

# Model export for Elite Force 2

## Introduction

Hello my name is Walter J. Hennecke alias GSIO01, with this tutorial I will show you how to export TAN-Models for the Game Star Trek: Elite Force II. Note. this is not a Modeling Tutorial, I shall assume you already know how to do Models.

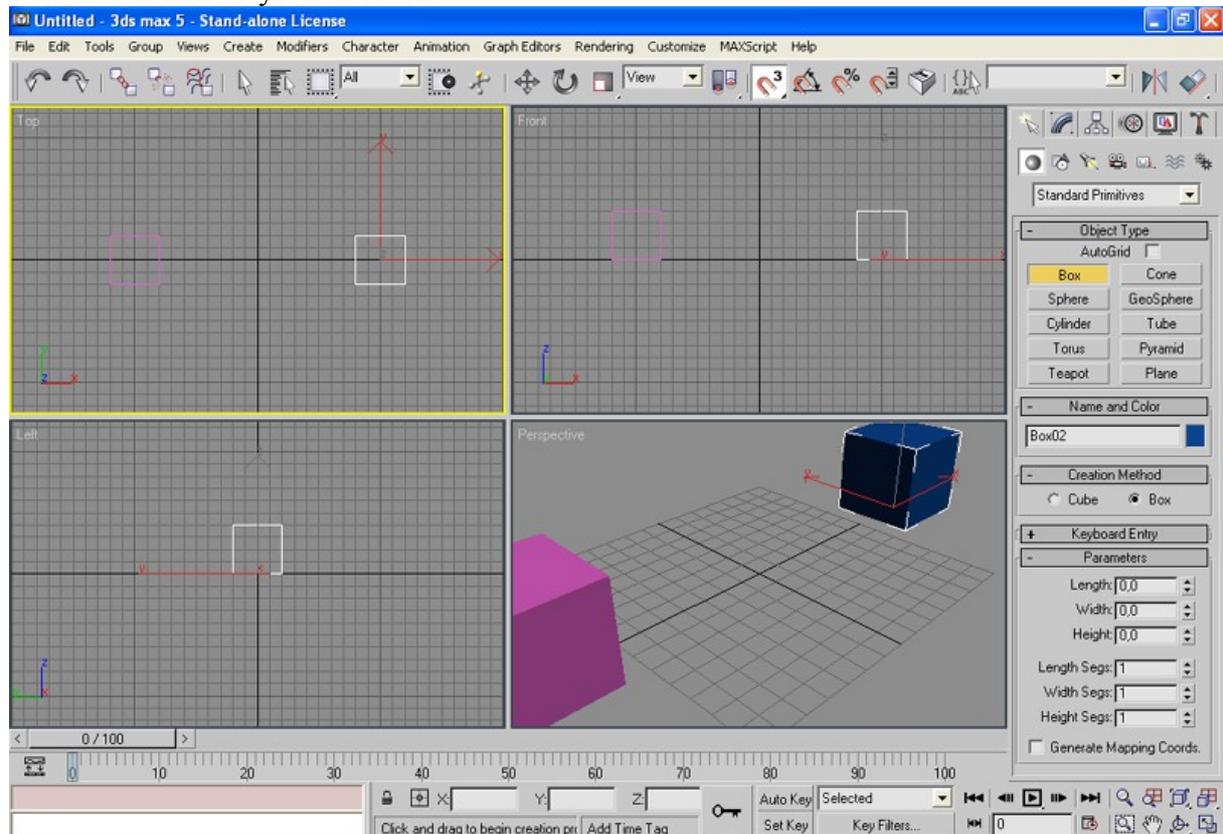
To export Models for EF2 (Elite Force II), you will require the following programs.

1. Ritual Entertainment ÜberTools
2. 3Ds Max 4 or 5
3. A good Texteditor (I suggest Notepad++)

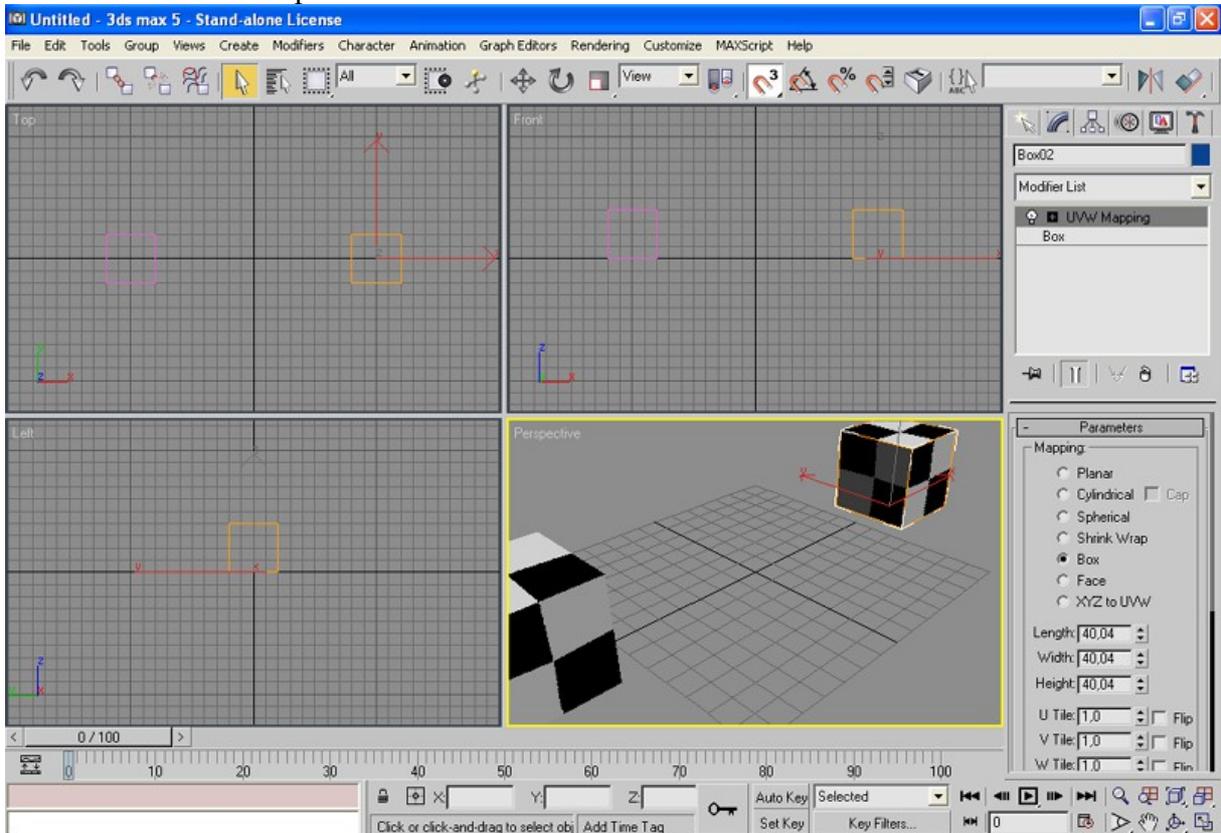
## 3DS Max

First of all you need to copy the Export Plugins into the Plugin directory of 3Ds Max, these plugins are stored in the folder /Utilities/MAX4 Plugins/ of the installed ÜberTools Development Kit. [http://eliteforce2.filefront.com/file/Elite\\_Force\\_2\\_GDK;17844](http://eliteforce2.filefront.com/file/Elite_Force_2_GDK;17844)

**The Exportprocedure**, as an example I have chosen two simple cubes. These cubes should be converted to Polys or Meshes.

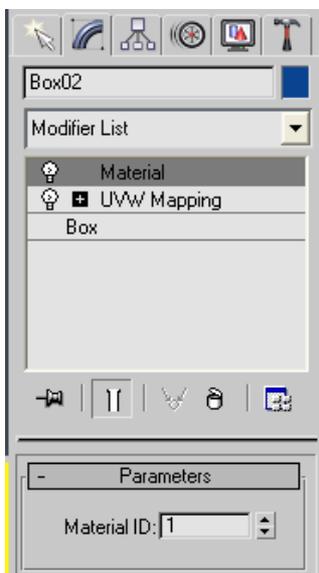


The objects need to be equipped with UVW Maps, this is not necessary for all Objects but I do it always anyway. So I put the *Schachbretmaterial* on those Objects and use the Modifier UVW Map on them.



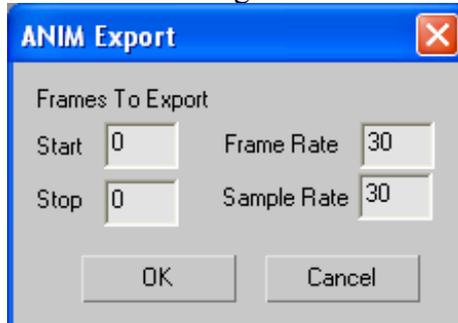
Are both Objects meant to have the same we are ready to start the Export.

Otherwise I want them to have different *Materials* it requires some more work to be done. First I select a single object and use the Modifier Material on it, for Material ID I chose 1. Almost the same with the second object but ID 2.



**Export:** All Files saved/exported from now should have the same name(I used 2boxes). First we save the Scene, but not to the Sceen-Directory, rather into the Mesh-Directory.

Then we export the Animation, we select from: File -> Export -> ANIM export. Since I only want to export a static Model, I select the following options for the Export, of course after saving the Model with a name.



Finally we have to export the UVW Mapping Coordinates, so we select as Filetype „UV single export (\*.UV)“ and save the File.

Thats all about the 3Ds Max Export to do.

## ***Model Compile***

So far we have a .max a .anm and a .uv file, so how do we come to the TAN-Model?

First we require the right program for compile, that can be found after the installation of the Übertools(EF2 GDK) stored in the Folder /Utilities/MAX Utilities/, and is named max2tan.exe. Copy this Program into the directory where your Models have been exported to.

Now go to the start menu, select from there the run and start the command Console (under XP you just type in cmd [WINDOWS\system32\cmd.exe]), on older versions try command instead). Change to the directory at which the max2tan.exe and the exported files are located(use the cd command).

Before we can compile we have check something, open the .uv File with a Texteditor.

```

Notepad++ - E:\3dsmax5\meshes\2boxes.UV
Datei Bearbeiten Suchen Ansicht Format Sprachen Einstellungen Makro Ausfuehren TextFX Erweiterungen Fenster ?
Function List
Feature not supported

1 version 2
2 nummaterials 2
3 material 2 material12
4 material 1 material1
5 numverts 16
6 -120,000000 -20,000000 0,000000
7 -80,000000 -20,000000 0,000000
8 -120,000000 20,000000 0,000000
9 -80,000000 20,000000 0,000000
10 -120,000000 -20,000000 40,000000
11 -80,000000 -20,000000 40,000000
12 -120,000000 20,000000 40,000000
13 -80,000000 20,000000 40,000000
14 80,000000 -20,000000 0,000000
15 120,000000 -20,000000 0,000000
16 80,000000 20,000000 0,000000
17 120,000000 20,000000 0,000000
18 80,000000 -20,000000 40,000000
19 120,000000 -20,000000 40,000000
20 80,000000 20,000000 40,000000
21 120,000000 20,000000 40,000000
22 numfaces 24
23 2 0 0,999501 0,999500 1 0,000500 0,999501 3 0,000499 0,000500
24 2 3 0,000499 0,000500 2 0,999500 0,000499 0 0,999501 0,999500
25 2 4 0,000499 0,999500 6 0,000500 0,000499 7 0,999501 0,000500
26 2 7 0,999501 0,000500 5 0,999500 0,999501 4 0,000499 0,999500
27 2 0 0,000499 0,999501 4 0,000499 0,000499 5 0,999500 0,000499
28 2 5 0,999500 0,000499 1 0,999500 0,999501 0 0,000499 0,999501
29 2 1 0,000499 0,999501 5 0,000499 0,000499 7 0,999500 0,000499
30 2 7 0,999500 0,000499 3 0,999500 0,999501 1 0,000499 0,999501
31 2 3 0,000499 0,999501 7 0,000499 0,000499 6 0,999500 0,000499

Normal text file nb char : 2140 Ln : 1 Col : 1 Sel : 0 Dos/Windows ANSI DNS

```

Okay, there are a lot of numbers and we do not really know what to do with them, but that doesn't matter, the only thing in our interest is if the File contains commas. If there are commas they will all have to be replaced with dots[, replace with .] after this, save the file.

Back to the command console for Windows.

To compile a Model you need to enter:

max2tan 2boxes -verboste

Of course I have used my file name as you will use yours, without extension. Note. ensure that you are in the correct directory.

```

C:\WINDOWS\system32\cmd.exe
21.04.2007 21:09 <DIR> projects
03.04.2007 10:13 <DIR> temp
17.03.2007 15:22 593.756.160 WinLite.iso
1 Datei(en) 593.756.160 Bytes
9 Verzeichnis(se), 42.944.962.560 Bytes frei

E:\>cd 3dsmax5\meshes\
E:\3dsmax5\meshes>dir
Datenträger in Laufwerk E: ist Daten
Volumeseriennummer: 1489-A9BA

Verzeichnis von E:\3dsmax5\meshes
11.05.2007 22:25 <DIR> .
11.05.2007 22:25 <DIR> ..
11.05.2007 22:25 204 2boxes.ANM
11.05.2007 22:25 140.288 2boxes.max
11.05.2007 22:25 2.148 2boxes.UV
10.05.2007 15:24 <DIR> ef2
11.08.2003 14:27 98.304 max2tan.exe
4 Datei(en) 240.944 Bytes
3 Verzeichnis(se), 42.944.962.560 Bytes frei

E:\3dsmax5\meshes>max2tan 2boxes -verboste

```

When you have done everything correct, the program will run until it's finished without any interruptions, at the end you will have your „\*.tan“.

Move your „\*.tan“ in to your EF2 Models-Directory (base/models/) or even better create yourself a subfolder like: base/models/2boxes/

Thats what I did.

### **The \*.tik File**

Just a „\*.tan“ dosen't make it, it won't work with the Game. What we now need is a „\*.tik“ File.

Fire up a Texteditor of your choice.

At the document's beginning we type in:

```
TIKI
```

One or two lines below we create the setup area, where the important things are stored for the Model:

```
setup
{
    path models/2boxes
    surface material1 shader textures/borg/ffblue
    surface material2 shader textures/borg/ffred
}
```

path <...>	Defines the Path to the Model.
surface material1 shader <...>	Defines the Textur/Shader for Material 1.
surface material2 shader <...>	Defines the Textur/Shader for Material 2.

If you want to use a Texture instead of a shader you need to add the File-Extension.

On one or two lines below, we can create the init area, here the Model is inicialised, you can store things like the Boundingbox, or attach elements like the dynamiclights to the Model.

```
init
{
    server
    {
    }
    client
    {
    }
}
```

But we leave it empty.

Now we come to the animation part, different animations can be defined here.

```
animations
{
    idle 2boxes.tan
}
```

A animation can be defined like this:

Animationname <\*.tan>

Every Model has an animation called idle, this is a kind of startup animation so i suggest you use that name as well.

At last the informations for the *Editor*.

```
/*QUAKED 2boxes_2boxes (0.5 0.25 0.25) (0 0 0) (0 0 0)
2 Boxes.
*/
```

2boxes\_boxex is the classname and also makes the Model appear in the ÜberRadiant at 2boxes → 2boxes. „\_“ Means in this case a submenu has started. The other data is at the moment not within our intrest.

A lot more can be done with the \*.tik Files, but this Tutorial is just about how to get a Model into the Game. When I get some free time I will write a seperate tutorial about \*.tik Files.

Now we save the TIKI in to the directory where the Model is, in this case /models/2boxes/. The TIKI-File needs to have the file extension .tik, in our case „2boxes.tik“.

Now the Model is ready for use in Elite Force 2..

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Spell correction: Michael Appleby