



Re-Volt Instance Tool

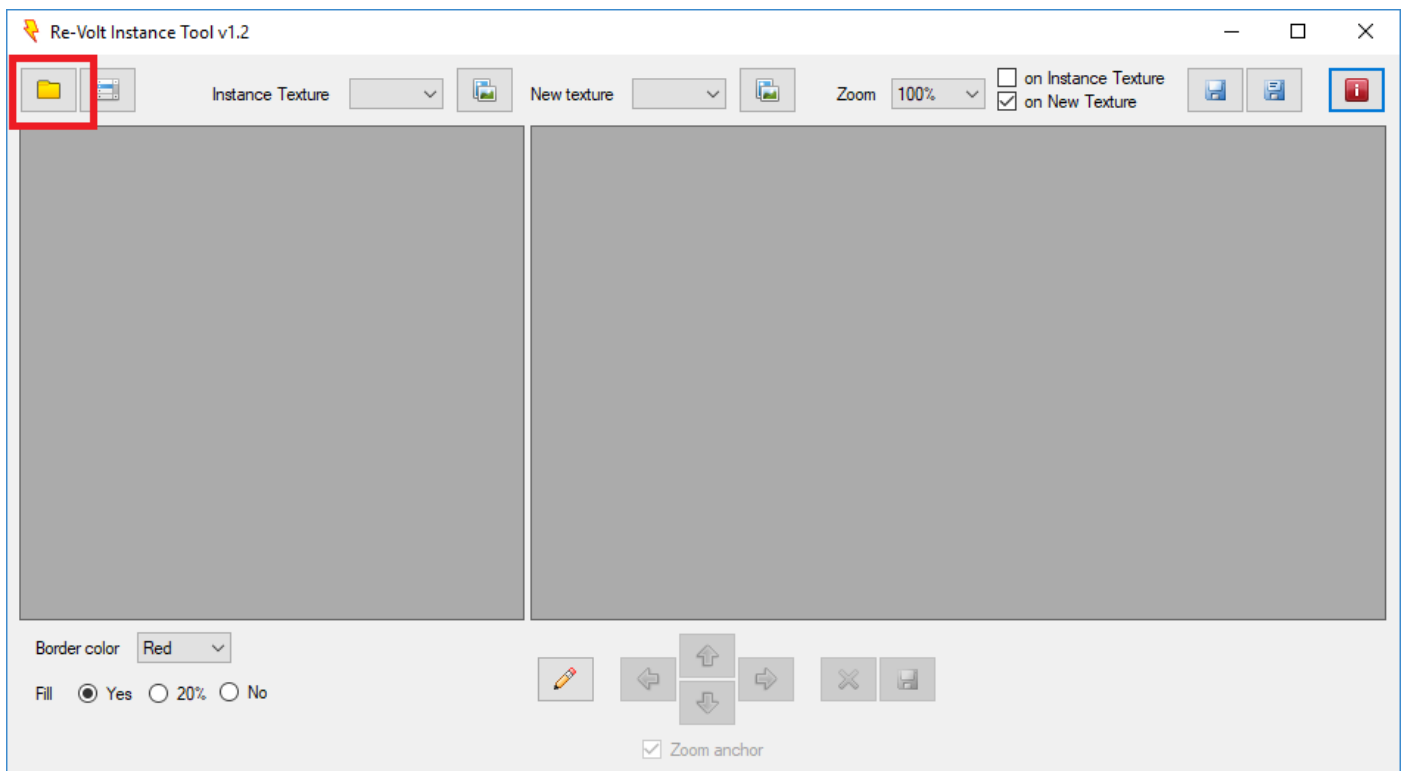
Tutorial

By Boy80

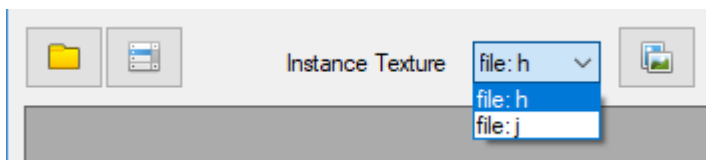
Suppose you want to use the "bmw" instance from the "toys in the hood 1" track.

For security, create a folder and copy the files "bmw.prm" and "bmw.ncp".

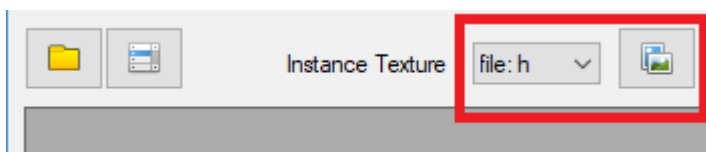
So, open the .prm file:



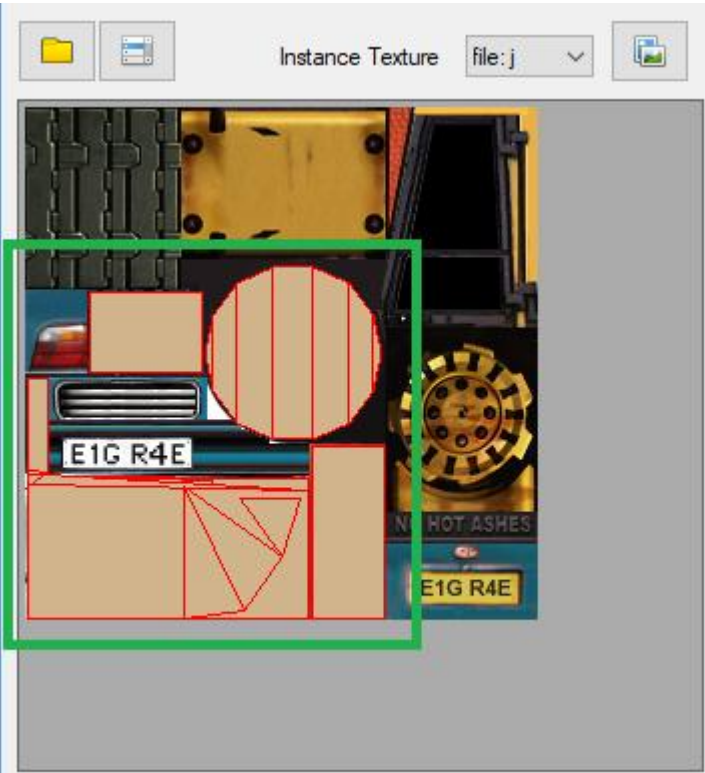
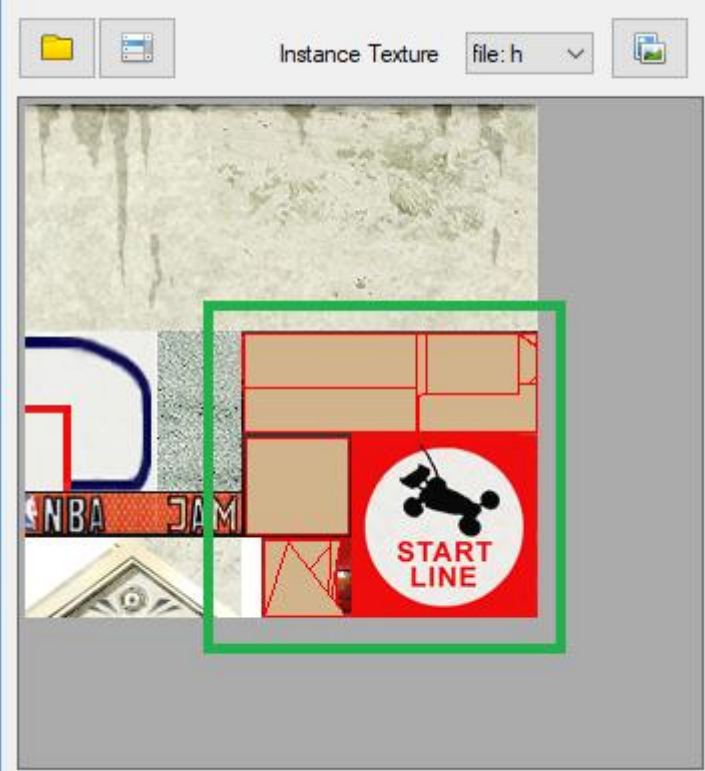
and identify the textures used:



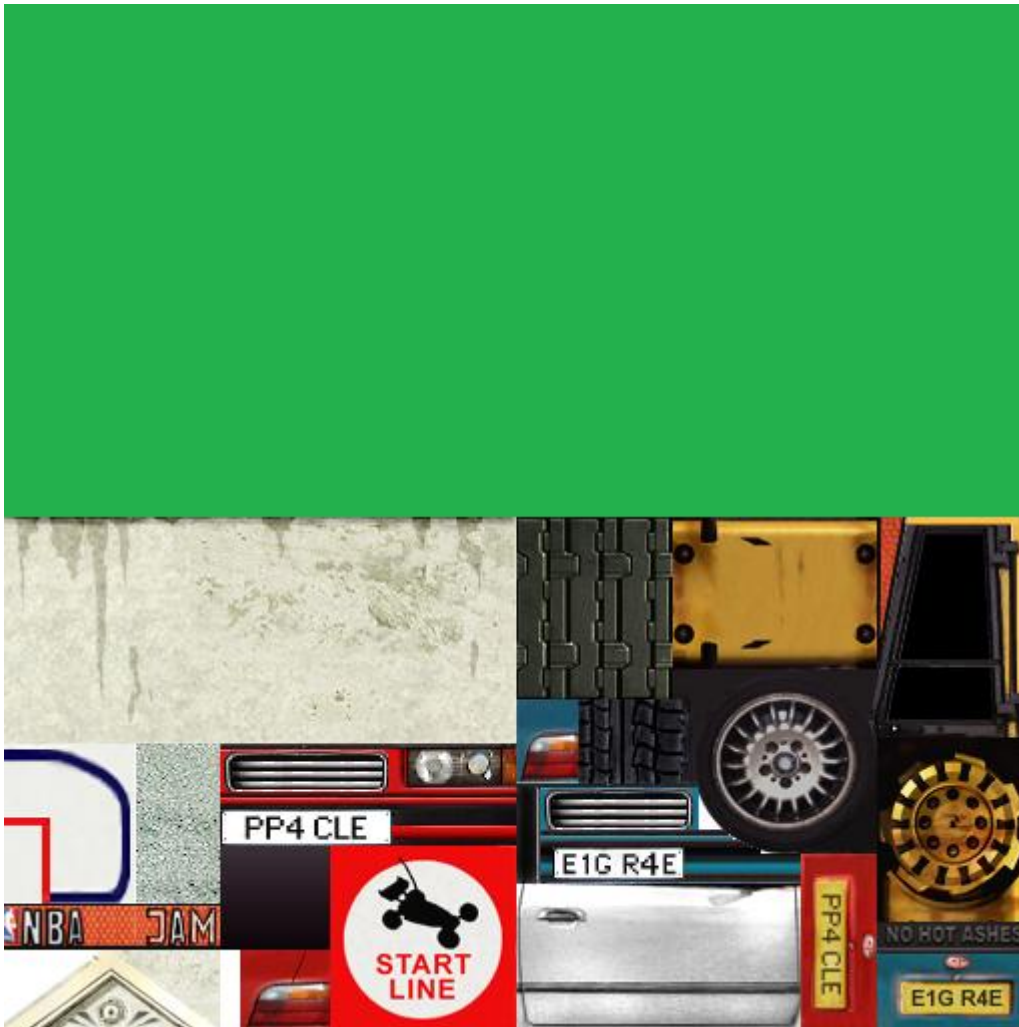
Then, select each texture and load its file ("nhood1h.bmp" and "nhood1j.bmp"):



For each texture you will see the areas used:

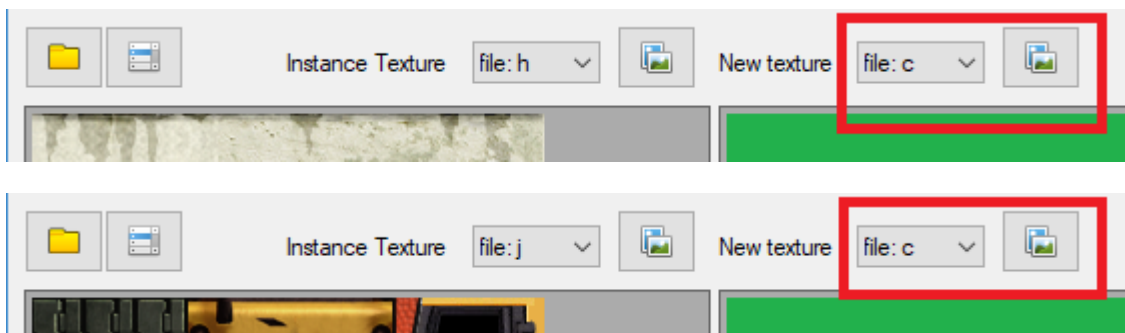


In a texture of your track (eg. "mytrackc.bmp"), copy the parts needed:

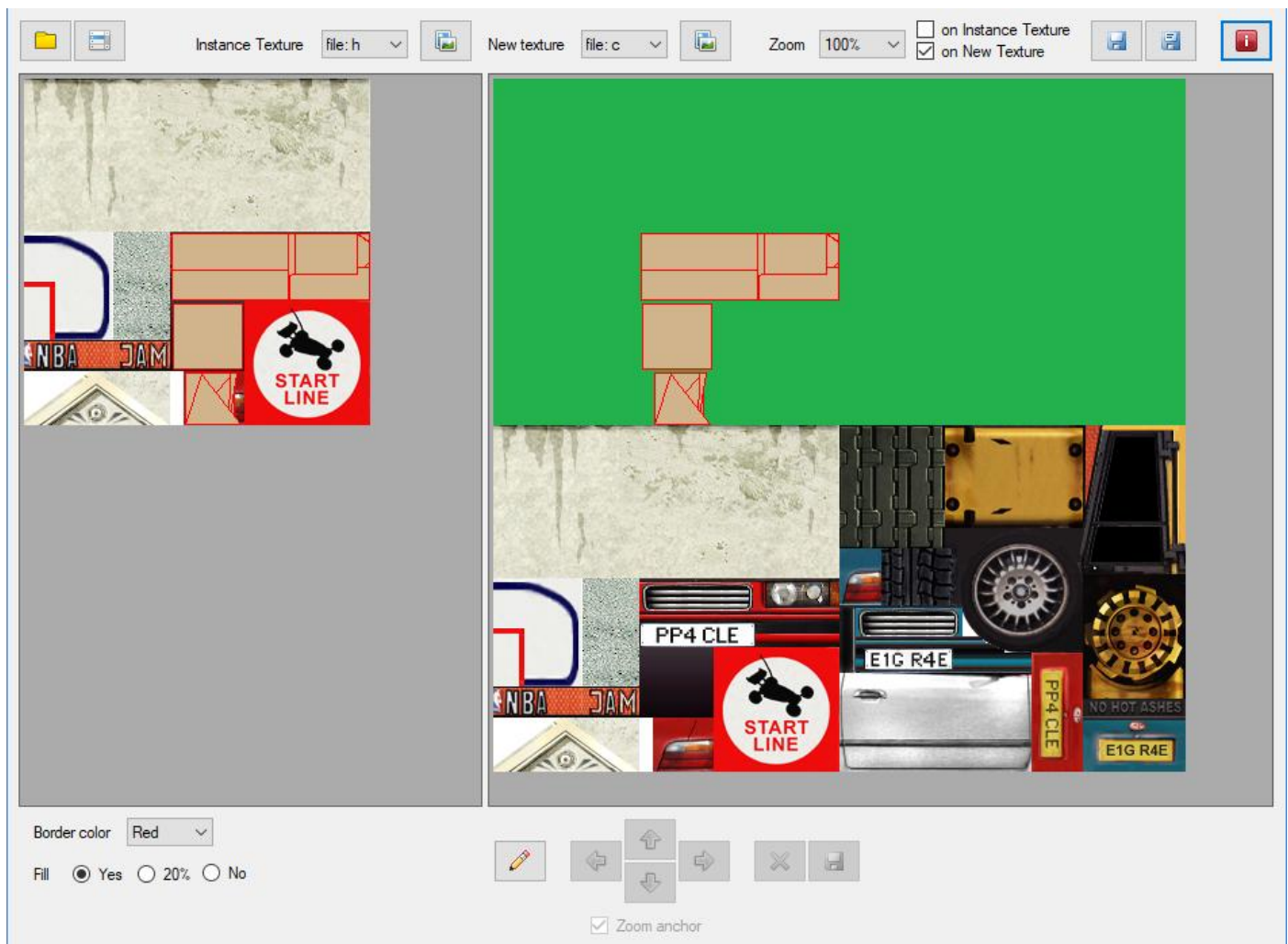


For simplicity I copied everything on a 512x512 bitmap in the lower side.

For each original texture, set the new link and load the file:



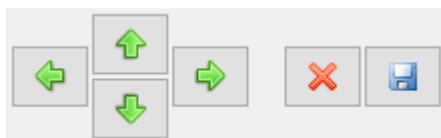
You see:



Now you need to use the "edit" mode for each original texture:



Using the arrows, you move the areas in the correct position by 1 pixel or 16 pixel holding shift key:



The movement is related to the zoom (if applied on the new texture) when the option "Zoom anchor" is checked, that is:

with zoom 100%, you move by 1px or 16px

with zoom 300%, you move by 3px or 48px

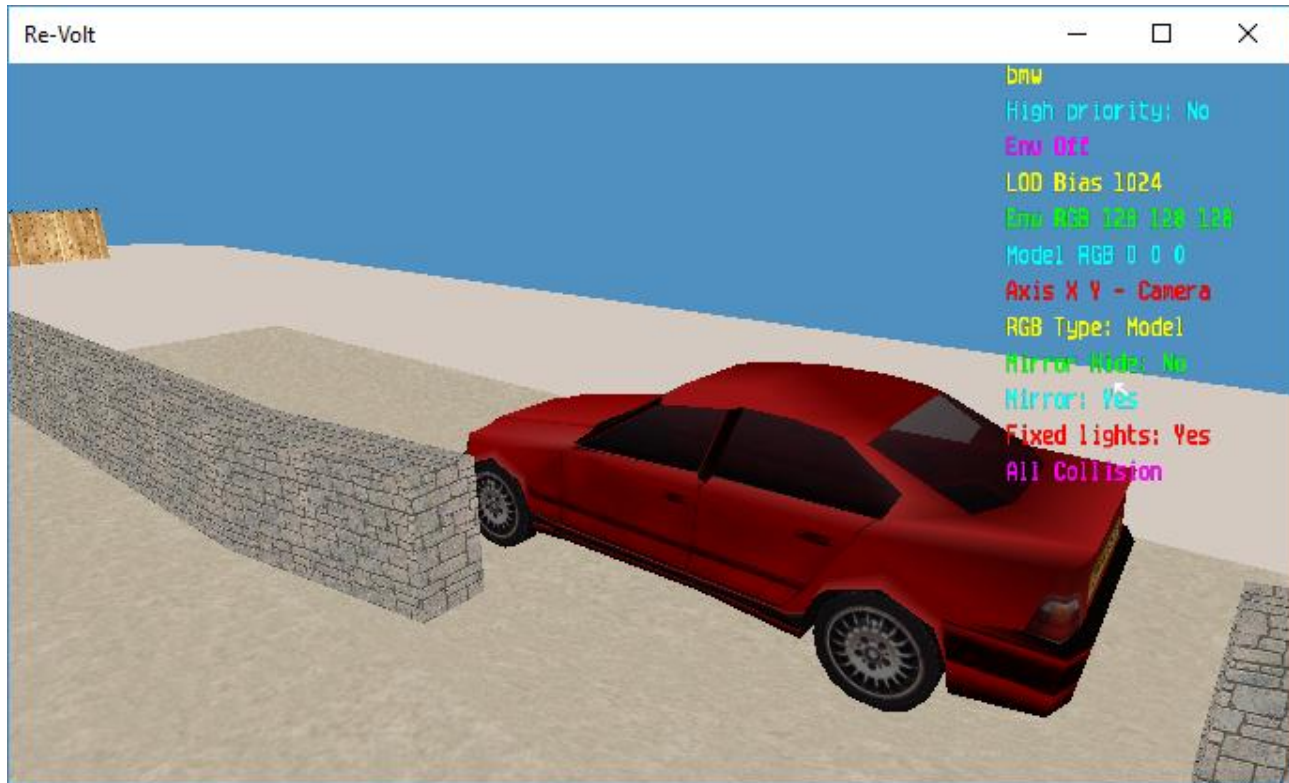
Then save and close "edit" mode.

If a texture exceeds the display area, hold one mouse button and move it or use the wheel (for down/up) + shift key (for right/left). You can also move the split between the two picture areas.

Finally, save the new "bmw.prm":



Now you can use the instance in your track:



I hope this tool can help you to speed up the creation of your track and encourage the use of instances.

For help or suggestions, contact me on Discord.



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