

PingXiff method

or how to make the life of Condor scenery makers a little bit easier

Thanks for the following people:

Xiff for his idea: this document wouldn't exist without his idea.
All the scenery makers for their HUGE work.
And of course to Gregor and Uros for making Condor !!!

Disclaimer

blablabla... Use this document are your own risk :)

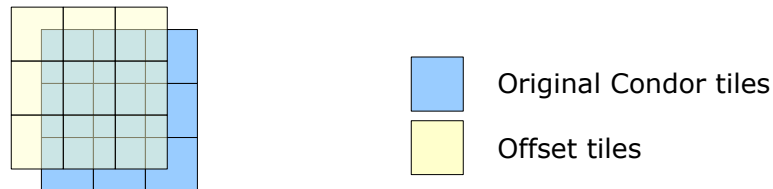
If you have any questions/comments/suggestions, please let me know: ybubgn@hotmail.com.

Introduction

I'll present here a method in order to remove a huge work load for all the scene-makers. I call it the **PingXiff** method (reference to the fantastic brain that invented it).

The only back draw with this method, is that it will give your computer more computation (at least, your brand new over-powered PC will have something to do!).

The **PingXiff** method concerns the texture part of the scene. The main idea is to create offset Terragen tiles that can be used to overlap the awful junctions (black lines).



Here is the main work flow :

- 1 Generate the data for the real area:
 - a- tiles
 - b- forest map
 - c- fields map
 - d- Terragen tiles
- 2 Generate the data for the offset area
 - a- tiles
 - b- forest map
 - c- Terragen tilesField maps don't need to be offset this is not an error ;)
- 3 Merge the original and offset tiles.
- 4 Continue with the CST instructions :)

1 Generate the data for the real area.

This is the easiest part, just follow the CST instructions :D I suggest to use the Terragen for Condor tool! Try it once and you'll thank the author for all the time you'll save!

2 Generate the data for the offset area

What we want here is to create tiles that overlap half of the original tiles.

Take your original raw file. Crop your area using the PingXiff formula:

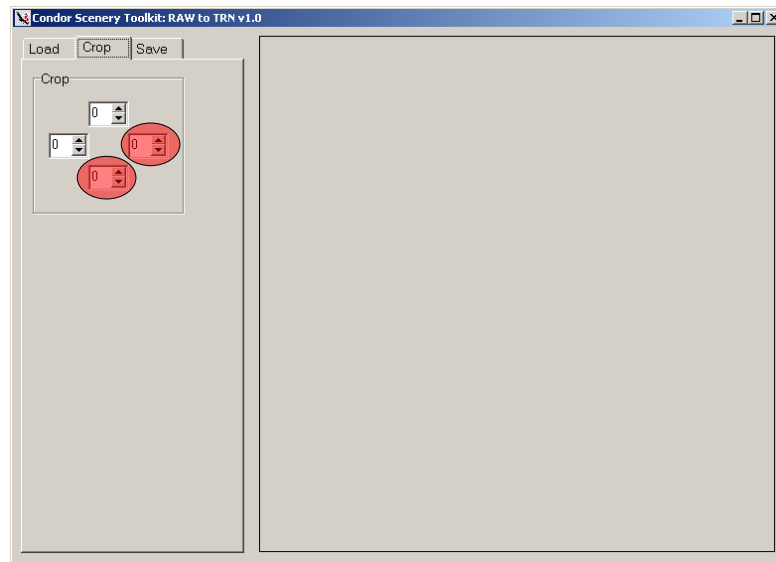
"pour décaler les tiles, pas de souci, il faut reprendre le fichier raw de la map, le décaler d'une tile (prendre la largeur total divisé par le nbr de tiles de large le tout divisé par 2 et on décale de cette distance) et on refait le procédé complet sous terragen (valable aussi pour la map des forêts)."

Which can be approximately translated as follows:

- Take the total number of Condor tiles for width.
- Divide it by the amount of Terragen tiles.
- Divide the result by 2 and this will be the offset.

Easy, isn't it?

This offset value has to be used in the RAW2TRN converter as right-down values.



Here is an example:

My scene Terragen width is 42 tiles

My scene Condor width is 10 tiles

I should crop my original area by 2 ($42/10=4.2$; $4/2=2$).

For your forest maps, you'll need to crop them the same way ($256 * \text{tiles offset}$).

3 Merge the tiles

Before any manipulations, please, backup all your Terragen tiles !!!As it might take some place, you can use 7zip to compress them.

Photoshop actions

A good idea is to create actions to minimize the human work ;)

Here is a description of the actions:

Border

- Border 100
- Delete Border

Merged tiles

- Select All
- Copy
- Close the window
- Paste

Lower Right

- Action Merged tiles
- Move to lower right corner

Upper Right

- Same as previous except Move to upper right corner

Lower Left

- Same as previous except Move to lower left corner

Upper Left

- Same as previous except Move to upper left corner
- Select background layer

- Select second line from bottom
- Paste it (new layer create)
- Move the pasted line one down (should overlap the first bottom line)
- Select Layer 1
- Action Border
- Select Layer 2
- Action Border
- Select Layer 3
- Action Border
- Select Layer 4
- Action Border
- Flatten image

Tile manipulations

Here are all the steps for the tiles:

- Open the original tile
- Open the lower right tile
- Action lower-right
- Open the upper right tile
- Action upper right
- Open the lower left tile
- Action lower left
- Open the upper left tile
- Save (as BMP).

Keep the save outside an action so you can have a visual check on the result.

Warning: There seems to be an issue with the Photoshop BMP format and Condor, so once all the tiles are done, use IrfanView to convert the BMP. Do it with the batch process.

4 Continue with CST

Next, simply follow the CST instructions.

Appendix

A- Web sites

REMINDER: All this job has been done for FREE. I know that the people going to use this tutorial are also working for free to develop their scenery. But if you don't donate through Paypal (which I must confess I didn't), at least, go on the developer's web page and click on the Google add. It will only cost you 5 seconds... So, here are the links:

<http://software.hitziger.net/>
<http://www.swissraces.com/>

Tools

<http://www.7-zip.org/>
<http://www.irfanview.com/>