

Tribes Modeling Instructions

for
3DS MAX 2.5

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Overview

Let me begin by saying one thing. If your intention is to use this tutorial so that you can create new Happy Flags or some other model in order to give you an advantage, you are pathetic. I wrote this tutorial because there is little to no documentation on Tribes Modeling available. The only information I found was a guide written by Phantom Stranger, but it was very lacking. This tutorial starts off with two step by step guides. The first is a guide on creating a weapon, and the second is on creating a base object, specifically the Pulse Sensor. From these two models, you can figure out how to create everything else in Tribes. I have included instructions on several objects in Tribes, which you can see listed in the Table of Contents.

Note about creating models not listed in this tutorial:

There are several models not listed in this tutorial, and if you want to create replacements for them, I suggest that you look at the original model and see how it was created, and what Levels of Detail you will need. You can open a .dts file with Notepad, and you can see what the LOD numbers are, and see if you need a root object or not. Thanks NoFiX for this interesting find.

Setting Up 3DS MAX 2.5



1. Find 3DS Max 2.5
 - a. Talk to SINISTER on the annihilation.info forum
 - b. Or download [THIS](#) Virtual Hard Drive to use with a Virtual Machine. This hard drive works with [VM Ware Player](#) and [Microsoft Virtual PC](#). If you use this option, skip steps two and three. This hard drives comes with Windows 98 and 3DS Max 2.5 installed and all the plugins loaded.
2. Install 3DS Max 2.5 (Does not natively support Windows XP or later)
 - a. You can get a virtual PC program and install a different OS. (98 and Millennium Edition work for sure.)
<http://www.microsoft.com/downloadS/details.aspx?FamilyID=04d26402-3199-48a3-afa2-2dc0b40a73b6&displaylang=en>
 - b. If you run Windows XP, you can try this:
Control Panel → System → Advanced → Environment Variables
"System Variables" → New → Name: "NO_3DSMAX_SPLASHSCREEN", value = True
Thanks to MadCowDisease2 for this find.
3. Put in the appropriate .dll and .dlo files.
 - a. http://theexiled.pwnageservers.com/files/max_2.5_exporter.rar
 - i. BControl.dlc goes in the 3DS MAX 2.5\Plugins folder
 - ii. helpers.dlo goes in the 3DS MAX 2.5\Plugins folder
 - iii. Msvcrtd.dll goes in the 3DS MAX 2.5 folder.
 - iv. ViconCombiningExporter.DLO goes in the 3DS MAX 2.5\Plugins folder

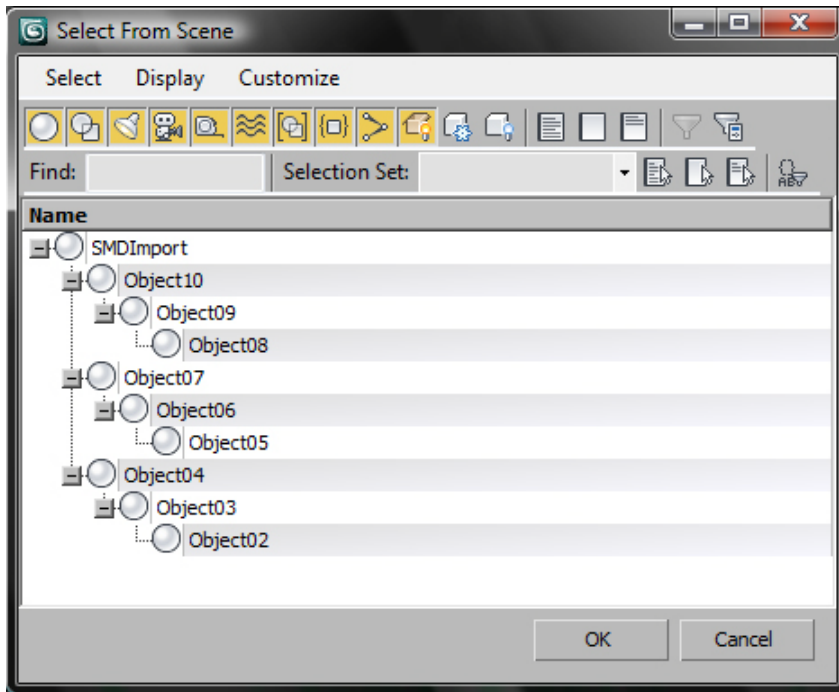
Creating Your Model

I would suggest creating and animating your model in a newer version of 3DS Max. This tutorial will not cover how to create or animate in 3DS Max, you will have to find a tutorial on how to do that, there are a lot of them on the internet. There are different instructions for different models, so you will need to look at the correct instructions for what you want to make.

Weapon Modeling

Creating a Weapon Model

When creating your model, you will need to make sure that if you have multiple objects that they are all linked to the main object, so that there is only one main Parent. Pull up the object listing by pushing the “H” key, which brings up “Select by Name” or “Selection Floater,” depending on what version you are using. Then click on “Display Children” or “Include Subtree,” depending on the version you are using. Your final object will need to look similar to the image below, the names do not matter. See how SMDImport is the only Parent, but has multiple children.



When you animate your model, be sure to remember what frames are for what animation. You will need activation, fire, and reload animations.

If you do create your model in a newer version of 3DS Max, you will need to export the model as a .3ds file.

Weapon Modeling

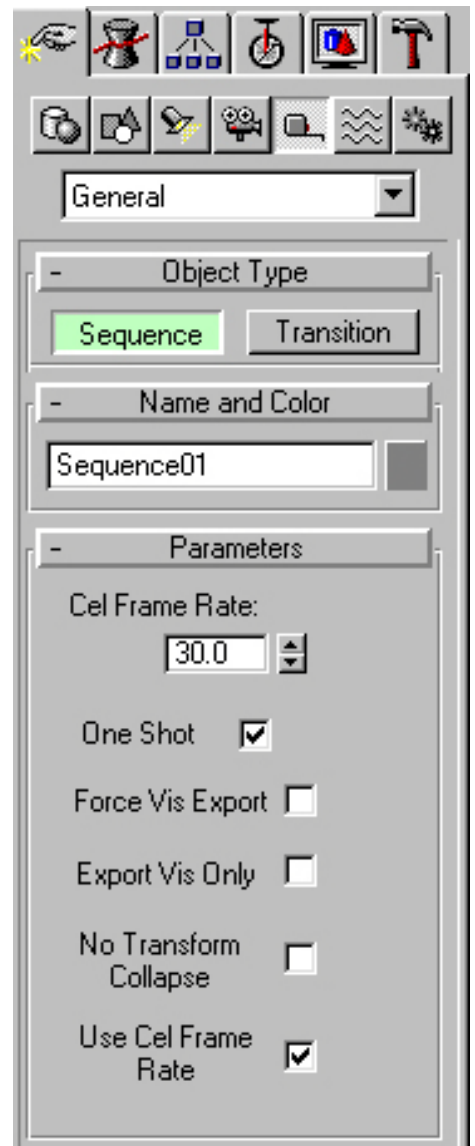
Setting Up Your Scene in 3DS MAX 2.5

1. Start 3DS MAX 2.5



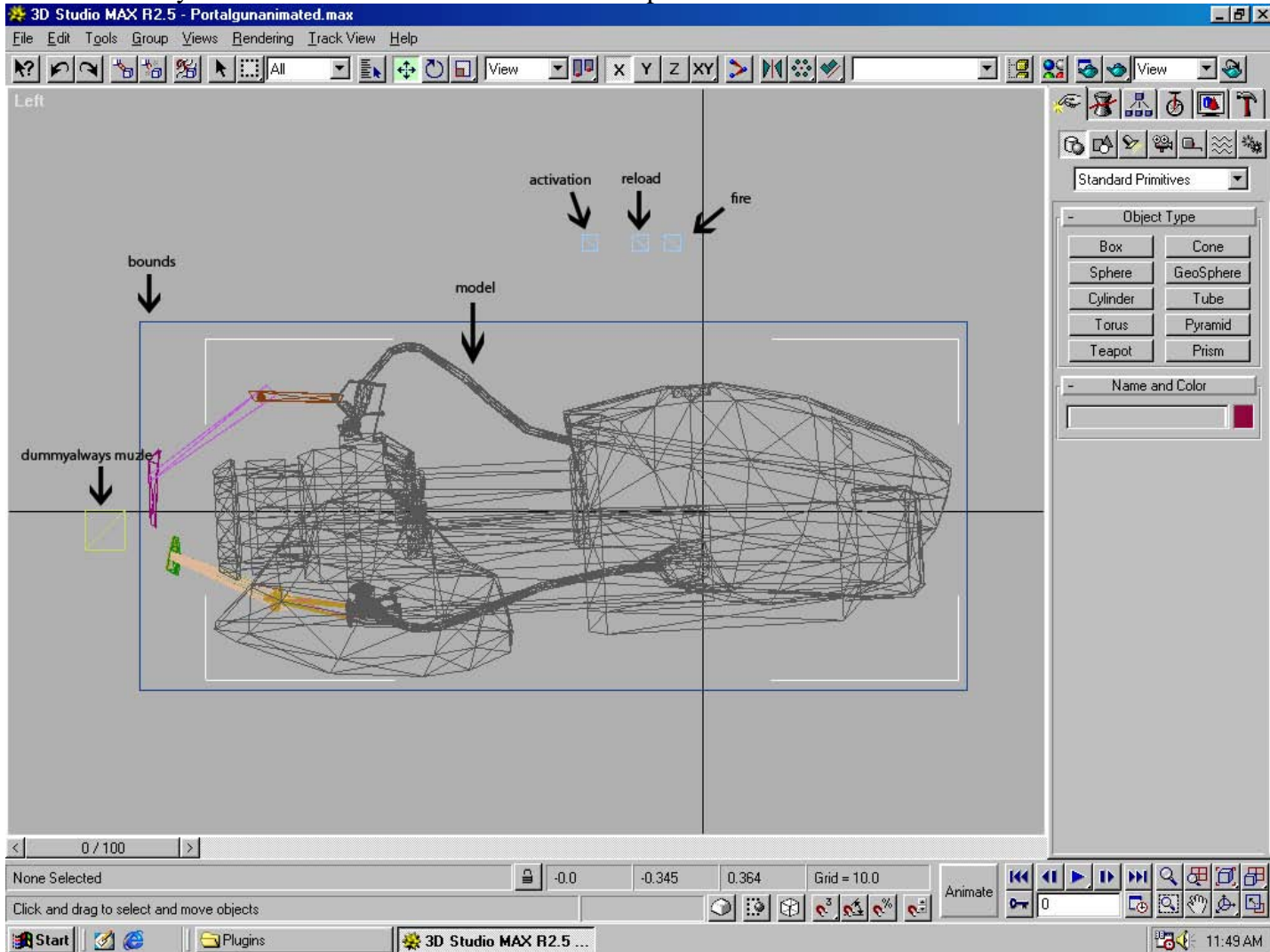
2. Click on Helpers on the Creation tab.

- a. Change to General in the drop down box.
 - b. Click Sequence
 - c. Create 3 Sequence objects in your scene
 - d. Here are the names and settings for each Sequence
 - i. activation
 1. Cel Frame Rate: 30
 2. Check One Shot
 3. Check Cel Frame Rate
 - ii. fire
 1. Cel Frame Rate: 30
 2. Check One Shot
 - a. Turn off for chaingun weapons
 3. Check Cel Frame Rate
 - iii. reload
 1. Cel Frame Rate: 30
 2. Check One Shot
 3. Check Cel Frame Rate
 - iv. spin
 1. Cel Frame Rate: 30
 2. Check Cel Frame Rate
 3. This is only used in two models
 - a. The chaingun and disc launcher
3. Import your object, or create it.
 4. Create a small box and put it at the end of the muzzle of your weapon, and call it "dummyalways muzzle" without the quotes. This is for weapons only.
 5. Create a box and put it around your object so that the object is completely inside of the box. Name the box "bounds" without the quotes.
 6. Right click the bounds box and click Properties.
 - a. Under Display Properties, check Show as Boxes
 - i. This will make it easier to work with




Weapon Modeling

Below is what your screen should look similar to at this point.

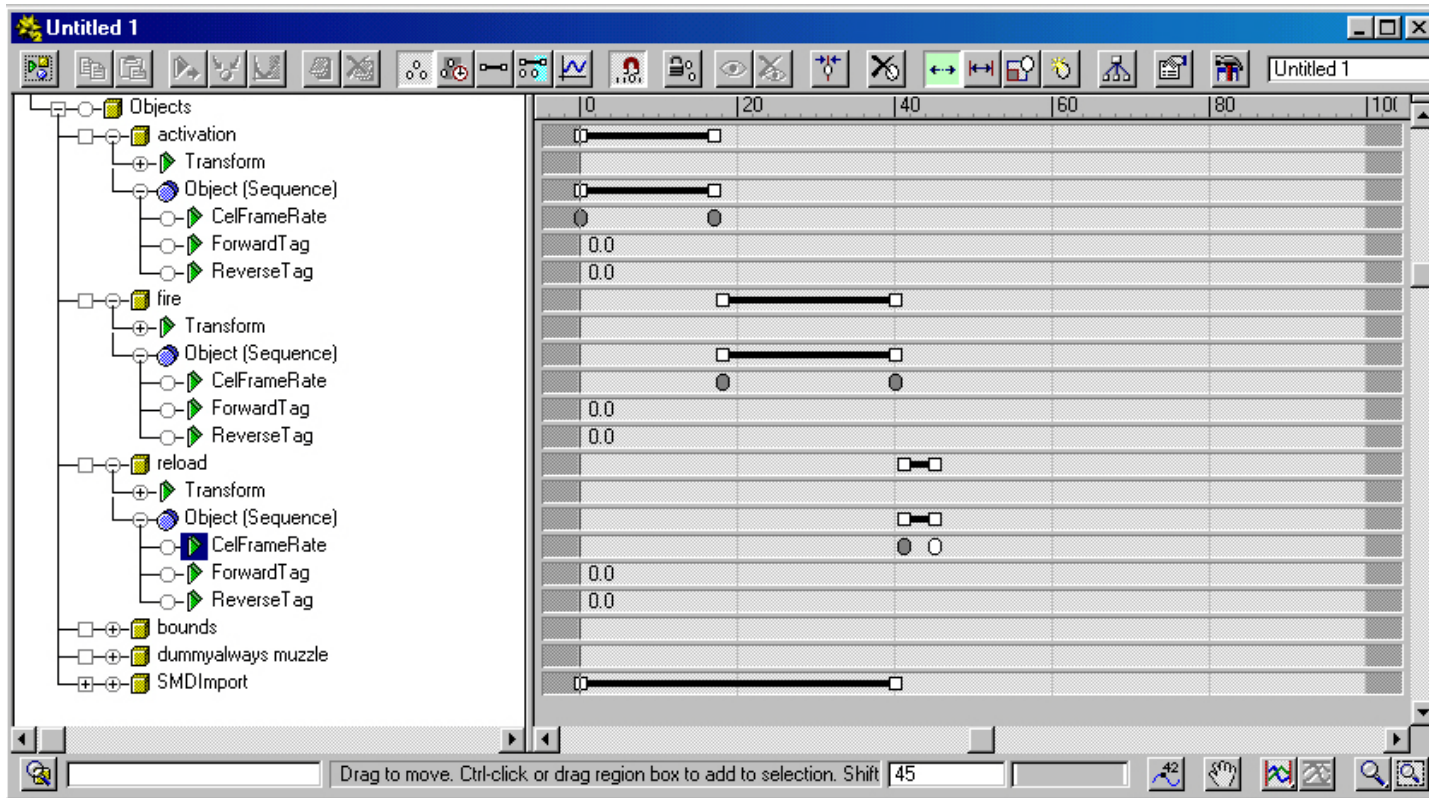


Weapon Modeling

Setting up Animations by using Track View

1. Open Track View
 - a. Click Track View in the menu bar
 - b. Click Open Track View
2. Click Add Keys 
3. Add keys to the activation, fire, and reload cel frame rates at the frames for when they coincided with the animation.
 - a. For example, here are the times I used for mine.
 - i. activation
 1. frames 0 to 17
 - ii. fire
 1. frames 18 to 40
 - iii. reload
 1. frames 41 to 45

Here is what mine looked like.



The weapons have 5 Levels of Detail, 2, 4, 16, 32, and 128. 128 is the most detailed. You don't have to include anything other than 15, but you won't be able to see your model unless you're up close. What I suggest is that you just clone your entire model once it's been animated and just change the 128 to 32 and then clone it again and change the ending.

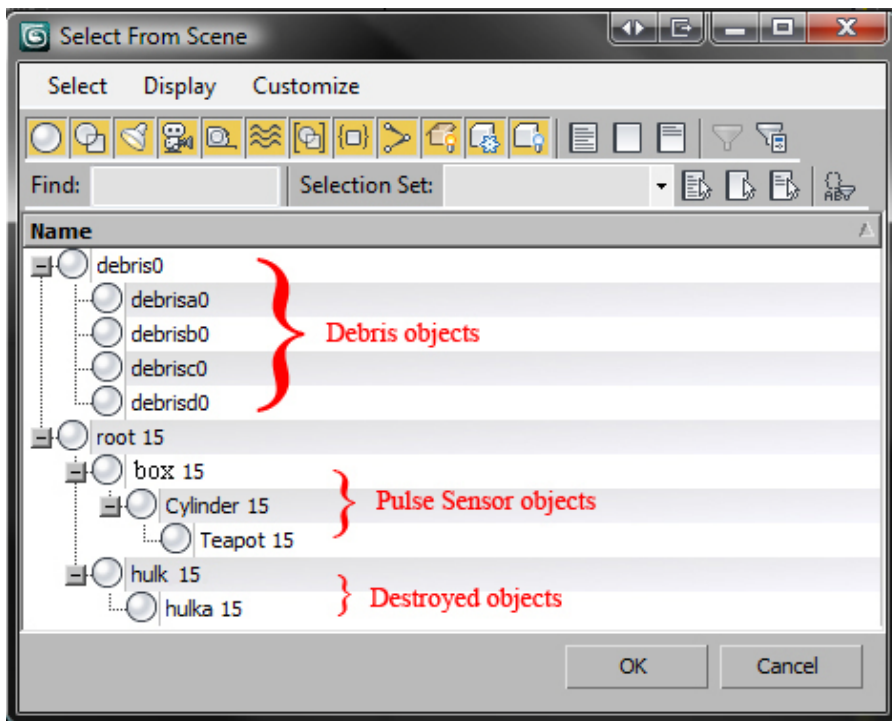
When you are done, go to the end of the document and read **Finishing Up and Using Your Model in Tribes**.

Pulse Sensor Modeling

Creating a Pulse Sensor Model

When creating your model, you need to make sure that your objects are linked correctly. For the Pulse Sensor, you need four main things: root 15, your model, a destroyed model, and debris.

1. root 15
 - a. This is just a box. Create a box with 0.001 for its dimensions. Your model needs to be linked to this.
2. Your model
 - a. The names of your objects are not important, but each object in your model needs to have 15 at the end, it's a Level of Detail number used by Tribes. Your objects need to be linked to root 15.
3. Destroyed model
 - a. Your objects need to be named "hulk" with a letter and 15 after them, with "hulk 15" as the main parent, linked to root 15.
4. Debris
 - a. Your objects need to be named "debris" with a letter and 0 after them, except for the main parent, it doesn't need a letter.



When you animate your model, be sure to remember what frames are used. You will need one animation, for when it has power. I suggest that you do not start your animation on frame 1, it may cause a conflict with some of the next steps.

If you do create your model in a newer version of 3DS Max, you will need to export the model as a .3ds file.

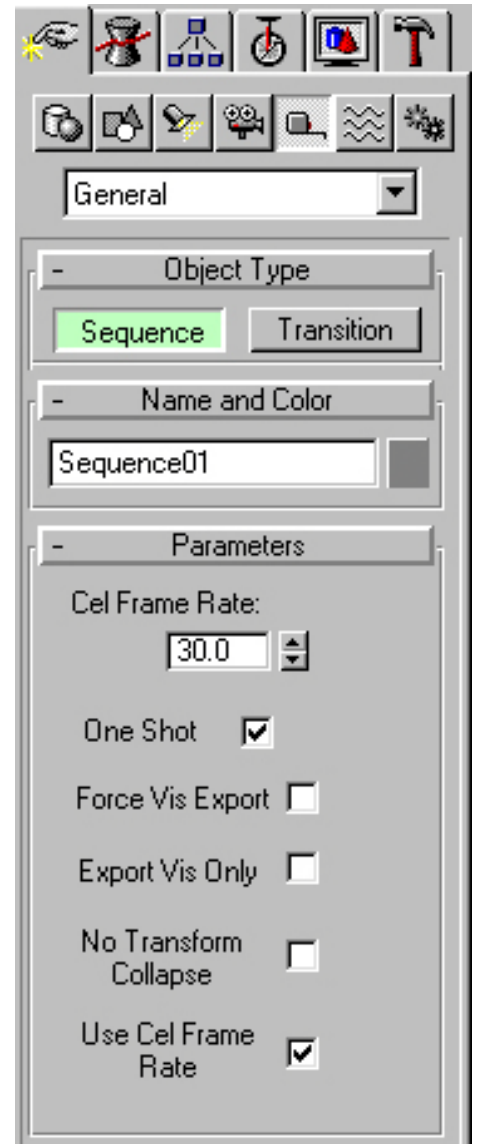
Pulse Sensor Modeling

Setting Up Your Scene in 3DS MAX 2.5

1. Start 3DS MAX 2.5








2. Click on Helpers on the Creation tab.
 - a. Change to General in the drop down box.
 - b. Click Sequence
 - c. Create 2 Sequence objects in your scene
 - d. Here are the names and settings for each Sequence
 - i. power
 1. *Cel Frame Rate*: 30
 2. Check *Use Cel Frame Rate*
 - ii. visibility
 1. *Cel Frame Rate*: 30
 2. Check *Use Cel Frame Rate*
3. Import your object, or create it.
4. Create a box and put it around your object so that the object is completely inside of the box. Name the box "bounds" without the quotes.
5. Right click the bounds box and click Properties.
 - a. Under Display Properties, check Show as Boxes
 - i. This will make it easier to work with



Pulse Sensor Modeling

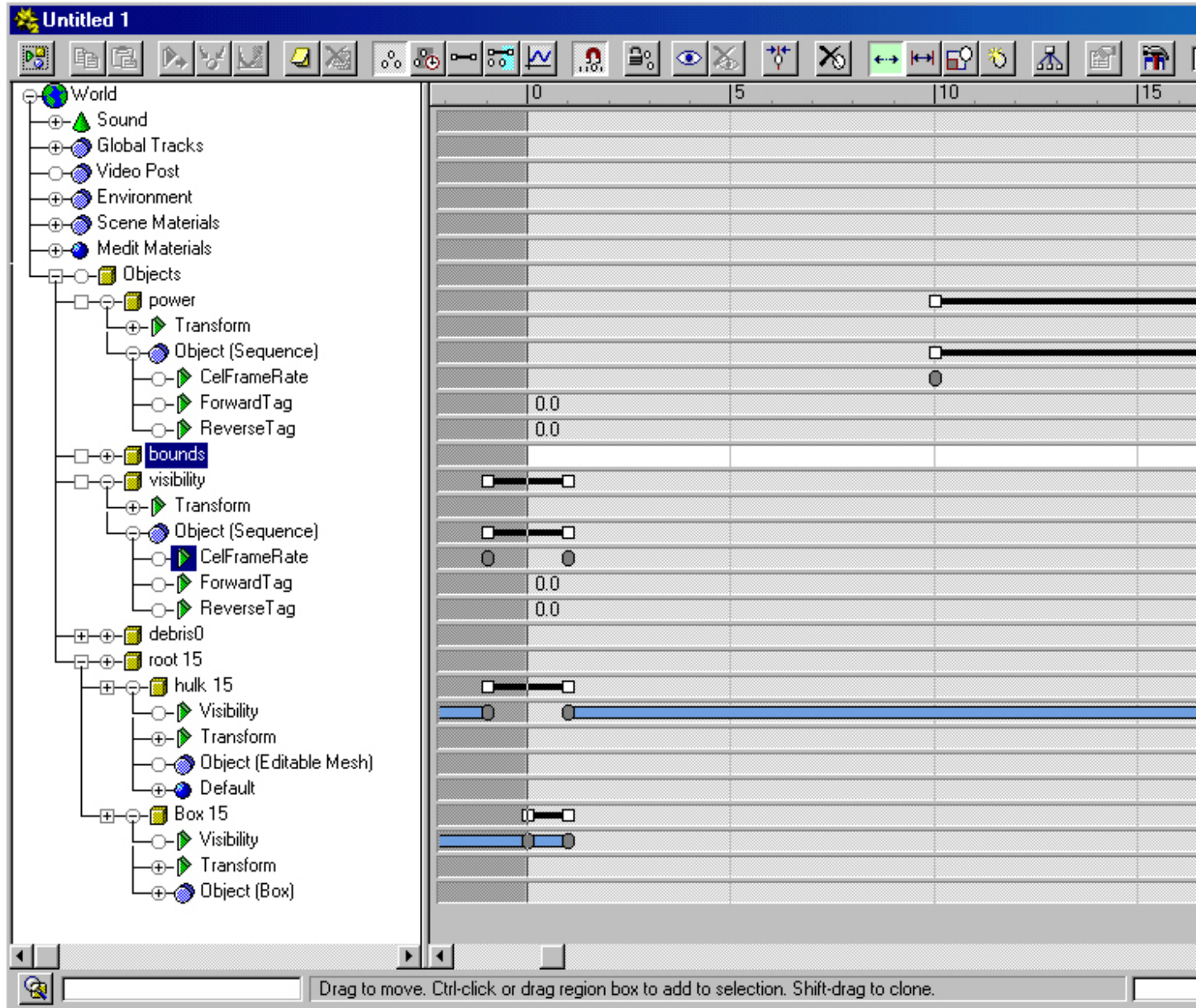
Setting up Animations by using Track View

1. Open Track View
 - a. Click Track View in the menu bar
 - b. Click Open Track View
2. Click Add Keys 
3. Add keys to the power and visibility cel frame rates at the frames for when they coincided with the animation.
 - a. For example, here are the times I used for mine.
 - i. power
 1. frames 10 to 90 (When my animation was)
 - ii. visibility
 1. frames -1 to 1
4. Because the Pulse Sensor has a destroyed model, we have to add additional visibility tracks.
 - a. Two visibility tracks will need to be added. One is for the parent of the destroyed model (hulk 15), and the other is the parent of the non-destroyed model (box 15 in my example).
 - i. hulk 15
 1. Click on hulk 15 and click Add Visibility Track 
 2. You will see “Visibility” added under hulk 15
 3. Click Add Keys 
 - a. On the new Visibility track, add keys to -1 and 1 and make sure that there isn’t any blue in between the keys. (Look at the picture below for reference)
 - ii. box 15
 1. Click on box 15 and click Add Visibility Track 
 2. You will see “Visibility” added under box 15
 3. Click Add Keys 
 - a. On the new Visibility track, add keys to 0 and 1 and make sure that there isn’t any blue after the keys. (Look at the picture below for reference)

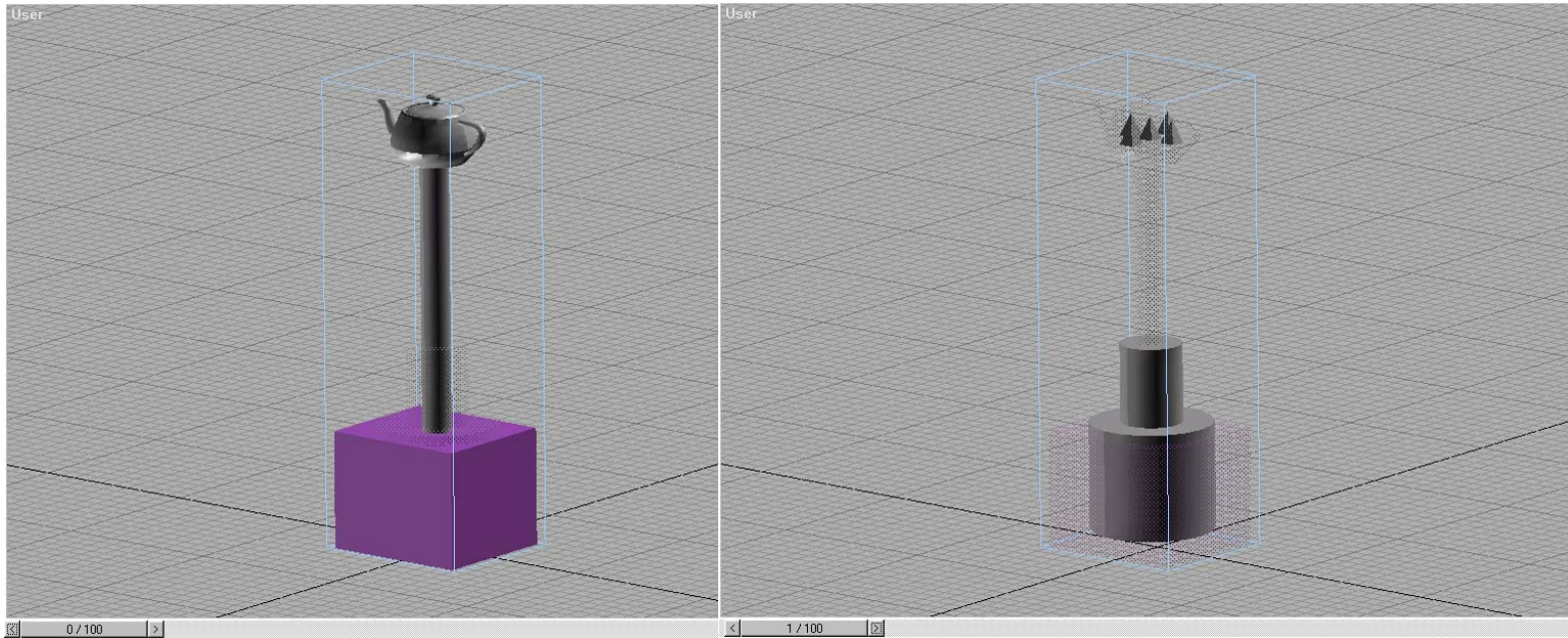
You may have to click Add Keys on the certain frames a couple of times to get the blue bar to change.

Pulse Sensor Modeling

Here is what mine looked like, the blue bars on the visibility tracks MUST look like this or it will not work correctly.



If you have done it correctly, your destroyed model should show up on all the frames, except for Frame 0, and your non-destroyed model should only show up on Frame 0 as visible. You will still be able to see a partial view of the models; it's how it should look. Below is how it should show up.



You can see a faint version of the model because it's not visible. The pyramids you see above are my debris, it's ok that they show up. When your model is destroyed, the debris will fall and explode.

The pulse sensor has three Levels of Detail, 3, 7, and 15. 15 is the most detailed. You don't have to include anything other than 15, but you won't be able to see your model unless you're up close. What I suggest is that you just clone your entire model once it's been animated and just change the 15 to 3 and then clone it again and change the ending to 7.

When you are done, go to the end of the document and read **Finishing Up** and **Using Your Model in Tribes**.

Creating a Camera Model

I'm not going to give step by step instructions for this one because it's more complicated and hard to explain, but I will try to explain how to do it. **I recommend creating the other models first as practice, as this is a more advanced object.**

You will need to download the original camera.max file from [here](#). For some reason, I had a lot of trouble trying to make a replacement model for the camera. Unlike the previous sets of instructions, you cannot just recreate the sequencers, it just doesn't work correctly, I don't know why. What we will have to do is open 3DS Max and Merge in the following sequencers and dummy objects from deployable_camera.max:

deploy (*this controls the length of the deploy animation*)

dummy cmr 25 (*the actual camera object is linked to this*)

dummy Guns 25 (*this rotates the camera*)

dummy move 25 (*this moves the entire model*)

dummy turret 25 (*this tilts the camera up and down*)

elevate (*this controls the tilting animation*)

turn (*this controls the rotation animation*)

visibility (*you don't have to import this one, but it will keep you from having to make it*)

When you create your model, you're going to need to keep in mind how the dummy objects move, and all of your objects will need 25 on the end.

dummy move 25

This object controls the animation for when it's deployed. You can have as much animation as you want, but the main parent of the model needs to be linked to this dummy object. For example, if you want the model to rotate around when it's deployed, you need to rotate this dummy and not the model. You are only allowed to modify the animation on the "dummy move 25" object, and only until frame 44. At frame 45, it will drop down to just below the X axis, if it does not, it will need to be moved manually. You can change the frames, but you will have to update the later ones by hand if you do. This object **must** be linked to "root 25" which is just a very small box at the origin.

Controlled by the "deploy" sequencer.

dummy Guns 25

This object will rotate the camera around the Y axis. It does 90 degrees each frame, from frame 45 – 49. This object will need to be linked to "dummy move 25" or one of its children.

Controlled by the "turn" sequencer.

dummy turret 25

This object will rotate the camera on the Z axis. It does 10 degrees each frame, from frame 55 – 67. This object will need to be linked to "dummy Guns 25" or one of its children.

Controlled by the "elevate" sequencer.

dummy cmr 25

This object rotates the camera during the deploy animation. This one will give you the most trouble with how accurately your camera looks at the player. The actual camera object must be linked to this object, and this object **must** be linked to “dummy turret 25” no exception. This rotates the camera from frame 0 – 31.

There are two other dummy objects that I have not covered yet. “dummy eye” and “dummy muzzle”. Both of these dummy objects are just small cubes that you put at the end of the camera where the lens is. These two objects **must** be linked to “dummy cmr 25”.

This model supports debris, so if you want to add debris you can. The easiest way is to just clone your model without animation and rename them appropriately. Debris is covered in the radar tutorial above.

The camera has three Levels of Detail, 1, 4, and 25. 25 is the most detailed. You don't have to include anything other than 25, but you won't be able to see your model unless you're up close. What I suggest is that you just clone your entire model once it's been animated and just change the 25 to 1 and then clone it again and change the ending to 4.

You will want to look at the object listing and enable Include Subtree so you can see how to properly link your model. I'm sorry this section of the tutorial is vague. If you have problems, email me and I will try to help you.

When you are done, go to the end of the document and read **Finishing Up** and **Using Your Model in Tribes**.

Creating a Generator

The generator is made the exact same way that the Pulse Sensor is. You will have to look up the LOD, I don't remember them.

Creating an Inventory

The inventory is made very similar to the Pulse Sensor. The only difference is that you need two additional sequencers: *activate* and *use*. *Activate* is the set of animations for when you leave the inventory, and *use* is the set of animations for when you walk into the inventory. If for some reason the animations are reversed in Tribes, try changing *activate* to *use*, and *use* to *activate*.

Here are the names and settings for the Sequencers not previously covered:

- a. activate
 - i. *Cel Frame Rate: 30*
 - ii. *Check One Shot*
 - iii. *Check Use Cel Frame Rate*
- b. use
 - i. *Cel Frame Rate: 30*
 - ii. *Check One Shot*
 - iii. *Check Use Cel Frame Rate*

The inventory has three Levels of Detail, 3, 7, and 15. 15 is the most detailed. You don't have to include anything other than 15, but you won't be able to see your model unless you're up close. What I suggest is that you just clone your entire model once it's been animated and just change the 15 to 3 and then clone it again and change the ending to 7.

Creating an Ammo Station

This is made exactly the same way as the inventory, except with different Levels of Detail, and they are 2, 5, and 15. When I made my ammo station, the animations would not work, so do not be surprised if they don't work.

Note about Inventories and Ammo Stations

If you look at the .dts files with notepad, you will see that they have what seem to be collision objects. I did not include them in mine, and it still works. However, I do not host undedicated with these, so they may be necessary. I can't really say what the objects are. They may just be a simple box, or they could be duplicates of part of the model. All I know is that they are named *collision_a*, *collision B*, and *collisio*. The inventory station has *collision_a*, *collision_b*, *collision_c*, and *collision_d*.

Creating a Flag

There's not much to the flag. Just make your flag model, and make sure that there is only one main parent in the end. If you want to have an animation, you will need to create a sequencer and name it *ambient*, and then just line up the animation frames.

- a. ambient
 - i. *Cel Frame Rate: 30*
 - ii. Check *Use Cel Frame Rate*

The flag does not need any numbers after it because it does not use Level of Detail. All you need is your model and the bounds box. If you want to have the skin change based on the teams, apply a skin to the flag that is named *base.flag.bmp*, and Tribes will change the skin according to the team. This way each team has a unique flag. The skin names for the flags are:

- i. beagle.flag.bmp
- ii. cphoenix.flag.bmp
- iii. dsword.flag.bmp
- iv. swolf.flag.bmp

Creating a Switch

These are the things you hit to control an objective in-game. These are made the same way that the flag is made. The only difference is that this has 3 Levels of Detail, which are 1, 4, and 32. You do not need a root object, just make sure each Level of Detail has one parent. If you put a spinning object on your switch, you may want to lower the *Cel Frame Rate* on the *ambient* sequencer so that it doesn't spin so fast.

Creating an Armor

The easiest way to do this is to load up one of the models provided by Dynamix and then just modify it. You will need the original .max files, and a program called dBshow, which you can get both [here](#).

The medium male armor has three Levels of Detail, 2, 4, and 50. You will want to modify the 50. There are two ways to handle this. You can delete each armor piece and replace it with your parts, being sure to name them and link them exactly like you found them. Or, you can just move your parts where you want them, then just select the original piece, delete the modifiers on it until you get to Edit Mesh, and then delete all the faces from the original model. Then get out of SubObject mode, and then Attach the new piece. This will not alter the name or linking, saving you the hassle. When you finish, you will need to mess with dBshow.

dBshow

1. Create a shortcut to dbshow.exe
2. Right click on the shortcut and open Properties.
3. In the target field, you will want to add “ *merge_(armor name)*” to the end
 - a. Example: This is for the Medium Armor (marmor.dts)
 - b. C:\WINDOWS\Desktop\dbshow\dBshow.exe " merge_marmor"
 - c. Notice that there is a space before merge and before the quotation mark.
4. Your model needs to be named marmor_root.dts and be placed in the dBshow folder.
 - a. It does NOT go in the dts folder. Those are the animations for Tribes.
5. When your model is in the folder, run your shortcut. If it worked correctly, it should launch dBshow and have your model in the window. On the right, you will see a set of names of the animations. You can click on them and then click Play. They should all work fine.

Here are all of the names for the files. The middle column is the name of input file. It must be named this, or it won't work with dBshow. The output file is the name that Tribes needs.

Armor	Input	Output
Light Female	lfarmor_root.dts	lfemale.dts
Light Male	larmor_root.dts	larmor.dts
Medium Female	fmarmor_root.dts	mfemale.dts
Medium Male	marmor_root.dts	marmor.dts
Heavy	harmor_root.dts	harmor.dts

Here are all of the target fields for the dBshow shortcuts:


Light Female	C:\WINDOWS\Desktop\dbshow\dBshow.exe " merge_flarmor"
Light Male	C:\WINDOWS\Desktop\dbshow\dBshow.exe " merge_larmor"
Medium Female	C:\WINDOWS\Desktop\dbshow\dBshow.exe " merge_fmarmor"
Medium Male	C:\WINDOWS\Desktop\dbshow\dBshow.exe " merge_marmor"
Heavy	C:\WINDOWS\Desktop\dbshow\dBshow.exe " merge_harmor"

Here are all of the Levels of Detail for each armor. I suggest only modifying the two highest levels.

Light Female	2, 10, and 32
Light Male	2, 10, and 36
Medium Female	2, 10, and 32
Medium Male	2, 4, and 50
Heavy	3, 10, and 32

NOTE about the Light Male:

The light male armor .max file that was provided by Dynamix has a slight problem. If you export the model, the jetting animation will be weird. For some reason, when you jet, the model will go down a lot. To fix this, you will need to go into the Track View and delete all the frames except for frame 3, and then clone frame 3 onto frames 0, 1, 2, and 4. Below is a step by step tutorial on how to do this.

1. Open Track View
 - a. Do not expand the object tree on the left. This will save you some hassle.
2. Click Modify Subtree 
3. Zoom in until you see the first five frames. You should see 5 gray ovals.
4. Select the dots for frames 0, 1, 2, and 4 by drawing a box around them and delete them.
 - a. When you select them, they should turn white.
5. Draw a box around the dot on frame 3.
6. Hold down Shift and then drag the dot to frame 4 and release.
 - a. Shift dragging in 3DS MAX is a quick and easy way to clone an object.
7. Repeat step 6 for frames 0, 1, and 2.
8. For some reason the dots go away after Shift dragging them. Don't worry, the frames will still be copied correctly.
9. You may now export your model and continue with the dBshow instructions above.

Creating a Vehicle

The easiest way to do this is to import your model into the existing .max file, which you can get [here](#). Dynamix only provided the flyer and small cargo vehicles. You can figure out how to make the large cargo vehicle from looking at the small one. The only reason I suggest that you import your model into an existing vehicle file is so that you can use Dynamix's thrusting animations. If you have your own thruster animation, by all means, create your own .max file.

Here are the names and settings for each sequencer:

1. visibility
 - a. It seems that the visibility sequencer is different in this .max file. I'm not sure why, but they only have *Export Vis Only* checked in the flyer, and *Use Cel Frame Rate* in the small cargo. I'm going to assume that it really doesn't matter if anything is checked because it's just visibility. You should be fine with our normal settings for it, which are below:
 1. *Cel Frame Rate: 30*
 2. Check *Use Cel Frame Rate*
2. flame
 - a. *Cel Frame Rate: 30*
 - b. Check *Use Cel Frame Rate*
 - c. I'm not sure what this controls. It is only in the flyer model, and it has the same animation as the *idle* animation.
 - d. The cargo vehicles do not use this sequencer.
3. idle
 - a. *Cel Frame Rate: 15*
 - b. Check *Use Cel Frame Rate*
 - c. This is the animation for when the vehicle is sitting idle.
4. jet
 - a. *Cel Frame Rate: 30*
 - b. Check *Use Cel Frame Rate*
 - c. This is the animation for when the vehicle is flying upward, when you right click in-game.
5. thrust
 - a. *Cel Frame Rate: 15*
 - b. Check *Use Cel Frame Rate*
 - c. This is the animation for when the vehicle is flying forward, when you push W in-game.

There are only a few things left to discuss, and they are the dummy objects. The dummy objects are just normal boxes. All of the dummy boxes can be arranged as you see fit. I will just list where they were placed in the original models. The dummy objects are as follow:

1. dummy pilot
 - a. This box goes in the pilot's seat. This is where the pilot will be mounted in-game.
 - b. For the cargo vehicles, it needs to be named *dummy pilot128*
 - i. I'm not sure why it has a different name, or if you even have to name it that way. You can experiment with it if you want.

2. dummy eye
 - a. This box goes just above the seat.
 - b. This is where the camera goes for the pilot's view.
3. dummy exit
 - a. This box goes above and behind the vehicle.
 - b. This is where the players will exit the vehicle.
4. dummy muzzle 1
 - a. There are two of these. The second one is *dummy muzzle 2*.
 - b. One goes on each side of the vehicle.
 - c. These are where the projectiles are spawned when fired from the vehicle.
 - d. I'm not sure if there is a limit as to how many you can have. I only know that the original flyer only had two.
5. dummy passenger1
 - a. There are two of these in the small cargo vehicle, and four of these in the large cargo vehicle. The additional ones are named *dummy passenger2*, *dummy passenger3*, and *dummy passenger4*. I'm not sure if there is a limit on these.
 - b. These are only used by the small and large cargo vehicles.

The vehicles support debris and a hulk model. Just a note about the hulk: It only shows up when you destroy a vehicle that was placed on a map by a map maker. The vehicles purchased by the inventory station, do not leave hulks. If you wish to include a hulk model, you will need to set it up correctly with visibility tracks on *hulk* and on the main parent on the non-destroyed model. Just refer to the Pulse Sensor Modeling instructions on how to set it up correctly.

The last bit of information is the root numbers for the Level of Detail. The flyer model has 5 levels of detail, and they are 2, 5, 25, 32, and 128. The small cargo vehicle has 4 levels of detail, and they are 2, 15, 32, and 128.

Finishing Up

1. Apply a material to your object.
 - a. You can use one of the standard materials supplied by 3ds Max, just pick a color
 - b. Or you can apply your own skin to it by adding a Bitmap to the ambient color map.
 - i. The skin needs to be a .bmp.
 - ii. If you need part of your model to be transparent, then you need to apply the .png file.
2. Export your model
 - a. Click File
 - b. Click Export
 - c. Choose “Vicon Combining Exporter” as your Save as Type.
3. Save your Work
 - a. Click File
 - b. Click Save As

Using Your Model in Tribes

1. Move the .dts and .bmp files into your Tribes\Base folder.
2. Rename the .dts to the name of the model you want to replace.
 - a. Do **NOT** rename the .bmp file or Tribes will crash.

Troubleshooting

My model is huge in Tribes.

You need to scale your model down in 3ds Max.

When I scale my model down in 3ds Max, it still doesn't get any smaller in Tribes.

You need to go to the Hierarchy tab on the right menu (the third button) and go to the bottom and click Reset Scale. It may move your object and reset the pivot point as well. You can fix the pivot point under the Hierarchy tab.

Only part of my model shows up in Tribes.

Make sure that you linked all of your objects correctly.

My destroyed model does not show up in Tribes.

Make sure that it is named and linked correctly. If it still does not work, you will need to export it as a .3ds and then import it back into your .max file.

My animations quit working in 3ds Max 2.5.

Delete your model and import it back in.

Special Thanks

Braveskin
MadCowDisease2
NoFiX
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If you have questions about my tutorial or something not mentioned in the tutorial, feel free to email me and ask me.