

DEMentED2 0.900 User's Guide

Setting up DEMentED 2

When you first run the editor, you will be presented with the options dialog. You must add PAK0.PAK (located in quake2\baseq2\) and DEMENTED.PAK (included with this package) to the 'PAK FILES' by clicking on the ADD button. You may also set gamma corrections / 3d – preview size through this options dialog (all the options are automatically saved in your registry, so you only need to do this once). You can also add an **unlimited** number of PAK files. The final version of DEM2 will also have support for editing PAK files (w00p!). All of the other settings are not as vital to get DEM2 working, so you don't have to bother with anything else, unless you'd like to change the size of the 3D preview or its gamma settings. The 'Use GL Mode' does not work with 3dfx cards at this point, since they cannot run in a window, only fullscreen. However, it does work with other GL-capable cards such as Permedia3D. A tutorial is coming soon to demonstrate how to use 3dfx in gl-mode with a second monitor.

The 3D Preview

Here is perhaps DEM2's coolest feature. Click on the '3D' icon on the toolbar, and DEM2 will load up the preview. All of the buttons should be self explanatory, except for the |<< and >>| buttons (left to the rewind button and right to the fast forward button, respectively). These go to the end and beginning of the DM2 file. The very last button stops the demo from playing, and synchronizes the control panel with the 3D preview. (The stop button does no synchronization).

3D PREVIEW BUTTONS:

[RIGHT MOUSEBUTTON] Toggles FreeFly (recording) & normal (playback) mode.

[LEFT MOUSEBUTTON] Enable +mlook (must hold the button)

[ESCAPE] Returns to original position.

[SHIFT+TAB] Toggles SELECTION-RECORD (on and off)

[SPACE BAR] Stops/Plays demo.

[TAB] *Toggles Quake1 / Quake2 (POV) style recording.

[PAGE UP] *Fly up

[PAGE DOWN]	*Fly down
[KEYPAD PLUS(+)]	*Increase flying speed
[KEYPAD MINUS(-)]	*Decrease flying speed
[ARROW KEYS]	*Used for navigating (forward/back/left/right)

*Only has effect while in freefly (recording) mode

Also, whenever you select a block, the preview will update itself to that block accordingly. The only time the preview won't update itself to your changes is when you make changes to the blocks (like re-camming). Then you have to click on 'Refresh film strip' which is available just below the 'Block Info' dialogue. To disable the preview, just click on the '3D' icon again on the toolbar, and it'll go away.

There is also one really awesome feature that you **MUST** take note of! During any time while you're playing back the dm2, position your mouse over the preview. Hold down the left mouse button, and move the mouse around as if you had mlook on. Notice any difference? Yes, you're re-camming the movie! :) If you ever accidentally look up or down during a filming session, you can fix it here by entering totally new angles by simply using the +mlook system. You may also use this when the movie is not playing back to 'look around'. If you do happen to 'look around' but you want the view to go back to its original position, press escape on it. For a detailed explanation of the 3d preview please go through the tutorial available on the web page.

Blocks

Now, I assume everyone understands this concept, (as Film at 11 used it, and Keygrip might have, but I'm not sure) but I think it needs to be explained just in case. In Quake2 (as well as Quake1) there are a number of blocks. Each block contains game data, and has its own timestamp. The longer a dm2 file is, the more blocks there are. So instead of one large clump of data, a dm2 is spread out across these blocks, thus making it a hell of a lot easier to use and understand :).

OK, let's take a look at the "Block Info" area. 'Previous' and 'Next' should be self-explanatory, as they move you up ahead and backwards one block, respectively.

(**NOTE:** The first seven blocks contain all of the setup information, so therefore don't have any actual movement or game data. So start editing with block 8, and don't touch the last block either.)

Click on 'GOTO' to enter the block number you'd like to skip to.

To select a certain number of blocks, first move to the block you'd like to start with. Once you have that, click 'SELECT' and enter the block number that will be the end of the selection. There, you're done :). To select all of the data (cool for some editing things like recamming and camera smoothing, which we'll go talk about later), push CTRL-A. At any time, you can also deselect whatever selection you have by pushing ALT-A. To get the Trinity beta, push ALT-F4 ;).

Do-To-Selection

_____Now that you have your blocks selected, it's time to have some fun with 'em :).

(a) Remove from Selection

Pretty self-explanatory. Removes a certain message from the selection by using different queries (name, type, number, etc).

(b) Reverse Selection

A cool little thing that reverses all of the blocks, and requires no input from the user. Click and enjoy :)

(c) Track Entity

Enter the number of the entity you wish to track, and the camera will automatically keep this entity in center view at all times. Unfortunately, this results in some jerky camera work before and after the selected entity tracking.

(d) Re-Model Entity

Use this to change the model of the entity. First enter the ent's number, then enter a search query to find the name of a model you're looking for (ie: soldier, backpack, etc).

(e) Re-Camera Selection

To change the viewpoint of the cameraman. For example, if the soldier's ent number is 312, enter that number and the dm2 will play back from the soldier's perspective. Pretty cool, eh? :)

(f) Smooth Camera

Another no-brainer. Just click and be done. This is very useful for those instances where the camera gets very jerky (and also if you track an entity, which as I said above causes more jerkiness).

The 'View' Menu

_____ Here there's a lot of cool stuff you can play with, which involves just about every aspect of the DM2 file. Whee! :)

(a) Demo Info

This will give you access to a lot of the aspects of the dm2 file that are set up in the first 8 blocks. With the CD track, be mindful this is only for the beginning of the dm2, so you can change the track later in the file (neither PharCyde or I are sure how, but he's pretty sure it has to do with the player_pos variable. Don't take my word for it :)

(b) Options

See above ("Setting up DEM2")

(c) Models

You can't actually edit anything with this, but it's a very handy reference for seeing the numbers of various md2's in the dm2's. The 'View Model' feature only works when the 3d preview is enabled; it will show the model and spin it.

(d) Sounds

Same thing with the models. The 'Audition Sound' button should play the sound.

(e) Visible Entities

This (like the other parts) gives you a number for all visible entities. Be mindful that this means visible entities **in the specific block you are at**. If you're looking for a soldier/grunt don't be surprised if he doesn't come up on the list. Just make sure he's visible in the 3D preview.

Also, there is a very cool feature that you should really try out. Double click on one of the entities. Now watch the preview again. Yeah, the guy's red now! :) There's support for up to ten different entities at once each with their own color. Very cool and useful. Press "ENTER" on an entity in the visible entities list to give it a description.

Special FX

This is the real playground section of DEM2, and I suggest you read about this once you've covered all of the essentials. Obviously you don't absolutely **need** to use this stuff when editing a dm2, but it sure is fun :).

(a) RGB Palette Shift

This really isn't too hard to figure out. You select a beginning color and its intensity, then a final color and its intensity. The dm2 then fades between the two. You're probably a lot better off selecting some blocks first, or else it might look kind of weird changing color through the whole dm2.

There are two methods. One is the plain' ol' version, where you click on two colors. If you click on 'Advanced' then you put in the values manually, or click on the three tabs above the numbers. Black is black, white is white, and normal is the regular Quake2 screen without any color modifications.

(b) Frame Rate Effects

This is pretty self explanatory. Move the sliding bar left and right to speed it up or slow it down (has the same effect as `host_framerate` in quake1). You'll notice that the preview isn't affected by the framerate change. Don't worry, be rest assured that it works in Quake2 :).

(c) Zoom Effects

One word: FOV :). Unfortunately, for ease of use it's translated from the usual 90 to 0. 0 is 'normal', 100 is zoomed way out (really whacky), and -100 is zoomed way in. You can also select a beginning zoom and an ending zoom to get a really nice zoom-out/zoom-in effect.

(d) Entity Effects

Remember when I said the Special FX menu was a playground? Well this is friggin' Disneyland :). There are all sorts of cool things you can play around with here, most of which I haven't even gotten around to trying out yet.

You might be a bit confused by the check boxes, so let me explain. Everything's already checked, but any check that's grayed out means it's not even touched yet. Un-check it to de-activate something that was activated before. Click again to active something for the first time. It may sound a bit confusing, but believe me, try it out and you'll quickly catch on :).

Also, remember to enter an entity number! It's annoying to make some changes, and then realize you forgot to enter the entity's number. To find the number of your desired ent, go to the 'Visible Entities' list which I talk about above.

Tools

Nothing too complex here. Despite the not as exciting content compared to the Specia FX menu, you still should really check out this part as it still has some very cool stuff :).

(a) Add New Message

This will add a certain message to the dm2 at the current block you are at. Not sure about some of these commands, but I remember from Quake1 that "stufftext" just puts a command right into the console, so you could do something like "stufftext 'say_team got enemy quad!', or use PRINT which has 4 different levels; level 3 is 'very important' such as people talking; level 2 is people dying; level 1 is pickup-item messages; and level 0 doesn't even show up on the screen, only in the console. Level 3 and 2 have sounds associated with them. You also add sounds with this; there will be a wizard for this soon.

(b) Keyword Search Models

Just searches through all of the dm2's models. Saves you some time from looking through the 'View -> Models' section.

There is also a search menu; lots of stuff there, pretty explanatory. Learn the shortcuts (CTRL+F, CTRL+G, F3, F4, SHIFT+F3, SHIFT+F4, very useful). Advanced search is also very useful, try it out. When in the advanced search menu, you can go to the message by double clicking on it, and delete it by hitting 'del' when on it.

There is a ton of other stuff, a full manual with pictures & a lot more detail will be available soon, this is only temporary to get you started. There will also be a basic, intermediate, and advanced tutorial available.