

HOMEWORLD2

Homeworld2's Maya3.0 Plug-in Source code package

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Introduction

This document will briefly explain what is required to use this package, how to install it, and what's in it.

How to use the tools is already covered in the art pipeline document.

Requirements

You need to have a legal copy of Maya 3.0 installed on your machine. This copy comes with the SDK required to compile these plug-ins.

You need to have a legal copy of Visual .Net (2002 version). The .vcproj are not compatible with visual.net 2003 and would need to be upgraded by the end user.

You need to download the recent version of the boost library. Available from www.boost.org

Optional:

You may also opt to download the recent version of STL port. Available from www.stlport.org

Installation

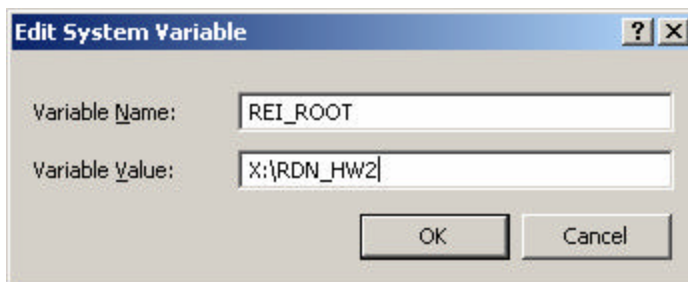
Environment Variables:

You first need to setup a couple of environment variables:

On w2k:

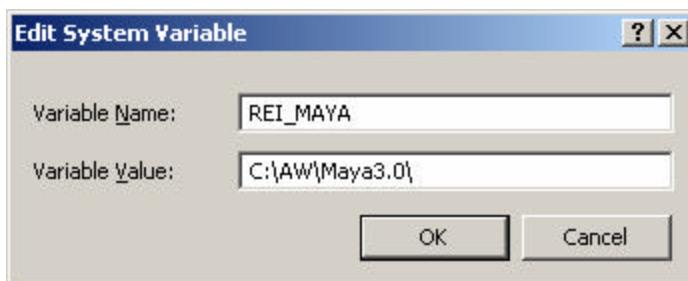
Start->Settings->Control Panel->System->Advanced->Environment Variable

Setup REI_ROOT



The Variable Value should point to your installed Homeworld2 Directory.

Setup REI_MAYA



The Variable Value should point to your installed copy of Maya3.0

Setup REI_MAYA_DEV



The Variable Value should point to the include folder of the games devkit of Maya3.0

Installing Boost

When you unpack a version of boost it usually installs in the

Boost-x.yy.z folder where x.yy.z is the version number

Under that folder a number of folders are present

\boost\

\libs\

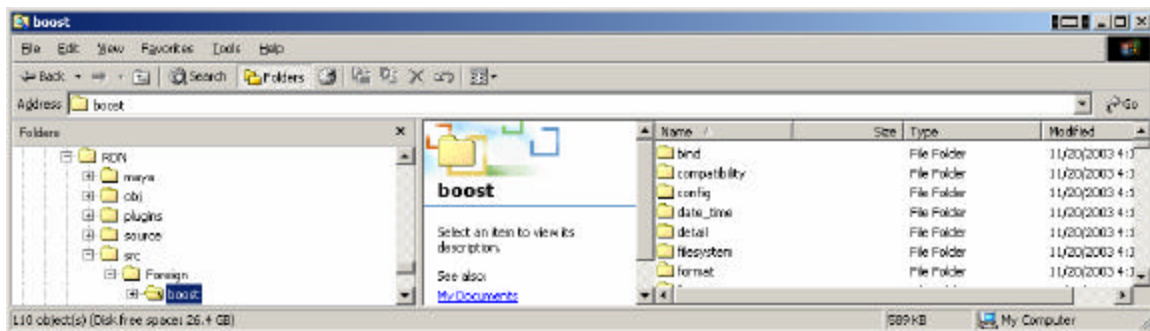
\tools\

etc..

You simply need to copy the boost folder into

%REI_ROOT%\Src\Foreign\

So it looks like this



Installing STLPort

This is optional since the tools do not rely on any of STLport advanced features. Compiling with .Net STL works.

However if you feel the urge to do so.

You can install the STLport package and copy it

%REI_ROOT%\src\Foreign\STLPort

Compiling

You are now ready to open up visual .Net and start compiling the plug-ins.

You should have installed the mod package in your homeworld2 folder.

After installation you should have the following folders

%REI_ROOT%\Source

%REI_ROOT%\Plugins

Open up plugins.sln from %REI_ROOT%\Plugins.

Only the Debug and Release targets are functional.

Here's a very brief description of the available projects:

AnimExport

Exports the mad files, and NIS files

BTGImport

This tool is needed for the background lights.

FlightManeuversExport

Plugin to export FlightManeuvers.lua

FreezeShipScale

Plug-in to Freeze Ship Scales

HW2GetBB

This is BoundingBox calculation used by ModelExport.

LevelExport

Level exporter, this is the tool that creates the levels

ModelExport

This is the tool that exports ships. It gets renamed to Homeworld2Export.

MeUtil

Some functions are used by the NIS.

ShipMayaObj

Used by HW2GetBB

Shizoom

Goblin placement tool

All these plugins will be exported in

%REI_ROOT%\Maya\3.0\Plugins

You then need to setup Maya properly to load them.