News and features

2006.06.10

Support for importing more than one .3ds file

Because .3ds file format has limitation and allows only for 256 textures, so when you exceed this limitation you should export your project as more than one .3ds file (the object cannot be duplicated between files) and then during import just select them all in **MM2CT**. The program will merge files for you.

2006.01.25

# *Support for multi paintjobs for INST objects*

The idea is taken from **ZModeler**. You have to rename your texture (before export to .3ds) and add some suffix, e.g. my_wall.tga into my_wall_A.tga. The last thing is to specify replacement in configuration file. Check files description for specification of configuration file.

New object MAP

MM2CT is able to create a map using PSDL objects (roads and grounds). This is quite old function. In current version I added new possibility. You can create rectangle (or something similar) and map if with texture (textures). Then when you called it MAP_, then MM2CT will transform it into city map instead of generating one from PSDL objects.
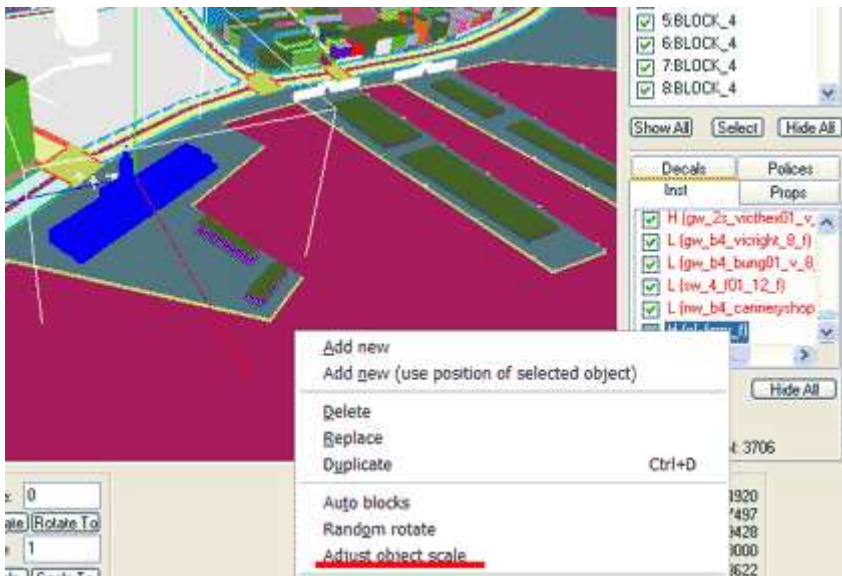
2006.01.25

Convert .3ds to .pkg (only simple buildings)
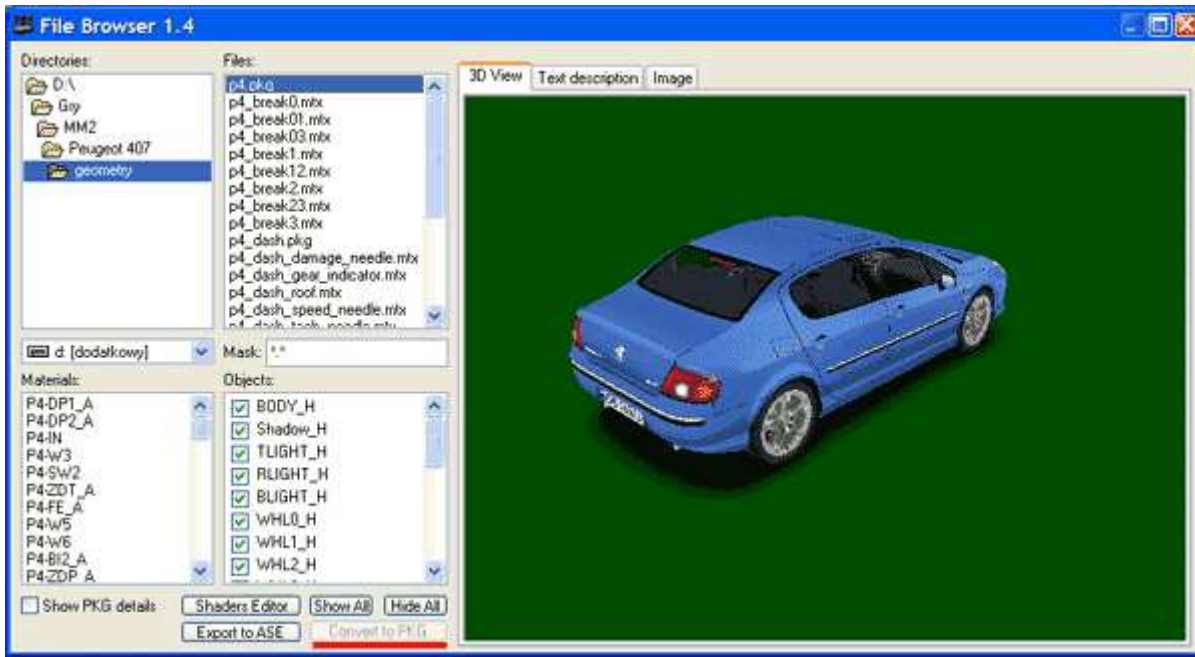
Convert .3ds to .pkg was moved from **Tools** menu to **File browser**
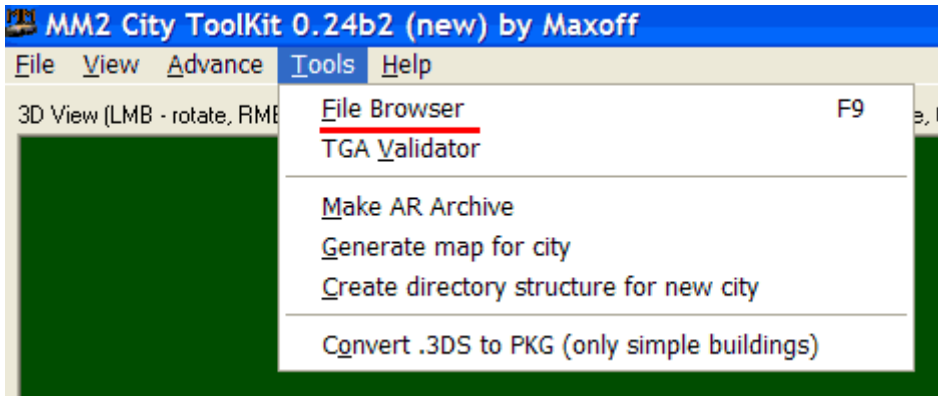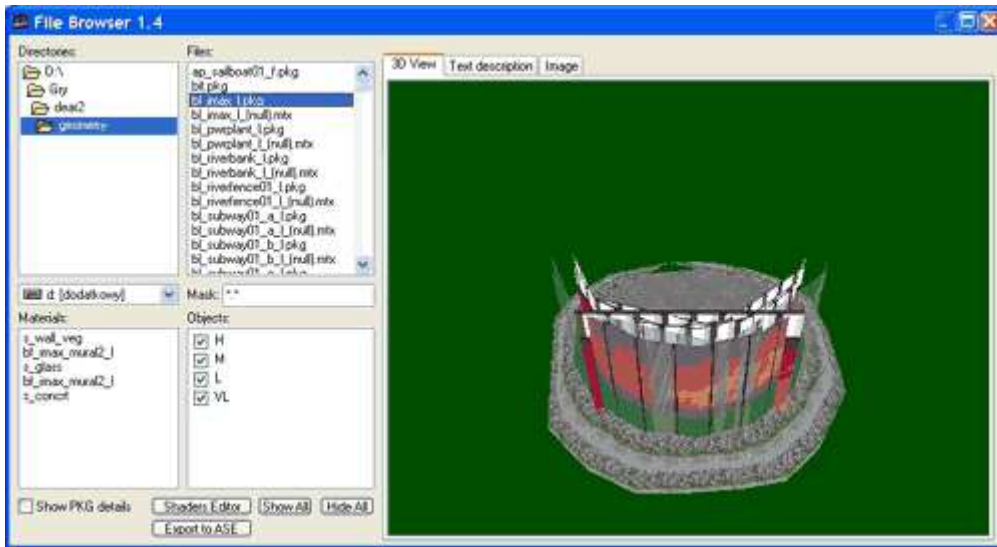
2006.01.18

Scale adjust

The scale factor isn't set for object. When you close the program, you will lose you settings. This factor only helps to adjust scale. Just find proper scale and then resize your object in ZModeler (or other 3D software) using this factor.

2006.01.18

File browser

I've changed PKG Browser into File Browser. Now it can show more files.

List of supported files:

- .3ds
- .pkg
- .ter
- .bbnd
- .mtx
- .tga
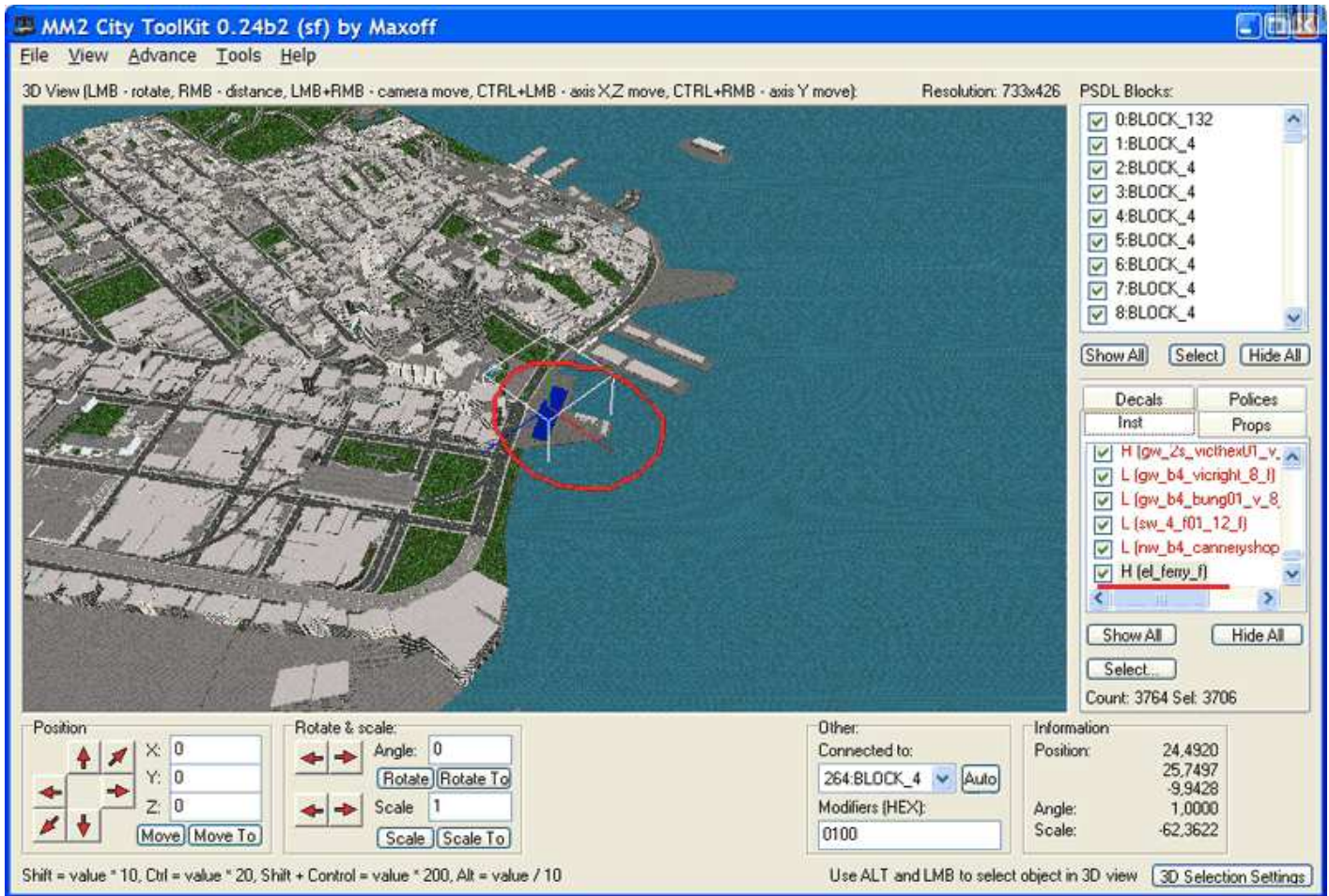- .jpg
- .tex
- text files
  (.bnd, .asnode, .csv, .movie, .asbirthrule, .mmhudmap, .info, .mmmirror, .dgbangerdata, .campovcs, .cam trackcs, .vehcarsim, .aivehicledata, .vehcardamage, .vehgyro, .vehstuck, .aimap, .aimap_ p, .opp, .reset, .txt, .ini, .cinfo)

Selection in 3d view

MM2CT allows to select objects in 3D view:

To do it, just hold ALT and click object you want to select in 3d view:

You can also change settings for 3D selection:

Mode - what kind of object you want to select: *inst*, *props*, *police* or *block*
Method - what type of method use: *fast*, *closer* or *precise*.
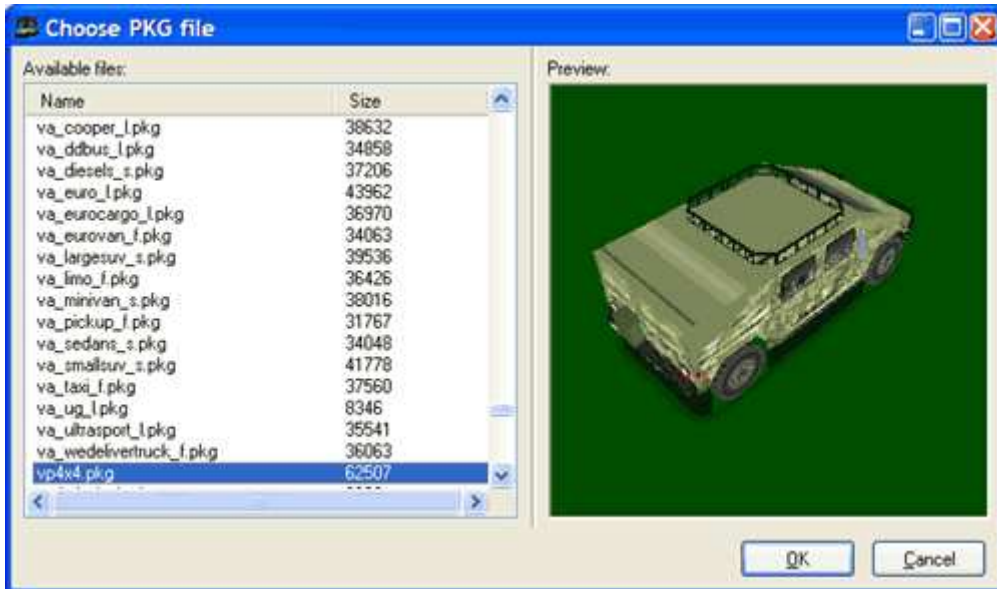**Autocamera** - move camera to select object

2006.01.01

Bodies remover

In advance menu there is new tool called **Remove bodies from PKG files**. You can select directory contains geometry files and check what bodies you want remove. You can choose between medium, low and verylow. You can also remove references to external objects

PKG chooser

When you were adding new object to inst or props list, standard open dialog was shown. Now there is PKG browser, which provides preview of selected file.

City loader
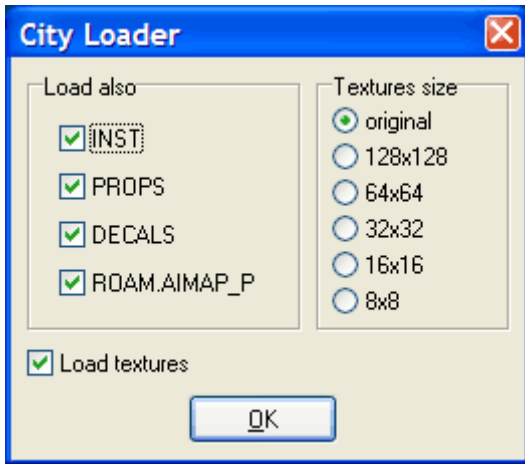
When you were loading PSDL file, program asked many questions like: do you want to load INST file, do you want to load PROSP file, etc. Now, there is dialog window in which you can select what you want to load. You can also decided which textures use or turn them off for faster viewing.
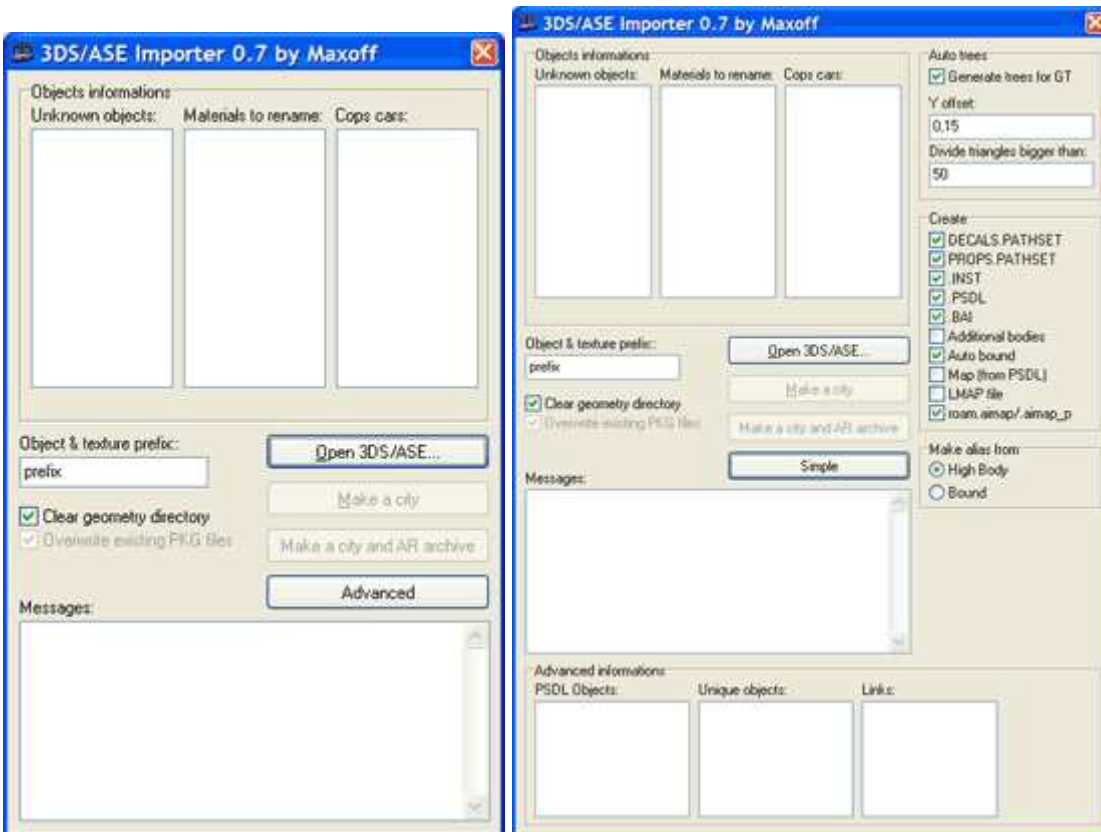
Colored inst view
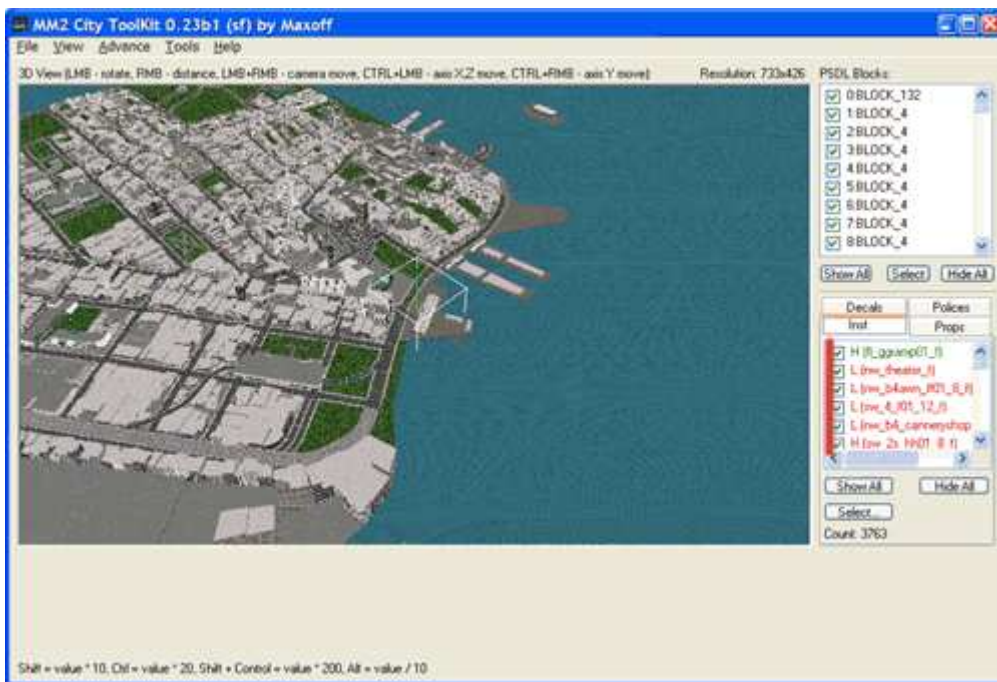
Inst view is colored. Green means simple inst, red means coordinate inst. Please check inst file specification for details.
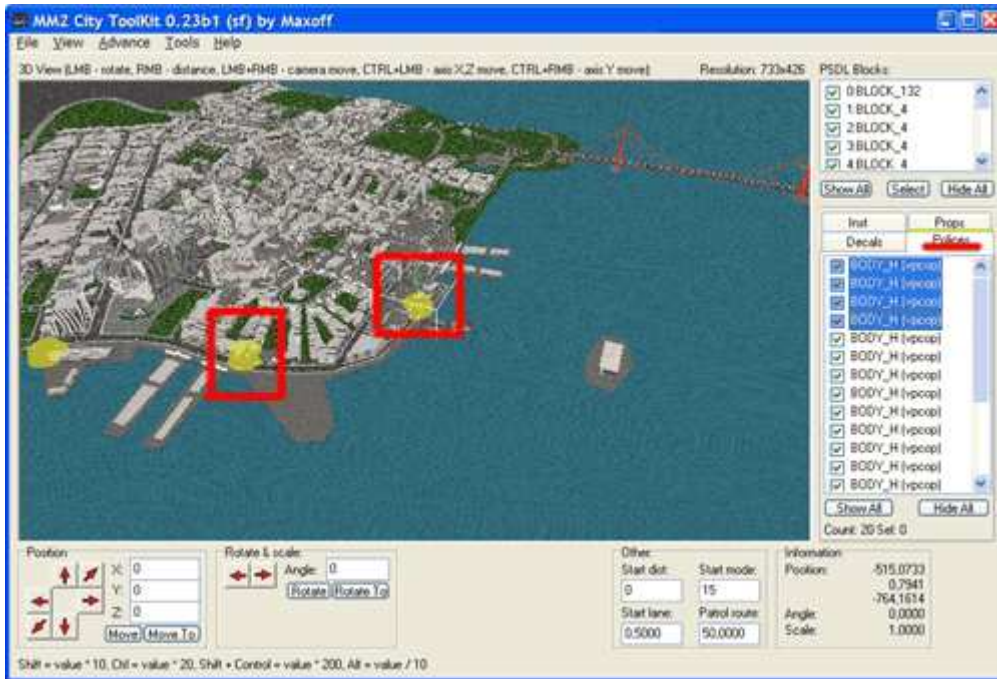
Colored props view
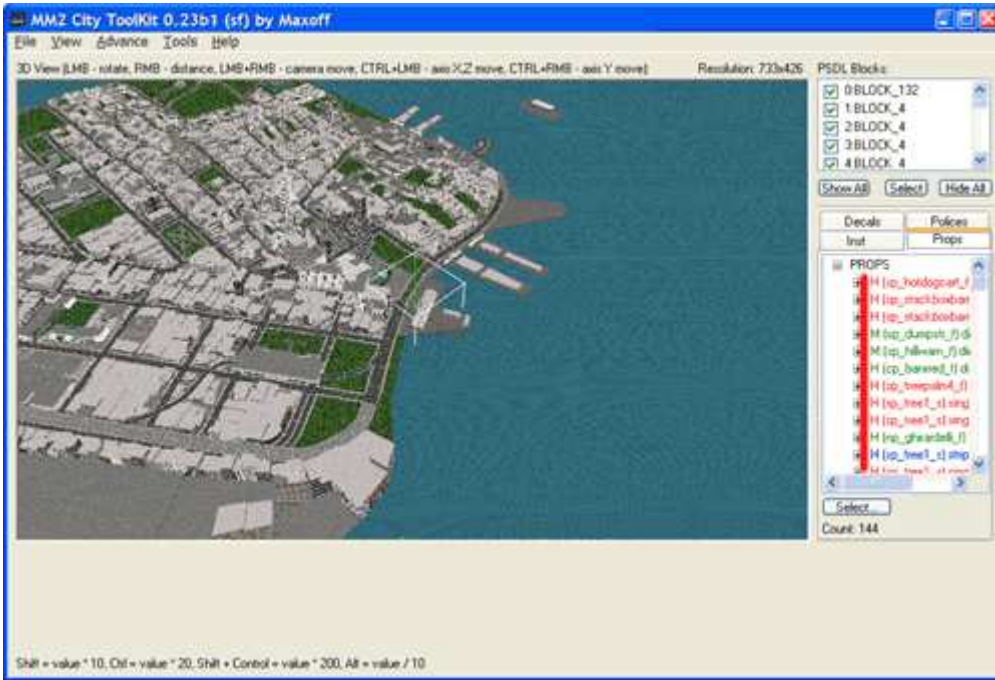
Props view is colored. Green means directed props, red means single props and blue means strips. Please check pathset file specification for details.

Import simple/advanced

Import from .3ds has two views: simple and advanced. For common use, there is no need to set advanced options, so I hid it.

Police view

MM2CT supports aimap files, but it doesn't use everything from that files. It can only show and edit police positions in city. Program marks "patrol route" with yellow spheres. Unfortunately "patrol route" isn't real patrol area, but it helps to find cops car in 3d view.
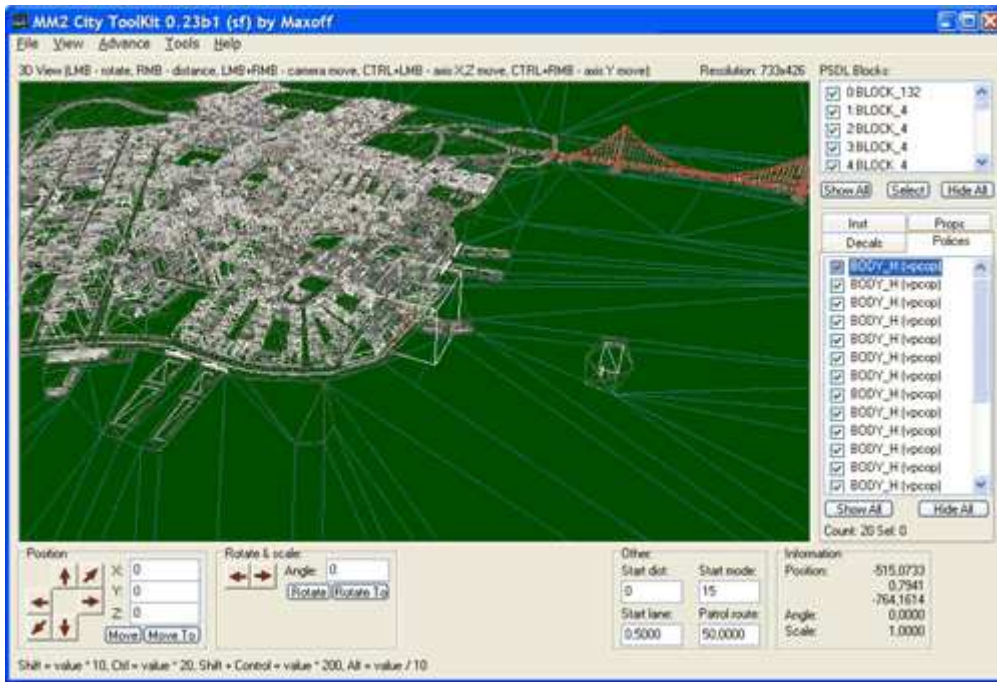
Splitter
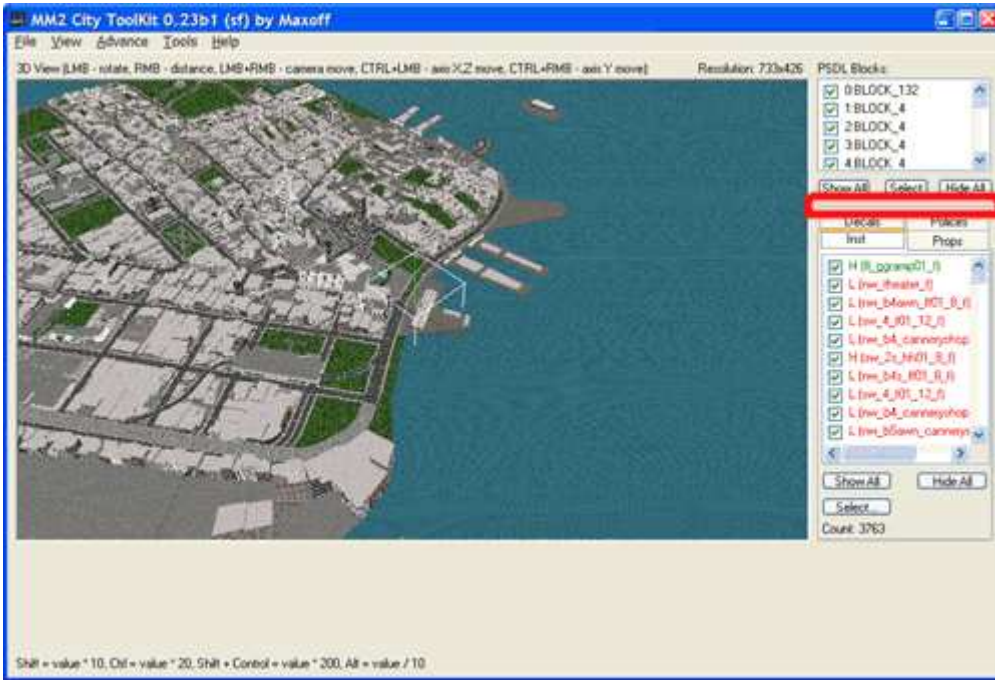
It allows you to adjust view (size of psdl blocks area)

Textures size

MM2CT can use original textures or resize them for faster display and less memory use. You can choose beetwen original dimensions, 128x128, 64x64, 32x32, 16x16 and 8x8.

Wireframe

You can switch to wireframe mode in View menu.

2006.01.01

Check **MM2CityToolKit_readme.txt** for full list.