

2012

TexYUI's User Guide



TexYUI's Guide contains:

- Full help needed to understand TexYUI
- Tips and tricks of TexYUI
- Tutorials about everything

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Revision 1: August'29th 2012

Kallel

01/09/2012

GETTING STARTED

Open TexAnimYUI.exe

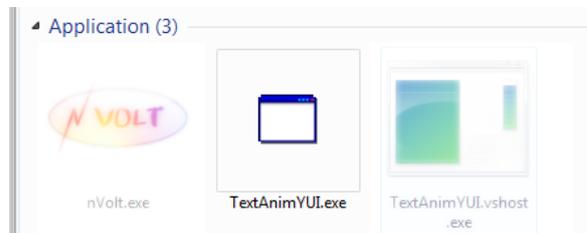


Figure
0.1

First, select a valid world file

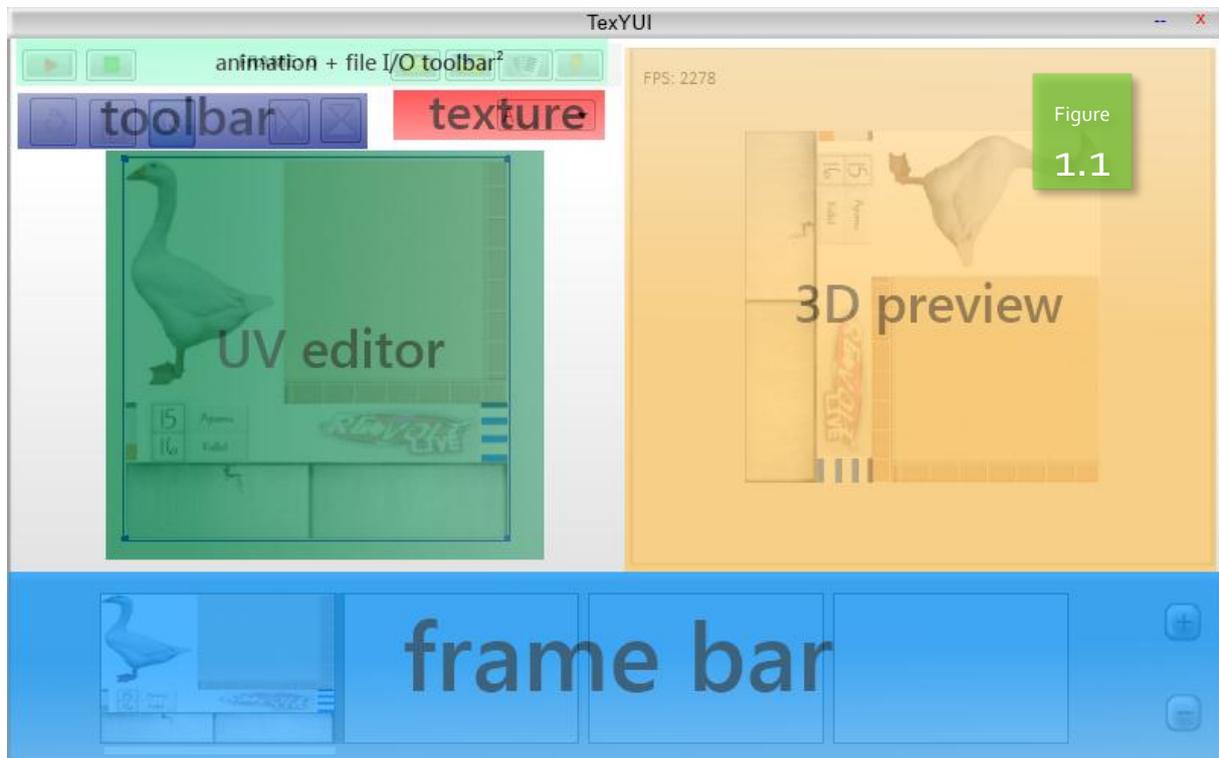


You can press  to select a world file or just type it

With that, we'll be able to access bitmaps and so to enter TexYUI

USER INTERFACE: GENERALITIES

MAIN FORM:



TexYUI's mainform form contains the 3D preview, Toolbar, texture bar, animation/file IO bar and frame bar

3D PREVIEW

It allows dynamic 3D planar preview of current animation.

- Left click: rotate the plane
- Middle (wheel) click: Resize the plane

***Note:** The plane is one sided and has same Re-Volt properties*

ANIMATION + FILE I/O TOOLBAR

-  play animation (disable editing)
-  stop animation (resume editing)
-  open a YUI, FRAMELIST or W file
-  save YUI, FRAMELIST file

-  open the Wizard to export animation to Re-Volt
-  open a Wizard to manage current world's animation

TOOLBAR



Rotate



Rectangular selection mode



Normal selection mode



Symmetry

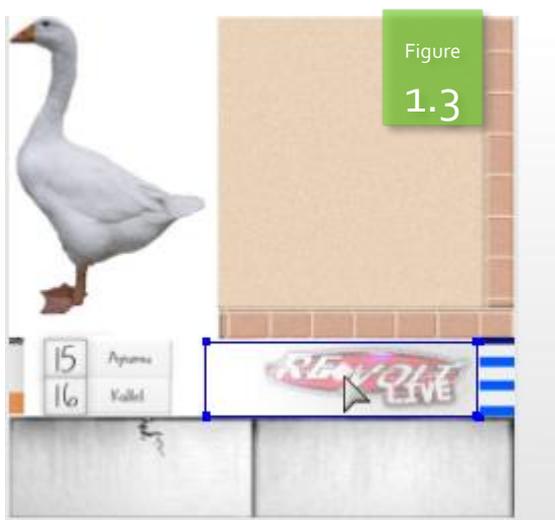
UV EDITOR

You'll have to move the *blue cubic* points to get the wanted UV map

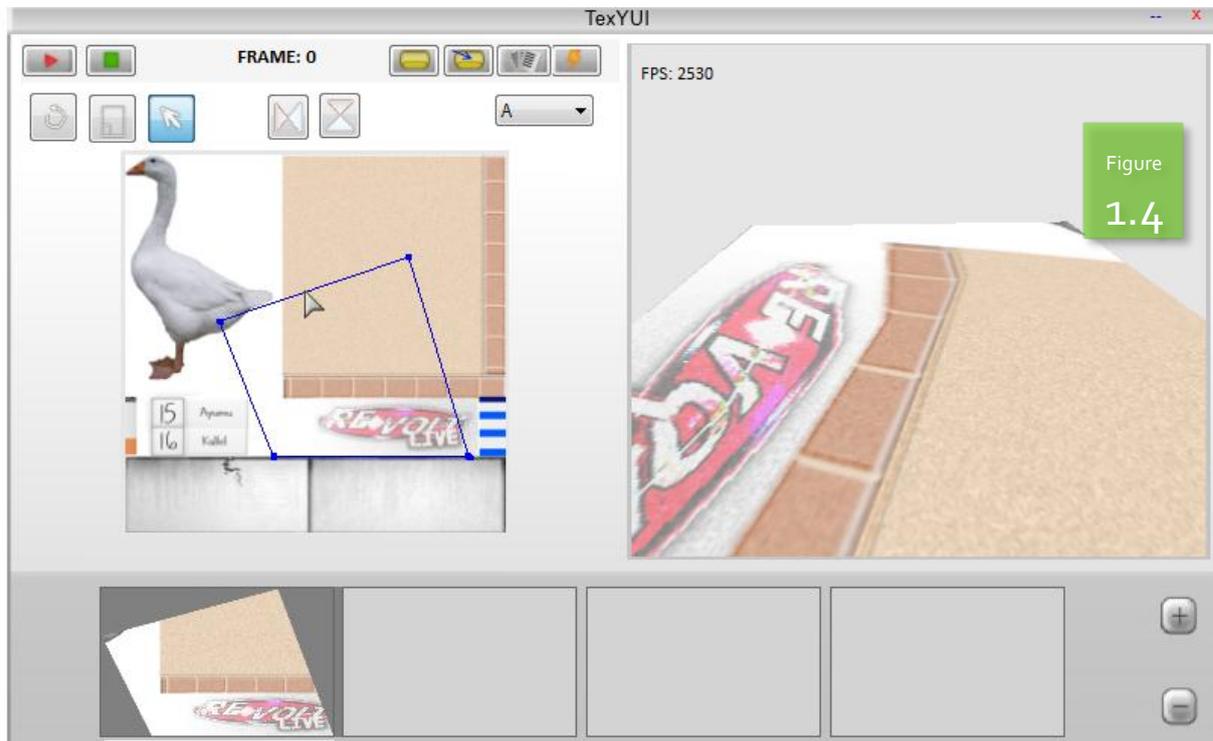
And by moving, it means to click and drag (*move mouse while the left button is still down*)

Now, let's say we want to move **all the points** (instead of point by point)

⇒ We go to the **center** (approximate center of the points) and we start moving from there (as seen in Figure 1.3)

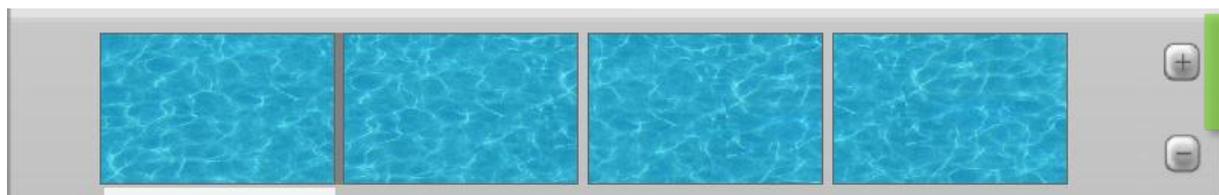


It's also possible to to move **edge** (*two points*). Just go the center of *that edge* (*center of two points*) and start moving. (see Figure 1.4)



Note: there is a trick, if you double click an edge (experimental), the points will be aligned into vertical/horizontal

FRAME BAR



GENERALS

The frame bar is the manager of "frames"(It allows you to manage the frames)



: add a new frame



: remove selected frame (no cautions! Be careful)

SEE: SELECTION AND TABS

Now, the frame bar is more powerful than it looks (well not too powerful though :P)

SEE: HOW TO MAKE YOUR FIRST ANIMATION

SELECTION AND TABS

To select a frame, just **click** on it (**left button**).

The selected frame is underlined



Figure
1.6

Once there are more than 4 frames, a "Paged solution" will be seen (see figure 1.7)

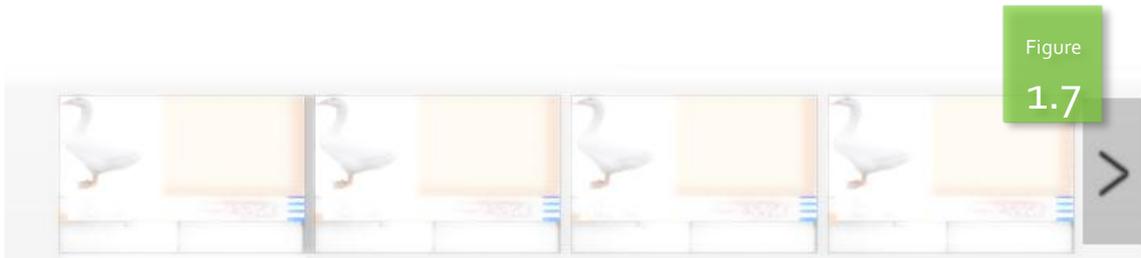


Figure
1.7

Using < and >, you'll be able to see all the frames

CONTEXT MENU

If you **right click** on a frame, that frame will be **selected** and a **context menu** will pop up. (figure 1.8)

The context menu contains stuffs about timing, as well as animation type, animation cooking and frame management

SEE: IT'S HIGHLY RECOMMENDED TO SEE ANIMATION TYPES RIGHT NOW

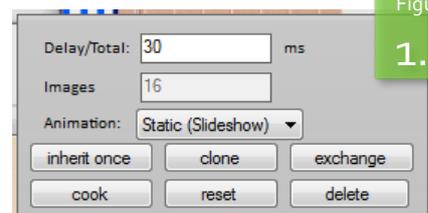


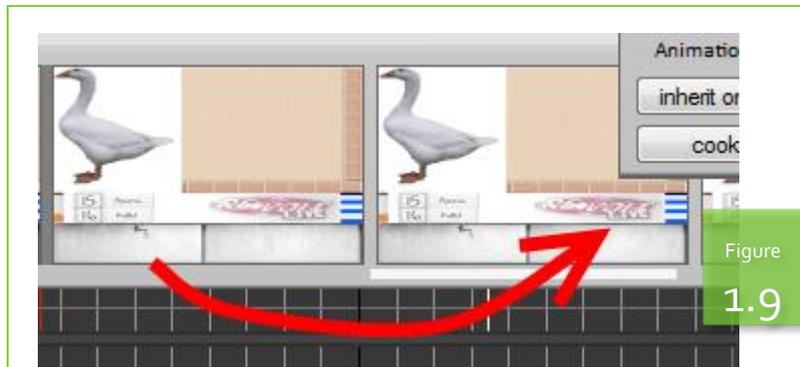
Figure
1.8

Delay/Total: 30 ms This is the *delay* of current frame (and *total delay* for *linear* and *rotation*)

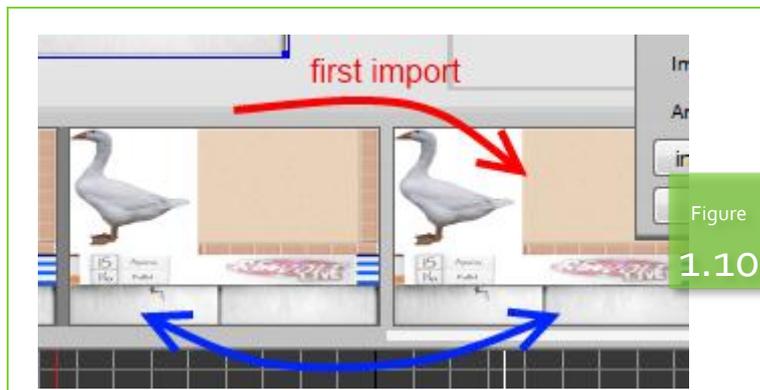
Images: 16 Total images generated for linear and rotation (disabled in *Static*)

Animation: Static (Slideshow) Animation type

inherit once : gets you the exact clone (bitmap, coordinates, images, animation type and delay) of the previous frame (see figure 1.9)



clone : It clones the previous frame: Whenever a change is made in one of them, the other will be affected (see figure 1.10)



delete : it works just like 

reset : Reset coordinates to (0,0) -> (1,1) AND NOT PREVIOUS COORDINATES

exchange : exchange places of two frames

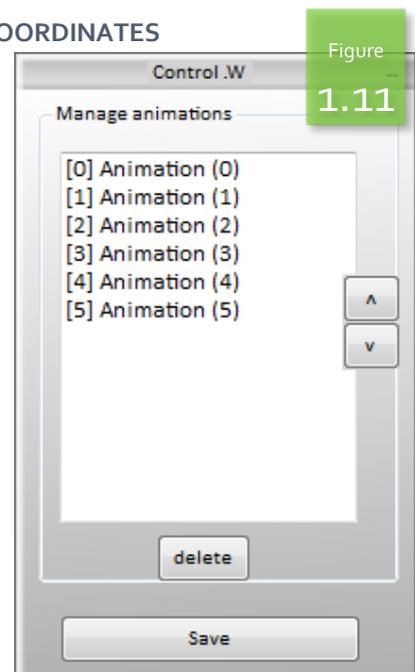
cook : Convert Linear/Rotation to static

SEE: COOKING

MANAGE ANIMATIONS

After clicking on  a list of "already in world file animations" will be shown. Those are the current animations inside world file

NOTE: World file's animation are only updated when you start TexYUI



By clicking on ^ and v, you'll be able to exchange animations.

By clicking delete, you'll be able to delete the selected animation.

Note: The changes will only take effect once you click 'Save'

SELECT MESHES

After clicking on  "Select Meshes" dialog will be open

GENERAL

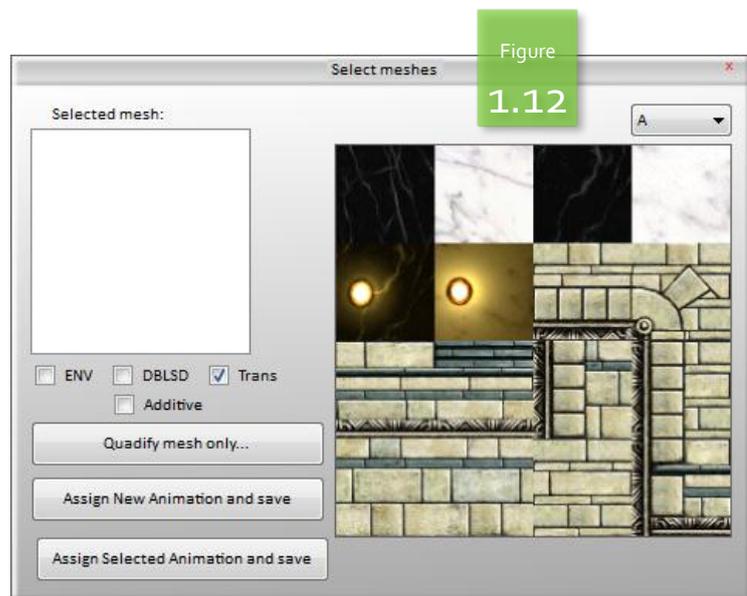
And as the dialog says, the purpose of the whole matter is to select "*which mesh to be animated from which not*"

So, for that, we need to **select the mesh** and that's by *getting it by texture*.

So, it's all about selecting the **right bitmap** and **right UV coordinates**.

What remains is **W_Console** having allergy from *non-triangulated* polygons which may cause great problem. And since **TexYUI** is based on it, it still has the same allergy.

SEE: How to export correctly a mesh from 3ds maX



SELECTING A MESH (UV PART)

This will explain how to select UV coordinates

KNOWING THE BITMAP AND EXACT COORDINATES

First, select the bitmap

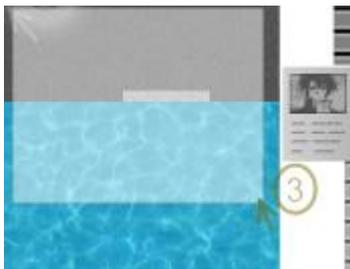


Start selecting by clicking on "top-left" rectangle selection's place and **with mouse button still down** (still being clicked)



Drag (move mouse) until you find the "right-bottom" of the rectangle.

Once done release mouse button



The results (meshes with coordinates inside the selected area) will be shown on "selected mesh". If it's empty then there is none

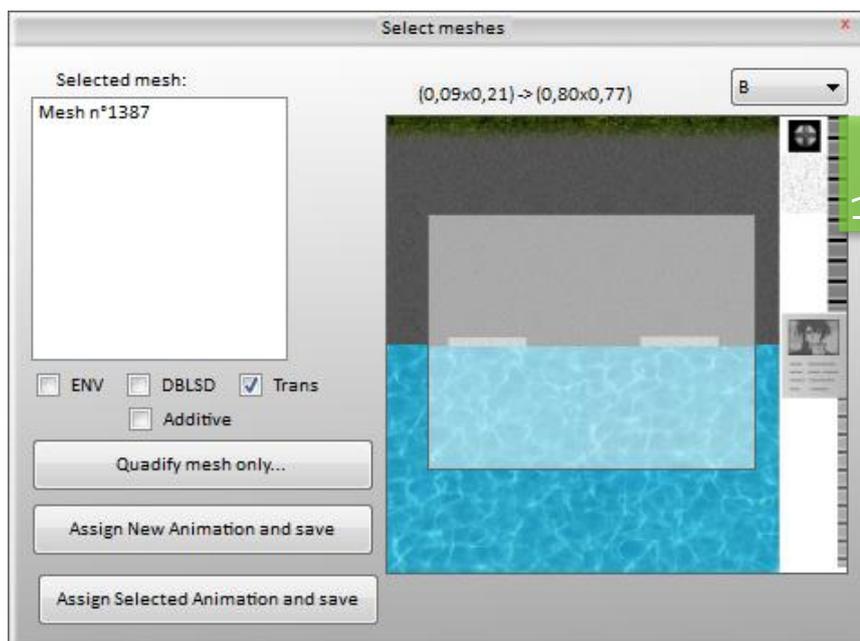


Figure
1.13

Résumé:

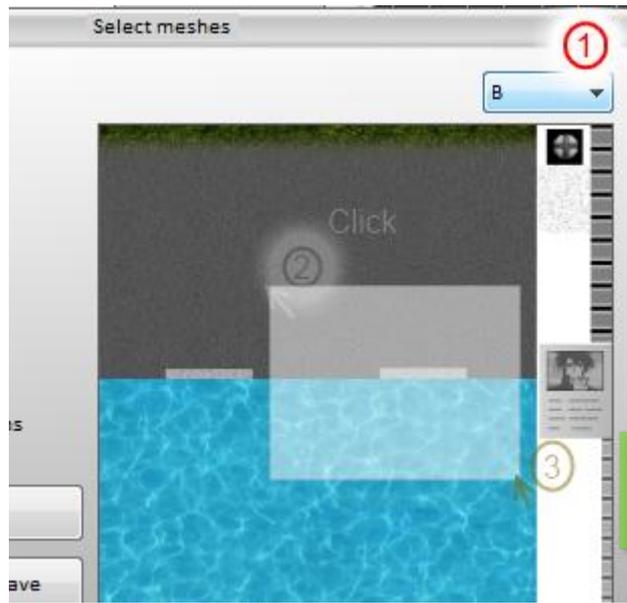


Figure
1.14

KNOWING THE BITMAP ONLY

First, select the bitmap



Then double click anywhere on the texture

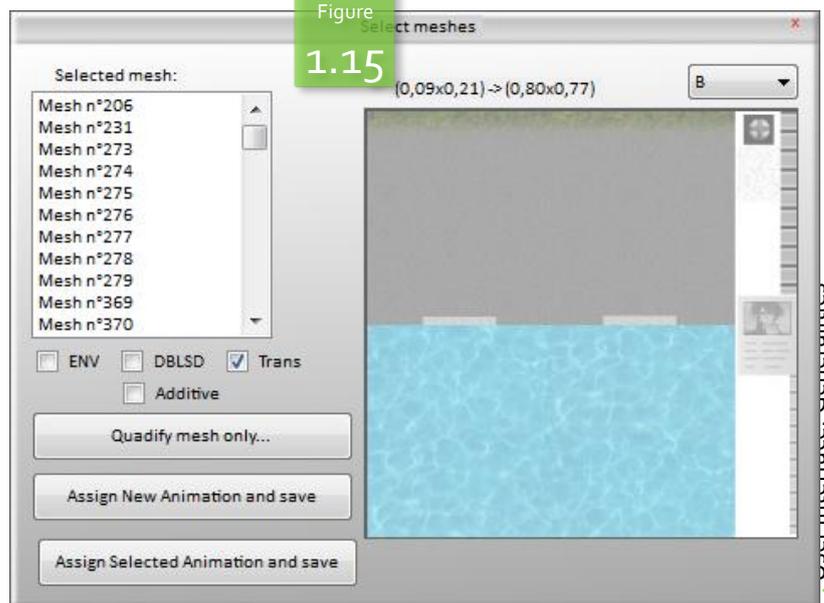


Figure
1.15

SELECTING A MESH (MESH NUMBER PART)

Now, from the listbox (figure 1.16), by clicking on mesh number, it'll be previewed in *nVolt*

Only the **final selection** will be taken for serious (the others will be ignored)

Note: It's possible to do some hints. For example, let's say the one to be animated was the last done, we start picking from last mesh to first until we found it.

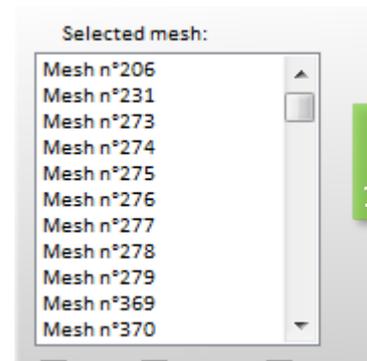


Figure
1.16

CAUTION: TEXUI CREATES A TEMPORARY FILE TYPE PRM UNREADABLE BY RE-VOLT. YOU HAVE TO DELETE IT FROM TRACK/LEVEL DIRECTORY.

THIS FILE IS "TEMP_PREVIEW_MESH.PRM"

PROCESS TO EXPORT A NEW ANIMATION

After selecting a mesh (assuming you used bitmap and UV/double click + a selected mesh). It's now the time to export our NEW animation

- (1) Click on "Quadify Mesh Only" : this will make our mesh quad (4-point polygon instead of 3-point polygon)
- (2) Check the type of polygons we want to get
 - (a) ENV: Reflection/Environment MAP on
 - (b) DBLSD: double sided, a solid polygon, the other face is just visual
 - (c) Trans: Allowing transparency values (either vertices or 32-bitmap's)
 - (d) Additive: Making it ghost/blending color
- (3) Click on "Assign **New** Animation and Save" **ONCE**

The save is instantaneous and doesn't take too much time, thus, final message is omitted

PROCESS TO ASSIGN ALREADY-EXISTING ANIMATION

After selecting a mesh (assuming you used bitmap and UV/double click + a selected mesh), we have to select the animation .

- (1) First, open "Control .W" (manage animations)  Then, select the animation you want.

Note: the animation is previewed in 3D preview part of main form

- (2) Click on "Quadify Mesh Only" : this will make our mesh quad (4-point polygon instead of 3-point polygon)
- (3) Check the type of polygons we want to get
 - (a) ENV: Reflection/Environment MAP on
 - (b) DBLSD: double sided, a solid polygon, the other face is just visual

- (c) Trans: Allowing transparency values (either vertices or 32-bitmap's)
- (d) Additive: Making it ghost/blending color

(4) Click on "Assign **Selected** Animation and Save" **ONCE**

ANIMATION TYPES

In texYUI, there are 3 already programmed animations types (and 3 not-yet-done)

STATIC

It works like static image: Just image and after image (frame after frame)

LINEAR

It translates the coordinates (points) step by step in order to get a linear effect.
that means from going to state X to State Y it follows a "linear motion" of vertices

[x].....[y]

ROTATION

It's just like linear, but instead of moving, it rotates the coordinates (points) step by step

EXPORTING CORRECTLY A MESH FROM 3DS MAX

Assuming we have an already *done a plane* and *UV mapped/unwrapped it*

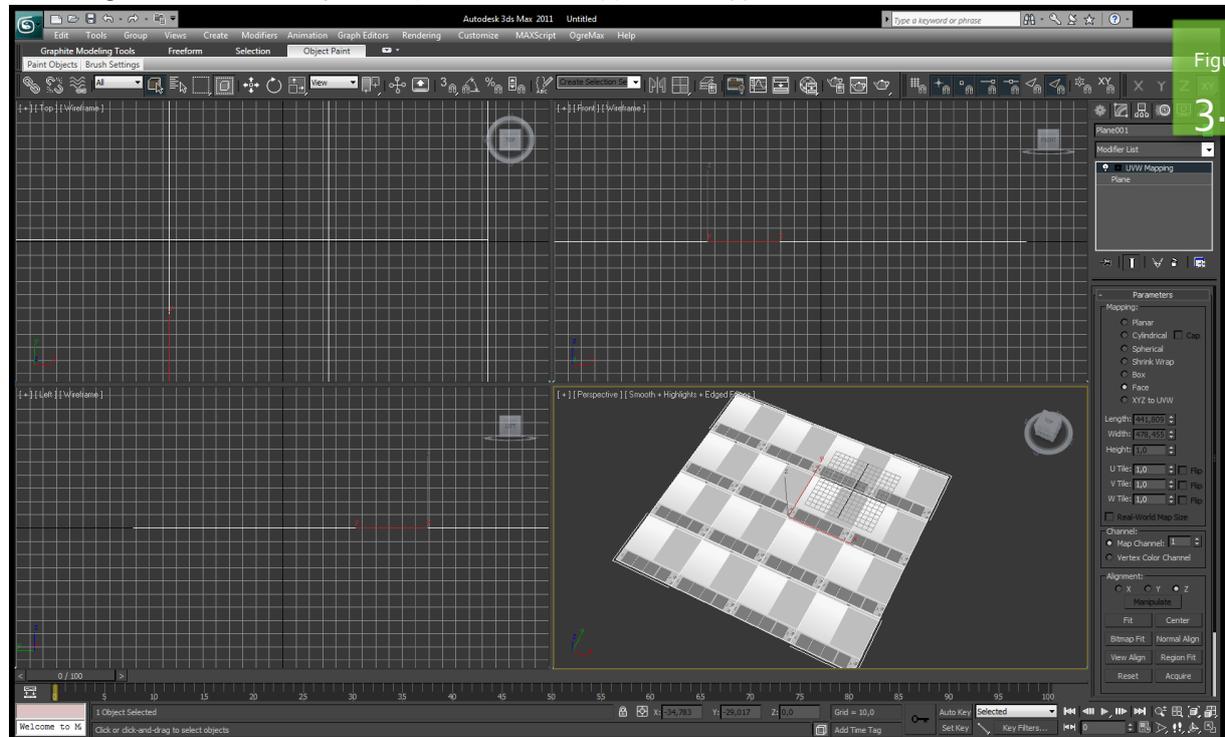


Figure 3.1

We just to modifier list → Edit Poly

With that, everything will be fine

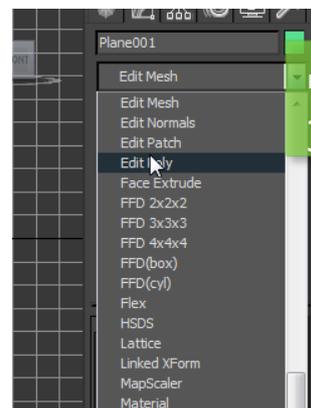


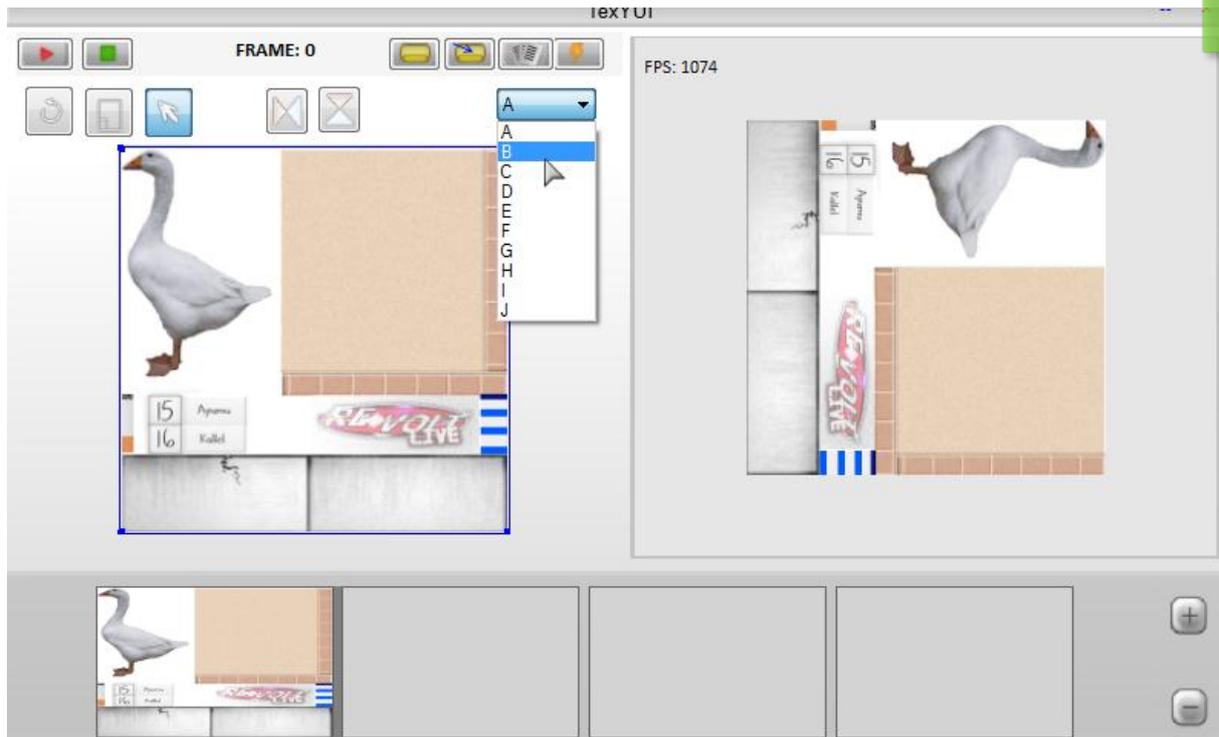
Figure 3.2

MAKING AN ANIMATION (TUTORIAL)

WATER ANIMATION (CTR PALMMARSH, BROKEN SUNLIGHT, FANCINGTON'S COUNTRY CLUB) : EXAMPLE OF COUNTRY CLUB'S WATER ANIMATION

ANIMATION

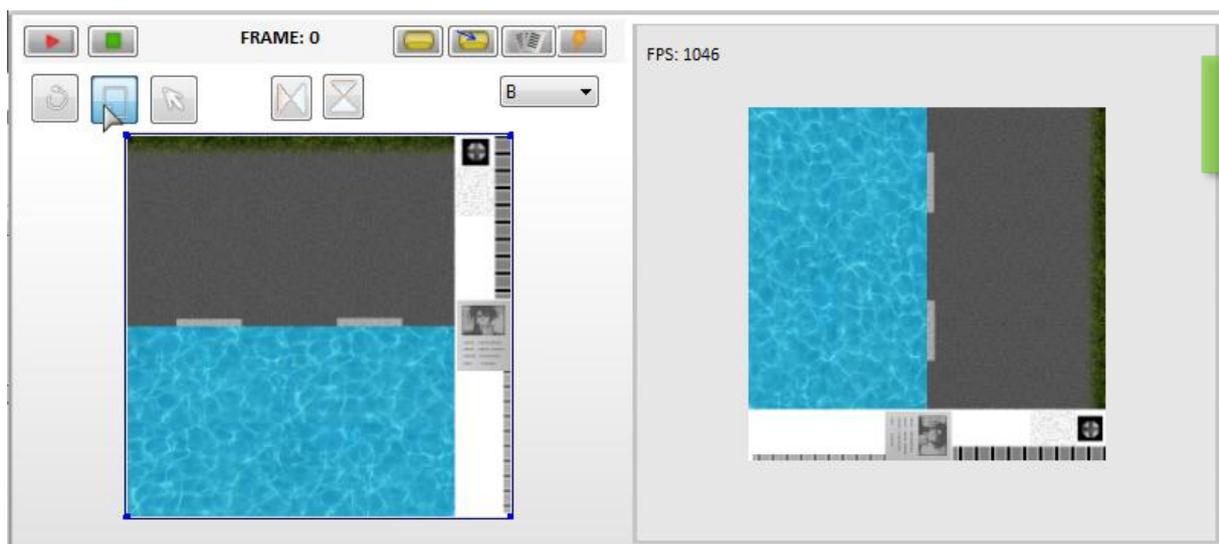
First, select bitmap



Figure

4.1

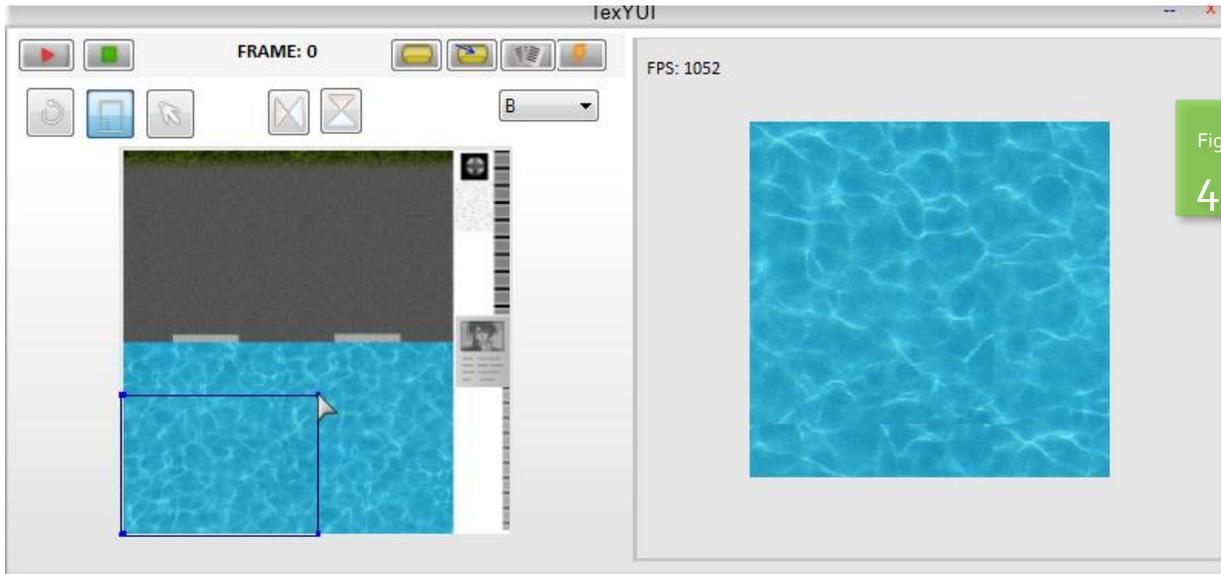
Second, click on rectangular selection



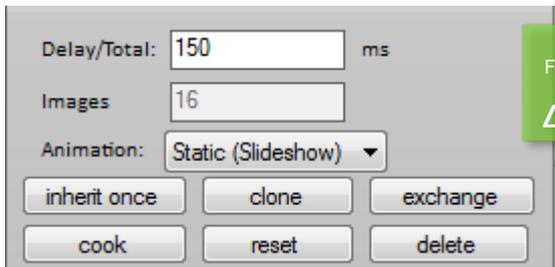
Figure

4.2

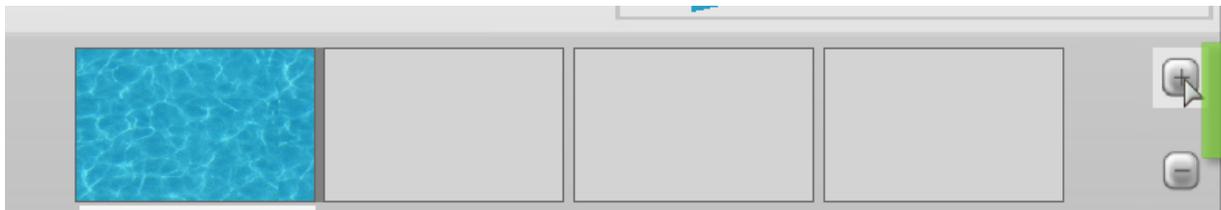
Third, resize



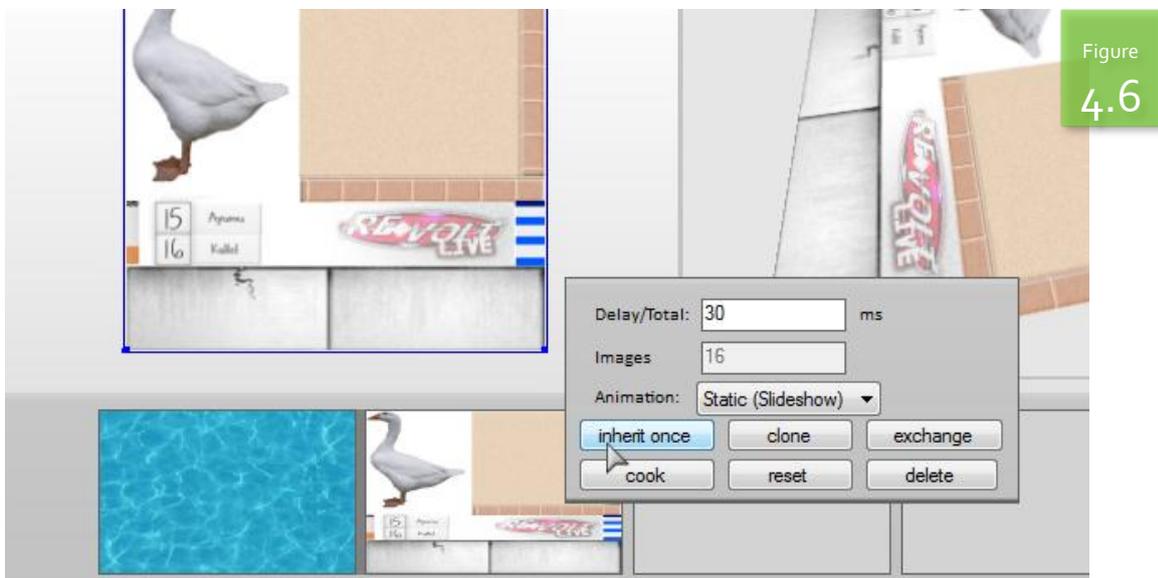
Fourth, right click on first frame, set delay to 150 ms



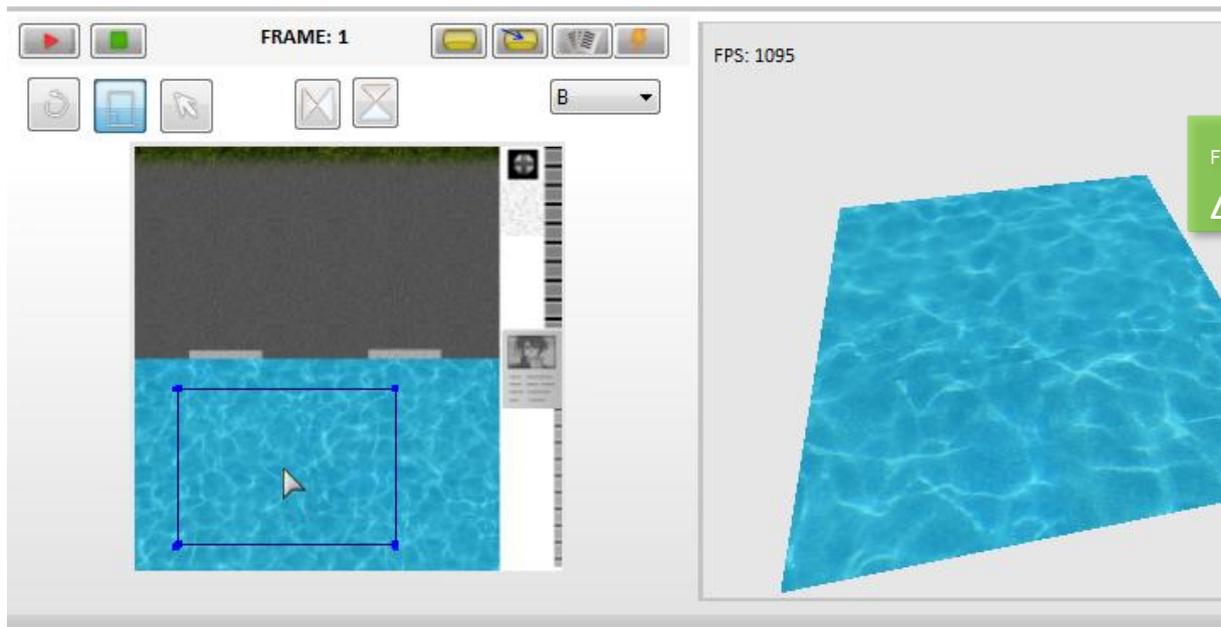
Then, we add a new frame



Fifth, right click on the new frame and "inherit once"

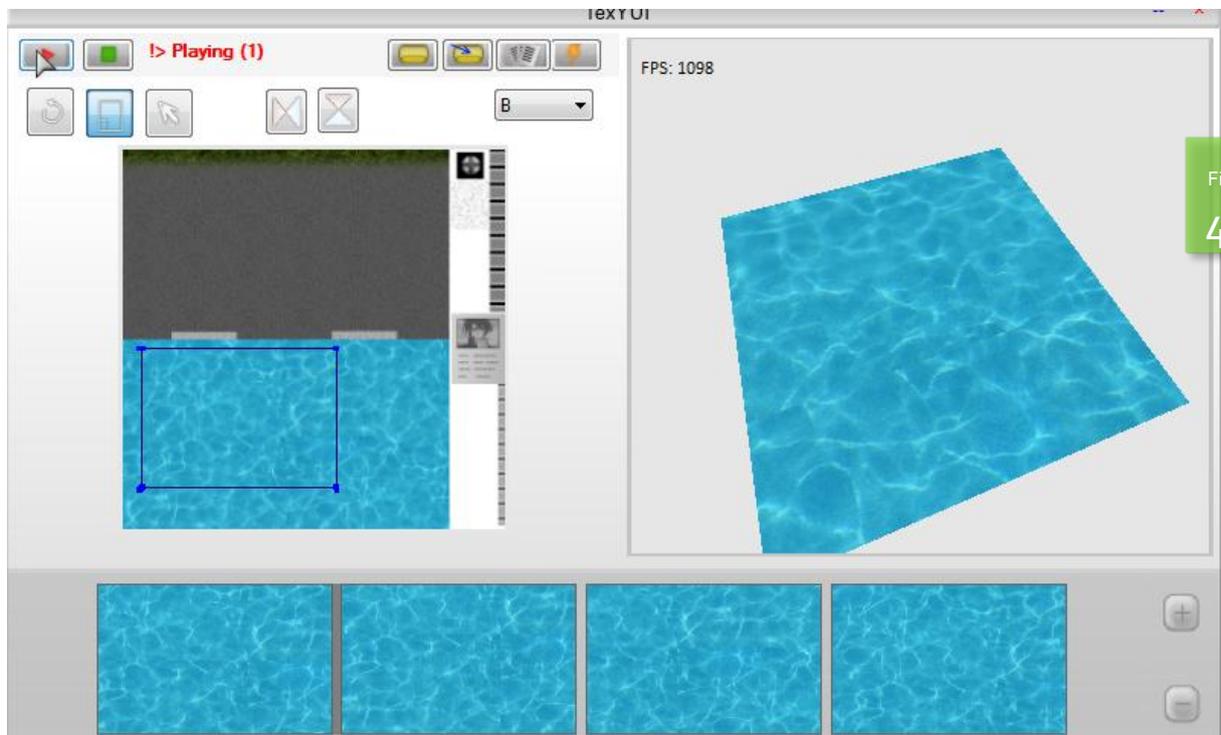


Sixth, we move the center to another position



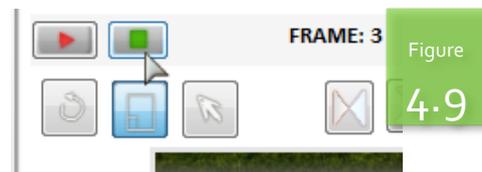
We repeat "adding new frame", "right click", "inherit once", "move center" until we get a good number

Now, we press "play" to see how is the animation



If it's good enough, just export it, if not modify until you get perfection or level: good

Don't forget to click stop at any case



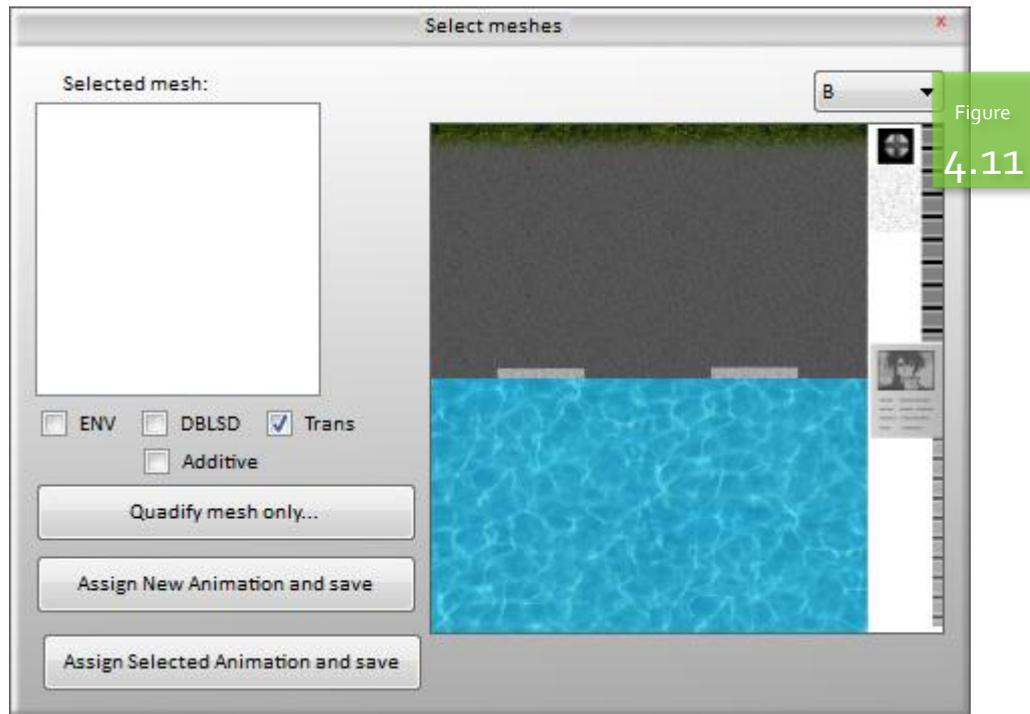
SAVING



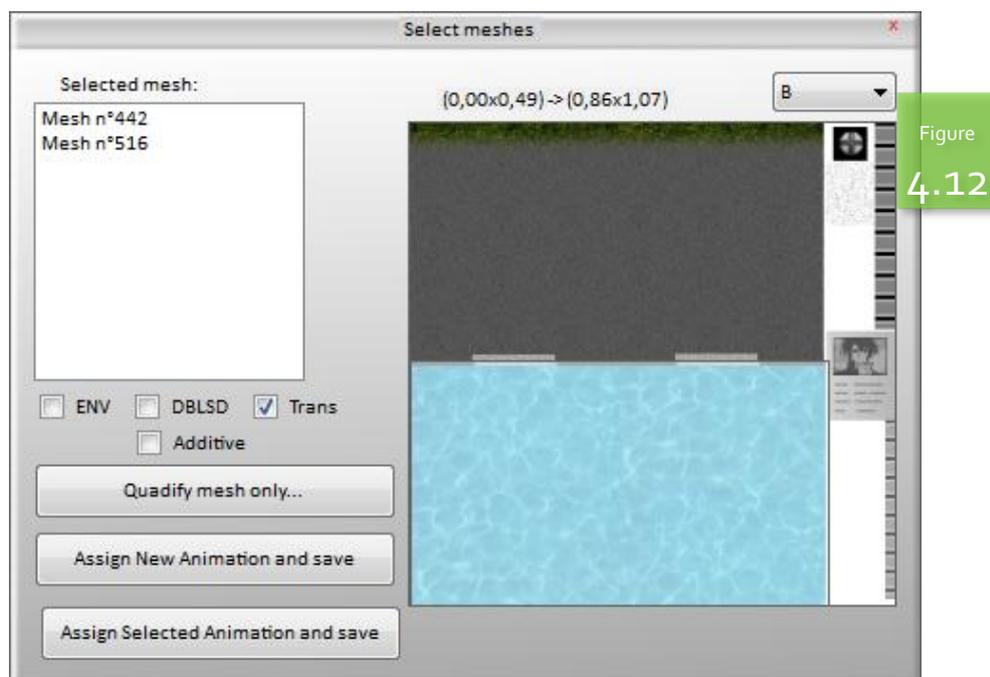
EXPORTING

Click on "export" (Re-Volt logo on it)

Go to bitmap: B



Select the zone we want to animate (*since the world is cut + already animated we won't get what do we want*)



Let's say we want mesh 516



Figure
4.13

So, yea it has transparent values, env mapped

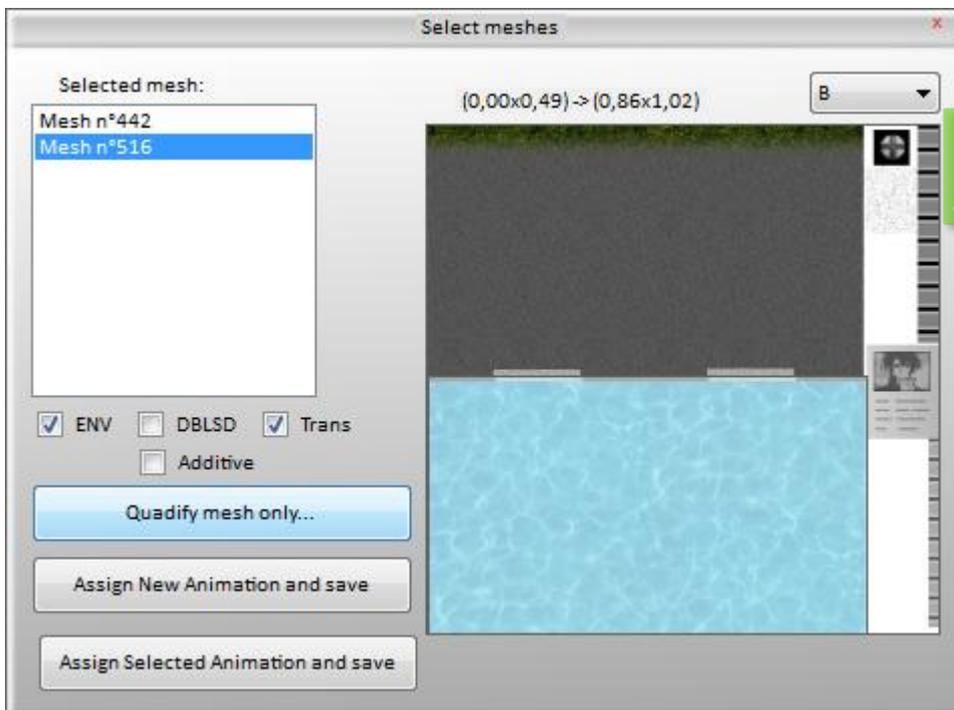


Figure
4.14

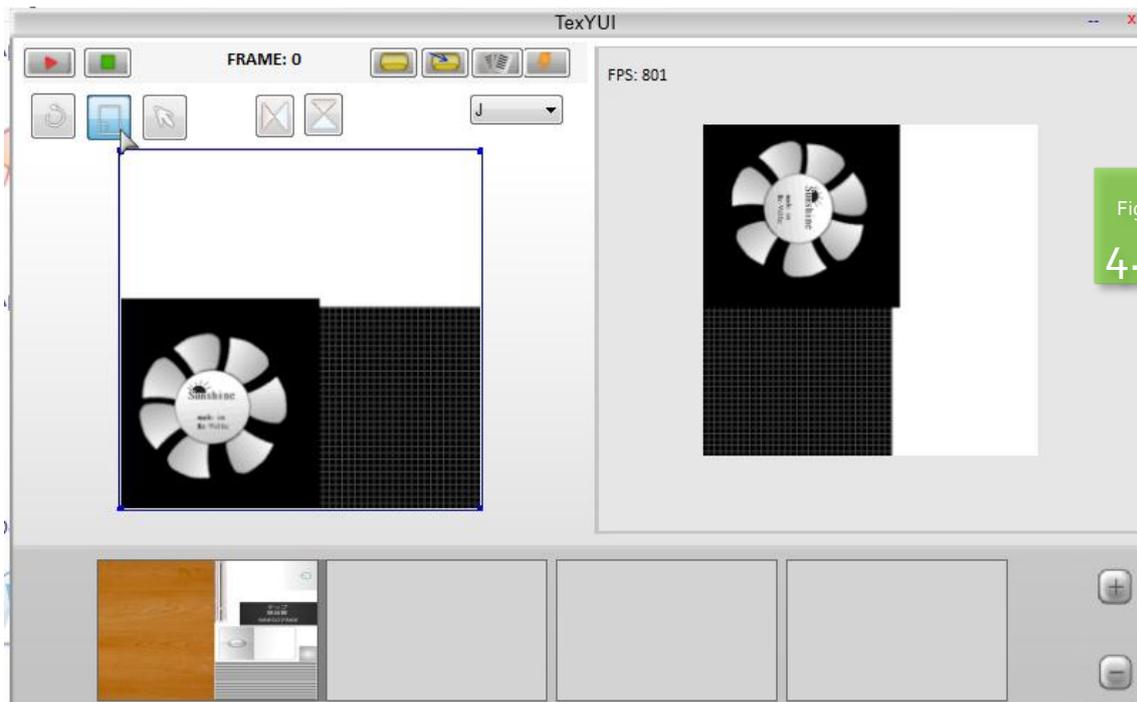
We quadify mesh, then assign new animation and save

ROTATION ANIMATION : AYUMU'S MY COMPUTER'S FAN

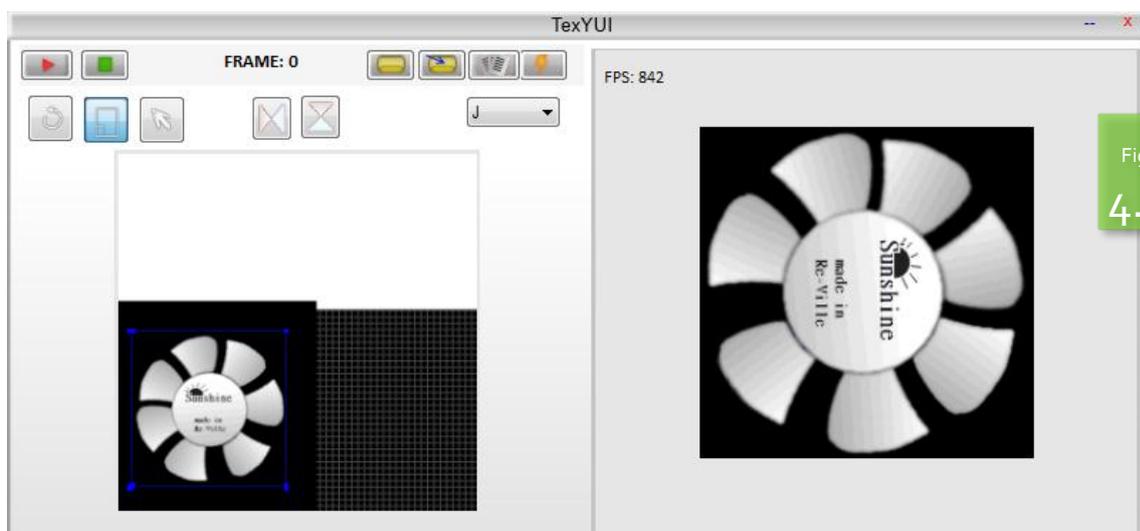
Since it has the first ever rotation animation in first version, we can always apply it to the second version ;)

First, close and reopen texYUI (needed everytime)

Second, select bitmap: J and "rectangular selection"



Third, by resizing and moving center, we get our animation

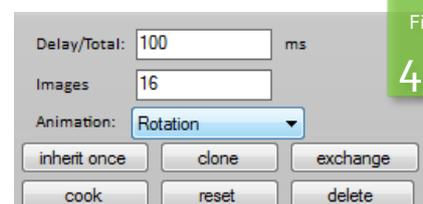


Fourth, Context menu (right click) and we select

Animation: Rotation

delay: 100ms

Images:16

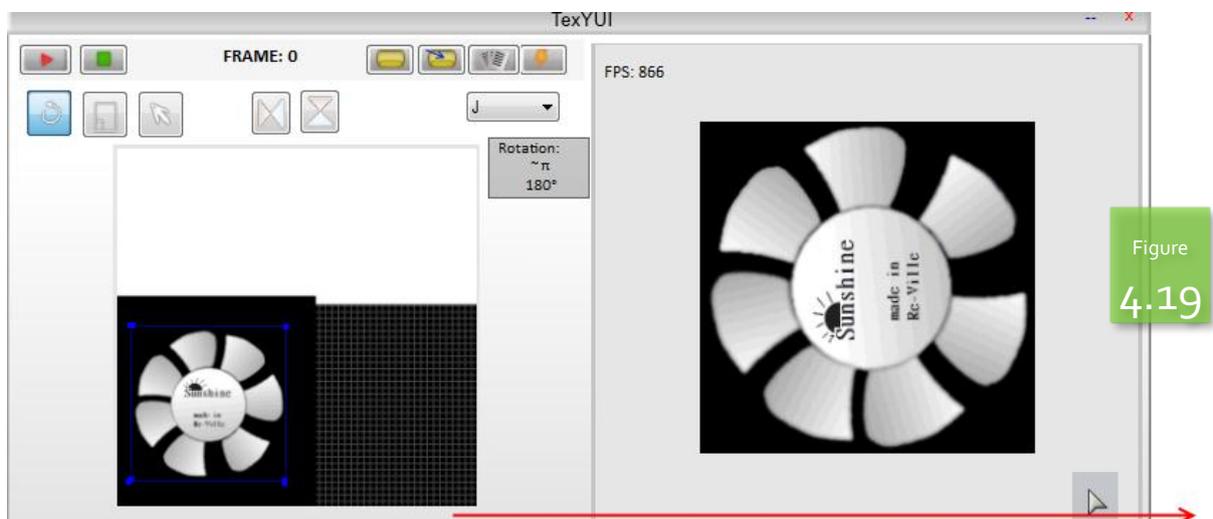


Fifth, we make a new frame and inherit once (SEE PREVIOUS TUTORIAL)

Now, we select rotate tool



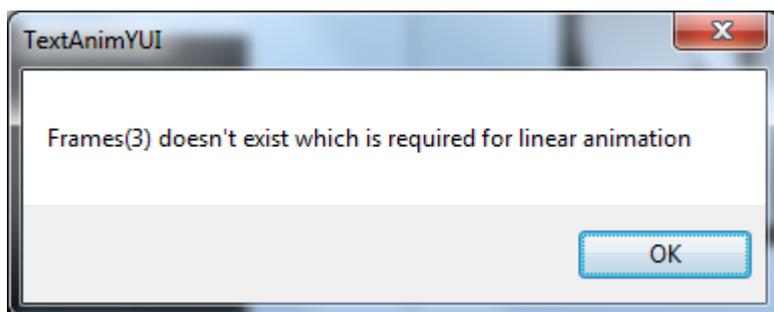
Then, we start clicking inside the UV editor and we drag our mouse to the right to get rotation: 180°



Note: Rotation tool is only sensitive to mouse's horizontal position, vertical isn't taken care of

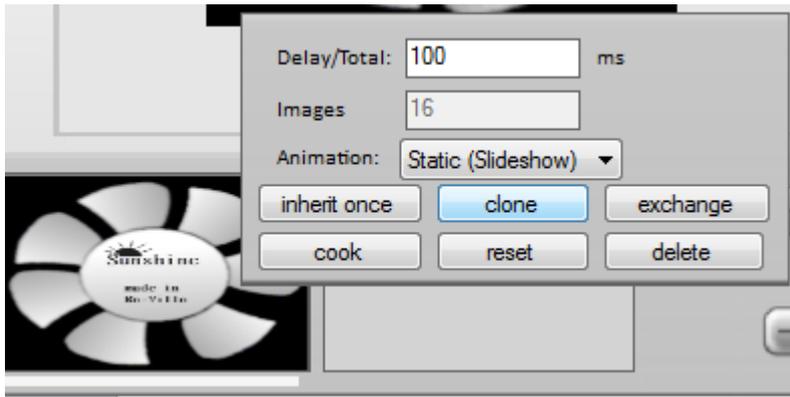
We redo: a new frame, inherit once and we rotate again to the right 180°

Now, if we play the animation, we'll get this message:



We stop playing, we select frame 3 and context menu:

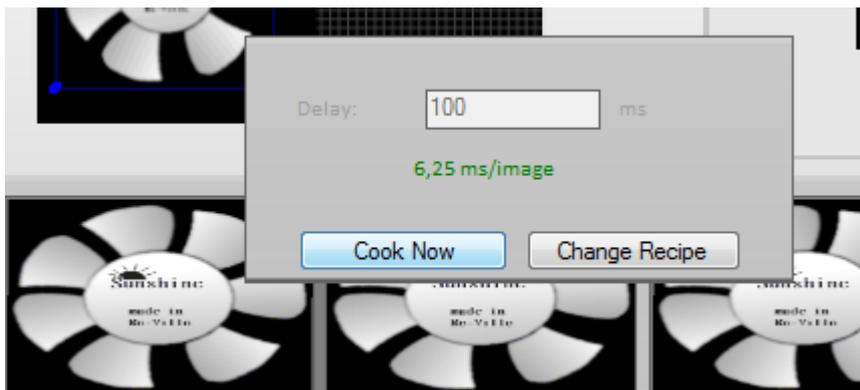
Animation: Static (Slideshow)



Now, it'll play nicely then get paused after a while: no problem about that.

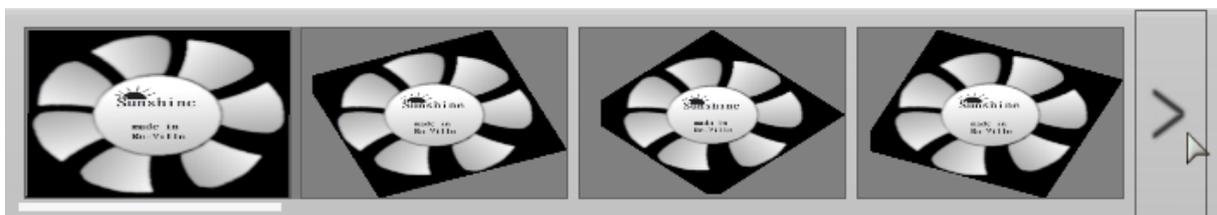
So, what we have is a non-cooked animation, we have to cook it, we select the first frame, right click -> cook

And cook Now



Remember 6.25 ms

There is another animation to cook, the previous second frame.



Little by little we go to right and we cook again

Now, about the last frame, right click and delay: 6 ms

Done!

SUPPORT

http://z3.invisionfree.com/Revolt_Live

http://z3.invisionfree.com/Our_Revolt_Pub

THANKS

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To RST, Gaming4JC,Urnemanden for their support since my first stupid programs

To every Re-volter

To every teacher, professor I learned from including my parents, relatives, my friends, internet friends , my highschool and IPEIS teachers.

RESERVED

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