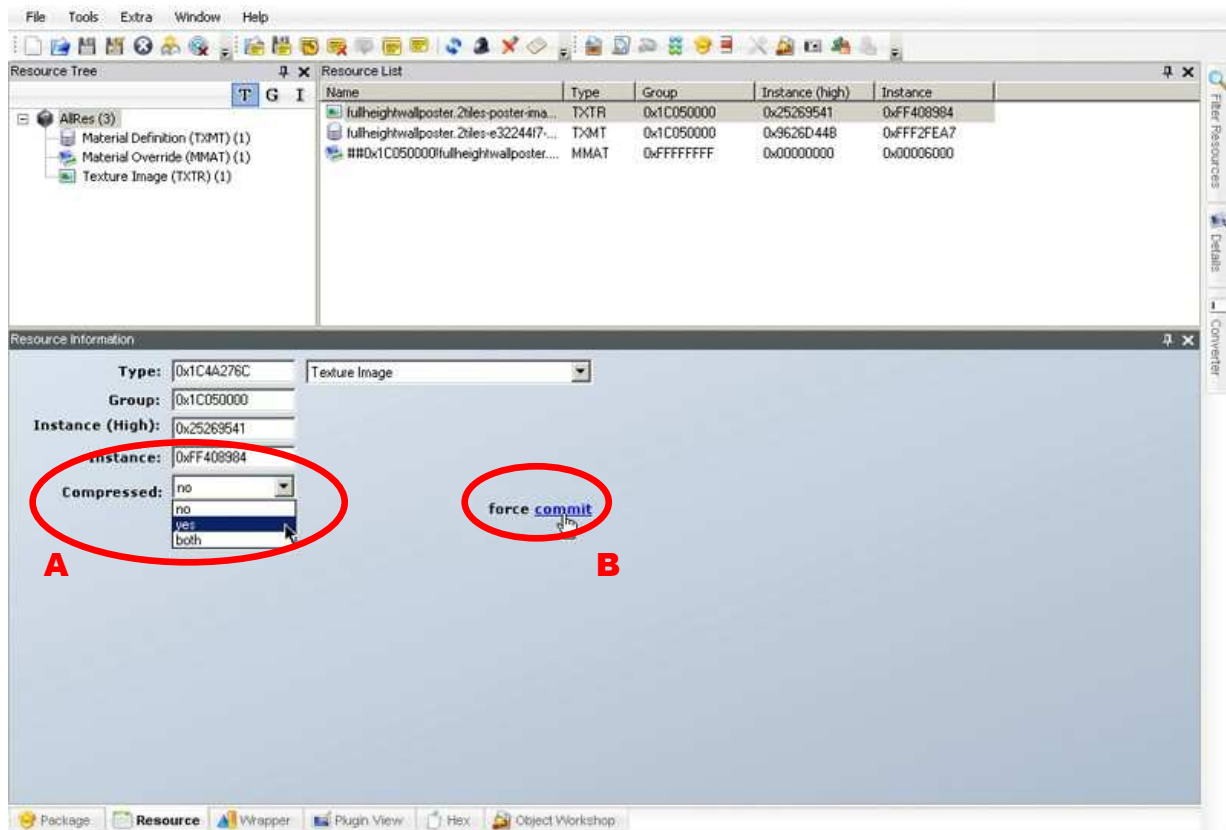
Although, you could save your work now and be satisfied with it as it is, one little operation will greatly improve your files... the compression.
The compression can drastically decrease the size of a file (I have a 5Mb texture compressed to less than 345Kb). This will mean more space on your hard disk, more space on downloader's disk, less bandwidth use by hosting sites and eventually a gain in game loading time.
Why not take advantage of it?

In this example, the compressed file is 121Kb while the uncompressed is 344Kb...

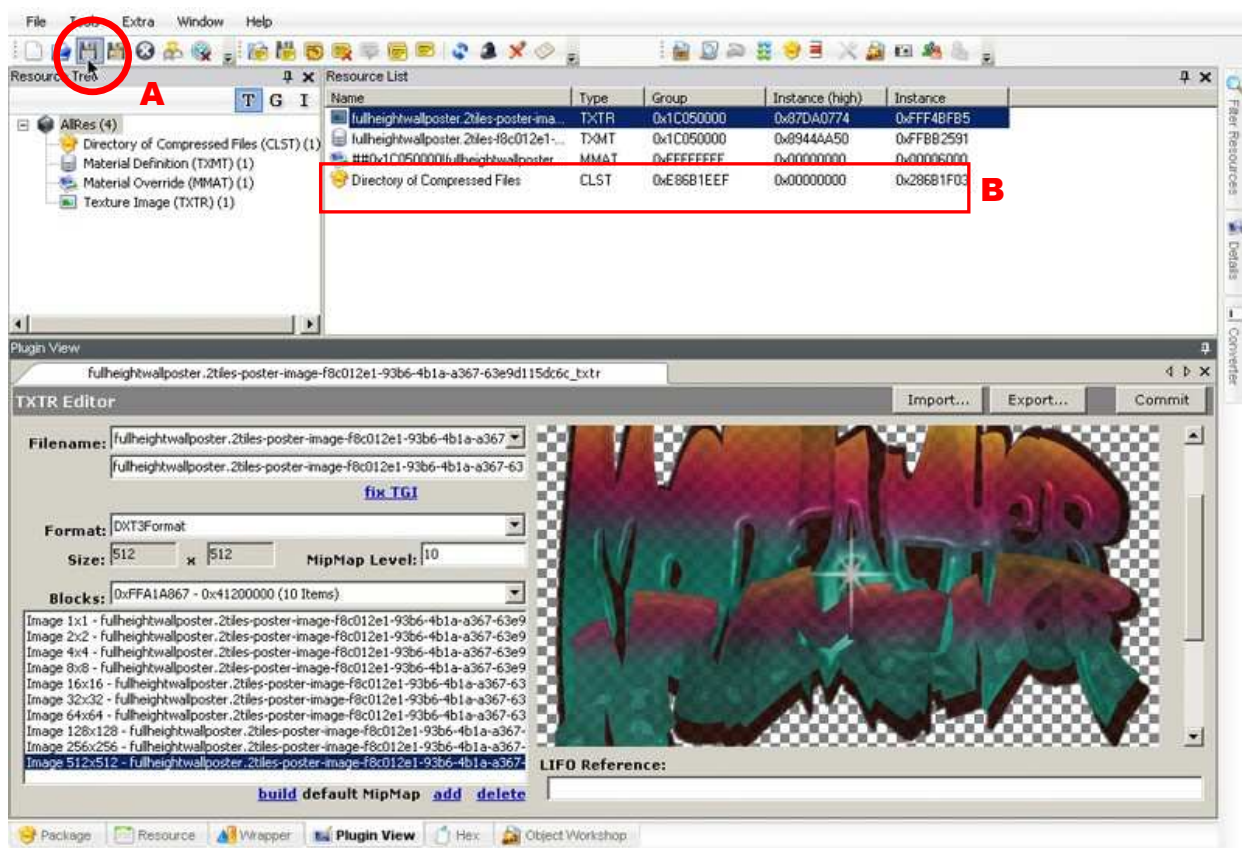
15. Go to the Resource tab, check if the texture (TXT) is selected



16. Choose Compressed : yes, and Commit.

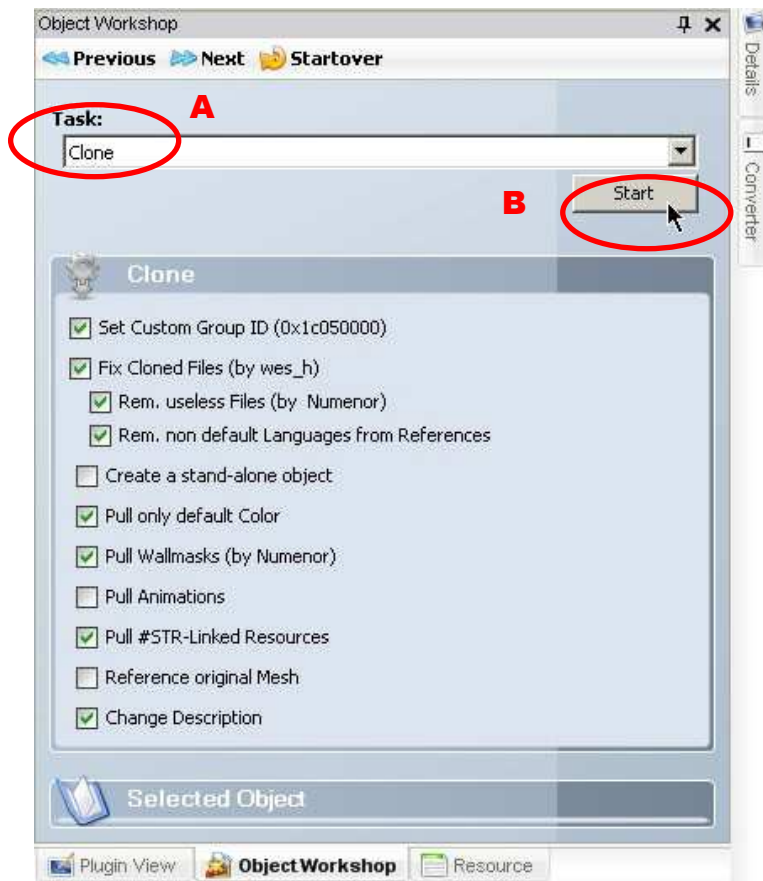


17. Once your file is saved, a Directory of Compressed Files will appear.



You may now want to close SimPE and check your creation in game for future uploads...Or you may want to make an animated recolor...

3. Once the object is loaded, choose **Clone**, then start.

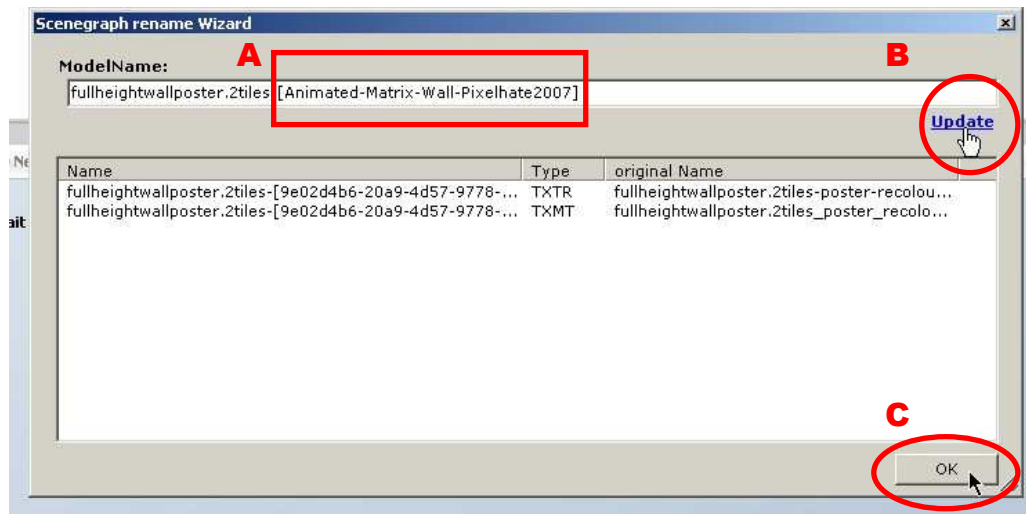


4. Editing the description is useless in a recolour. Just click Finish.

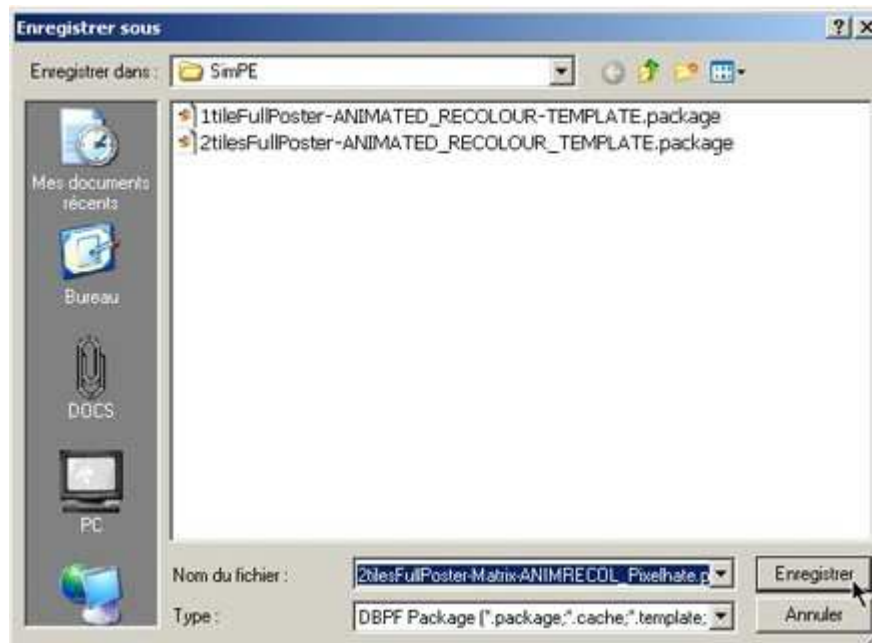


5. Now the scenegraph wizard pops up. I suggest to use the space between brackets [] to rename wisely. Click Update, then Ok.

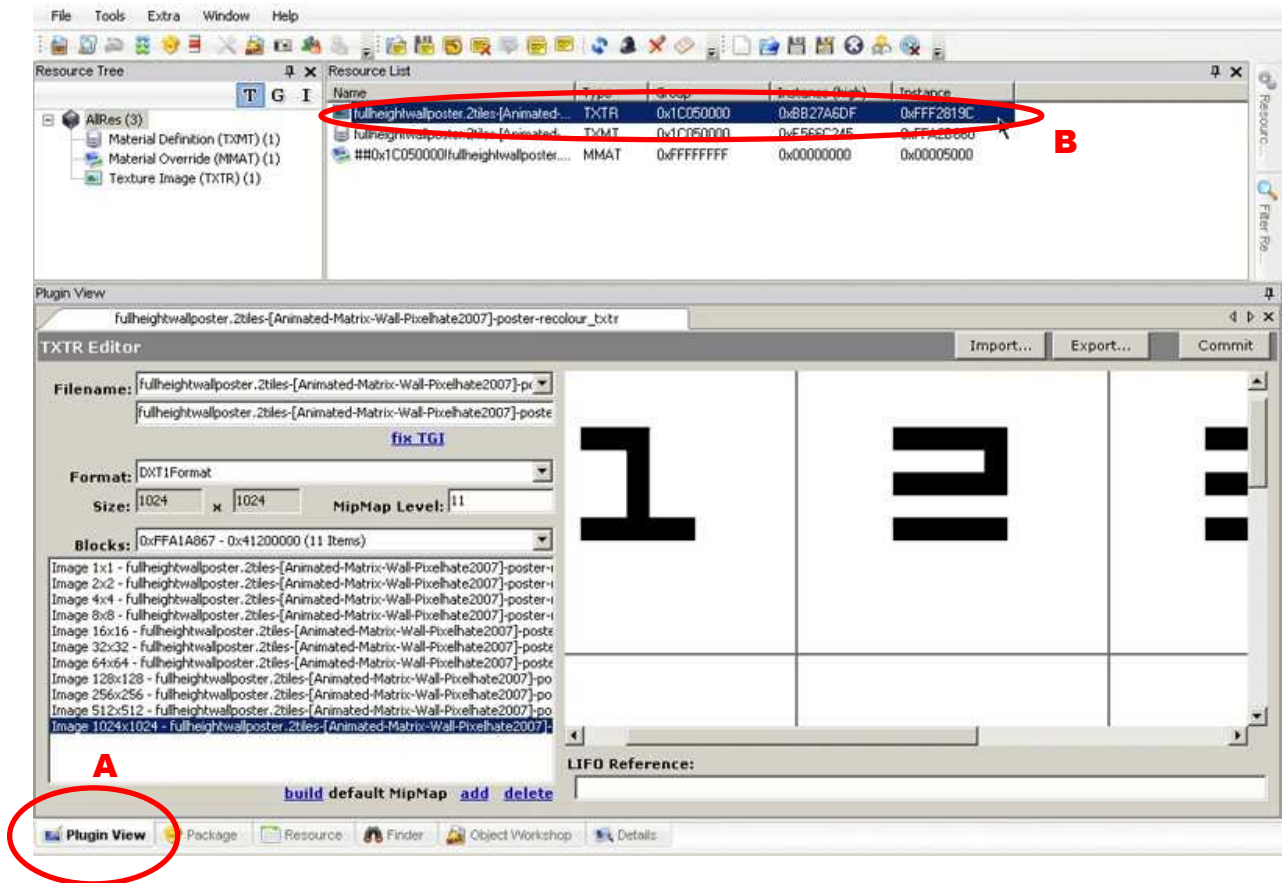
(You could also rename it entirely or leave like that and click ok)



6. Time to give your new package a name and save it.



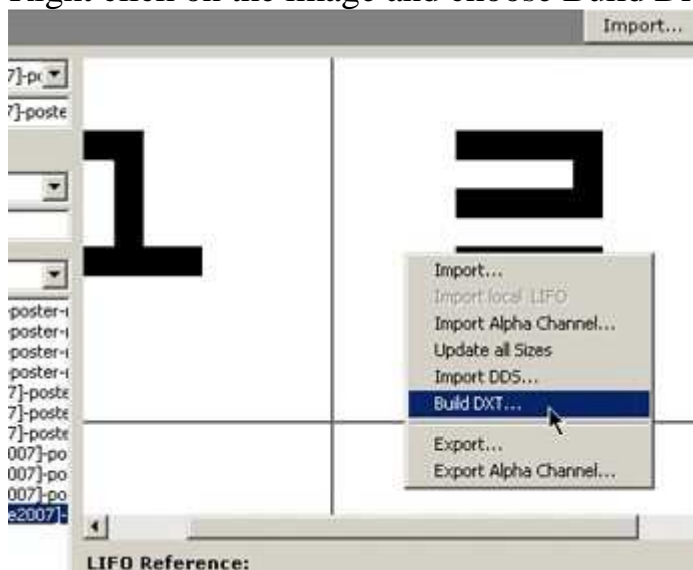
7. Go in the Plugin view tab and choose the texture image (TXTR)



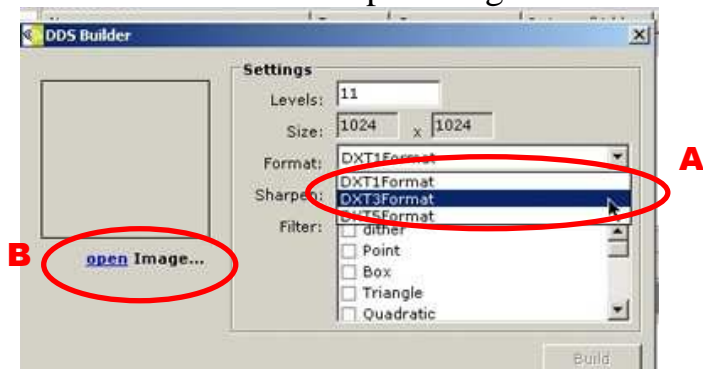
We are going use the build DXT method to bring our texture.

It allows to have transparency and to change the size of the texture if needed.
(You'll need the SimPE compatible Nvidia DDS tools to be installed to continue
http://developer.nvidia.com/object/...ies_legacy.html)

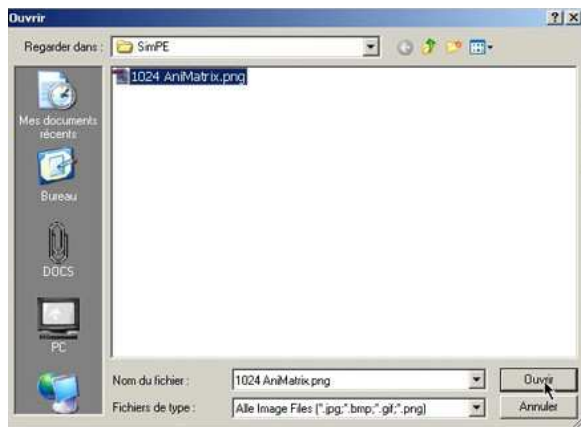
8. Right click on the image and choose Build DXT



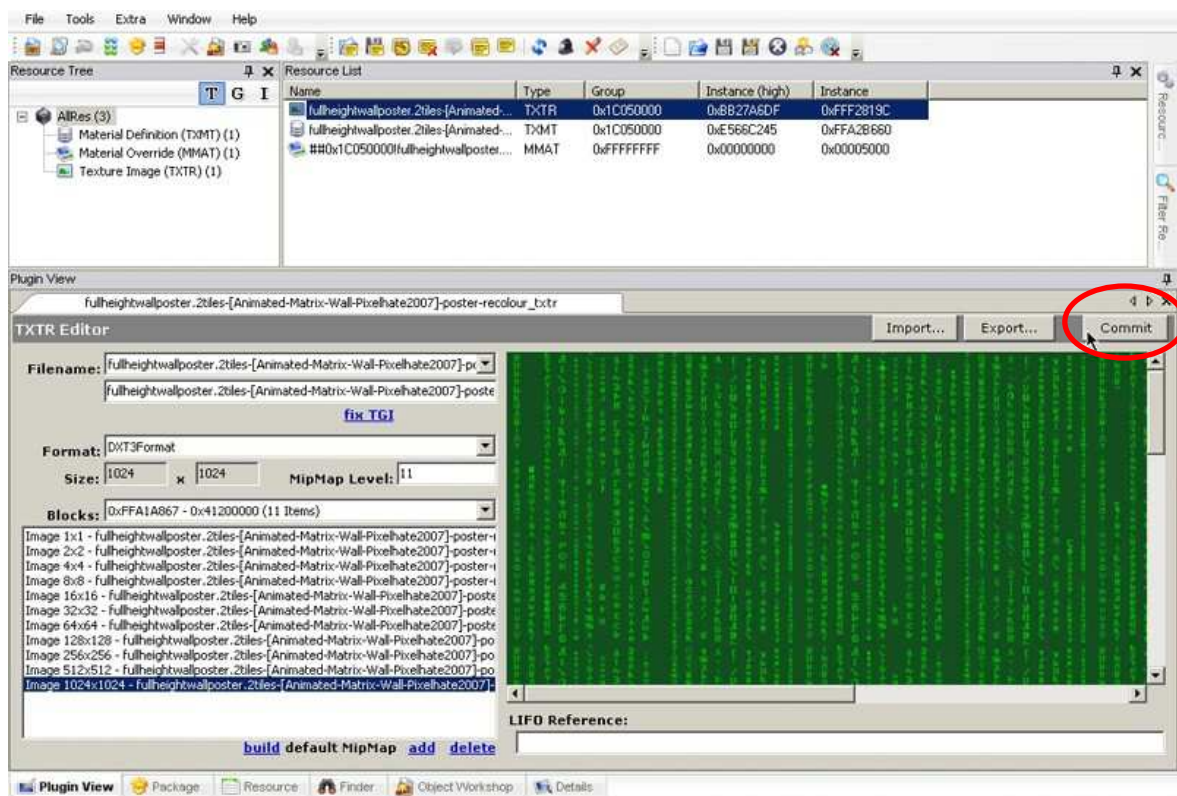
9. If you have transparent parts, you need too choose Dxt3 for them to show. In other case Dxt1 will be sufficient. Then open image



10. Locate your texture and open it.

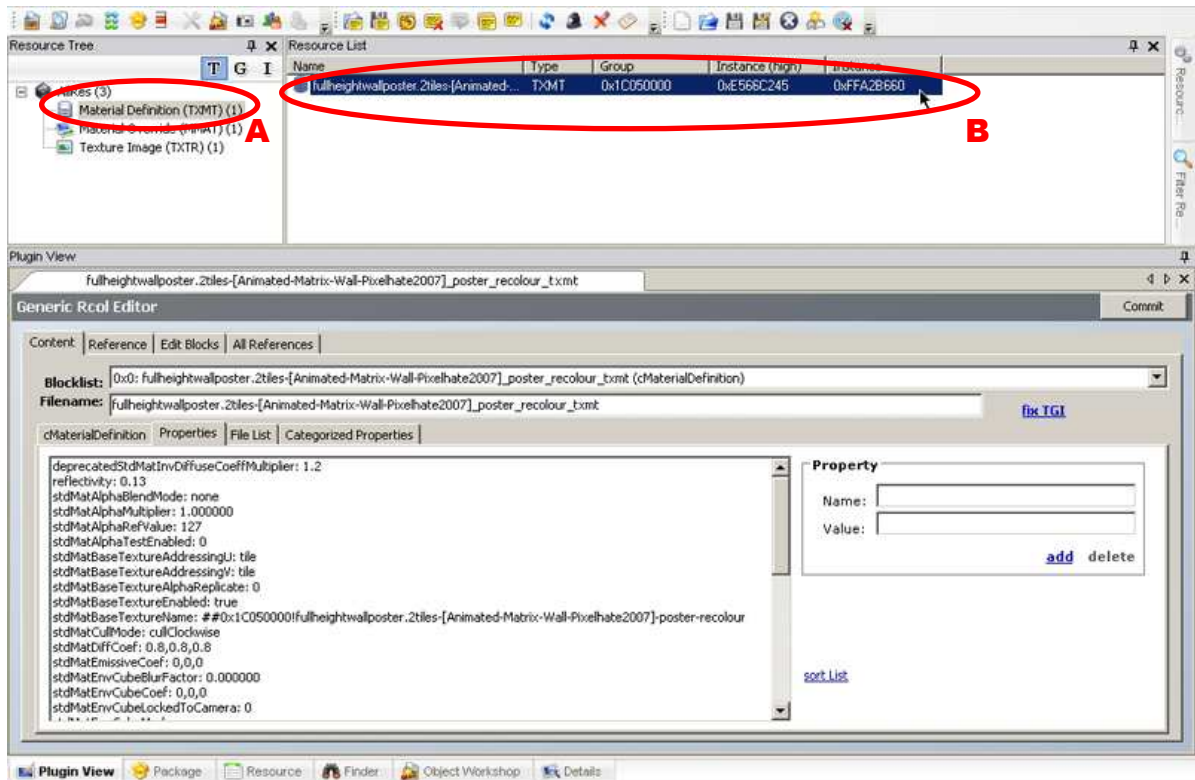


11. Click Commit to make your change effective.



Now we'll have to change Material Definition parameters for the eventual transparency to show up and for tweaking the speed of the animation.

12. Choose Material Definition (TXMT) and select it.

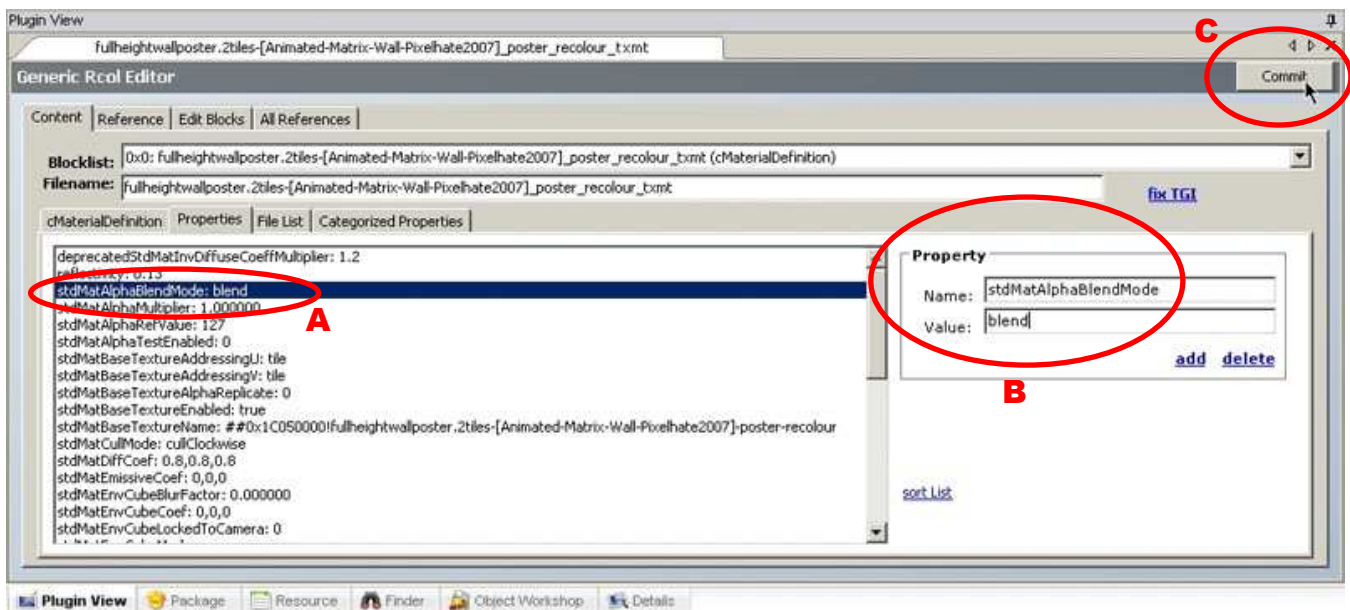


This step is only if you want your animation to have transparent parts.

13. Select the third parameter, named [stdMatAlphaBlendMode]

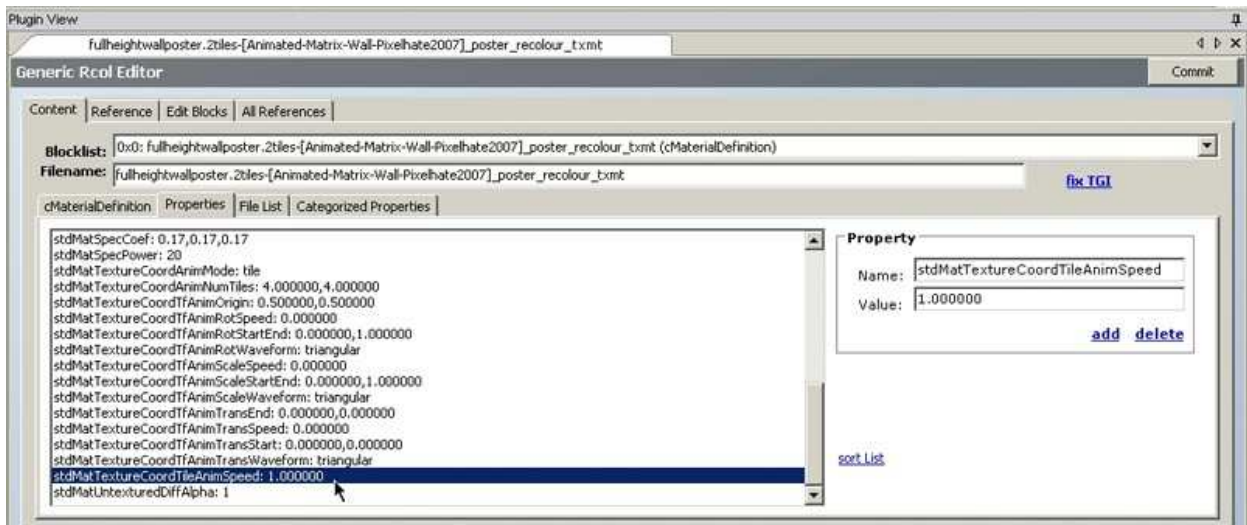
In Property : change the value into : blend

Click Commit to make your change effective.

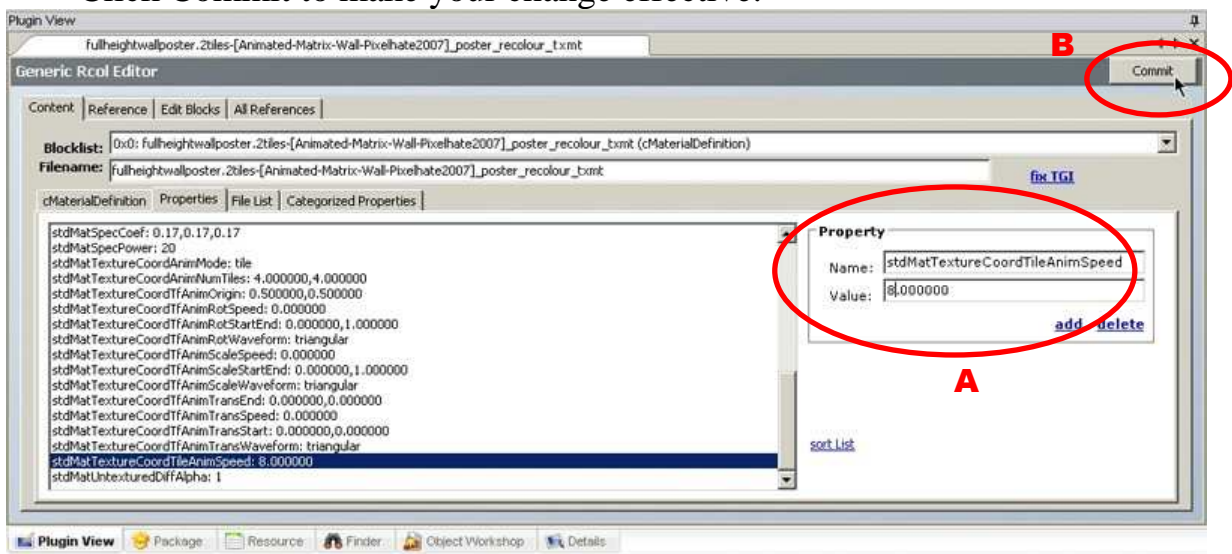


This step is for changing the speed of the animation.

- 14.** Scroll down to the before last parameter named :
[StdMatTextureCoordTileAnimSpeed]



- 15.** In Property : change the value according your need. The value represents the number of images shown per second.
Click Commit to make your change effective.

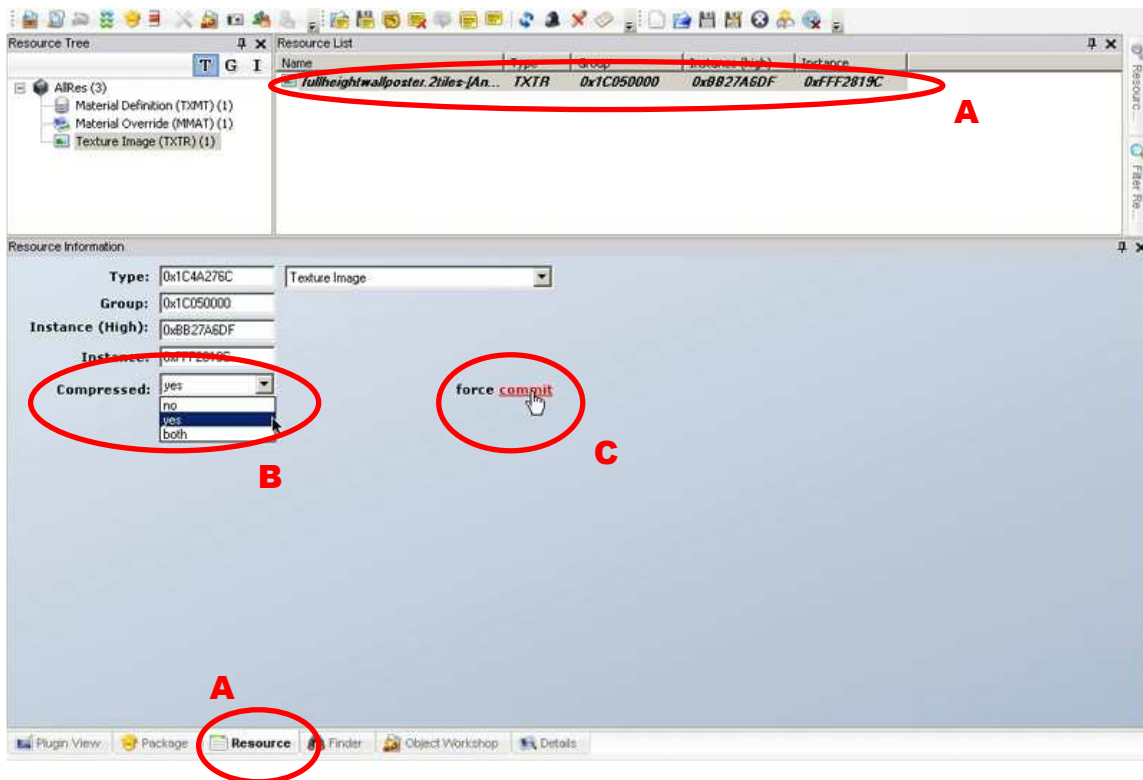


As we are dealing with large textures, it is warmly recommended to use the compression.

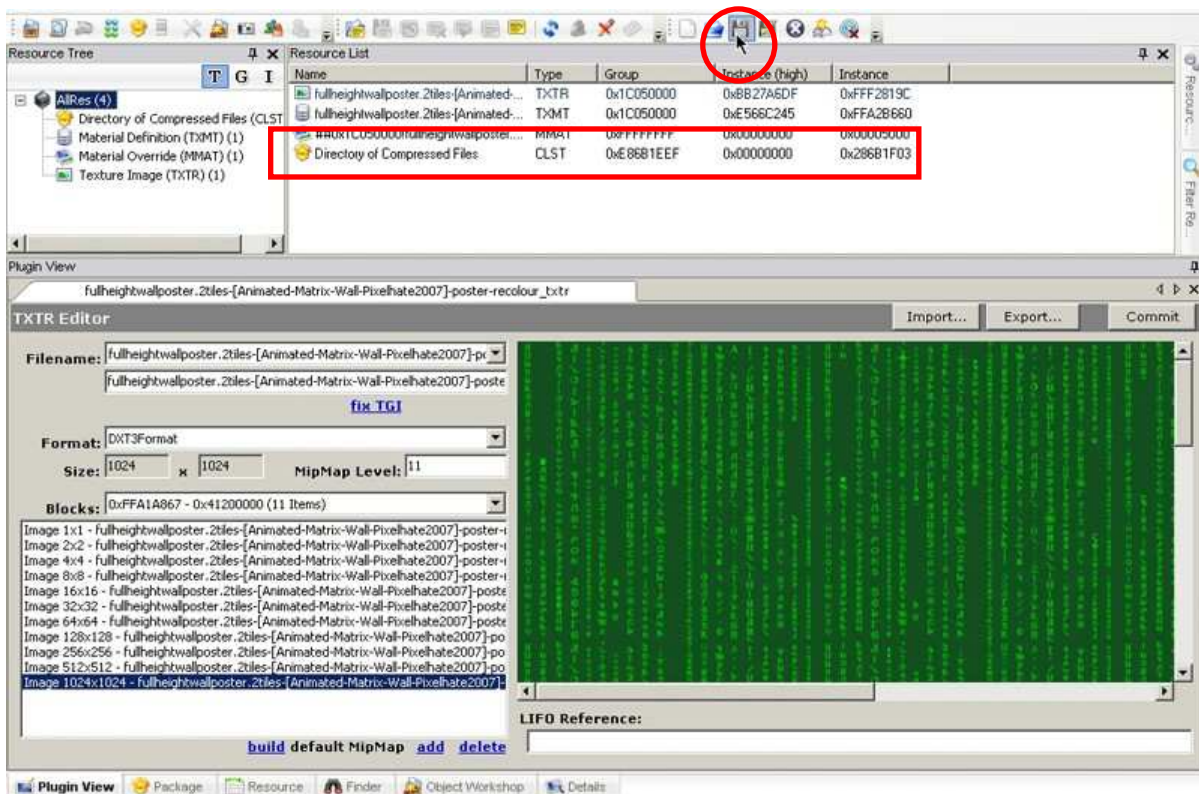
The compression can drastically decrease the size of a file (I have a 5Mb texture compressed to less than 345Kb). This will mean more space on your hard disk, more space on downloader's disk, less bandwidth use by hosting sites and eventually a gain in game loading time.

In this example, the compressed file is 125Kb while the uncompressed is 1,33Mb...

16. Go to the Resource tab, check if the texture (TXT) is selected.
Choose Compressed : yes
Commit.



17. Once your file is saved, a Directory of Compressed Files will appear.



You may now want to close SimPE and check your creation in game for future uploads...