

PlayStation Development Plug-ins
for LightWave 3D 4.0
version Beta.2(Intel,Alpha,SGI) May 1, 1996

Copyright 1996, D-STORM, Inc.

Yoshiaki Tazaki

Installation:

1. Copy the appropriate plug-in file for your system to your plugins/modeler and plugins/layout directory.

To plugins/modeler:

RSDLOAD.P (RSD Geometry file loader)

RSDSAVE.p (RSD Geometry file saver)

To plugins/layout:

TIMIMAGE.P (TIM Image file loader and saver)

2. Add RSDLOAD.P and RSDSAVE.P to your Modeler

Start LightWave Modeler 4.0 and choose "Add Plugin" from the "Objects/Custom" pop-up.

Select the plug-ins from the file requestor. In the "Custom" menu, you will find "RSDLOAD.P" and "RSDSAVE.P" added the the list. When you quit Modeler, the plug-ins will be saved in the list for future use.

3. Add TIMIMAGE.P to your LightWave

Start LightWave 4.0 and choose "Add Plug-ins" from the "Options" pop-up.

Select the plug-ins from the file requestor. In the "RGB Image Format" popup from the "Record" menu, you will find "TIMIMAGE.P" added the the list.

When you quit LightWave, the plug-ins will be saved in the list for future

use.

Instructions:

RSD file is the geometry file for Sony PlayStation. It has 4 separate files such as (.rsd), (.ply), (.grp) and (.ply) file.

RSDSAVE.P exports above files from Modeler. To export (.rsd) files, select "RSD_EXPORT(Ver.1.0)" from the "Custom" popup in the "Object" menu. And type just a file name to export your geometry without suffix from the file requestor.

Tips: PlayStation can read only 3 and 4 vertices polygons. If the geometry has >4 vertices polygons, then the RSDSAVE Plugin show you the error message dialog. You can triple >4 vertices polygons with T-key after finding >4 vertices polygons with the "Stats" button from the "Display" menu (same as w-key).

RSDLOAD.P imports the (.rsd) files to Modeler. To import (.rsd) files, push the "Load" button from the "Objects" menu. And choose the (.rsd) file to import from the file requestor. the RSDLOAD automatically reads the (.rsd) file included (.ply) and (.grp) files to your Modeler.

Note: PlayStation and LightWave have different texture mapping method. You lost all of texture vertices in the (.rsd) file in the Modeler when you load your (.rsd) file with texture uv vertices in the (.mat) file.

TIMIMAGE.P load and save Sony TIM image format files to the LightWave. You can use any TIM image file as the texture mapping images in your animations and you can save your rendered image as the TIM image files. TIMIMAGE.P supports following TIM image format.

To load: 4bit CLUT (Color Look Up Table)
 8bit CLUT
 16bit Direct color
 24bit Direct color

To save: 24bit Direct color

To load the TIM image files to your LightWave, select "Load Image" button from the "Images" menu, and choose the (.tim) file to load from the file requestor.

To save the TIM image files from your LightWave, select "PlayStation(.tim)" popup from the "RGB image format" in the "Record" menu, and specify (.tim) file name from "Save RGB images" and render your scene.

CAUTION !!

DON'T COPY THIS PLUGINS TO ANYBODY. THIS PLUGINS ARE STILL BETA VERSION,
PLEASE USE IT WITH YOUR LIABILITIES.

For more information about the PlayStation Plug-ins:

Yoshiaki Tazaki

D-STORM, Inc.

6-8-8, Akasaka, Minato-ku, Tokyo 107 Japan
e-mail: taz@technonet.co.jp
fax: 81-3-5570-8723