

Tutorial: Gen_Black. LFSMODS.COM

To make things run as desired, it is recommended to install the following programs below:

- Python 2.5
- Python 2.5 Image Library (PIL)
- Autodesk 3D Max 9

1º Configuration:

Right-click on the "interface.py", and click on "edit with IDLE"

After doing that, two windows will appear, "Python Shell and Interface.py"

With Interface.py open look for the following line:

```
file_input="C:\\Users\\Cs\\Desktop\\Gen_Black\\gen_black\\dist\\veh\\XF.vob"
```

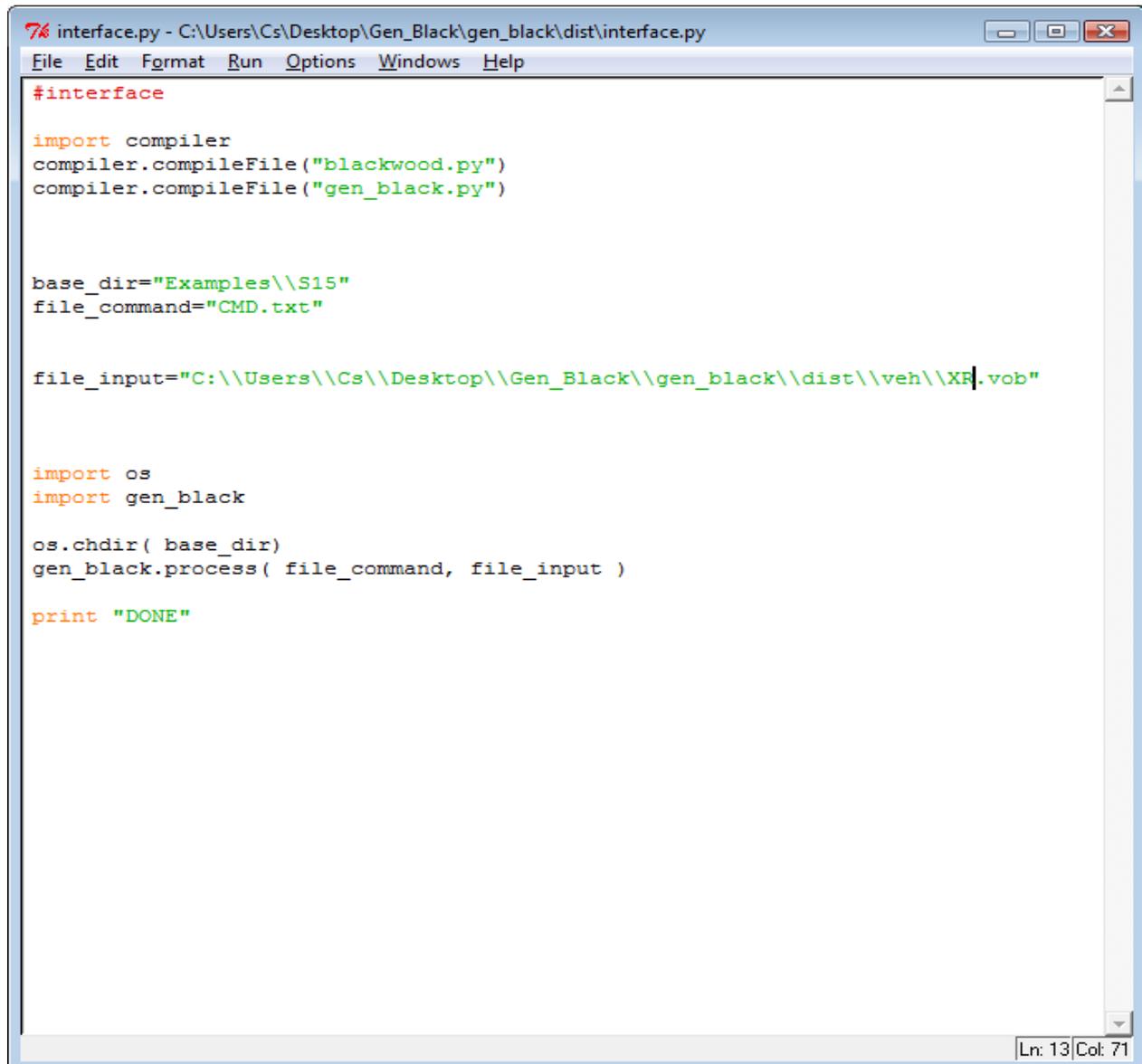
This is where the file is located the car base for editing.

Place Gen_black folder of your choice, an example in my case, the Gen_black this folder:

```
C:\\Users\\Cs\\Desktop\\Gen_Black\\gen_black\\dist
```

Python understands "\" as the command line, then you will use "\\\" to folder

Example of how it is: file_input="C:\\Users\\Cs\\Desktop\\Gen_Black\\gen_black\\dist\\veh\\XR.vob"



```
7% interface.py - C:\Users\Cs\Desktop\Gen_Black\gen_black\dist\interface.py
File Edit Format Run Options Windows Help

#interface

import compiler
compiler.compileFile("blackwood.py")
compiler.compileFile("gen_black.py")

base_dir="Examples\\S15"
file_command="CMD.txt"

file_input="C:\\Users\\Cs\\Desktop\\Gen_Black\\gen_black\\dist\\veh\\XF.vob"

import os
import gen_black

os.chdir( base_dir)
gen_black.process( file_command, file_input )

print "DONE"

Ln: 13 Col: 71
```

```

Python Shell
File Edit Debug Options Windows Help
Found l_side
l_side@ -> l_side@

> render_template l_side s15_extras.jpg 0

l_side
0.297119140625 0.212478637695 0.820495605469 0.628829956055
l_side
0.297119140625 0.212478637695 0.820495605469 0.628829956055

> set_texture_slot l_brk s15_extras single back 1

['set_texture_slot', 'l_brk', 's15_extras', 'single', 'back', '1']
Found l_brk
l_brk@ -> l_brk@

> render_template l_brk s15_extras.jpg 0

l_brk
0.323104858398 0.674224853516 0.806716918945 0.865936279297
l_brk
0.323104858398 0.674224853516 0.806716918945 0.865936279297

> set_texture_slot carbn3_R s15_extras single side 4 5

['set_texture_slot', 'carbn3_R', 's15_extras', 'single', 'side', '4', '5']
Found carbn3_R
carbn3_R@ -> carbn3_R@

> render_template carbn3_R s15_extras.jpg 0

carbn3_R
-0.639755249023 0.239852905273 0.473602294922 0.894027709961
carbn3_R
-0.639755249023 0.239852905273 0.473602294922 0.894027709961

> write XR.VOB
WRITE OUT XR.VOB
DONE
>>>

```

Press "F5" if everything is correct, the script will be executed successfully.

Now you're all set.

I will give a better explanation of what each line means:

base_dir="Examples\\S15" = This is the base folder of your mod, whenever you start a new mod to create a folder inside the "Examples"

file_command="cmd.txt" = This is the name of the file containing the commands to mount the mod, just leave it as cmd.txt

file_input="C:\\Users\\Cs\\Desktop\\Gen_Black\\gen_black\\dist\\veh\\XR.vob" = this is the exact location where the VOB original.

2º Conversion

Now we will convert a file. VOB to. OBJ for the 3D Max can open and edit the desired car.

First thing to do, go in your LFS folder and then "DATA \ VEH." And copy all the vobs, the original files from your LFS folder and put it in the VEH GEN BLACK.

Open the script "vob_obj" with right click "Edit with IDLE"

Assuming that I want to edit the UF.vob

if we have to configure.

In my case it is

```
name = "veh \\ XF.vob"
```

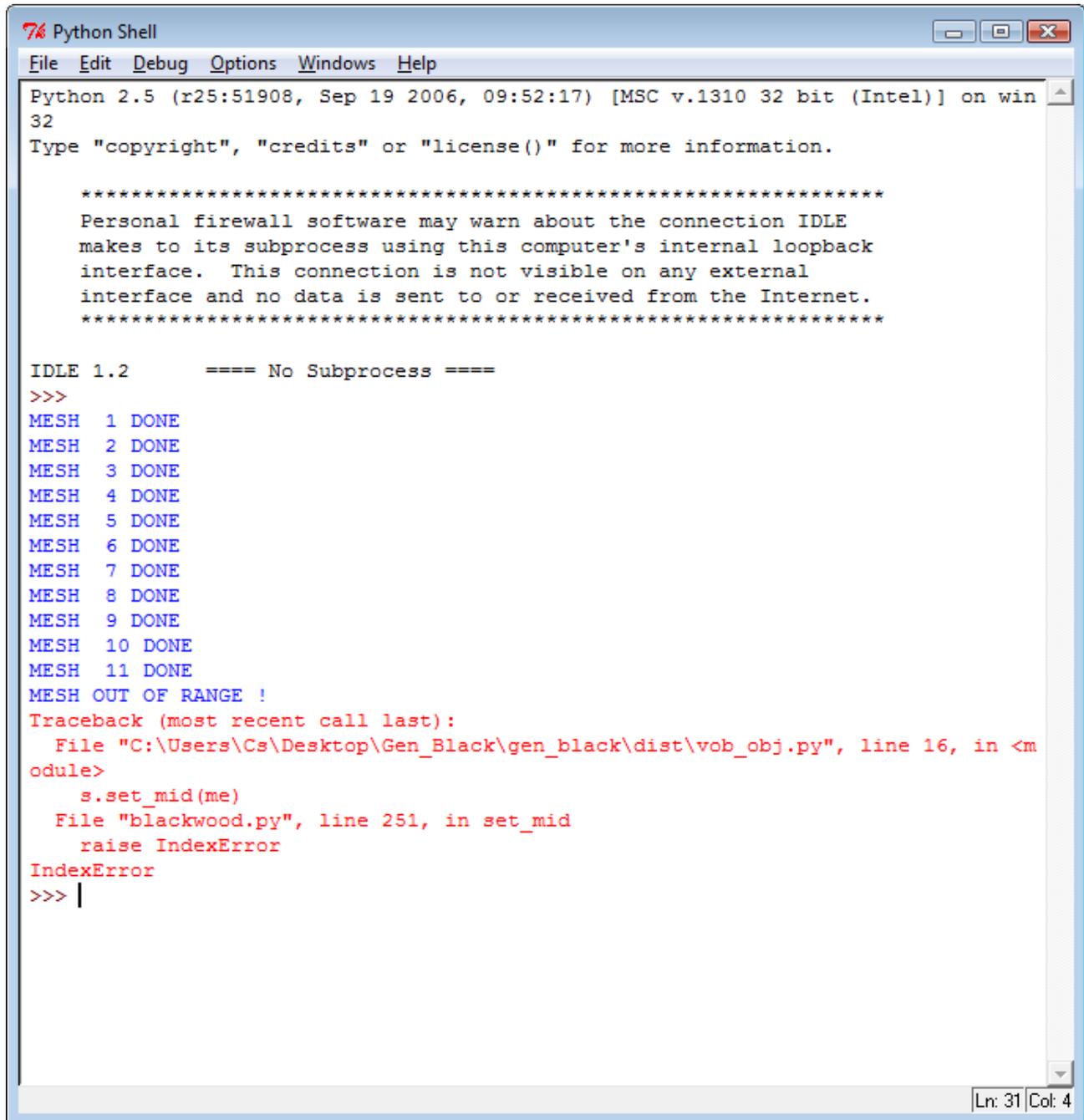
```
prefix = "XF"
```

edit only the name of the vob "XF" and put the car we will edit,

after that it will look like this:

```
name = "veh \\ UF.vob"
```

```
prefix = "UF"
```



```
Python Shell
File Edit Debug Options Windows Help
Python 2.5 (r25:51908, Sep 19 2006, 09:52:17) [MSC v.1310 32 bit (Intel)] on win
32
Type "copyright", "credits" or "license()" for more information.

*****
Personal firewall software may warn about the connection IDLE
makes to its subprocess using this computer's internal loopback
interface. This connection is not visible on any external
interface and no data is sent to or received from the Internet.
*****

IDLE 1.2      ==== No Subprocess ====
>>>
MESH 1 DONE
MESH 2 DONE
MESH 3 DONE
MESH 4 DONE
MESH 5 DONE
MESH 6 DONE
MESH 7 DONE
MESH 8 DONE
MESH 9 DONE
MESH 10 DONE
MESH 11 DONE
MESH OUT OF RANGE !
Traceback (most recent call last):
  File "C:\Users\Cs\Desktop\Gen_Black\gen_black\dist\vob_obj.py", line 16, in <m
odule>
    s.set_mid(me)
  File "blackwood.py", line 251, in set_mid
    raise IndexError
IndexError
>>> |
```

Press "F5"

if all goes well, this screen will appear.

Do not worry, this error is normal, this shows that the car only has 11 Mesh's Being

MESH 1 - Main (body and interior)

MESH 2 - Steering wheel.

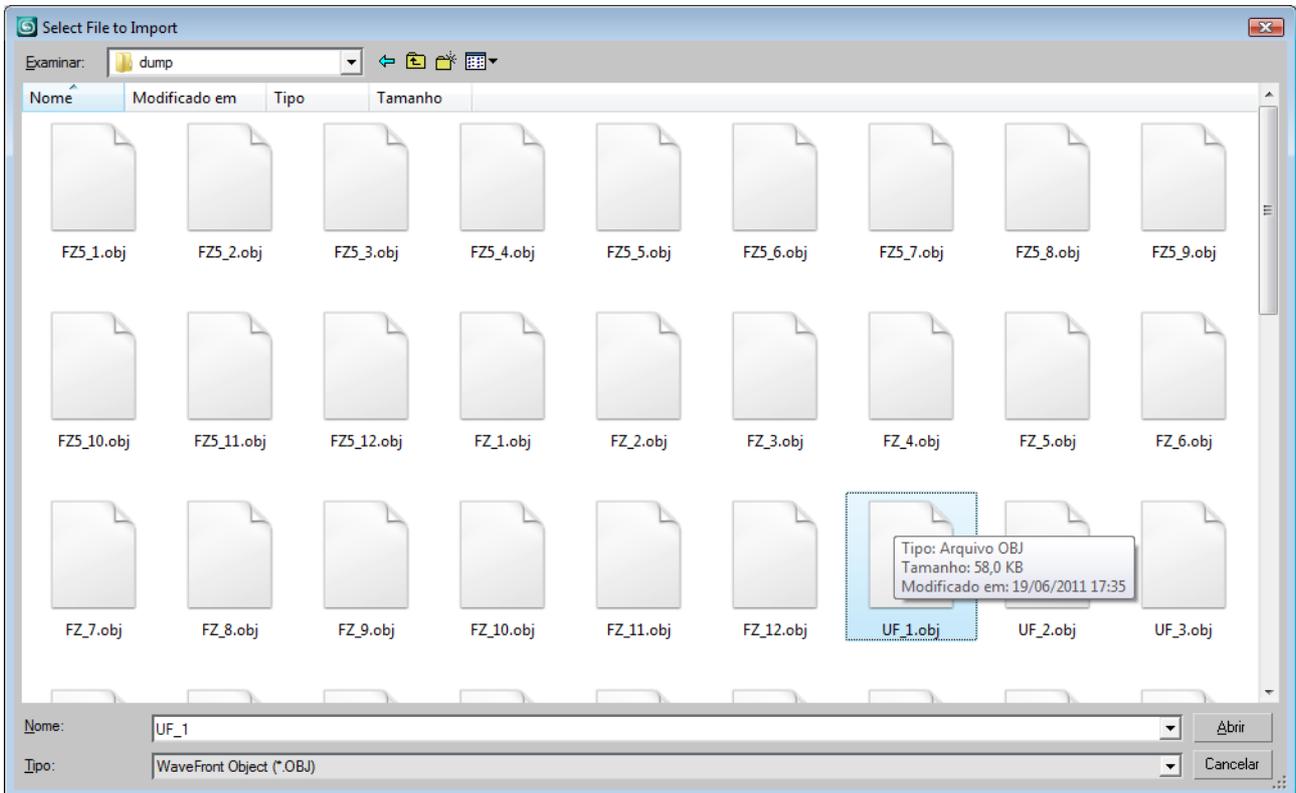
MESH 3 and before the car varies.

That done we will import the car in 3D Max 9 (as seen in the beginning)

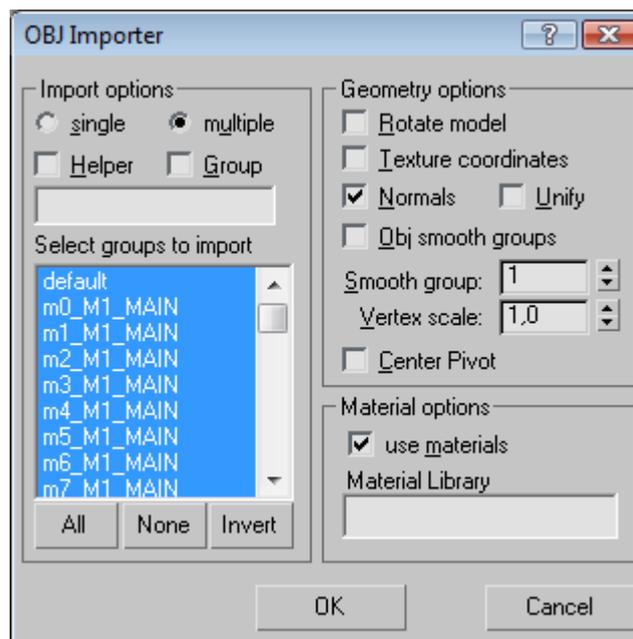
The Mesh's taken from. VOB files are found in DUMP folder within the Folder GEN_BLACK.

C: \ Users \ cs \ Desktop \ Gen_Black \ gen_black \ dist \ dump

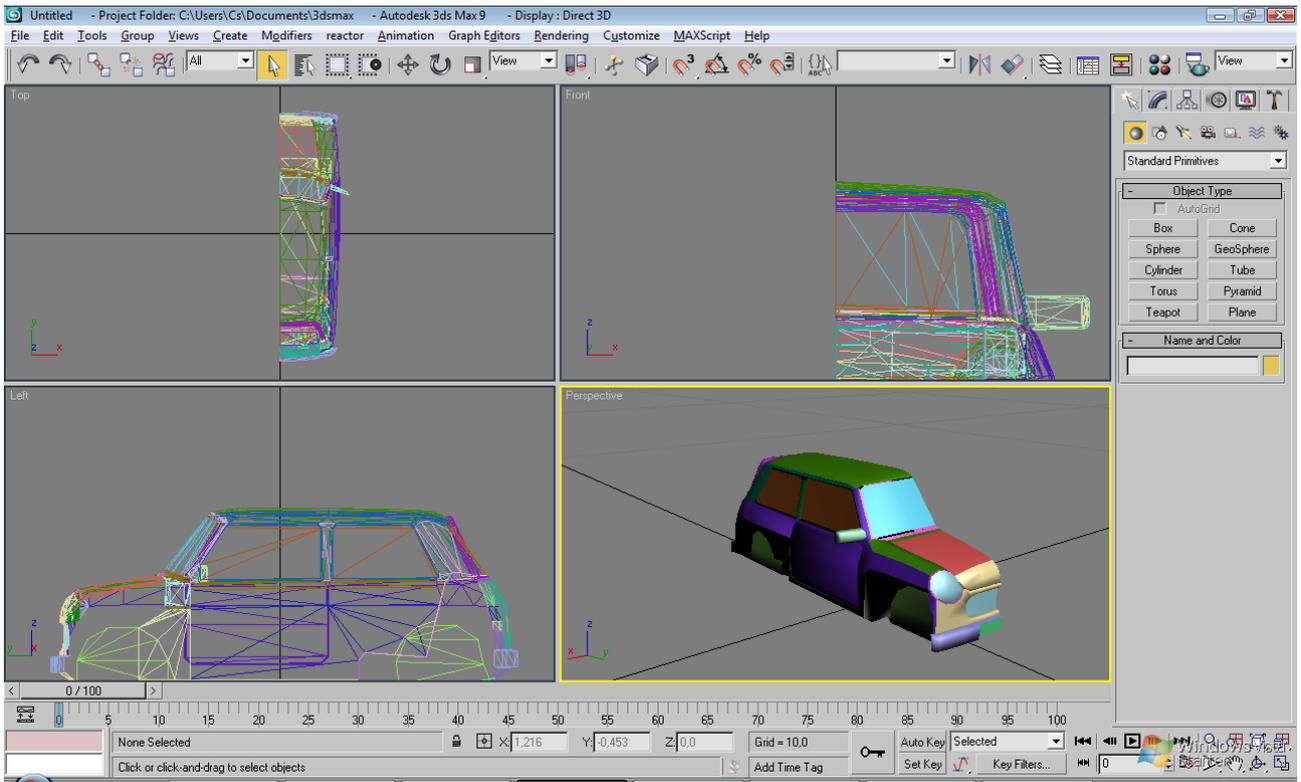
Dist ie \ dump your gen_black as seen above.



To import the car properly, you need to configure your. Obj Importer Leave it the same way the Image below.



And press "OK"



Now let's edit the car, teach some basic commands.

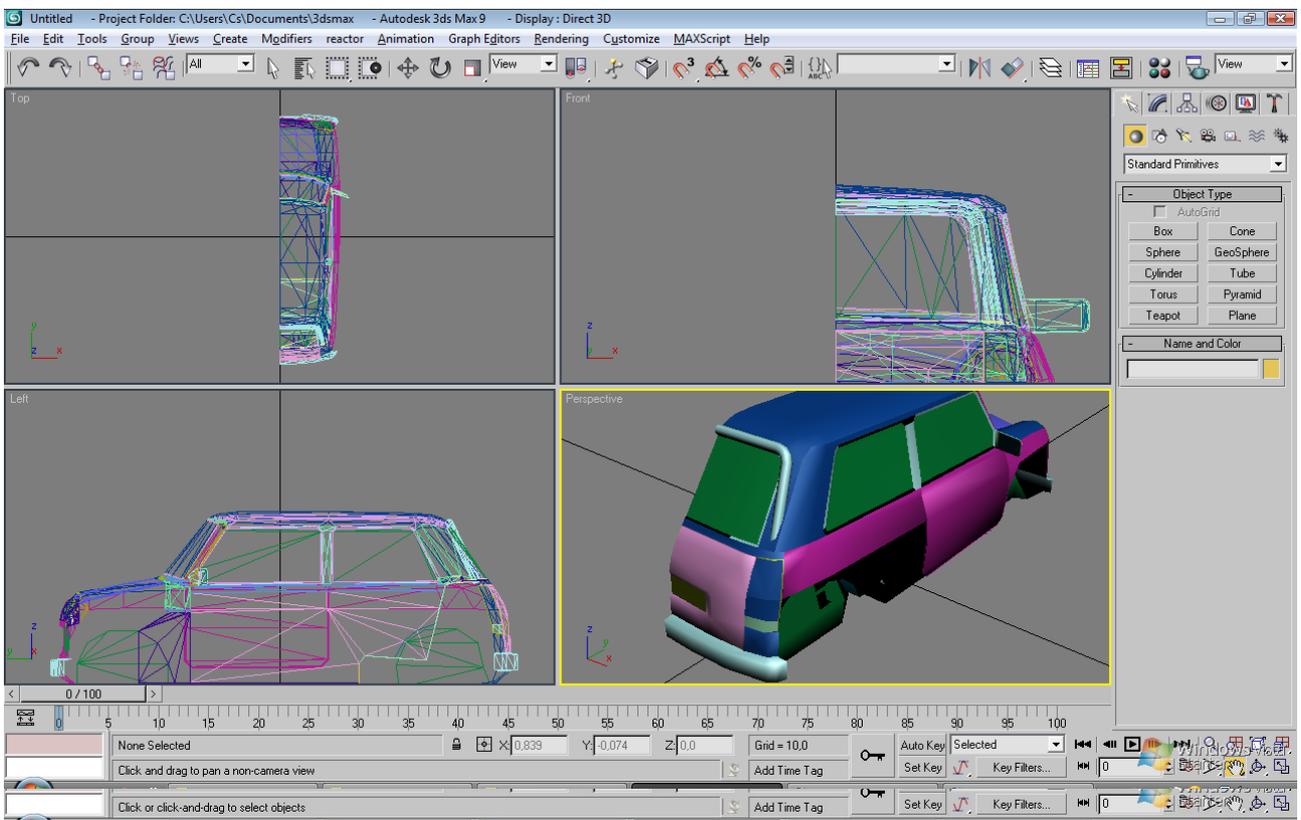
Editing a car part

Click on the car window and then "MODIFY"

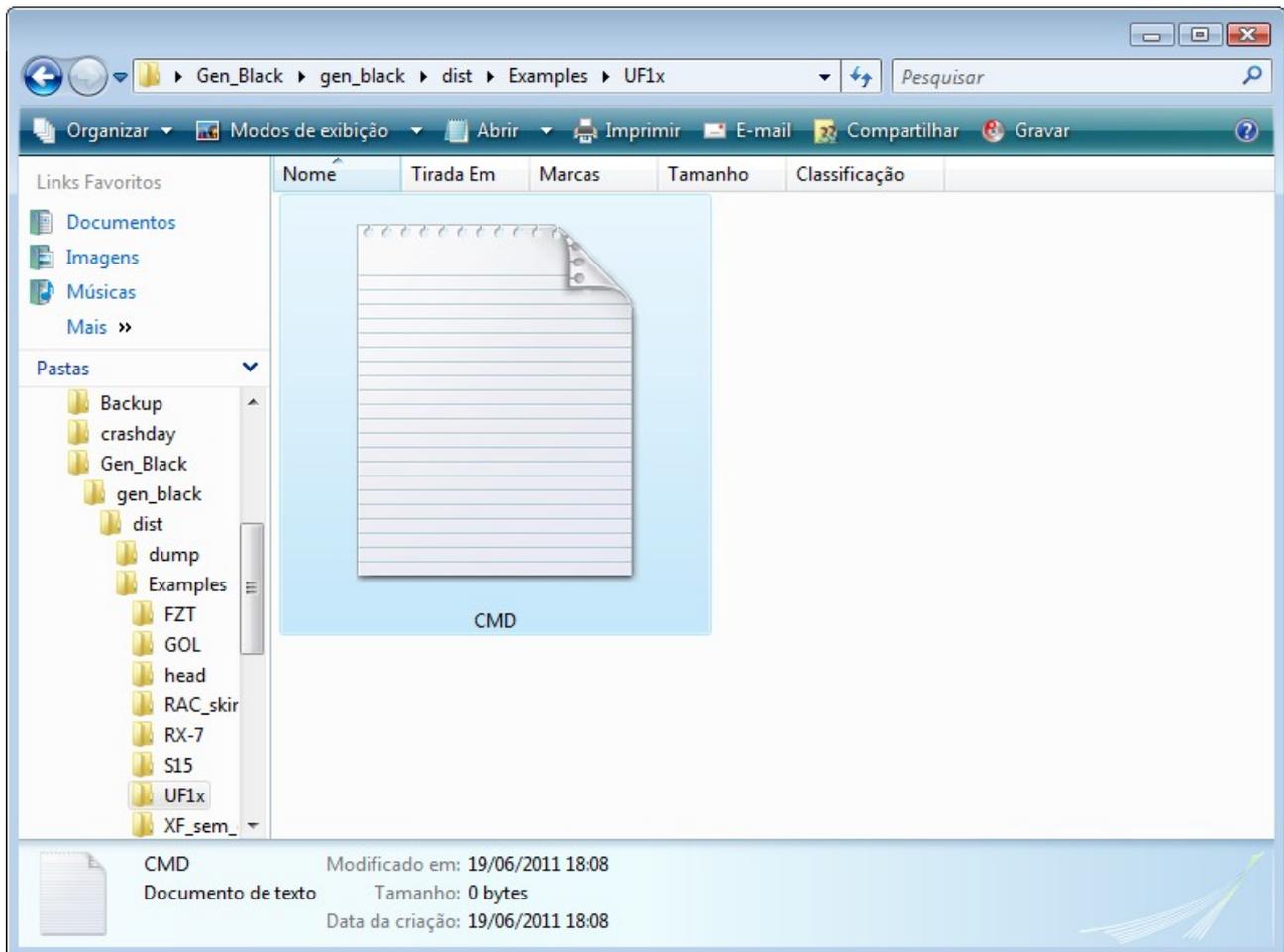
Note: Everything that you are editing you have to put in a TXT file will see it later.

Edit the part you want in my case I'll edit the lid of the trunk

Select the part and move the Poly leaving the way you want,



It is well

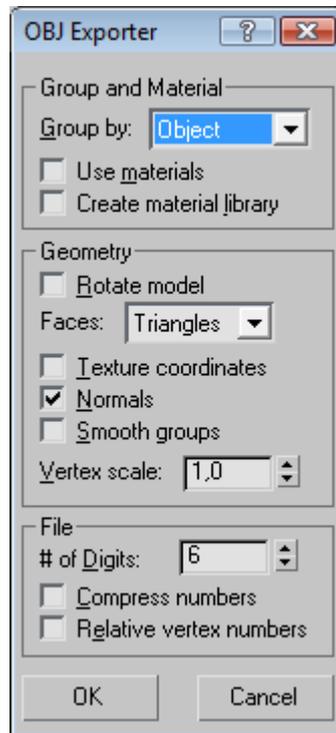


Now create a folder for the "MOD"

Examples folder creates a folder with the name you want, I'll use the name "UF1x"

Inside the folder create a notepad file CMD.TXT Agora podemos exportar o UF1 editado para esta pasta.

Remember to export in. Obj.
Let's set up. Obj Exporter
This is very useful to export the car in size and right sides.
Leave it like the image below.



Now editing the cmd.txt

first line

LOAD = UF.obj This means that I'm carrying. Obj to read.

Delete p_rear

Delete C2_BOOT = Now I will delete the trunk lid and the plate in order to add new ones.

mirror = on Now I'm pushing the Mirror on objects below this command, so that the objects also appear in the left right.

add C2_BOOT m0_C2_BOOT = Now I am adding the original hood as you can see it has the same name of the material, but with a "m0" in front of the name, this means that he and "MODEL 0" if that is the case of the XR he would appear in XRG XRT and XRR.

The objects act as a password, so the names must be the same way 3D

Example: If the max-3D display "M1_SIDE" in CMD you have to put "M1_SIDE" the same way

If you have any letters or lowercase wrong or vice versa can give error when exporting to. VOB.

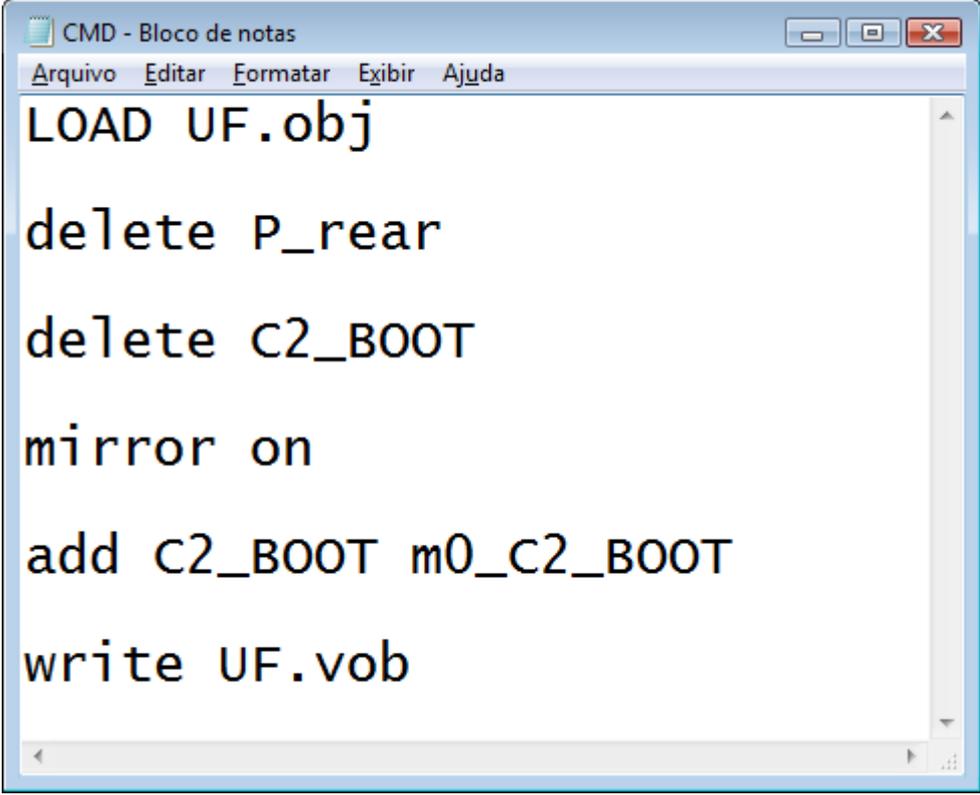
Now the last command

write = UF.vob this will cause the script create a file with this information. vob

At the end looks like this:

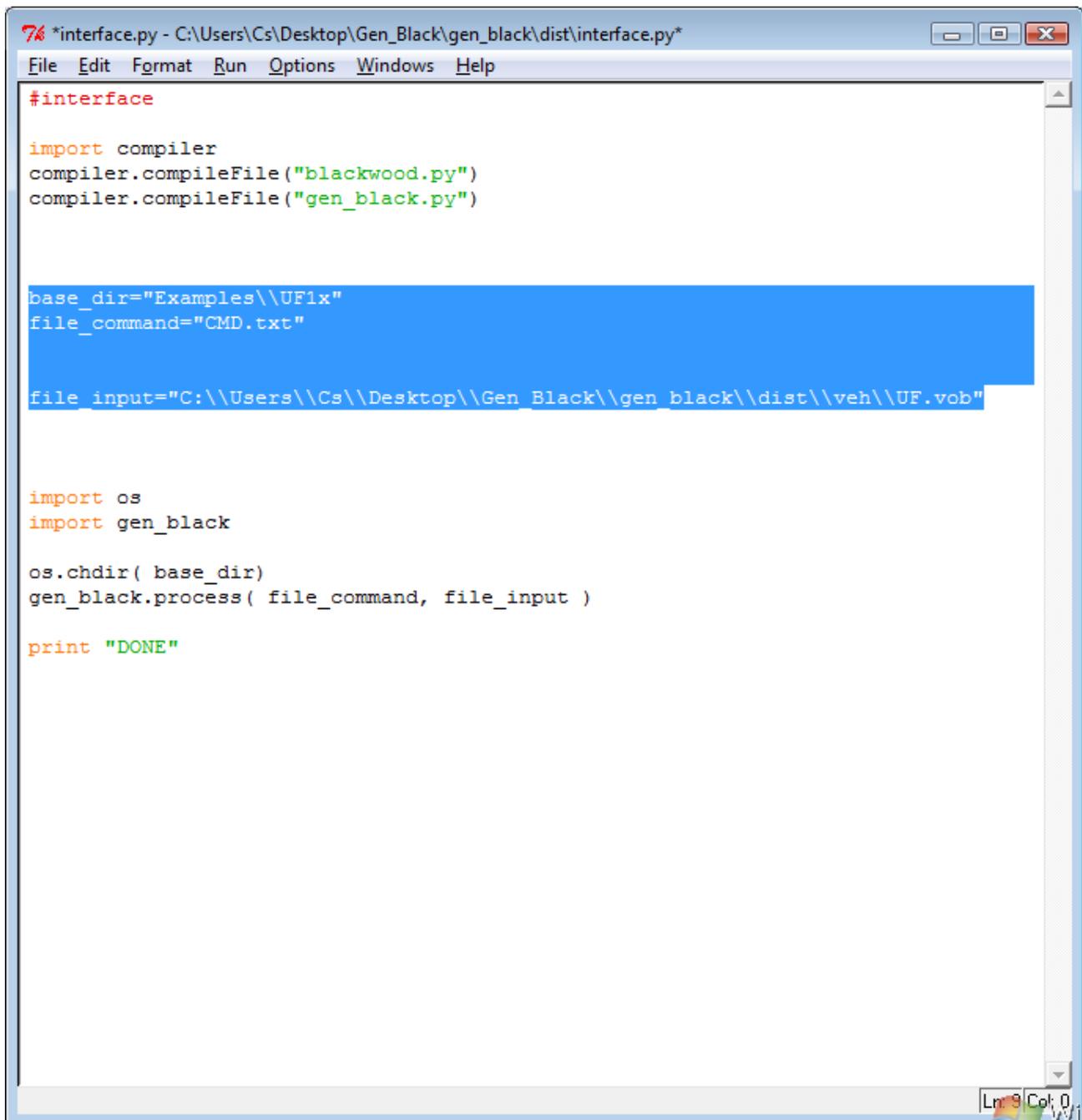
```
LOAD UF.obj
delete P_rear
delete C2_BOOT
mirror on
add C2_BOOT m0_C2_BOOT
```

write UF.vob



```
CMD - Bloco de notas
Arquivo  Editar  Formatar  Exibir  Ajuda
LOAD UF.obj
delete P_rear
delete C2_BOOT
mirror on
add C2_BOOT m0_C2_BOOT
write UF.vob
```

And save.

A screenshot of a Python IDE window titled '*interface.py - C:\Users\Cs\Desktop\Gen_Black\gen_black\dist\interface.py*'. The window contains the following Python code:

```
#interface

import compiler
compiler.compileFile("blackwood.py")
compiler.compileFile("gen_black.py")

base_dir="Examples\\UF1x"
file_command="CMD.txt"

file_input="C:\\Users\\Cs\\Desktop\\Gen_Black\\gen_black\\dist\\veh\\UF.vob"

import os
import gen_black

os.chdir( base_dir)
gen_black.process( file_command, file_input )

print "DONE"
```

The code is displayed in a monospaced font with syntax highlighting. A blue highlight covers the lines defining 'base_dir', 'file_command', and 'file_input'. The status bar at the bottom right shows 'Ln: 9 Col: 0'.

Now we will open the Script "Interface.py" As explained in the beginning of the tutorial.

Modify the lines:

```
base_dir = "Examples \\ S15"
file_command = "cmd.txt"
```

```
file_input = "C: \\ Users \\ Cs \\ Desktop \\ Gen_Black \\ gen_black \\ dist \\ veh \\ XR.vob"
to:
base_dir = "Examples \\ UF1x"
file_command = "cmd.txt"
```

```
file_input = "C: \\ Users \\ Cs \\ Desktop \\ Gen_Black \\ gen_black \\ dist \\ veh \\ UF.vob"
I changed only the home folder and the MOD. Vob baseE Aperte "F5"
```




Okay, It was exactly as expected

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