

# CollaTKane Basic Tutorial

Here's some very basic and condensed step about using CollaTKane

<http://modsgarden.cc/tools-software/27/klub-related-tools-software/1321/msg133717#msg133717>

I'll talk mainly about Room, Toy and Dress.

I'm not going to talk about hair yet since i am still unable to do everything correctly.

Everything concerning Blender can be learned on YouTube.

There's some very good video made by people way better than me to teach you everything.

## How i like to use CollaTKane

**1:** Copy a virgin copy of CollaTKane in the folder that contain the mesh you have.

**2:** Replace the Default Icon from the resource folder with the icon you want to use. ( Do not rename this file ).

**3:** Edit the Setting file you are going to use to include the add-on name, the add-on description and all the script needed by your add-on.

-- To edit the Setting file, just follow the instruction provided by Kane.

<http://modsgarden.cc/tools-software/27/klub-related-tools-software/1321/msg133717#msg133717>

This way, your add-on will be 100% ready.

## CollaTKane 2.17

Made in Québec, CollaTKane is the most easy to use and powerful tool to create any type of add-on.

Tested on Blender 2.78

## CollaTKane 2.17

Resources	2017-10-28 20:15	Dossier de fichiers	
Setting	2017-12-08 14:00	Dossier de fichiers	
blex.exe	2014-03-23 12:29	Application	71 Ko
CollaTKane_v2.17.exe	2017-12-21 21:29	Application	544 Ko
libgcc_s_dw2-1.dll	2013-10-05 14:17	Extension de l'app...	110 Ko
libstdc++-6.dll	2013-10-05 14:17	Extension de l'app...	978 Ko
Log.txt	2017-10-28 09:03	Fichier TXT	6 Ko
tx_tools.exe	2014-03-23 12:29	Application	52 Ko
zlib1.dll	2014-03-23 12:29	Extension de l'app...	59 Ko

ActiveMod	2018-05-18 19:46	Dossier de fichiers	
Resources	2018-05-15 04:19	Dossier de fichiers	
Setting	2018-05-15 04:19	Dossier de fichiers	
Txx Bra	2018-05-20 08:47	Dossier de fichiers	
Txx Panty	2018-05-21 18:08	Dossier de fichiers	
blex.exe	2014-03-23 12:29	Application	71 Ko
CollaTKane_v2.17.exe	2017-12-21 21:29	Application	544 Ko
go DRESS.bat	2018-05-18 19:45	Fichier de comma...	1 Ko
go ROOM.bat	2017-10-28 00:03	Fichier de comma...	1 Ko
Instruction.txt	2018-05-13 15:35	Fichier TXT	2 Ko
libgcc_s_dw2-1.dll	2013-10-05 14:17	Extension de l'app...	110 Ko
libstdc++-6.dll	2013-10-05 14:17	Extension de l'app...	978 Ko
Lightmap.png	2017-10-28 00:01	Image PNG	758 Ko
Log.txt	2018-05-20 08:25	Fichier TXT	4 Ko
Scene.dae	2018-05-21 18:01	Fichier DAE	12 255 Ko
tx_tools.exe	2014-03-23 12:29	Application	52 Ko
zlib1.dll	2014-03-23 12:29	Extension de l'app...	59 Ko

### ActiveMod folder

A folder named **ActiveMod** will appear after you've run CTK for the 1<sup>st</sup> time.

This folder will contain the information to add in the add-on script.

This folder will also contain the texture that you can use in the ActiveMod folder of the game.

### Resources folder

Contain various file, see below for more detail

Contain various file that I may talk later.

The icon that CollaTKane will use for your add-on is stored here. Modify the **Default\_Icon.png** before starting CollaTKane.

## TXX folder

Your TXX will appear in this folder.

## Blex.exe, txx\_tools.exe and all \*.dll

File used by CollaTKane.

## Other tool needed

### TKShellTools

<http://modsgarden.cc/index.php?action=dlattach;topic=414.0;attach=191044>

### Notepad ++

<https://notepad-plus-plus.org/repository/6.x/6.9.2/npp.6.9.2.Installer.exe>

## The main idea

The main idea with CollaTKane is to create a toy / room / dress / hair, in the 3D software of your choice, export this object in collada (.dae) and let CollaTKane create all the file needed by the game.

It's still best to use Blender 2.78 to export the final object in .dae since not all version or software got the same option when it's time to export.

**Warning:** CollaTKane will not replace any texture in the TXX and in the ActiveMod folder.

If you do any modification to your scene. Delete both TXX and ActiveMod folder to start from fresh.

## General info for all add-on.

### Objects

- Each add-on are made of 1 or more object.
- Object can use Vertex Color or 1 Texture but not both. Vertex Color will win the fight if you also try to add a texture. Vertex color are not compatible with hook.
- Object must be made of: **1 material, 1 UvMap, 1 Texture**
- Multiple texture and UvMap can be used but only under special case like for Lightmap.
- Multiple material is now possible to create some kind of super mesh. But you should use only 1 material for normal add-on. Only the game body use multiple material by default.
- Each object will be assign its own Bounding Sphere.
- Many object can use the same texture.

P.S. 100 small objects using the same texture drain more memory and CPU then 1 big object.

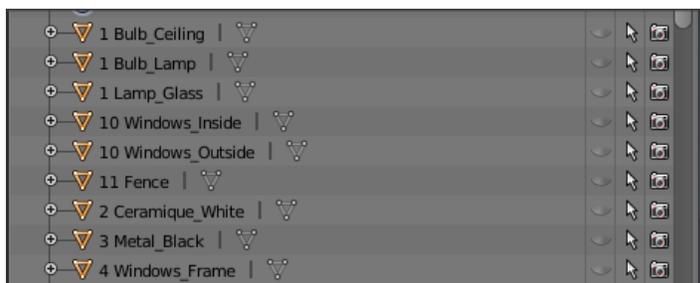
- For best result. Give the same name to your object in the Outliner, in the material tab and to your texture.



- If it's not destroying your mesh, you can remove all double since CollaTKane fix the UvMap for us.

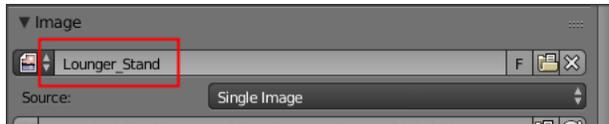
- Object can be in Quad or in Tri. They will all be converted to Tri when you'll export in .dae

**In Blender, the Object list is represented in the Outliner**



# Textures

- Each object can have 1 texture only. **Image must be a .png or a .jp2** (jp2000 not jpeg)
- Each texture resolution should use **power number**. 8, 16, 32, 64, 128, 256, 512, 1024, 2048, 4096. Square or rectangle.
- You can name your texture under *image*: "Lounger\_Stand" in this example.

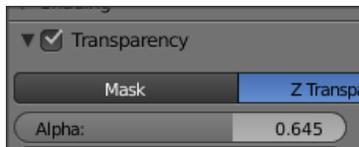


- We have 3 main type of texture. Opaque, AlphaBlend and AlphaMask.
- Each of these type need to have **Color** selected under **Influence**. (Texture tab.)

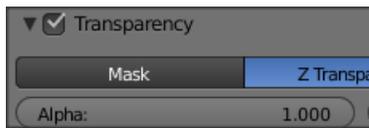


## - To set AlphaBlend or AlphaMask, we need to go in the material tab.

- To select **AlphaBlend**: Go in the material tab, select **Transparency** and set the Alpha to any number between **0 AND 1**

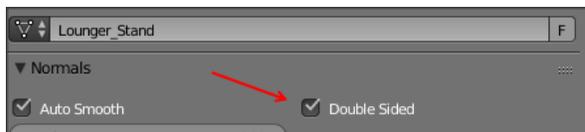


- To select **AlphaMask** : Go in the material tab, select **Transparency** and set the Alpha to **0 OR 1**



## - To set single sided or double sided textures

- Go in **Object Data** tabs and select **Double Sided** to create a double sided texture in game.



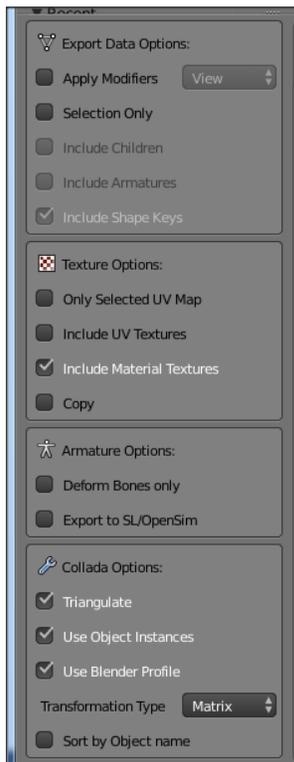
## Exporting your Add-on in .dae

1- Before exporting the add-on, you can apply all transform.

-- In Blender, while in Object mode, select all and do : ( Ctrl-A, L ) ( Ctrl-A, R ) ( Ctrl-A, S ) Location, Rotation and scale.

This will simplify the final scene file making it smaller and easier to read.

2- Export in collada using these setting. Create a pre-set of these setting with the " + " button.



3- Save your scene in CollaTKane folder and name it Scene.dae

4- Now it's time to edit a .bat file to be able to launch CollaTKane.

### **Example 1: "GO ROOM.bat"**

```
CollaTKane_V2.17.exe "Scene.dae" "Setting\Official\R9ZRoom(room_position_group).txt" 260  
rpg z mdl 34 35 aon "Rabo Rabo"
```

- Will use **CollaTKane\_V2.17.exe**
- Will create a TXX from the file **Scene.dae**
- Will create script based on the file **Setting\Official\R9ZRoom(room\_position\_group).txt**
- The room number will be **260**
- Will create position in the room **rpg**

- f) Will use the axes "Z" in Blender as the default axis for the up and down. (Game use "Y" so CollaTKane will do the conversion.)
- g) "mdl 34 35" Opaque texture will use layer 34 while transparent texture will use the layer 35.
- h) aon "Rabo Rabo" The add-on name will be ... Rabo Rabo.

### **Example 2: "GO DRESS.bat"**

CollaTKane\_V2.17.exe "Scene.dae" "Setting\Official\R9Corset(TRS\_group).txt" 021 z as "Setting\AnimSkeleton.txt" ncbs aon "Leotard"

- a) Will use **CollaTKane\_V2.17.exe**
- b) Will create a TXX from the file **Scene.dae**
- c) Will create script based on the file **Setting\Official\R9Corset(TRS\_group).txt**
- d) The dress will use the ID **021**
- e) Will use the axes "Z" in Blender as the default axis for the up and down. (Game use "Y" so CollaTKane will do the conversion.)
- f) (as "Setting\AnimSkeleton.txt") stand for "Anim Skeleton, must be forwarded by the path/name of the "AnimSkeleton" file to use.
- g) (ncbs) ncbs (stand for "No Culling Bounding Sphere") All mesh will use the "NoCull" BoundingSphere.
- h)** (aon "Leotard") The add-on name will be **Leotard**.

Find more information on the CollaTKane page on modsgarden.

<http://modsgarden.cc/tools-software/27/klub-related-tools-software/1321/msg133717#msg133717>

Double click your .bat file when ready to generate your TXX

## **Add-on Toy Specific information**

In your 3D scene, you need to create an empty object named **tool\_group** and make it become the parent of all the mesh of your scene.

- You can create an empty with Shit-A, E, A for example.
- Then, rename it in the Outliner, and name it **tool\_group**
- While in Object mode, select your toy, then select the empty while holding Shift and use **Ctrl-P** and **Object** to set the parent.

## For add-on room, adding position

- Create an empty and name it **room\_position\_group**
- Create another empty and place it where you want to add a position. It's best if you use the empty **Arrows** to be able to set the model orientation. The "Y" axis on this empty represent the back of your model. (Shift A, E, A)
- Name the empty that represent your position as you want.
- Make the empty **room\_position\_group** the parent of all the empty that are the position in your room.

**Important** If you apply all transform (Ctrl-A, L) , (Ctrl-A, S) , (Ctrl-A, R) make sure you de-select all empty !!!

## Dress

- Hair and Dress require you to use the bones included in the resource folder.
- You have to do your weight paint manually.
- Then export.

All type of clothing need to respect the same rule for the **Object** and **Texture** as explain above.

1st Load your dress in Blender then load one of the body provided with CollaTKane.

Scale, sculpt and position your dress correctly over the body.

Then, make the armature become the parent of your dress.

Select your dress, select the armature, and make the armature parent of the dress using the option **armature deform**

Do the weight paint manually or copy the weight of another dress that is similar to your dress.

If the weight is well done, you should be able to move the bones of the armature and the dress should react accordingly.

Test your dress in game as often as possible.

Just delete the body before exporting your dress, then Ctrl-Z to bring back the body or re-load your last save.

Exporting dress like this looks ok, but it's not.

When you are happy with everything, prepare the final Blender file like this.

1 - Create an empty and give it the name of your add-on and add a **\_group**. Ex:

**R9Panty005\_group** , **R9Dress052\_group**

2 - Make the **TRS\_group** become the parent of your empty

3 - Clear the parent of your mesh ( Alt - P / Clear parent )

4 - Make the empty created in step 1 become the parent of your mesh.

5 - Add an armature modifier to your mesh and link it to the **root\_rotation\_group** (DO NOT APPLY THE MODIFIER! )

6 – Name your texture **\_png**



Delete the body and the useless bones (Keep all bones that can deform your dress) from the 3D scene and export as Scene.dae

When you export, you have to make sure that the option *Sort by Object name* is **not** selected.

Many option can be added to the script manually but these may be describe later.

## Using more than 1 texture

Using more than 1 texture is possible but for special case only.

Here's some example.

### Normal and specular map for hook.

CollaTKane can add the normal and specular map for hook and create the \_pass file for you.

All you need to do is to add them in Blender like this.

#### Normal Map



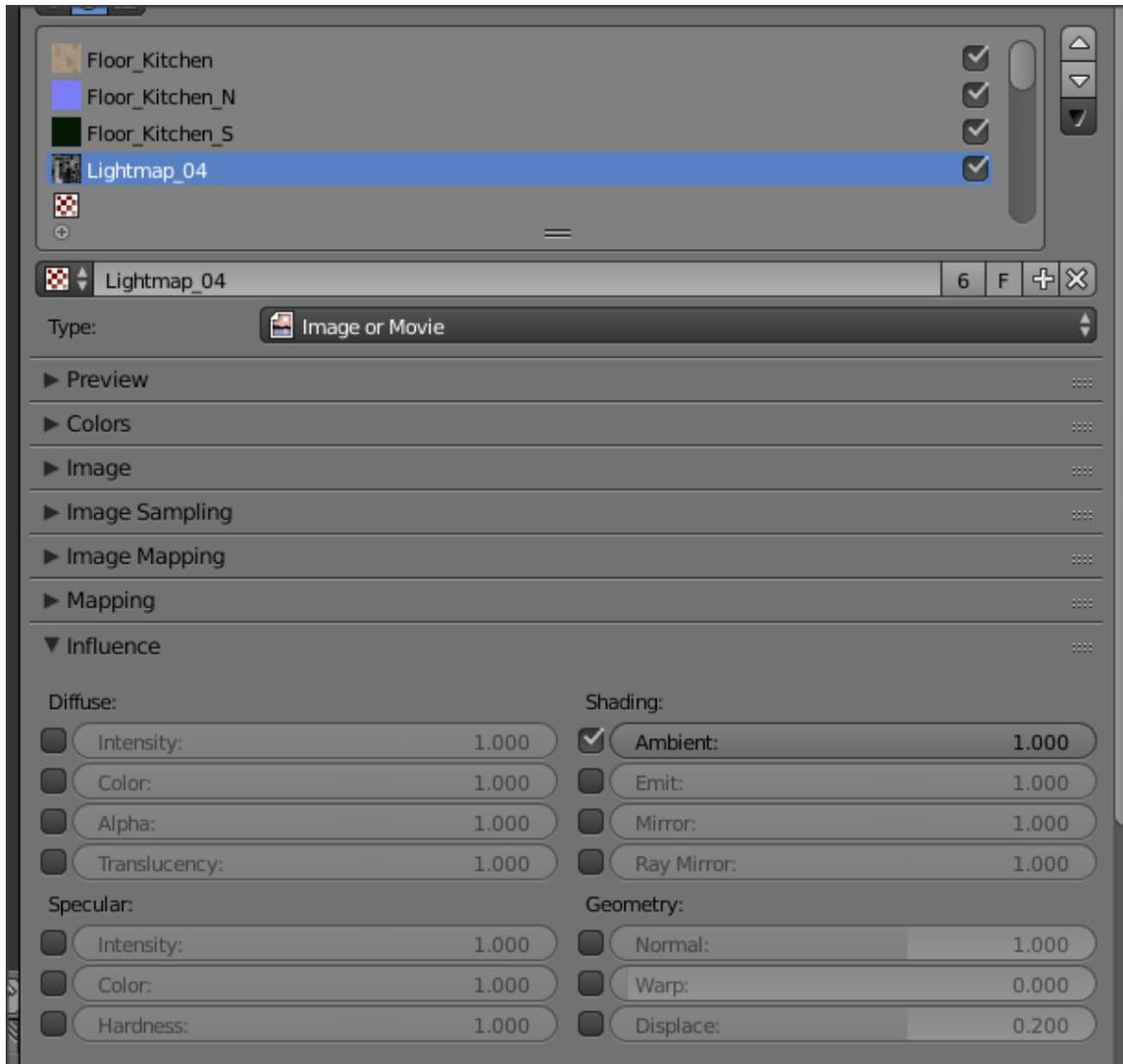
## Specular Map

The screenshot shows a software interface for editing material properties. At the top, a list of materials is shown: Floor\_Kitchen, Floor\_Kitchen\_N, Floor\_Kitchen\_S (selected), and Lightmap\_04. Below this, the selected material 'Floor\_Kitchen\_S' is shown with its type set to 'Image or Movie'. The interface is organized into several sections: Preview, Colors, Image, Image Sampling, Image Mapping, Mapping, and Influence. The Influence section is expanded, showing various material properties with checkboxes and numerical values.

Property	Value
<b>Diffuse:</b>	
<input type="checkbox"/> Intensity	1.000
<input type="checkbox"/> Color	1.000
<input type="checkbox"/> Alpha	1.000
<input type="checkbox"/> Translucency	1.000
<b>Shading:</b>	
<input type="checkbox"/> Ambient	1.000
<input type="checkbox"/> Emit	1.000
<input type="checkbox"/> Mirror	1.000
<input type="checkbox"/> Ray Mirror	1.000
<b>Specular:</b>	
<input type="checkbox"/> Intensity	1.000
<input checked="" type="checkbox"/> Color	1.000
<input type="checkbox"/> Hardness	1.000
<b>Geometry:</b>	
<input type="checkbox"/> Normal	1.000
<input type="checkbox"/> Warp	0.000
<input type="checkbox"/> Displace	0.200

# Lightmap

If you want to use lightmap, use this setting.



Note that you can also use a different UVmap for your lightmap. But in this case, some minor modification will need to be done to the scene file to tell the game which texture is using which UVmap.

