

Author **Topic: TextureTweaker3 (Read 16739 times)**

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 Gender: ♀

TextureTweaker3
 « on: 24 July 2011, 11:33 »

The function of this tool is to set up and edit the catalog color options of a custom package you have already created in a cloner such as s3oc. You can not only easily import replacement masks and multipliers, but you can make it use different EA patterns for your CASTable channels, and fine-tune those, such as the HSV shift so you can have bright green and purple cow print, for example.

All these things could also be done using s3pe, but this tool makes it easier since you don't have to try and work out which field means what and needs editing. This tool shows you which image is used for what, and shows you what your changes look like as you make them.

Screenshots in next post.
 Instructions and download link in post #3
 Tutorial giving example of use <http://www.simlogical.com/ContentUploadsRemote/uploads/681/index.htm>

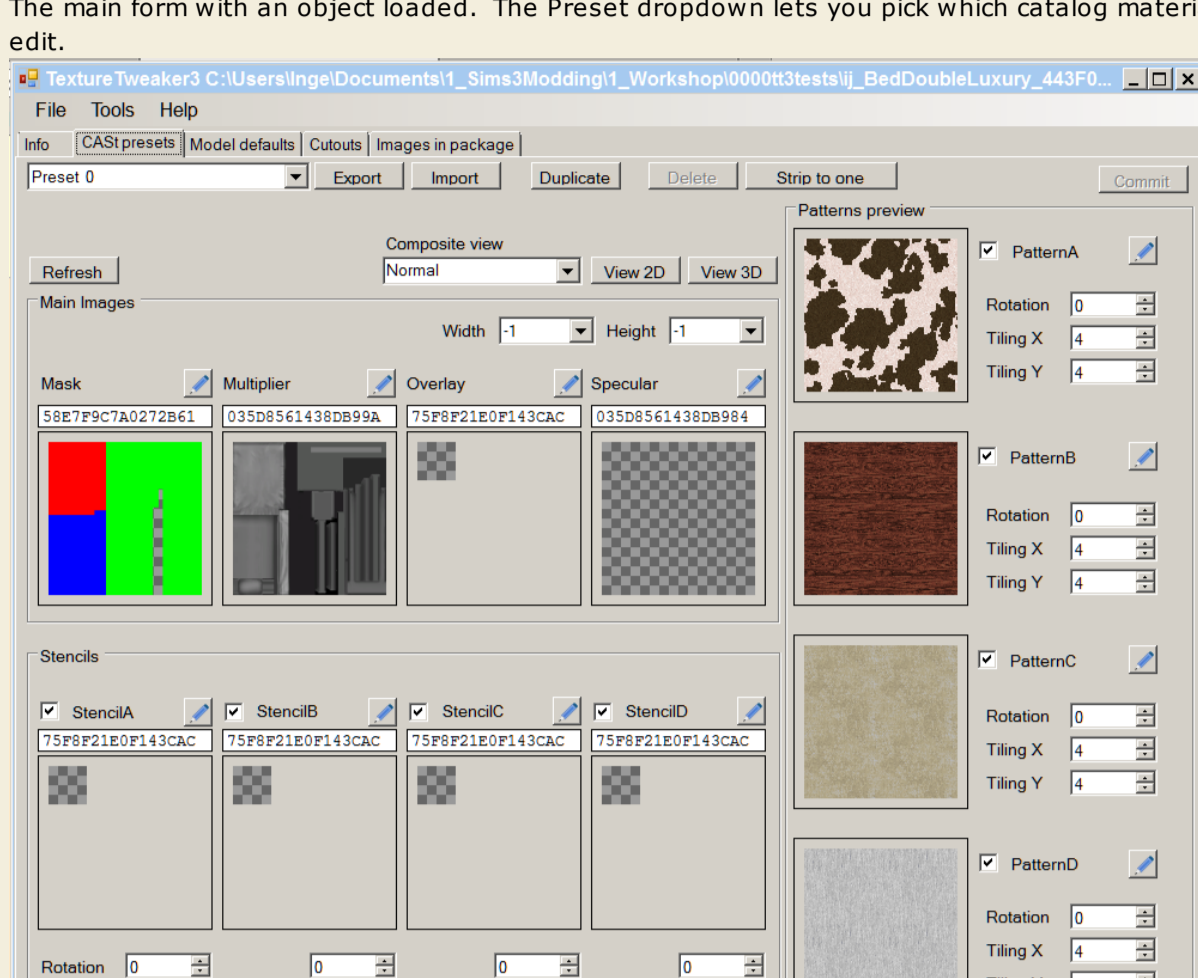
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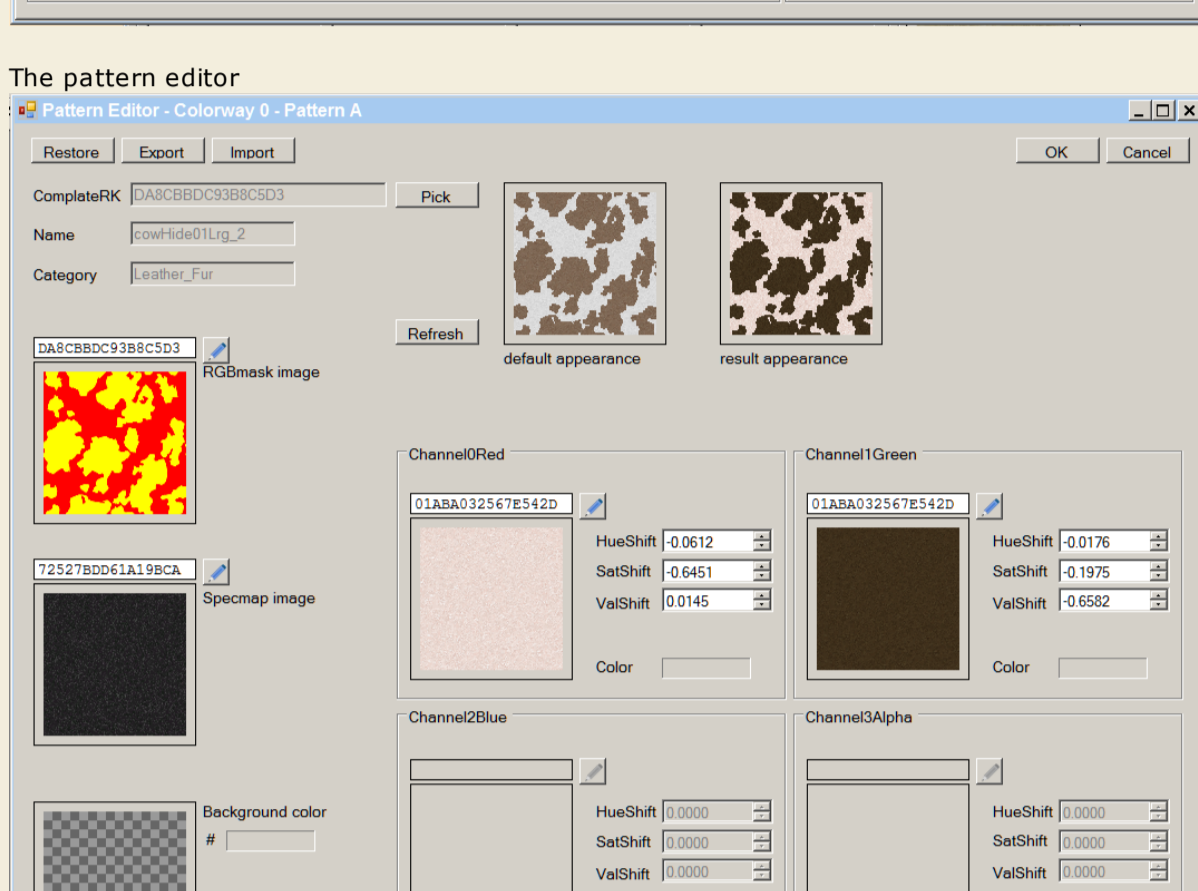
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Re: Inges Texture Tool
 « Reply #1 on: 24 July 2011, 11:34 »

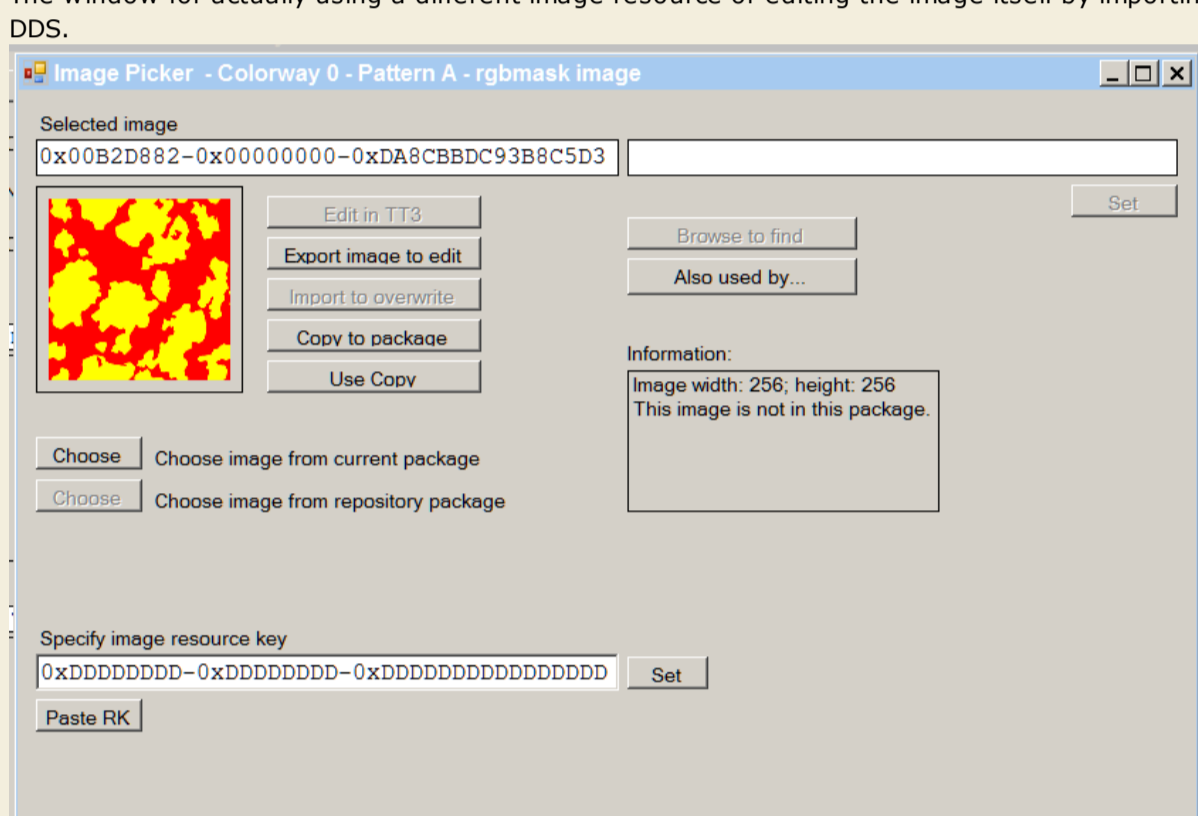
The main form with an object loaded. The Preset dropdown lets you pick which catalog material preset option to edit.



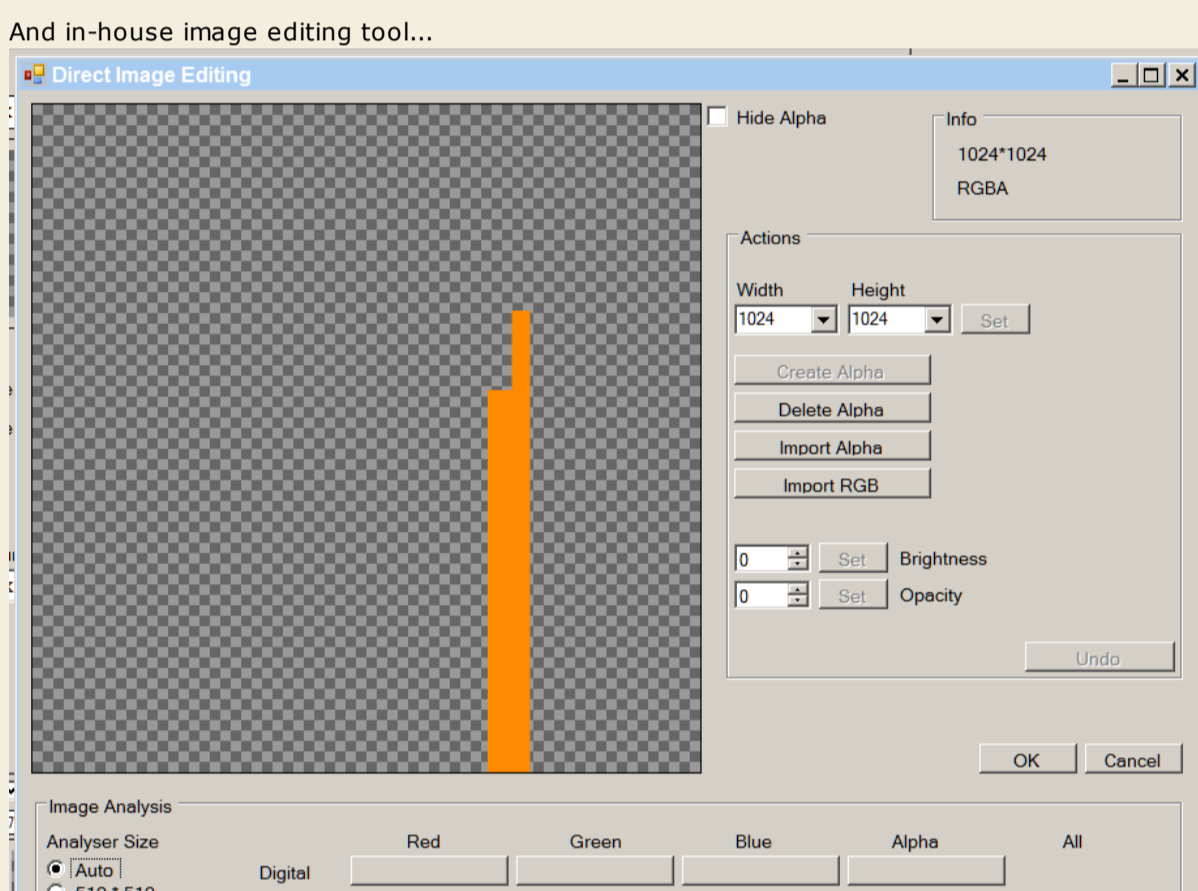
The pattern editor



The window for actually using a different image resource or editing the image itself by importing an amended DDS.



And in-house image editing tool...



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Re: Inges Texture Tool
 « Reply #2 on: 24 July 2011, 11:42 »

Here is the download: http://www.simlogical.com/TextureTool/TextureTweaker3_0.58.rar

Optional pattern previews: <http://www.simlogical.com/TextureTool/PatternCompletePreviews.rar> (see <http://www.simlogical.com/ContentUploadsRemote/uploads/3364/index.htm> for how to use)

0) Requires .Net 4

1) Unrar the tool into a manually created folder. For now you will run it by double-clicking on the .exe. Or you can make yourself a shortcut if you wish.

2) The tool should manage to find your game folder by checking your registry. (older versions required filelist.txt to be edited by you!)

3) Create a custom package by cloning something in s3oc. It is best to keep renumber checked on so that the custom package already has its unique numbering, but you do not need to tick "deep clone", as the TextureTool is supposed to be able to go off and look up the patterns in the game install files (if you have set up your file list textfile correctly)

4) Start TextureTweaker and File/Open your package. Wait a few moments as it has to read in a lot of data from the game files.

5) To edit or replace an image click on the white box with a number in it. You will get the image displayed and its size. Only images already in the package may be overwritten (ie image itself edited). If the import button is greyed out, you can "use copy" which will create a new image resource in the package and link it to your object's colorway in place of the EA image it was linked to. Then you can export, import etc etc.

5a) If you import to overwrite an EA image you already had in your package, without editing it first, obviously any of the other colorways that were sharing that image will also start to show the edited version of that image. So be aware of this. In the case of masks and multipliers etc, that is usually exactly what you would want to happen. But maybe not so much so for stencils.

6) To edit your pattern (eg Pattern A) or to choose a new pattern entirely, click on the ... button next to the pattern preview. Some patterns use images, others just plain colors. Some have more channels than others. If there are images, you can do all the image operations on them as well as change their H, S and V shift values. If colors, you can click on the box showing the color and use a color picker. To choose a new pattern from the EA CAST collection, Use the Pick button near the top left. Remember for now the Restore button does not work so if you pick a pattern you don't want, the only way to undo it is to go back to main screen without committing anything and change colorway or close package without committing colorway.

I think that's about it?

... oh - and please give feedback. This tool is still in active development and you have a real chance to help influence how it ends up ☺

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Re: Inges Texture Tool
 « Reply #3 on: 24 July 2011, 14:30 »

Sourcecode

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Update 0.4
 « Reply #4 on: 27 July 2011, 20:40 »

0.04 just uploaded.

Fixed crashing when you try to open a pattern where the complete isn't in one of the files listed in FileList.txt or your current package.

Also the title bar on the image picker and pattern editor windows tells you exactly what you are editing in case you forgot what you clicked on.

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0.06 update
 « Reply #5 on: 21 August 2011, 14:07 »

Updated to 0.06

Now also allows editing of dropshadow and dirt overlays.

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0.08 update
 « Reply #6 on: 27 August 2011, 11:43 »

Version 0.08 uploaded - fixes a problem reported by Ghost where changing the dirt layer might change the spacmap of pattern A

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0.09
 « Reply #7 on: 18 September 2011, 15:58 »

Version 0.09

Fixed Delete and Duplicate so they now stick properly
 Saturation updates the same as the other settings
 Dive Well no longer crashes tool

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0.10
 « Reply #8 on: 19 September 2011, 12:23 »

Version 0.10

Fixed bug where the tiny red mask caused a "Resource not image" red cross to appear instead of the correct tiny red mask.

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0.11
 « Reply #9 on: 21 September 2011, 18:22 »

Version 0.11

People who use , instead of . and vice versa were hitting a problem in setting colors for pattern channels.
 « Last Edit: 18 February 2012, 11:25 by Inge »

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0.12 update
 « Reply #10 on: 23 September 2011, 14:23 »

Version 0.12

Bug caused by EA's inconsistency. Sometimes override float values are stored as strings. TT3 now expects this as a potential violation and reads them.

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update 0.13
 « Reply #11 on: 02 October 2011, 15:46 »

13a - fixes overlays for added colorways showing in game as if they were an original colorway.

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update 0.14
 « Reply #12 on: 03 October 2011, 15:10 »

14 does the same thing as 13a, but a better way.

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update 0.15
 « Reply #13 on: 09 October 2011, 17:17 »

Version 0.15 allows you to save your colorway edits more than once per session. Model asper (the other tab) probably still have the problem though. Will fix later - I just wanted to get this out asap as I know most people just use it for colorway editing.

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update 0.20
 « Reply #14 on: 20 January 2012, 16:51 »

In version 0.20, there is now a feature to upgrade non-castable and 3-channel objects to 4-channel castable.

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