

# FLYBERT'S CHATEAU



Modeling Tips

3ds Shape Files

## Shape Converter Tools

### Red Baron shape converter tool (MCU.exe)

Once you've modified a shape with your shape editor (3D Studio, or other), you must convert it to Red Baron's shape format. This is usually a simple step-by-step process, IF you follow the directions and don't mess around!

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1. [Download the RBmcu.zip](#) to your hard drive. Use WinZip (or whatever unpacking utility) to extract the files into a \*working\* folder containing the .3ds files and associated **materials** for the object(s) you are working with. These materials are the .bmp files in each **Shape** .zip , with the exception of Aircraft , that additionally have a large set of common materials available on the **Shapes page**.

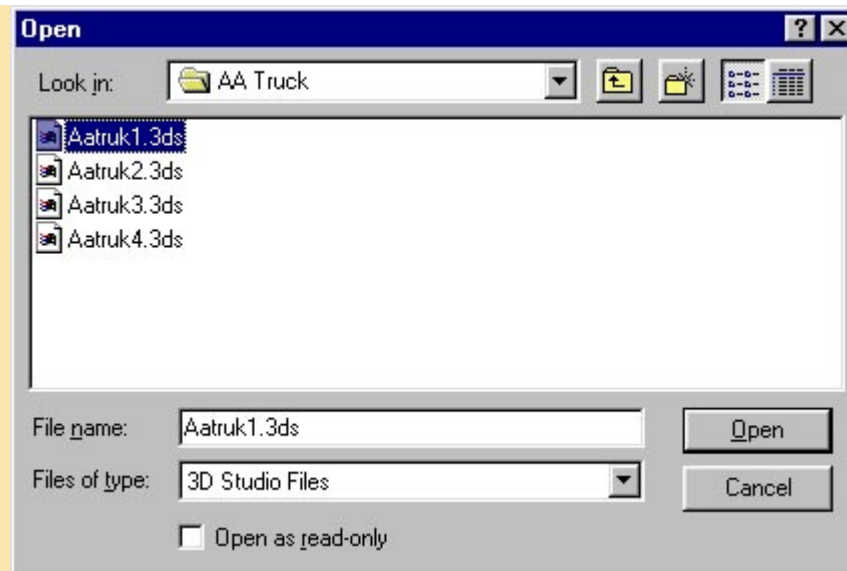
2. Double-click on mcu.exe to start.

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3. To convert a file, hit the "Insert" button on the right side of the menu.

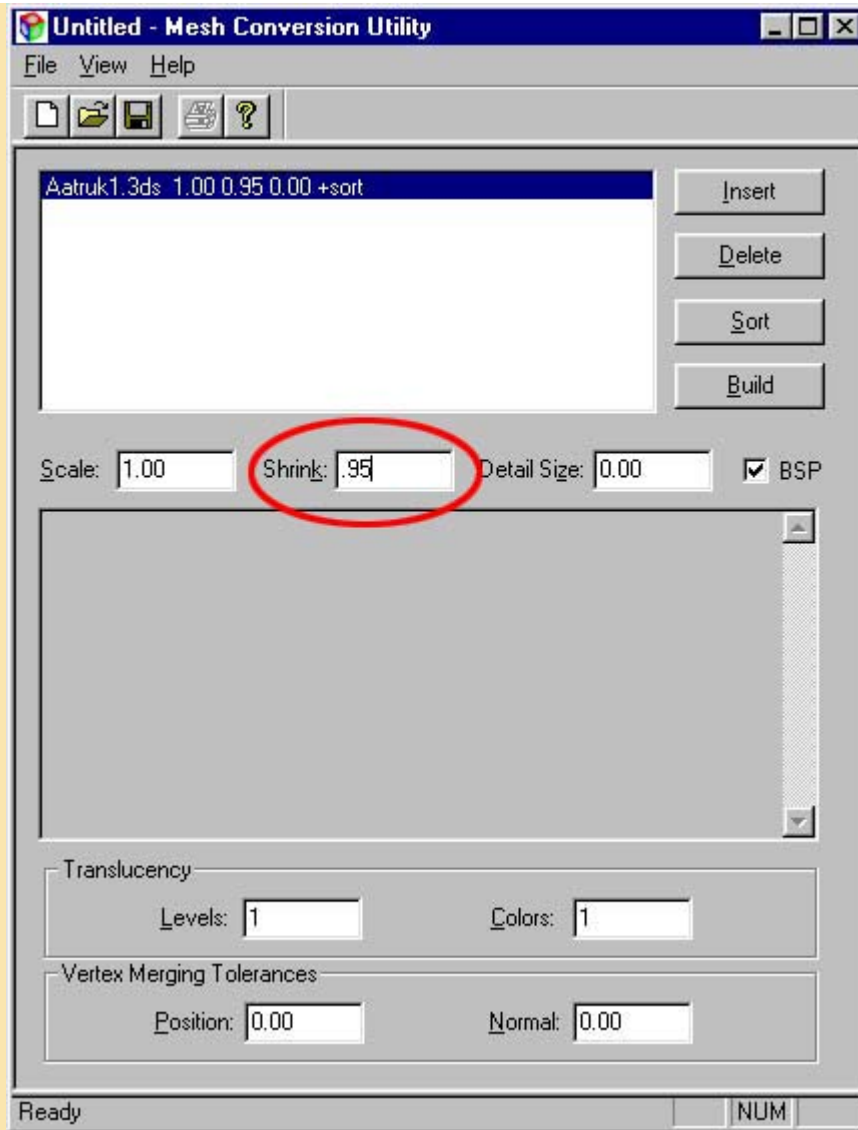


4. Change to your new shape's folder , and double click on the 3ds select the 3ds file and hit the "Open" button .The .bmps (materials) for the .

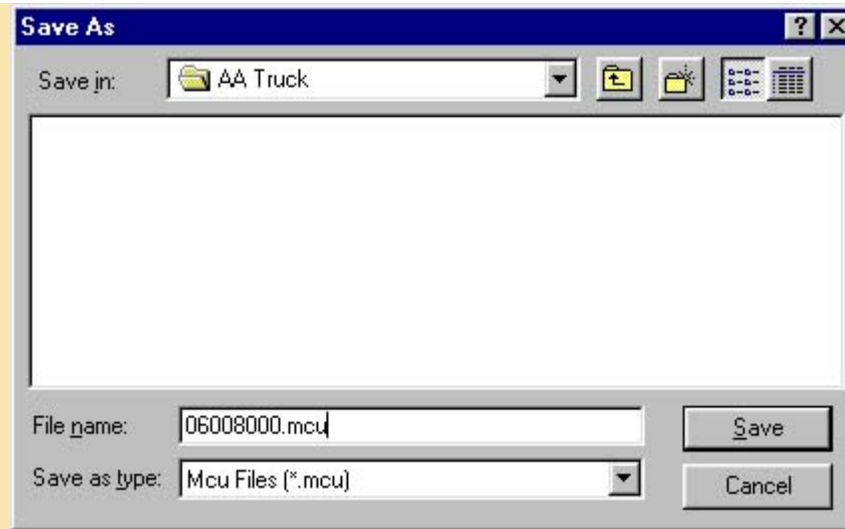


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5. Change the "Shrink" field in the middle of the menu from 1.00 to .95 (This helps sort the object by shrinking its parts to their individual axis, thus hopefully removing any collisions/intersections in the object).

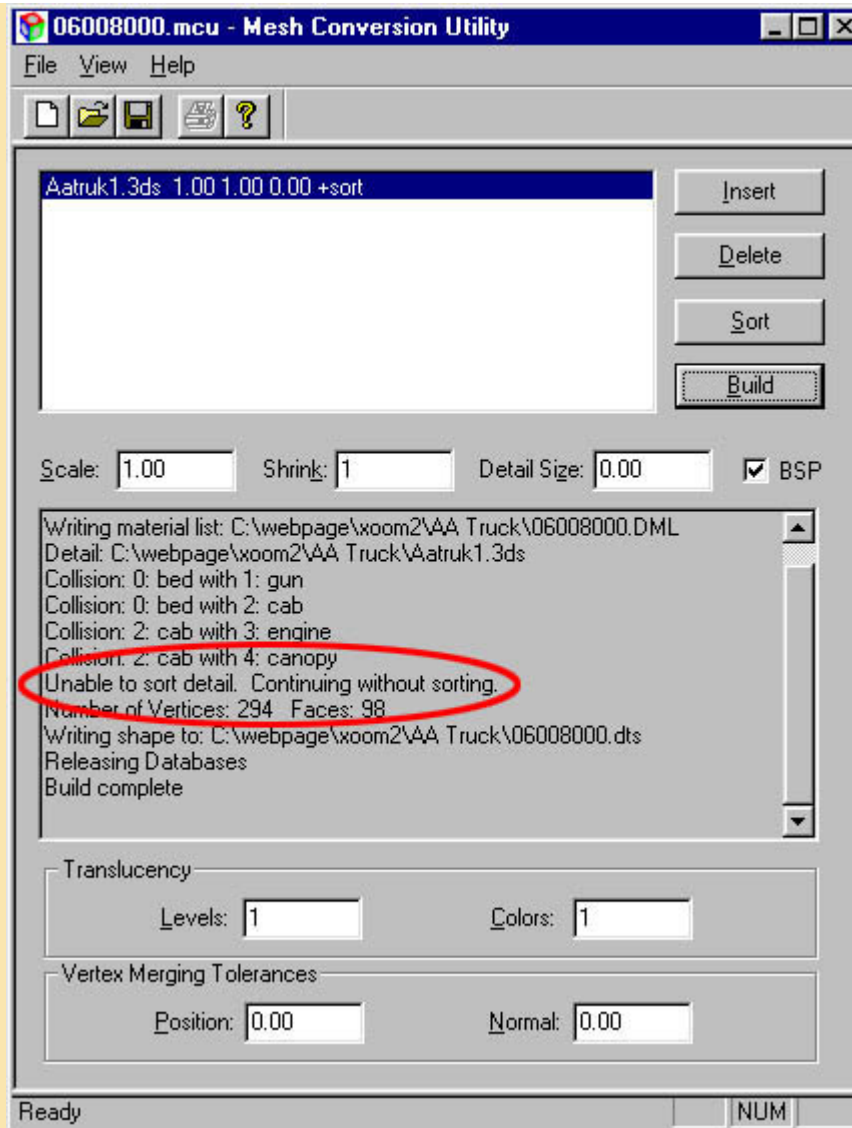


6. Hit the "Build" button and save the shape according to the game's naming convention (a medium detail staff car would be saved as "06038200.mcu").



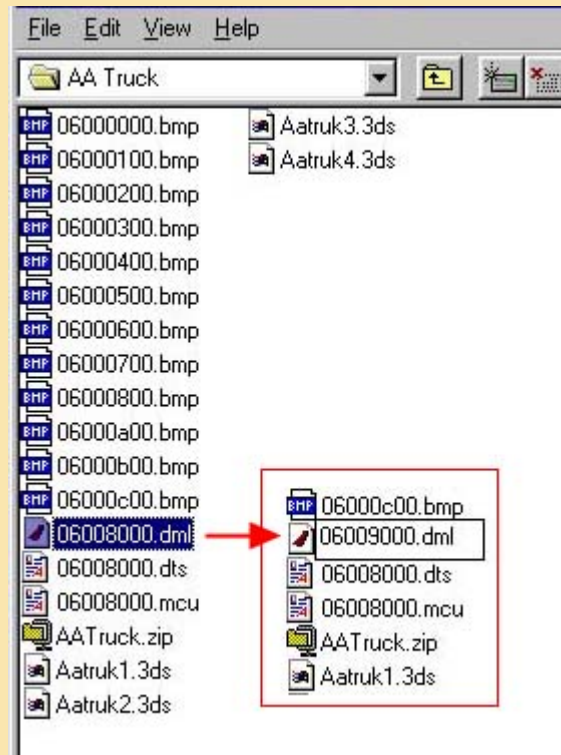
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7. Watch the display window for any lines that state, "Unable to sort detail. Continuing without sorting." If you see this message, you should reduce the number in the "Shrink" field, but never below .70. I reduce the number in steps of .05 - so, if .95 doesn't work, I'd try .90 and so on. If still doesn't sort at .70, then your shape has parts that too severely collide. Go into your shape editor and manually tweak the shape so that parts don't share the same space. You may get a clue as to what parts are causing trouble in the display window. Any missing materials will also be listed and the message will be "Unable to sort" "Unable to continue", or something like that :). **It's recommended , that if you get a \*build\* as shown below , with errors , that you delete the .mcu , .dts and .dml files just created before the next "Build" attempt**

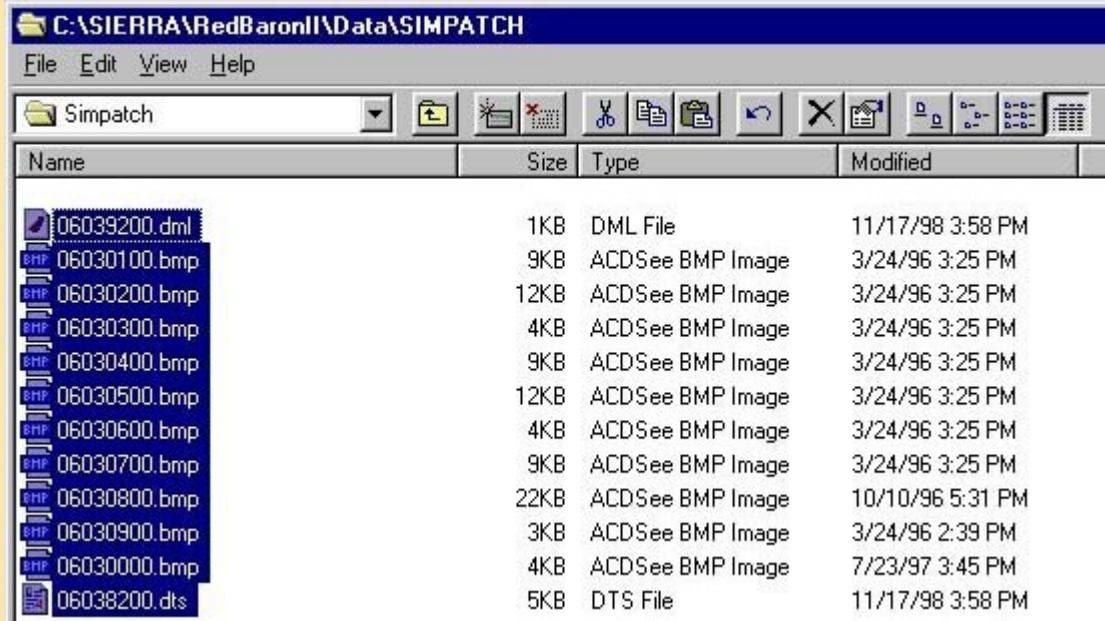


8. If there's no collision errors, you're almost done. **Rename the .dml file** created by the MCU utility by changing the fifth number from the left from 8 to 9 (i.e. rename

06008200.dml to 06009200.dml)



9. Copy the new .dts and .dml files (leave the .mcu file) to your RedBaron2(or 3D)\Data\Simpatch directory along with their bmp files.



this page was **ripped** from the mind of Zen Master Icky

## Red Baron materials (.dml) editing tool (Matilda.exe)

1. [Download the RBMatilda.zip](#) to your hard drive. Use WinZip (or whatever unpacking utility) to extract the files into a \*working\* folder containing the .dml files you wish to edit.
2. Read the sparse documentation and help me figure out exactly all the stuff the program can do !:)

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For problems or questions contact [Flybert](#).  
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