

Instructions and Use – 3TD Studios Office Starter Pack #1

Thank you for purchasing the 3TD Studios Office Starter Pack #1. This pack represents a new direction for 3TD Studios and myself as a developer. Smaller high quality packs with tons of features. I did my best to test this pack and tried avoid any issues however, errors may exist depending on hardware configurations. Please let me know if you have any issues and I will do my best to help anyone that is having trouble using this pack.

If you have trouble, please contact me via email at;

kapaun01@gmail.com

and use the subject line: **Office Starter Pack #1 Issue.**

Now let's get started;

To Install the Models:

Unzip the files into the appropriate folders in your Torque 3D project or manually merge the files with your current folder configuration. FOLDER ORDER IS VERY IMPORTANT with this pack. The PhysX scripts look to a set location for all model data. Also, if you are missing any texture files, use the material manager to locate them. Each texture set is in the same folder as the model so Torque3D should locate them. Should problems persist, open each material.cs in the model folder and type in the proper path (occasionally, T3D does not properly overwrite directory paths).

IMPORTANT NOTE: Additionally, all material.cs files reflect the EXACT SAME directory structure as presented. Many times, I get requests for info as to why the texture maps do not show up. This is usually the cause. Additionally, as I have stated before, the physX scripts all point to a specific directory structure. If you have problems check with the directory structure first.

Bonus Material Info:

This pack also includes some bonus materials to help you understand how extendable this pack is. Each model has been mapped in a specific way allowing you to change the textures and appearance by just producing or using a different map. Under the Bonus Material folder you will find several examples of new office style textures that you can apply to give these models a more custom look.

Using PhysX and these models:

These models are able to take advantage of physics and I have provided a base script for each. However, you MUST have physX installed properly and your current engine build must have it enabled. You can find out exactly how to do this by looking at this link:

<https://github.com/GarageGames/Torque3D>

find the section concerning Using PhysX.

These models will NOT have physx enabled without the proper build.

Once you have a PhysX build of T3D:

Within the Bonus Materials folder you will find a folder titled PhysX_Instructions. In this folder you will find a series of folders ending in two .cs files. These files must go into the exact location as they are currently set up.

In other words:

Both datablockExec.cs AND 3TD_PhysX_Office_Starter_Pack.cs need to be located here:
game/art/datablocks

If you do not wish to overwrite your datablockExec.cs Then open the file and locate and copy the following lines:

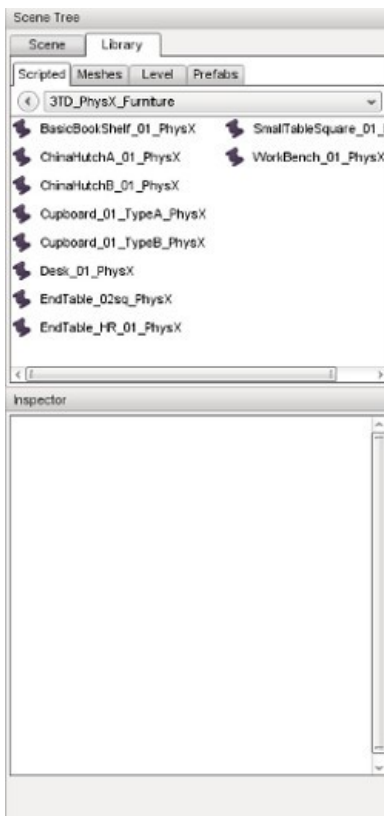
```
// Add 3TD Office PhysX
exec("./3TD_PhysX_Office_Starter_Pack.cs");
```

Open YOUR version of datablockExec.cs and add the copied text just below this line:

```
// Add a rigid example
//exec("./rigidShape.cs");
```

Now that all the files are in place, perform a 'clean DSOs' and restart Torque. You will find all the PhysX enabled models located under the "Scripted" Tab:

See Image below:



Place your models as you see fit. Shoot them and watch them tip over or fall against each other. Enjoy.

Known Issues:

As far as I know, there should not be any issues with the pack. However, if you have problems please email me at the address above and I will help you as quickly and accurately as I can. I want to support this and any future product that I put out.

Again, I thank you for your purchase and I will do everything I can to ensure you get the most out of this pack.

Enjoy!

Ronald C. Kapaun, Owner/Developer, 3TD Studios, LLC.