

# PlayStation Development Plug-Ins

for LightWave 3D 4.0

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

## Instructions:

The 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 the above files from Modeler. To export (.rsd) files, select "RSD\_EXPORT(Ver.1.0)" from the "Custom" popup in the "Object" menu.

Type just a file name to export your geometry without a suffix from the file requestor.

Tip: PlayStation can read polygons with only 3 or 4 vertices. If the geometry has polygons with more than 4 vertices, then the RSDSAVE Plugin will display the error message dialog box. You can triple polygons that have more than 4 vertices with the T-key after finding them with the "Stats" button from the "Display" menu (the same as the w-key).

RSDLOAD.P imports the (.rsd) files to the 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 along with the included (.ply) and (.grp) files to your Modeler.

Note: PlayStation and LightWave have different texture mapping methods. You lose all 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 loads and saves Sony TIM image format files to LightWave. You can use any TIM image files as texture mapping images in your animations, and you can save your rendered image as TIM image files. TIMIMAGE.P supports following TIM image formats.

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

Saving:        24bit Direct color

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

CAUTION!!

DON'T COPY THIS PLUG-IN TO ANYONE. THIS PLUG-IN is STILL A BETA VERSION.  
PLEASE USE IT WITH YOUR LIABILITIES.

For more information about the PlayStation Plug-ins, contact:

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