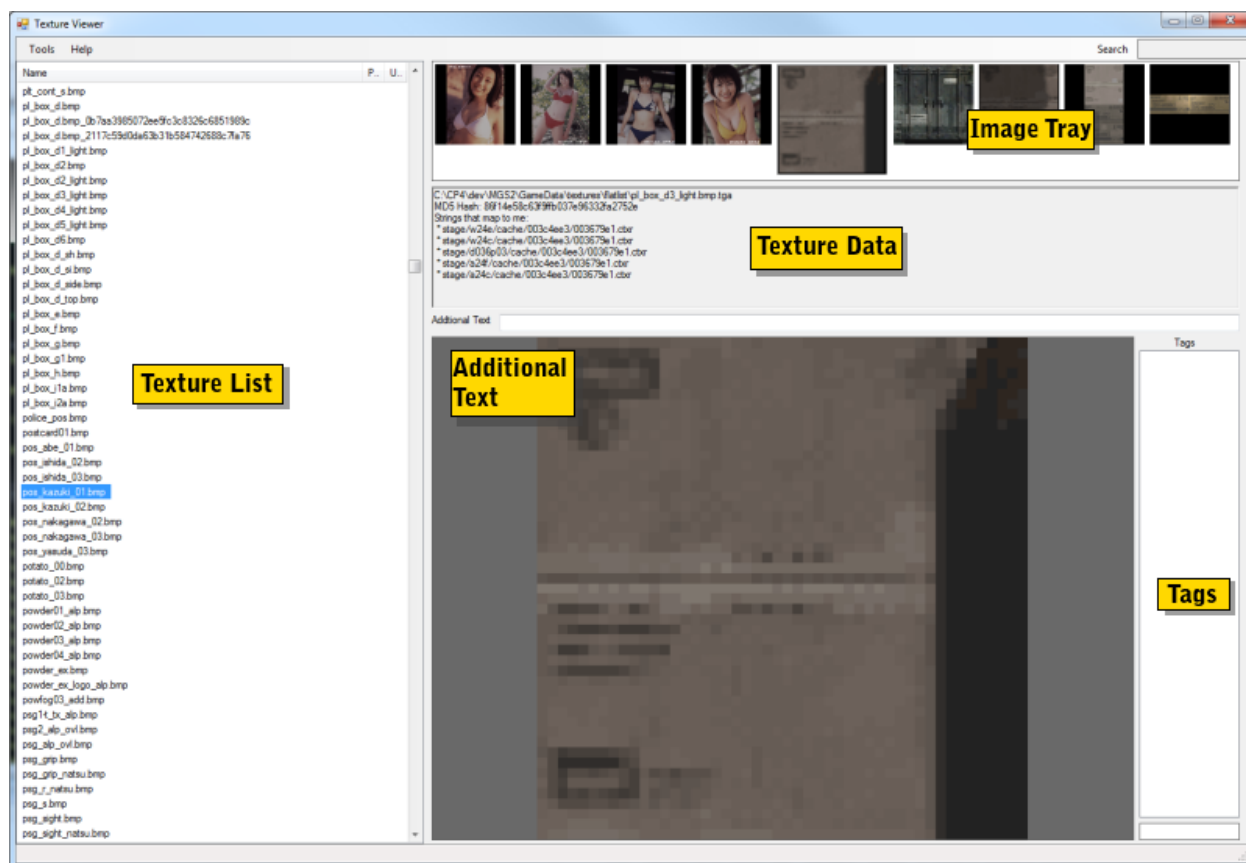


TEXTURE TOOL REFERENCE



Texture List: This is the master list of textures loaded from the gamedata/textures/flatlist folder. Clicking on one of the entries will load that image into the main window.

Image Tray: Images you have opened into the main window also go into the Image Tray. Left clicking on one of those images will select it and open it into the main window. Right clicking on one of the images in the tray will allow you to link the image to the one in the main window.

Texture Data: Most of this texture data is reference that is used in game. The window will also list any images that the image in the main window is linked to.

Tags: You can use the text box at the bottom of the Tag window to add tags to an image. Tags are useful to make groups of images, as you can search by tags in the Search box at the top of the tool. For example, you may want to add a tag called "camo" to each camouflage texture, or "needs_text" to images that need new text when uprezzed.

Additional Text: You can add a string to the image data here that can be referenced later when the texture is uprezzed. Some images currently contain text too blurry to read, but when the texture is uprezzed the text will be readable.

TEXTURE TOOL REFERENCE



Create Flat List (in Tools menu): This is a function used to take tga files from the various /slot and /stage folders and combine them into a single list living in textures/flatlist. There are three main functions of the process.

- 1) All tga files in those folders have their names matched against a pre-constructed list of “friendly names” in the folders. For example, names like 00898ea9.tga can be converted to sna_mask_01.bmp.tga.
- 2) All tga files are checked to see if they are being used in multiple places. It is possible, indeed common, that there are two or more tga files in the folders that are the same file with different names. The process will only move one copy of the tga to the flatlist, and then create a remapping list that points game references to the other tgas toward the one copied.
- 3) Additionally, some tga files have the same name, but are actually different files. There may be a w001a.tga in one folder that is a gray wall texture, and another in a different folder that is an orange wall texture. Both of those images need to move to the flatlist, so every file beside the first that shares a specific name will have the md5 hash of its contents appended on to the name.

In the future, this process will be meshed with full asset unification, so that .mdl and other file types can be unified as well.

This operation doesn't need to be performed more than once, since the contents of the flatlist are checked into perforce.

