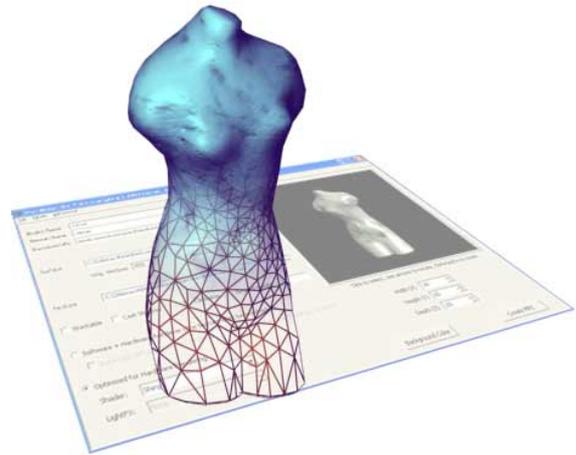


Tips & Tools for 3D Designer

- **Creating Outfit Files**
- **Creating Decorations and Carpets**
- **The moovePack Tool**
- **Converting "old" actors**
- **Differences between the old rose actors and the actors of the new generation**
- **Creating Styles**
- **Creating Screenshots**



Tutorial for Creating Outfit Files

The Actor Studio needs outfit files for creating and exchanging body parts, pieces of clothing, faces, etc.

The big advantage of this technology: The outfit files are transmitted automatically - this means no "red robots" anymore! The other users will see the outfit, but they won't be able to use it themselves. This transfer is optimized for broadband users (e.g. DSL), and may therefore take longer with slower connections. You can also offer the file for download and give permission of "wearing" your self-made outfit, meaning there will be no need for the automatic transfer.

Offering the file for download: The outfit file is already pre-packed; nevertheless it is recommended to process it with the moovepack tool into a mpz.file. This will enable the outfit to be downloaded automatically: it will be immediately available for use in the Actor Studio. You can download the moovepack.exe in the shop. Please contact support@moove.com if you wish to use the digital signature feature to sign your work. In this case we need a personal ID (e.g. a copy of your driver's licence, etc.

For the creation of your own outfits, you need resources like 3D objects and textures. These can be created with standard tools. Of course it's easier if you use already existing moove SRF and JPG files. You can find these in the respective moove/SRF or moove/Art folders.

We already put together packages with all the files and tools you need for creating outfit files. You can find these packages in the "moove Shop" -> "Developers".

This tutorial will show you how to create your own outfit files for the Actor Studio. As an example we will use a baseball cap; this example outfit consists of a single part ('subpart'). Of course there are more complicated outfits (e.g. shirts) consisting of more parts, but these will all follow the same principles.

To create an outfit file, you need several different files (Assembly Text [ASM file], base texture, 3D file, and mmg.exe).

- [**The Assembly Text \(ASM File\)**](#)
- [**The MMG File**](#)
- [**Creating an MMG**](#)
- [**The Outfit File**](#)

The Assembly Text (ASM File)

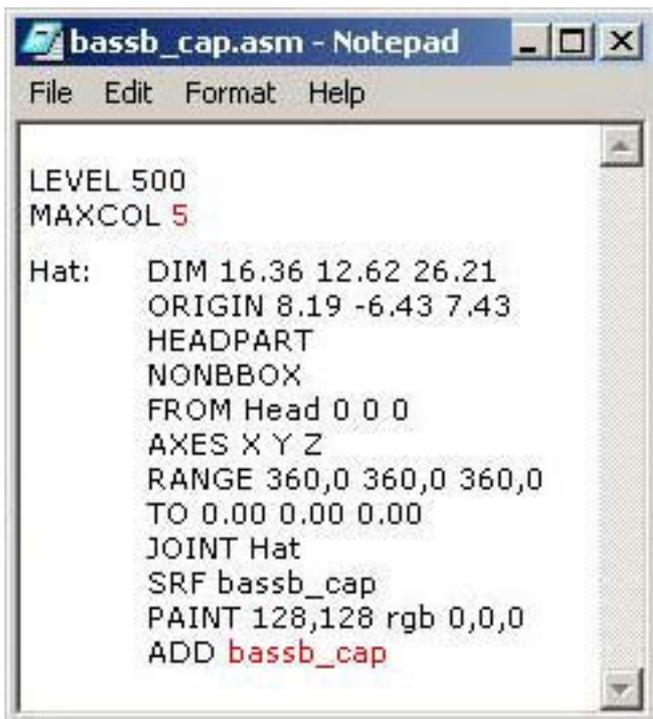
This file gives a detailed description of an outfit's properties.

Every part is defined in its **size**, where it is **connected** to the body and how it is **animated**. The ASM also includes information on the graphical representation: **3D surface**, **painting** and additional commands for even finer settings.

There are different possibilities to paint a 3D object:

1. You can paint it with a base color (in red, green, blue = 'RGB') or a texture (JPG file). However, in this case, you will not be able to change the color of the part in the Actor Studio later on.
2. Use of an MMG file. If you use an MMG file, you can paint the outfit in the Actor Studio and make it transparent. The advantage of this technique is that you don't need to create a new outfit for every change in color you want to make.

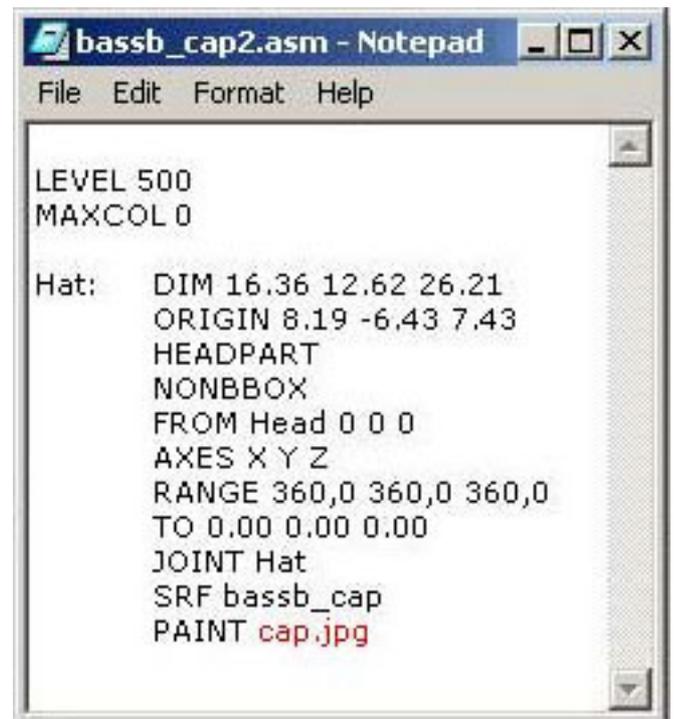
Here are the properties of our baseball cap (to the left using an MMG file - to the right using a texture). You can edit all the settings highlighted in red.



```
bassb_cap.asm - Notepad
File Edit Format Help

LEVEL 500
MAXCOL 5

Hat:  DIM 16.36 12.62 26.21
      ORIGIN 8.19 -6.43 7.43
      HEADPART
      NONBBOX
      FROM Head 0 0 0
      AXES X Y Z
      RANGE 360,0 360,0 360,0
      TO 0.00 0.00 0.00
      JOINT Hat
      SRF bassb_cap
      PAINT 128,128 rgb 0,0,0
      ADD bassb_cap
```



```
bassb_cap2.asm - Notepad
File Edit Format Help

LEVEL 500
MAXCOL 0

Hat:  DIM 16.36 12.62 26.21
      ORIGIN 8.19 -6.43 7.43
      HEADPART
      NONBBOX
      FROM Head 0 0 0
      AXES X Y Z
      RANGE 360,0 360,0 360,0
      TO 0.00 0.00 0.00
      JOINT Hat
      SRF bassb_cap
      PAINT cap.jpg
```

Explanation with use of an MMG file:

Level 500

Defines the order of the clothing, i.e. a pair of socks can't be worn over a pair of boots. [Here you can find an overview of the different levels.](#)

MAXCOL 5

Defines the number of areas that can later be colored in the Actor Studio. In this example five areas are colorable.

DIM 16.36 12.62. 26.21

Defines width, height and depth of the part.

ORIGIN 8.19 -6.34 7.43

Defines the pivot of the respective part.

NONBBOX

Defines that the part cannot collide with other parts.

FROM Head 0.0.0

Defines the space and connection between ORIGIN of a parent and child part.

AXES X Y Z

Defines 3 axes of rotation. With a minus sign in front of the axis you can define the rotating direction (clockwise or counterclockwise)

RANGE 260,0 360,0 360,0

Defines limits for rotation of joints.

JOINT Hat

Defines name of the joint.

SRF bassb_cap

Defines the 3D object that will be used (SRF file).

PAINT 128,128 rgb 0,0,0

ADD bassb_cap

Uses an MMG file (here 'bassb_cap.mmg') that allows you to color or make transparent individual areas of the object. If you are using an MMG file, you need to add the name of the MMG file but not the extension *.mmg.

Explanation for a subpart with a base texture only:

Level 500

Defines the order of the clothing, i.e. a pair of socks can't be worn over a pair of boots. [Here you can find an overview of the different levels.](#)

MAXCOL 5

Defines the number of areas that can later be colored in the Actor Studio. In this example five areas are colorable.

DIM 16.36 12.62. 26.21

Defines width, height and depth of the part.

ORIGIN 8.19 -6.34 7.43

Defines the pivot of the respective part.

NONBBOX

Defines that the part cannot collide with other parts.

FROM Head 0.0.0

Defines the space and connection between ORIGIN of a parent and child part.

AXES X Y Z

Defines 3 axes of rotation. With a minus sign in front of the axis you can define the rotating direction (clockwise or counterclockwise)

RANGE 260,0 360,0 360,0

Defines limits for rotation of joints.

JOINT Hat

Defines name of the joint.

SRF bassb_cap

Defines the 3D object that will be used (SRF file).

PAINT cap.jpg

Uses an already existing texture (here 'cap.jpg'). In this case, other than with the use of MMG files, you need to add the extension. Before you can create the outfit, you need to save the texture in c:\moove\Art\JPG (or in the respective installation folder).

If you only use a texture (no MMG), the object cannot be colored in the Actor later on

The MMG File

Basics

The MMG file is a file format created by moove.

Files in the MMG format enable the user to change certain areas of the texture: You can make it 100% transparent, 50% transparent and colorable, or only colorable.

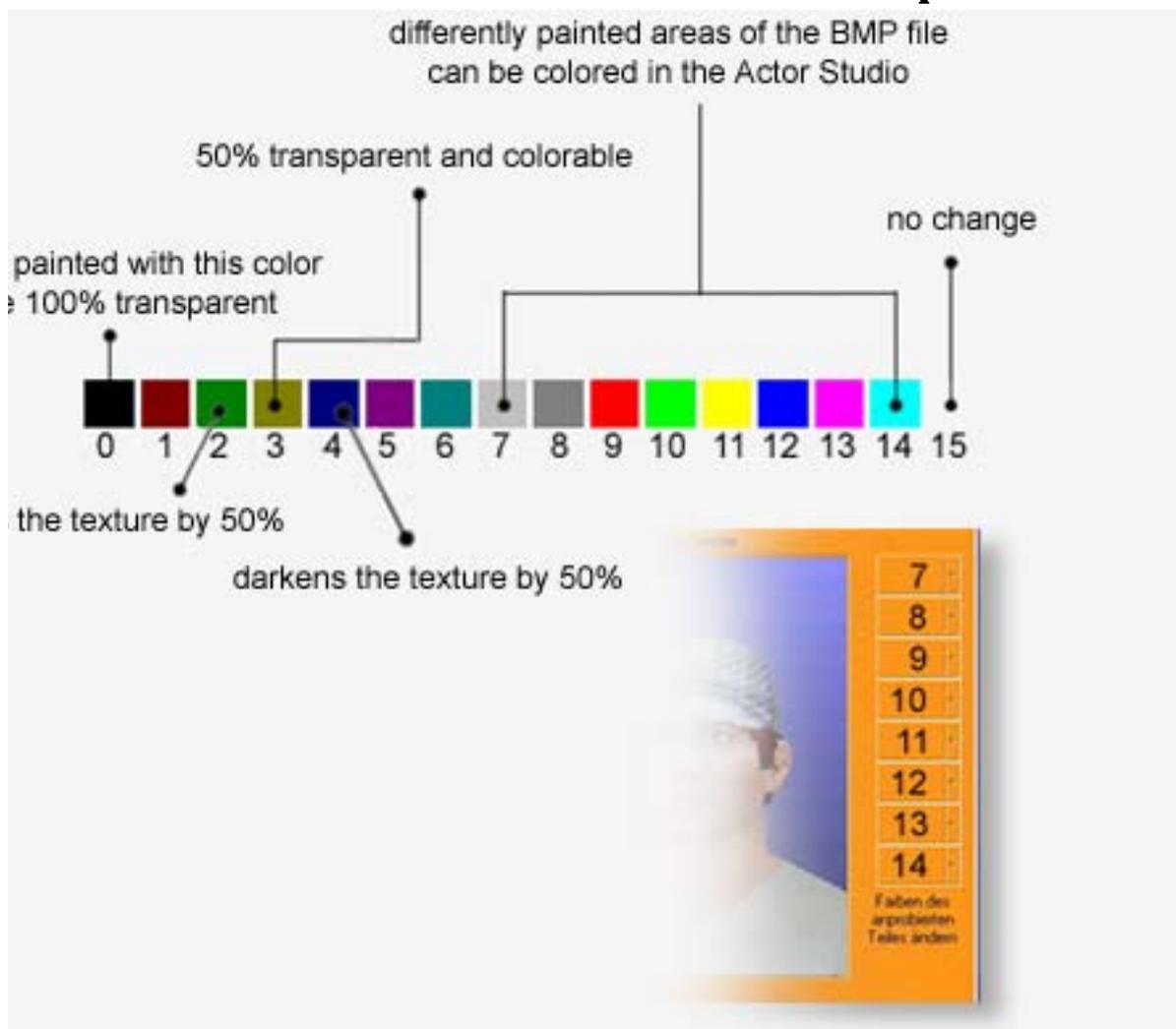
The MMG file consists of a texture (JPG) + a mask (4 Bit BMP); the mask determines how the texture is used.

By using a 4 Bit BMP file with MMG, you have a color palette of 16 colors in total. However, the colors are only indirectly important for the representation of the outfit. The colors you chose for the 4 Bit BMP file do not mean that the base texture (here 'bassb_cap.jpg') is painted with these color or that you will only be able to color with these colors in the Actor Studio. The colors only represent a **color index** from 0 to 15 that moove Roomancer recognizes as information/code.

For every color index value there's a special property. For example, the number 0 (Color: black) tells moove Roomancer that the black area of the 4 Bit BMP texture has to be displayed as 100% transparent over the base texture - i.e. nothing of the JPG texture is used. The number 3 has the property to show 50% transparency and be colorable as well. The numbers from 7 - 14 determine that the area has to be displayed as colorable. This also means that you can set 8 fields in the coloring panel of the Actor Studio as colorable, since 8 colors have this property. The number 15 (color: white) in the 4 Bit BMP determines that that for this pixel, the JPG base texture is used.

PLEASE NOTE: If you want to make the object colorable, you have to use the sequence of the color index. For example, if you only want to use a single color (by putting "MAXCOL 1" in the ASM file), you need to paint the colorable areas of the 4 Bit BMP with the color index color 7. If you want to use two colors (by putting "MAXCOL 2" in the ASM File), you need to use color index colors 7 and 8. If you want to use three colors ("MAXCOL 3"), you need to use colors 7, 8, and 9, etc.

Here is an overview of the color index with the respective colors:



This is important if you want to create a pair of pants, for example, and want the buttons, the belt, the pants themselves, etc. to be colorable in the Actor Studio. If you want to color many different areas (e.g. many little circles that are spread out over the 4 Bit BMP mask), then you can use the same color on these circles (even if they aren't directly connected) and will have the possibility to color all circles with one click in the Actor Studio.

The resolution of the 4 Bit BMP has to be exactly the same as the size of the JPG file, i.e. if the JPG file is 100x150 pixels, for example, the 4 Bit BMP needs to have the same size..

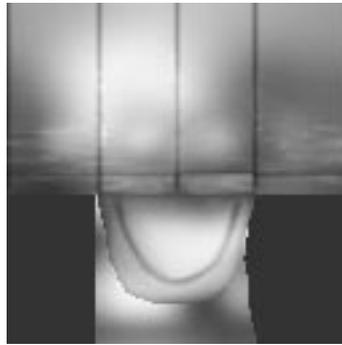
Use

In detail, what are the different possibilities for creating the object?

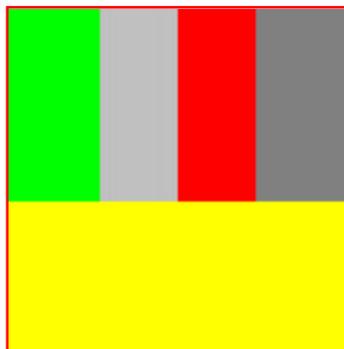
There's the possibilities to paint the object with a texture (here 'cap.jpg'). In our example, the texture looks like this:



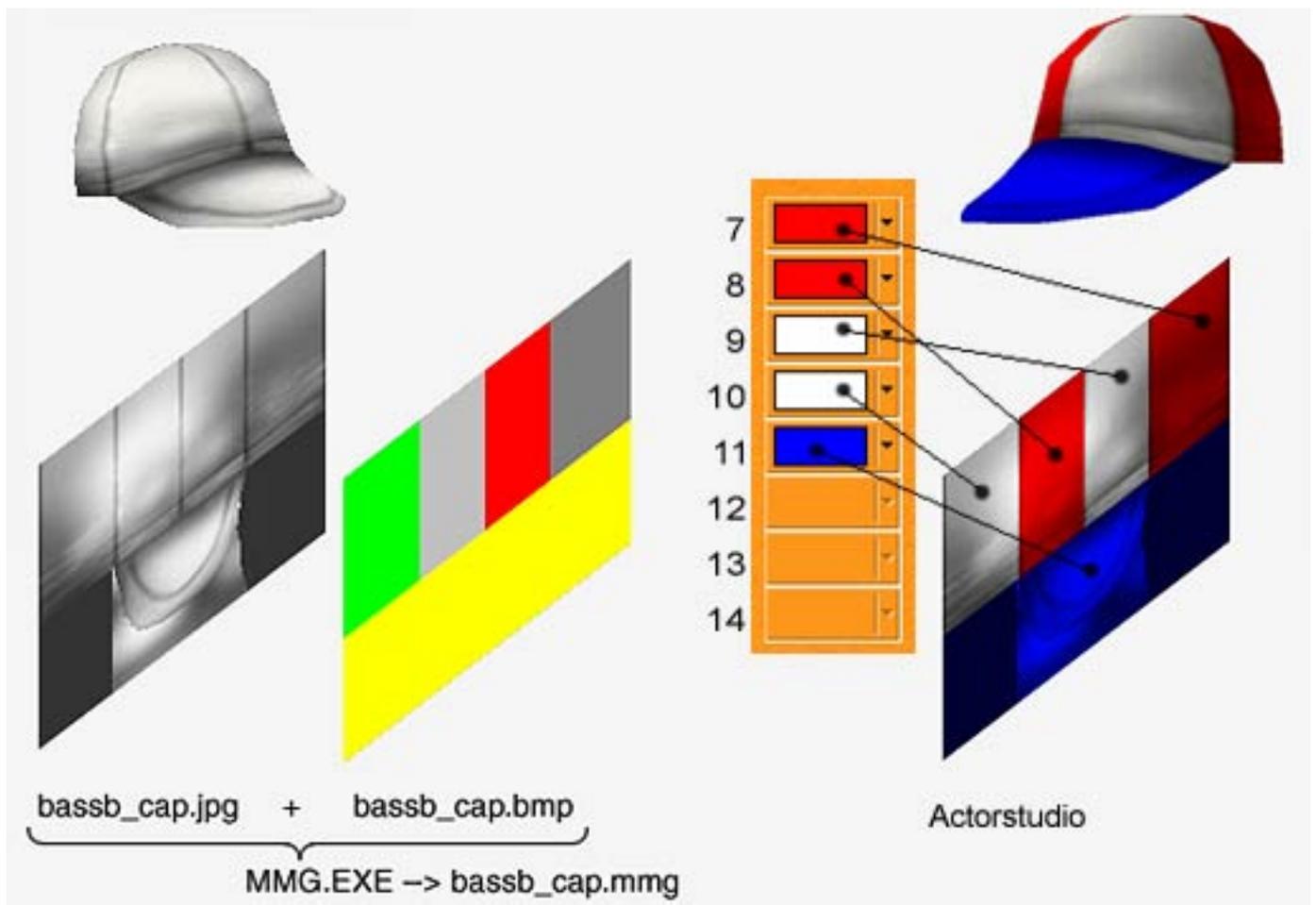
Of course you can also use the base texture (here 'bassb_cap.jpg'):



So what should you do if you want to be able to change the colors of the object in the Actor Studio later on? As already mentioned, you need to use an MMG file. The MMG file consists of a base texture (here 'bassb_cap.jpg') and a 4 Bit BMP mask (here 'bassb_cap.bmp'). The 4 Bit BMP mask can be edited in any graphics program, e.g. Paint (component of all Windows operating systems). After editing, our 4 Bit BMP mask looks like this:

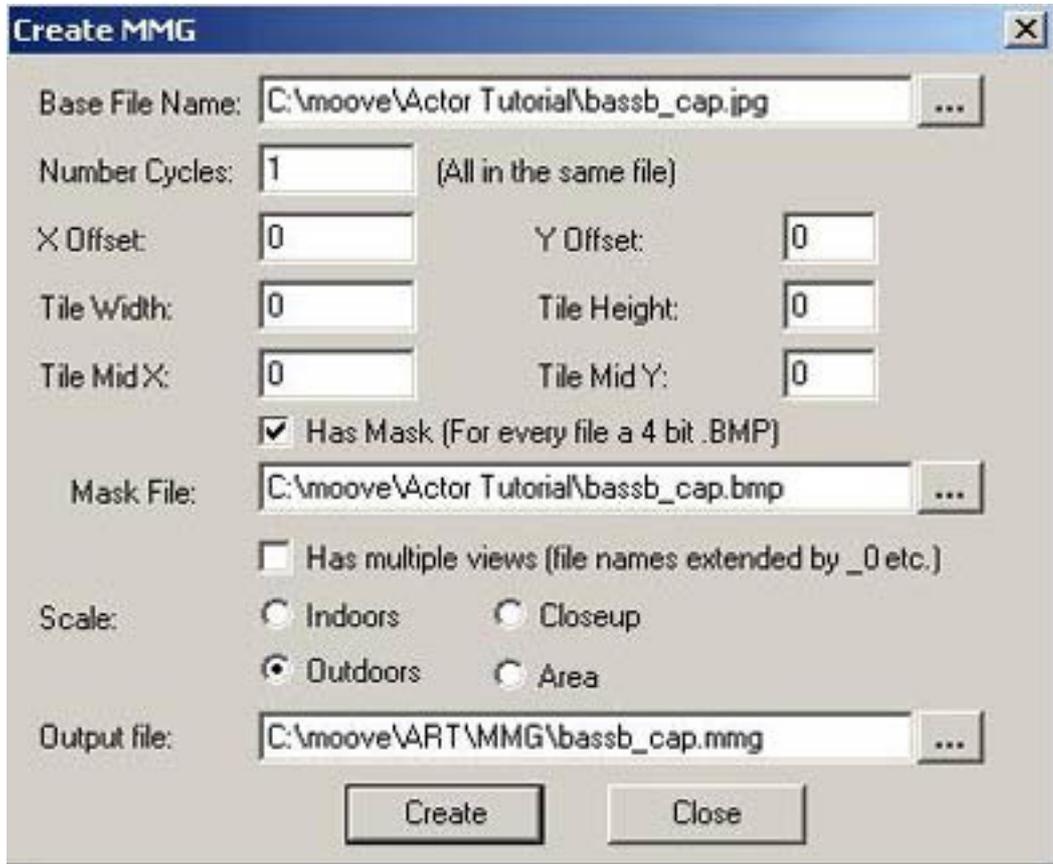


In this example we use five different colorable areas. These areas can be painted with the help of the coloring panel in the Actor Studio later on. As you can see, our example does not have 50% or 100% transparent areas. By way of the following graphic we will demonstrate the composition of an MMG file.



MMG Creation

To create an MMG file you need the 'mmg.exe'. You can find it in the "moove shop" -> "Developers". The 'mmg.exe' has to be saved in the moove Roomancer installation folder. Open the 'mmg.exe' and choose "File" -> "New" from the menu. You'll get to see the following window:



Under "Base File Name" you need to enter the complete path of where the base texture is located (i.e. the JPG file - in this case 'bassb_cap.jpg'). Under "Mask File" you need to enter the path to the BMP file (here 'bassb_cap.bmp'). Under "Output File" you need to enter the path where you want the MMG file to be created. This path always has to be 'C:\moove\Art\MMG' (or the respective installation folder). To create the MMG file, click on the button "Create".

The Outfit file

The outfit file defines the type and look of the object in the Actor Studio. To create a new outfit file, you need to open moove Roomancer. Active the 'Test mode' under "View" -> "Options" -> "Service".

Enter the following command:

Example I: Using the first ASM file (with MMG)

```
!ASMFileToOutfit("c:\\moove\\Actor  
Tutorial\\bassb_cap.asm", "c:\\moove\\outfits\\Hats\\Baseball Cap (Colorable).outfit")
```

Example II: Using the second ASM file (with texture)

```
!ASMFileToOutfit("c:\\moove\\Actor  
Tutorial\\bassb_cap2.asm", "c:\\moove\\outfits\\Hats\\Baseball Cap (Jeans).outfit")
```

The first path is the source of the ASM file you created. The second path is where you want the outfit file to be created and saved. Since our baseball cap is a hat, it should be created in the folder "Hats". (Important: Please create the respective folder if it doesn't exist yet. Otherwise the outfit file cannot be created.) Please don't forget to change the paths from our example accordingly.

If everything was done correctly, you will see the message 'TRUE' in the chat window. If you should get to see 'FALSE', please check if all paths are entered correctly. (Please note double \\!)



If everything was entered correctly and the outfit file was created, you can find and use it in the Actor Studio (Button "Actors" -> "Actor Studio").

Result...



using an mmg file



using a texture

Tutorial For Creating Carpets And Decorations In moove online

"Roomancer" moove online provides a terrific tool called DecoMaker (requires DirectX 9). With the help of DecoMaker you can now easily create carpets and decorations yourself. DecoMaker can be found in the moove "Shop" --> "[Developer](#)" tab.

To create your own carpets and/or decoration, resources like 3D objects (.SRF) and textures (.JPG) are needed. You create them outside DecoMaker using a 3D software and your favourite paint program (not provided by moove). Of course it's easiest if you use existing moove SRF files. You find them in the corresponding moove/ART/SRF folder. You can freely use moove's SRF files for your own creations within moove "Roomancer". If you want to use SRF files provided by 3rd parties however, make sure to ask the respective author(s) for their permission **before** you start using them. 3rd party developers often start their file names with abbreviations so you can recognize them more easily (like for example em_.....srf , SQ_.....srf , MrZ...srf, MW_....srf, IR_....srf and so on, these files are not by moove).

- [Creating decoration, gadgets and carpets](#)
- [Digital signature & creating MPZ](#)

Decoration and carpets

In order to create decoration and carpets you need DecoMaker. This tool can be found in the moove "Shop" --> "[Developer](#)". Start DecoMaker by double clicking file "DecoMaker.exe" which should be placed in your moove Roomancer installation folder (usually c:\moove or c:\rose in case of long time users)..



At first please pick what you want to create: decoration or carpets. Click on "Mode" and then select "Carpet" or "Decoration".

Notes on creating decoration gadgets

English Name

defines the english name of the decoration how it will appear in the english version of moove Roomancer. This field can't be omitted.

German Name

defines the german name of the decoration how it will appear in the german version of moove Roomancer. This field is optional. Use a translation service.

if you want to include a german name as well or ask your german buddies.

Download URL

enables the automatic download from a web server. Here you can enter the URL where the MPZ file will be available for automatic download. If for instance a guest of yours doesn't have this particular decoration, it will be downloaded automatically.

Surface

defines the 3D object (SRF/3DS/X - file) you want to use.

Orig. Vertices / Cur. Vertices

The surfaces are composed of three-dimensional room points - called Vertex. A high number of vertices signifies a detailed view, but a slower transmission and view. Hence DecoMaker allows to simplify a surface by reducing the number of vertices. Under "Cur. Vertices" please enter the wished number and click on "Do!". In the preview window you'll see the surface with the new number of vertices. "Orig. Vertices" reverts changes back to original values

Texture

defines the texture (JPG/BMP/TGA/DDS - file) you want to use for the object.

Stackable

defines, if the decoration is stackable and thus can be laid on another gadget. If this option is deactivated, these gadgets will "behave" like carpets, meaning they always stay on the floor.

Cast Shadow

defines if the decoration should cast a shadow.

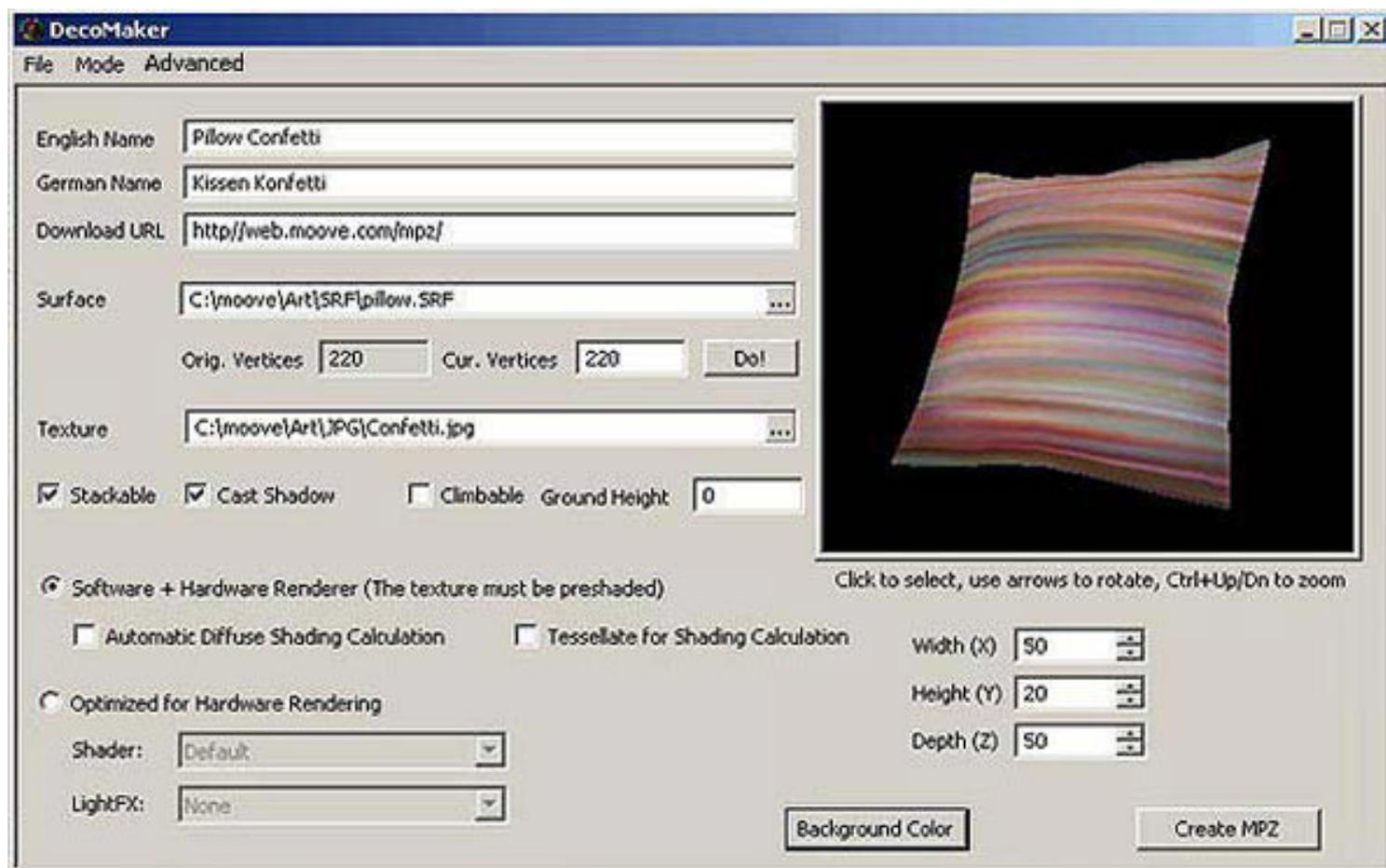
Climbable

defines if the actor can climb on the decoration

Ground Height

defines the distance to the ground. Utilizing this option you can produce gadgets, which appear to be attached to the walls (e.g. the "torch").

either:



Software + Hardware Renderer (The texture must be preshaded)

sets the decoration to be used with the software- as well as the hardware-renderer, but in fact it's optimized for the software renderer. This basically means that the shading must be "painted" in the textures. The best results can be achieved using "hand shaded" textures. Alternatively you can use the automatic shading (vide "Automatic Diffuse Shading Calculation").

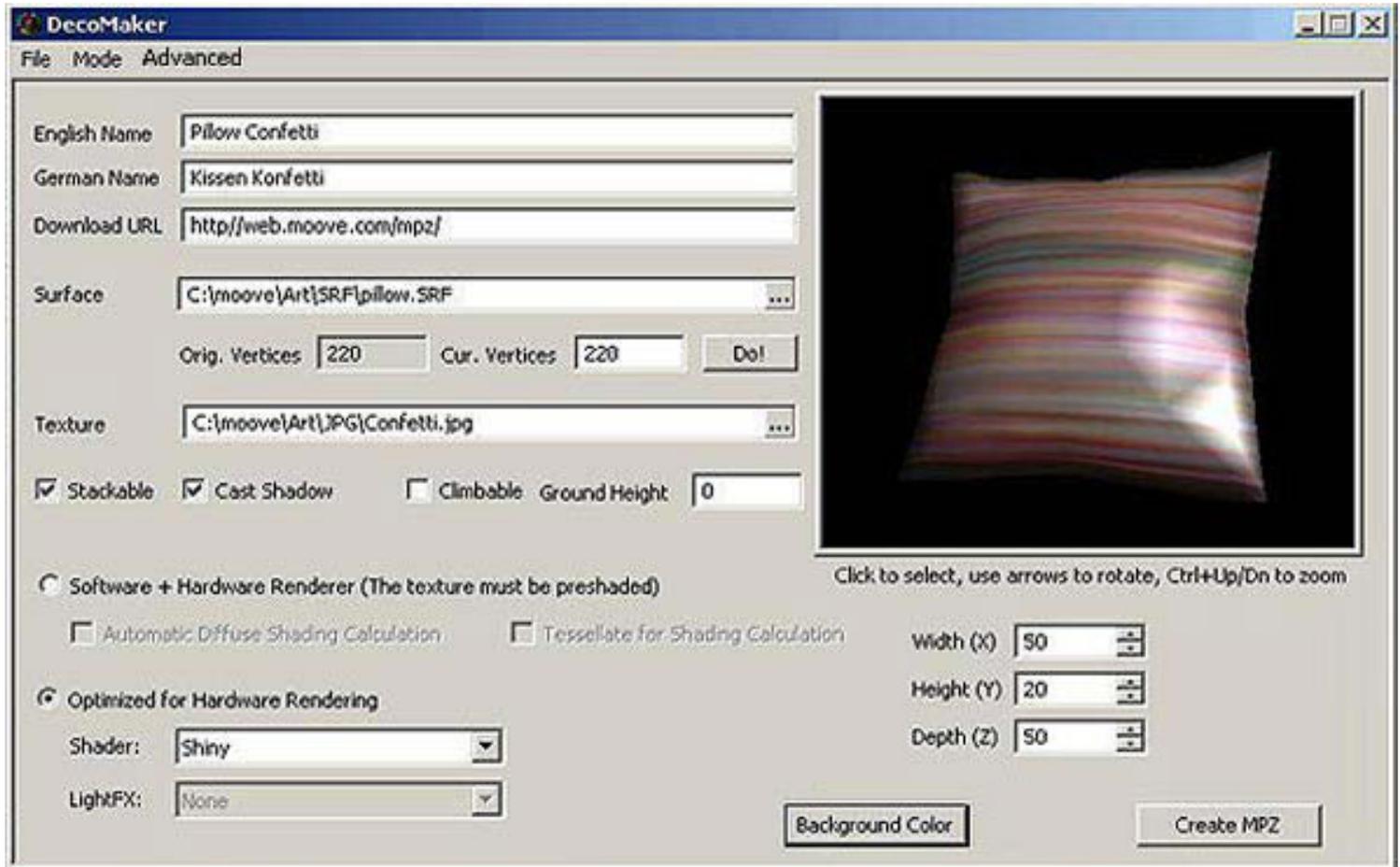
Automatic Diffuse Shading Caculation

shades the texture automatically.

Tessellate for Shading Calculation

tries to better the quality of the shading.

or (recommended):



Optimized for Hardware Rendering

optimizes the decoration for usage with the hardware-renderer. No need to manually put shades in the textures. Additionally you can select different "Shader", which affects the property of the material.

Shader

select special effects which will be applied to the textures. Not all shaders are currently supported and with some you might notice incorrect previews. Just test and play a bit with it :P

Width (X)

defines the width of the decoration.

Height (X)

defines the height of the decoration.

Depth (X)

defines the depth of the decoration.

Notes on creating carpets

English Name

defines the english name of the carpet how it will appear in the english version of moove Roomancer. This field can't be omitted.

German Name

defines the german name of the carpet how it will appear in the german version of moove Roomancer. This field is optional. Use a translation service such as [Babelfish](#) if you want to include a german name as well or simply ask your german buddies for help with a german name.

Download URL

enables the automatic download from a web server. Here you can enter the URL where the MPZ file will be available for automatic download. If for instance a guest of yours doesn't have this particular decoration, it will be downloaded automatically.

Surface

pick a surface from a list of predefined ones.

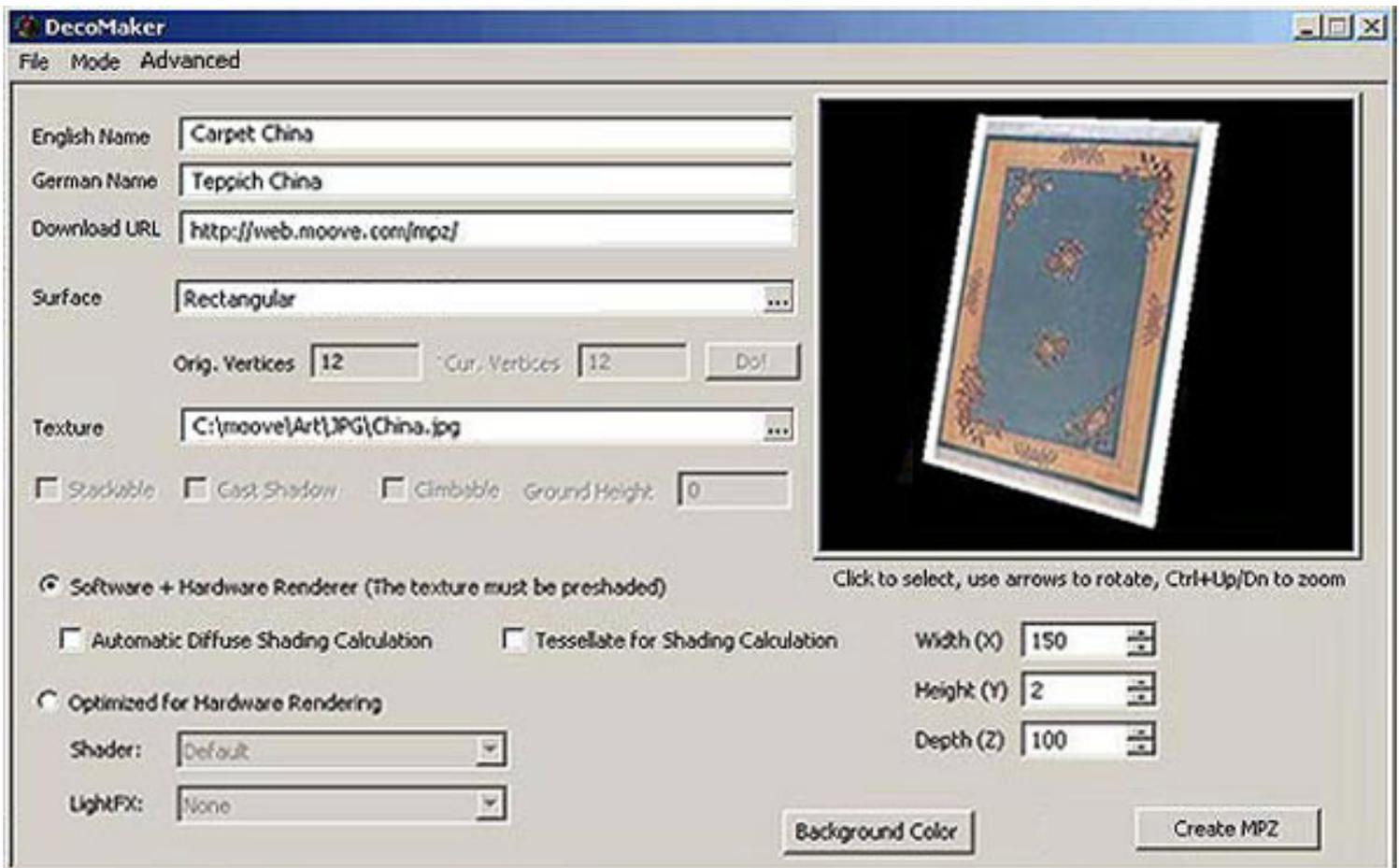
Orig. Vertices / Cur. Vertices

The surfaces are composed of three-dimensional room points - called Vertex. A high number of vertices signifies a detailed view, but a slower transmission and view. Hence DecoMaker allows to simplify a surface by reducing the number of vertices. Under "Cur. Vertices" please enter the wished number and click on "Do!". In the preview window you'll see the surface with the new number of vertices. "Orig. Vertices" reverts changes back to original values

Texture

defines the texture (JPG/BMP/TGA/DDS - file) you want to use.

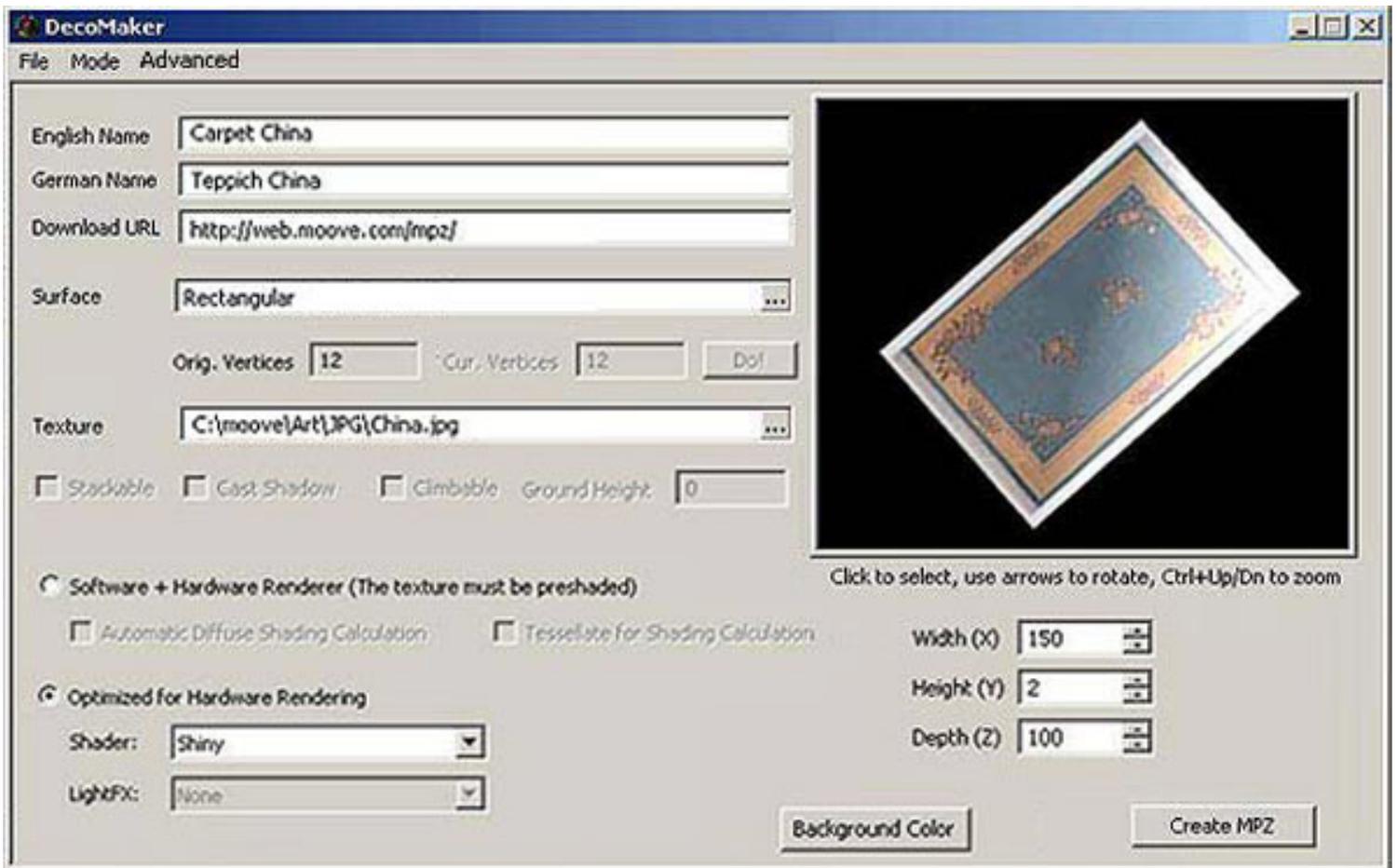
either:



Software + Hardware Renderer (The texture must be preshaded)

sets the carpet to be used with the software- as well as the hardware-renderer, but in fact it's optimized for the software renderer. This basically means that the shading must be "painted" in the textures. The best results can be achieved using "hand shaded" textures. Alternatively you can use the automatic shading (vide "Automatic Diffuse Shading Calculation").

or (recommended):



Optimized for Hardware Rendering

optimizes the carpet for usage with the hardware-renderer. No need to manually put shades in the textures. Additionally you can select different "Shader", which affects the property of the material.

Shader

select special effects which will be applied to the textures. Not all shaders are currently supported and with some you might notice incorrect previews. Just test and play a bit with it :P.

Width (X)

defines the width of the carpet.

Height (X)

defines the height of the carpet.

Depth (X)

defines the depth of the carpet.

Digital signature & creating MPZ

To distribute your decorations / carpets to other moove online members, you can create MPZ files. MPZ format is self-installing, meaning by one click the file will be downloaded and installed automatically. The necessary files will be composed to packages and can be put on a website. The files are then available to other moove online members.

Digital signature

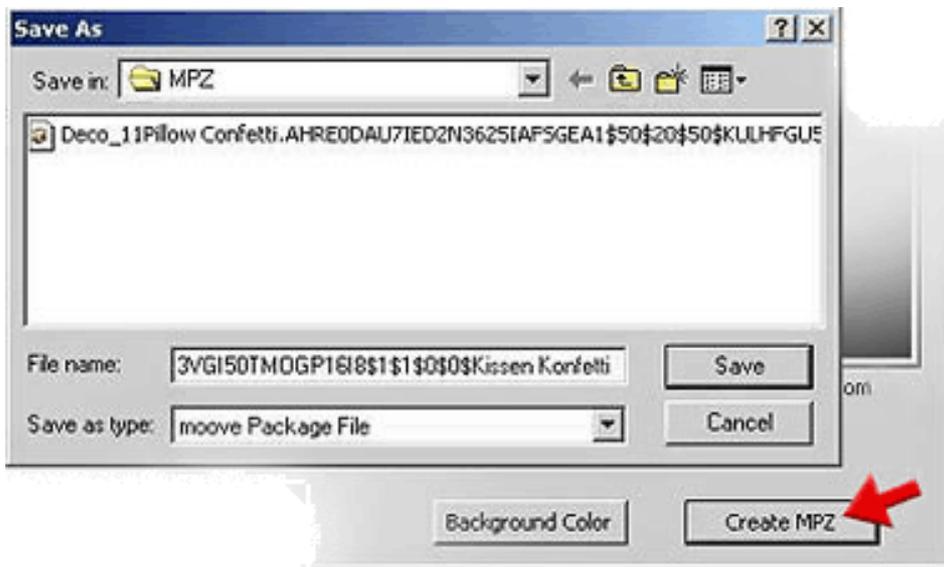
You can sign your MPZ packages with a unique digital signature. The signature confirms that the developer is known to moove and consequently gives you a guarantee that this package is provided by a certain member. To get a digital signature, please contact support@moove.com via email.



The digital signature can be entered and saved under "File" --> "Set Authorization". Under "Key File" enter the specific path to your digital signature (*.private file, for example c:\moove\MySig.private). Under "Author" you enter your nickname (Premium members please note: enter without **) and under "Author's Info URL" you finally enter the URL to your nickpage or website.

Creating MPZ

Click on "Create MPZ" to create a MPZ file. Choose a file name and click on "Save".



Important Notice: If you entered a URL under "Download URL", the file name DecoMaker generates must not be changed! Otherwise the automated download of the MPZ file will fail and the decorations / carpets won't be displayed.

Tutorial For Packing Outfit Files With The moovePack Tool

The moovePack tool allows you to easily offer your self-made actors, furniture, outfits, and decorations to other members.

This tool automatically packs all necessary files into an MPZ package, which can be easily embedded into your website. Your site's visitors will be able to download and install this file with just one click.

[Please read the general notices and instructions for packing other files with the moovePack tool](#)

Tip:

Please also have a look at our extensive tutorials on the creation of outfits, decorations and styles

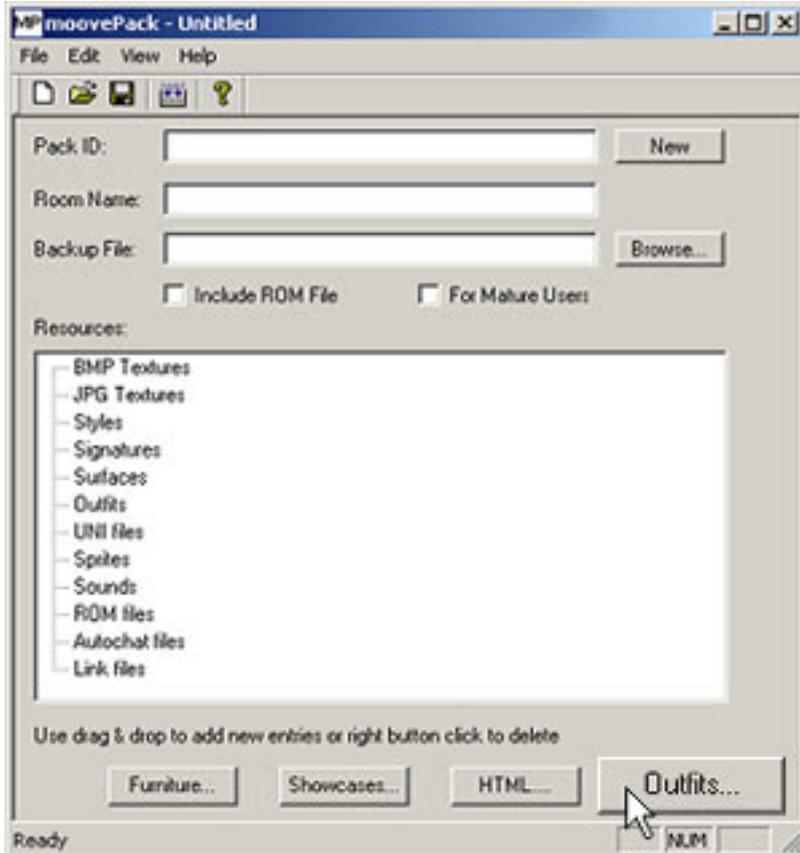
Example: How do I create an MPZ file (using an outfit file [*.outfit])?

You created your own outfits with help of the tutorial for creating your own outfit files for the Actor Studio, and now you want to offer these outfits for download on your site?

Please do the following:

Step 1:

Open the moovePack tool (which you can find in your Roomancer installation folder) and then click on the "**Outfits**" button.

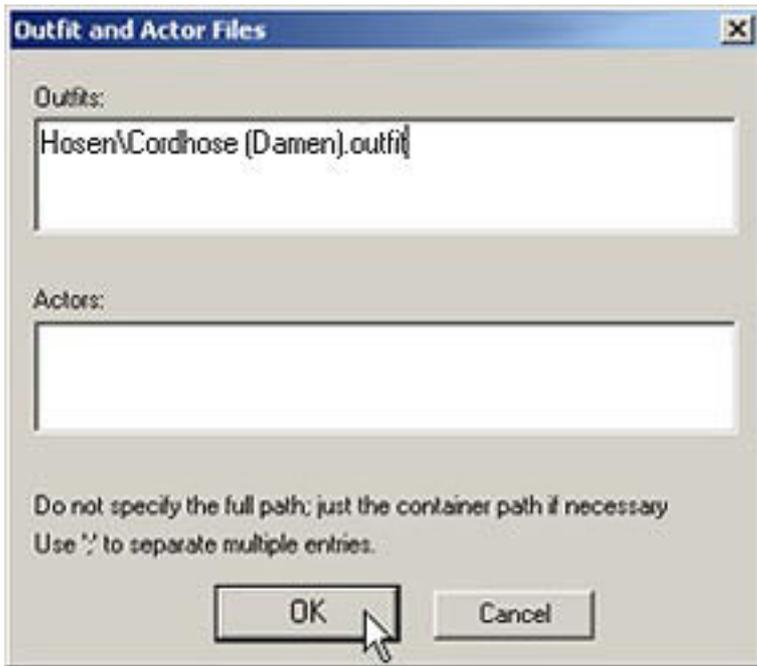


Step 2:

In this window you can see two entry fields, one for the path/file name of the outfit (*.outfit) and the other one for the path/file name of the actors (*.actor) that were created with the Actor Studio. Since we only have one outfit file with the name "Cords (Ladies).outfit", enter the name of the subfolder of the folder "Outfits" from your moove

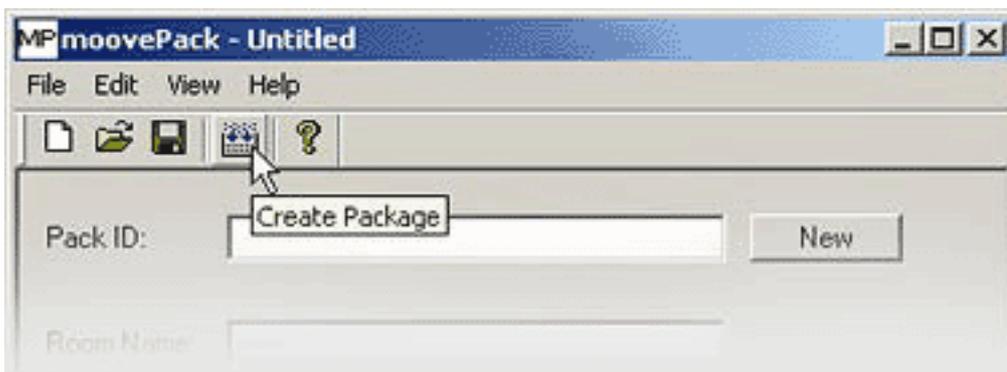
Roomancer installation folder and the necessary file name.

If you want to pack more than one outfit into an MPZ, please separate the entries in this field by ; (semicolon). Finally, click on "OK".



Step 3:

Now click on "Create Package" or on "File -> Create Pack" to create an MPZ file.



Step 4:

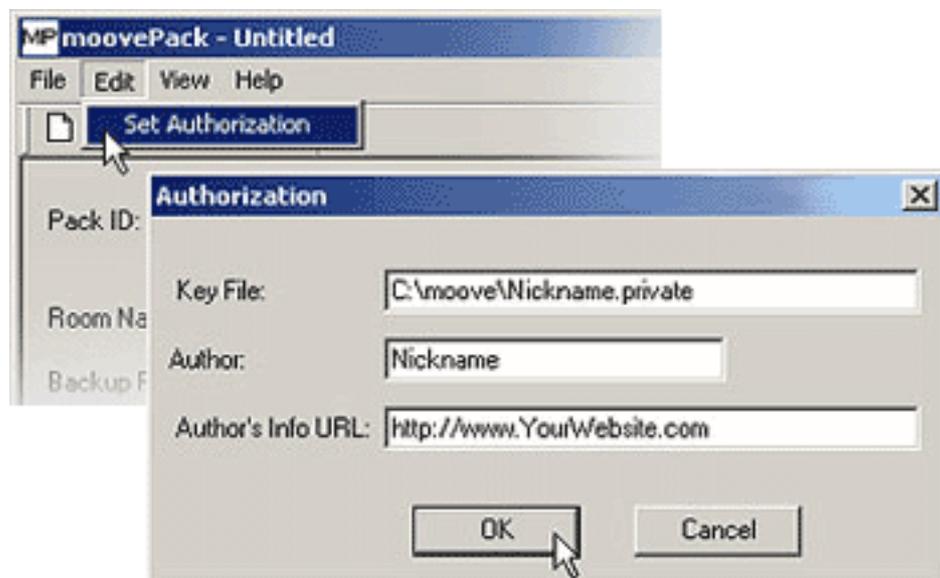
Now you will have to enter a name for your file and decide where you want to save it.



You have now created an MPZ file! :)

Adding digital signatures to your MPZ packages with the moovePack tool

You can add a digital signature to any MPZ file. The signature confirms the developer and guarantees to some extent that this package was created by a member and that the PC of other members won't be affected negatively. To get a digital signature, please contact support@moove.com



The digital signature can be entered and saved under "**Edit -> Set Authorization**". Under "Key File", you need to enter the exact path to your digital signature (*.private file). Under "Author", you enter your nickname (premium members, please note: don't enter **), and under "Author's Info URL" you can enter the URL to your nickpage or website.

You have your own website and don't know how to change your HTML code to be able to offer your MPZ files for download?

You can find a detailed informations [here](#).

General Notices And Instructions For Packing Other Files With The moovePack Tool.

- **SETUP:** copy moovepack.exe and your key (vel.private) to a folder of your choice. Start moovepack.exe and go to top menu "Edit" -> "set authorization". Put the path+name of the key file in field "Key File", for example: "c:\rose\vel.private". Put "vel" as author (no other entry is valid here). The URL you can freely pick yourself, you could put your rose profile page or your homepage there if you like or any other URL of your choice. You will now be able to create packages, which are digitally signed with your name. You should not pass on your unique key to others of course.
- **USAGE:** A package is created by going to top menu "File" -> "Create Pack". The package name needs to end in extension .MPZ.
To be able to modify a package at a later time you should save the "project" via "File" menu -> "save" or "save as..", best pick an extension like .MP (not MPZ, that you should only use for create pack!) when choosing a file name to save
- **INCLUDE FILES:** just drag & drop UNI Files, SRFs, JPGs/BMPs, Sounds etc. you want to be included in your package from Windows onto the open moovepack program.
- **ROOMS:** if you would like to create a package of a pre-decorated room for example, you should first start Roomancer and make a backup of that room via the "File" menu in Roomancer. (*ATTENTION MOOVE ONLINE ROOMANCER USERS* If you do the backup while being in "mature mode" (moove online Roomancer), the room will only be available to moove online Roomancer users in mature mode, regardless of you checking the "for mature users" box in moovepack or not. So, if you would like your room package to be available for rose life members as well, you need to first log in using Roomancer without the "mature mode", create your room and then do the backup while still being in non-mature mode). You will find the backup of the room in a subfolder of rose\backup\, if you make a backup of the kitchen for example, you will find file

"Kitchen.Roombackup" in folder rose\backup\MediumRoom_West\ (because the kitchen is based on MediumRoom_West). If you would like to create a package of the kitchen, you would now use moovepack to locate file "Kitchen.Roombackup" by clicking on the "Browse" button besides field "Backup File". Last not least put the name of the room ("Kitchen" in this example) in field "Room Name". You will not have to check box "Include ROM file" unless you built this room on a ROM file that was not installed by moove, but by a 3rd party.

- **FURNITURE:** to create a furniture package, drag & drop the UNI file as well as SRFs & JPGs/BMPS from Windows onto moovepack. Then click on the "Furniture" button. On the next screen click "New" button, then pick the kind of furniture you are putting in the package: Furniture, Gadget or Door. Put the name of the DOORS furniture function of your UNI file (NOT the name of the UNI file!) in field "Internal Name", the measurements under X/Y/Z coordinates and finally the english and german name (if you don't know or care about the german name, just put the english name in both fields). You can add more than just one piece of furniture here of course.
- **SHOWCASES:** clicking the "Showcases.." button you can add files of your own that are located in subfolders of rose>ShowCases\... , like for example new postures, expressions, actions etc. You could for example put an expression you created yourself called "grinning" into the package by adding this line to the expression field:
 - "grinning.thumb;grinning.post". Make sure that those 2 files do exist in folder rose>ShowCases\Expressions (and not a subfolder of it) so that they can be found.
 - The user that installs your package however, will find your expressions in subfolder rose>ShowCases\Expressions\vel\ which can be accessed via the Show button -> Expressions -> vel in Roomancer. You can proceed the same way with other ShowCases like postures, actions, games you created. If you want to package tools you wrote, put them in ShowCases\Tools\ when creating your package. The user will find them under Show button -> NonMooveTools in Roomancer.

- **HTML:** enter HTML files using the HTML button, HTML files might be needed for games you designed for on Javascript basis (like moove's Poker Game).
- **OUTFITS:** enter self-created .outfit files for the actor studio using the OUTFITS button. JPG, BMP, SRF, ASM & MMG files do =not= need to be packaged.

Introduction

It is very easy to convert old actor files into actor files of the new generation. To do this, you need to put the template definitions from the UNI files and the surface and texture definitions from the TXT files into a single file: the ASM file

Instructions

ASM File - New Actor Generation

"Old" Rose Actor Template and TXT File

1 Female.asm - Editor

```
LEVEL 0
MAXCOL 0

HEAD: DIM 17.36 22.17 20.29
      ORIGIN 8.71 3.50 8.28

FROM Neck 0 6.32 3.54
AXES X Y Z
RANGE 348,60 310,50 320,40
TO 0 0 0
JOINT Neck

MUSCLE browlup
MUSCLE browrup
MUSCLE chinout
MUSCLE jawopen
MUSCLE jawslide
MUSCLE lipdn
MUSCLE lipspurse
MUSCLE lipstight
MUSCLE lipup
MUSCLE moucorupl
MUSCLE moucorupr
MUSCLE nosel
MUSCLE noser
MUSCLE tongout
MUSCLE tongslide
MUSCLE tongup
MUSCLE eye_r_bs
MUSCLE eye_l_bs
MUSCLE Male
MUSCLE ethnol

SRF adv_female_head
PAINT __meryl_head.jpg
```

2 Untitled - Notepad

```
TEMPLATE Meryl

PART HEAD
  DIM 17.36 22.17 20.29
  ORIGIN 8.71 3.50 8.28
  MUSCLE browlup
  MUSCLE browrup
  MUSCLE chinout
  MUSCLE jawopen
  MUSCLE jawslide
  MUSCLE lipdn
  MUSCLE lipspurse
  MUSCLE lipstight
  MUSCLE lipup
  MUSCLE moucorupl
  MUSCLE moucorupr
  MUSCLE nosel
  MUSCLE noser
  MUSCLE tongout
  MUSCLE tongslide
  MUSCLE tongup
  MUSCLE eye_r_bs
  MUSCLE eye_l_bs
  MUSCLE Male
  MUSCLE ethnol

PART _eyel_r
  DIM 2.81 1.68 1.62
  ORIGIN 1.35 4.0 0.48

JOINT Neck
  FROM Neck 0 6.32 3.54
  AXES X Y Z
  RANGE 348,50 310,50 320,40
  TO HEAD

JOINT _eyel_r
  FROM HEAD -3.11 7.99 7.35
  AXES X X X
  RANGE 330,90 290,70 320,40
  TO _eyel_r
```

3 Smeryl_leisure.txt - Notepad

```
TEMPLATE Meryl

OUTFIT Leisure
DEFAULT
PIC __merylleisure_thr0
Head: adv_female_head, __meryl_head.jpg
_eyel_r: adv_f_eyel_r, __meryl_head.jpg
_eyel_l: adv_f_eyel_l, __meryl_head.jpg
LeftFoot: adv_femalen_activ_lfttoes, __meryl_lfoot.jpg
RightToes: adv_femalen_activ_rgttoes, __meryl_rtoes.jpg
LeftToes: adv_femalen_activ_lfttoes, __meryl_lfoot.jpg

_LeftJoint:joint, RGB(0,0,0)
_RightJoint:joint, RGB(0,0,0)
```

4 (Red box highlights muscle list in both ASM and Template)

5 (Red box highlights JOINT Neck in Template)

1. **Creating The ASM File**

Use the text editor to create a new file with the extension "ASM" (example: myactor.asm). Copy the first line directly from the example (Level 0, Maxcol 0). Single body parts are defined as shown above. Sizes and other parameters can be found in the template description (2.) and the TXT file (3.).

Hint: If you want your actors to be able to wear Actor Studio outfits, you should use the same names, or even better yet, the same dimensions. You can use the example actors in the shop (bodies.zip) as a base.

2. **Template**

To get a template of your actor, you need to do the following:

Choose your actor from "Actor -> Others". Now you need to activate the test mode under "Extras" -> "Options" -> "Service". Type "!ActorTemplateToClipboard()" into the chat line. Open a text editor (e.g. Notepad) and paste the clipboard content (File -> Paste).

Now you have a template with all body parts and joints. Please transfer the relevant values into your ASM file, as shown in the example. In the file "bodies.zip", to be downloaded from <http://web.moove.com/mpz/actors/Bodies.zip> you can find some examples for complete actors (female.asm, male.asm, etc.).

3. **TXT File**

Here you can see a TXT file. In this file a SRF file (3D object) and texture is assigned to each body part.

Syntax:

Part: SRF, Texture

Enter the names of the respective elements into the ASM file.

4. **"Muscle"** are morph targets (heads only) for the expressions.

Only enter these when they exist. (They don't exist in the old templates.)

5. If your template should miss the lines shown next to number 5 in the example graphic above, don't worry. :)

Enter the missing line, namely "Axes X Y Z", into the ASM file at the right place. If you already defined all body parts in the ASM file, put the following into the chat line:

"!AsmFileToOutfit(<.asm file>, <.outfit file>)"

Instead of <.asm file> insert the exact path to your already existing ASM file. Please note that the single backslash (\) has to be replaced by a double backslash (\\).

For <.outfit file> enter the exact path where you want the final outfit file to be created.

Here is an example for this:

**!AsmFileToOutfit("c:\\actor\\myactor.asm",
"c:\\moove\\outfit\\myactor.outfit")**

Now you have created an outfit file from your rose actor. If you follow the above example, this file will be saved in the folder moove\outfits.

To be able to use this outfit as an actor, open the Actor Studio and "wear" your "actor outfit". Then click on "Save", give a name to the converted actor and click on "OK" - just like you always did when you saved a dressed up actor from the Actor Studio. Your new "actor outfit" will be saved as an .actor file in moove\Actors. Your new - old :) - actor will now appear in moove Roomancer under "Actors" -> "My Actors" - ready for use!

Of course you can also offer your converted actor for download on your website. Just pack it with the moovePack tool so it can be downloaded and installed automatically. Your visitors will thank you. :)

[In the following we will illustrate the differences between the old rose actors and the actors of the new generation, and how you can adapt them.](#)

In the following we will illustrate the differences between the old rose actors and the actors of the new generation, and how you can adapt them.

Using "Mark" as an example - representing the old rose actors - we will show you how to convert an old rose actor into an actor of the new generation - in this case "female".

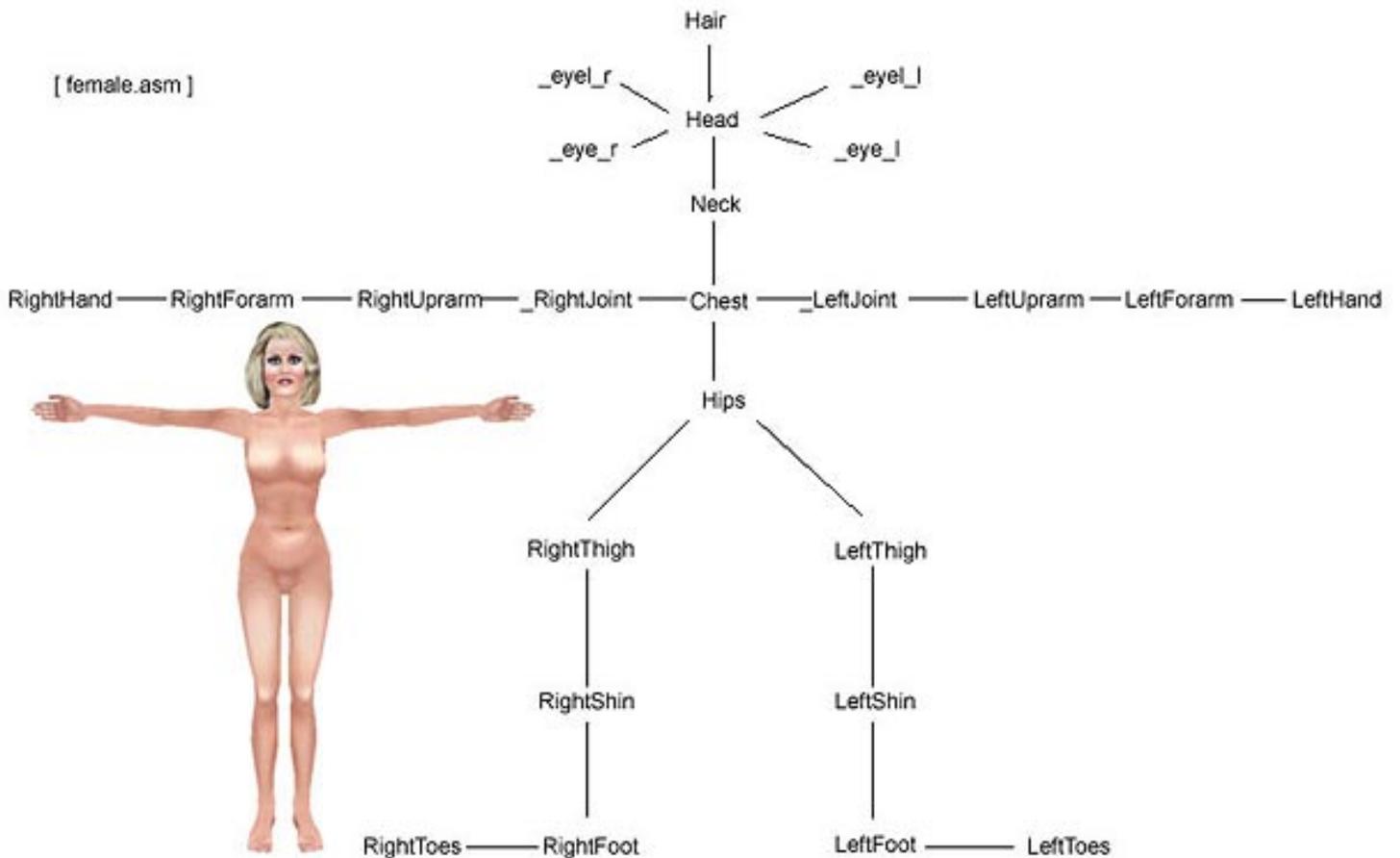
For this we have created a couple of example files.

To prepare "Mark" we need to create an ASM file that contains all information about this actor. This means we need the template information and the surface and texture information from the TXT file - as described above. In fact you could say we're creating a whole body costume called "Mark".

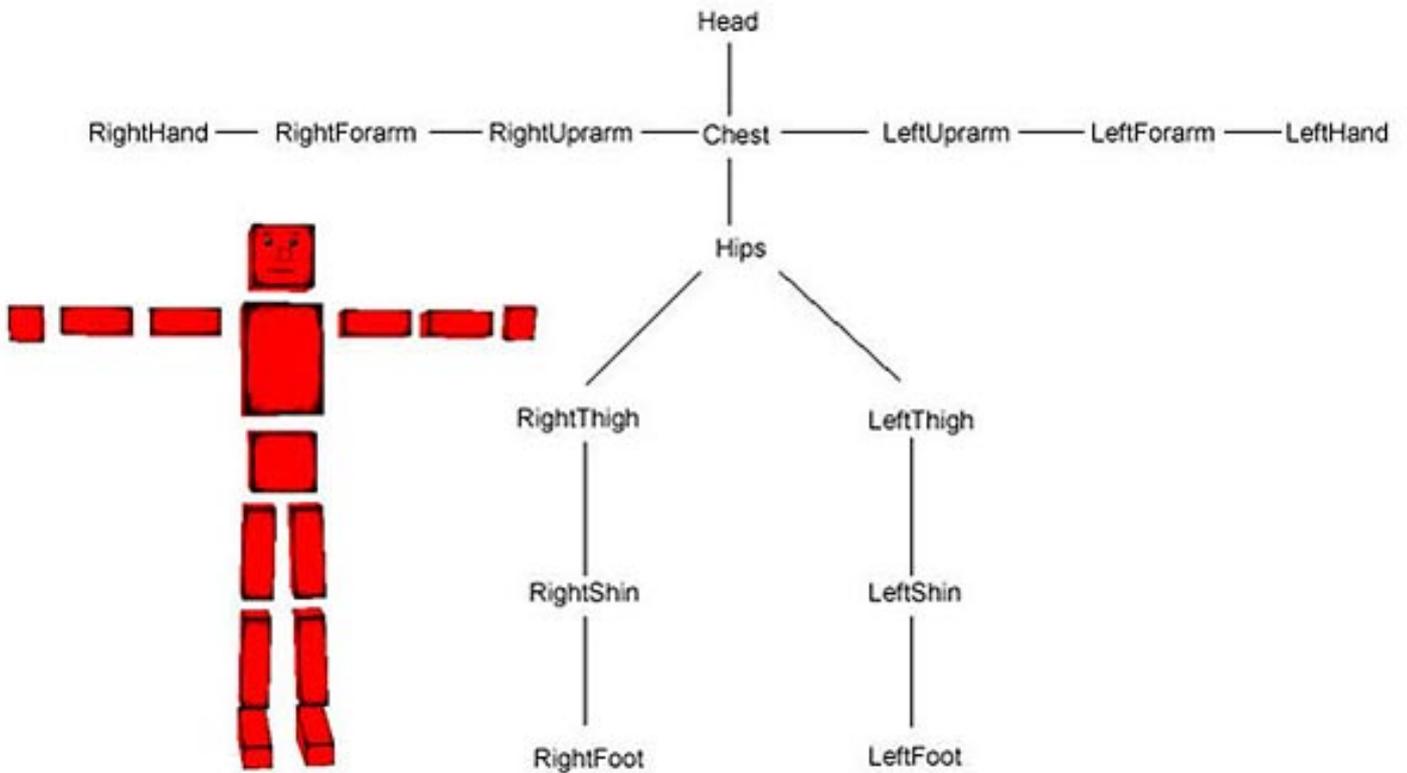
On the other side, we will put one of our female actors ("female").

Before you start, please download a file called "[Mark.zip](#)" from our server. "Mark.zip" contains all files needed for our example. If you compare the "female ASM" to the Mark's template, you will notice that the female actor has more body parts than Mark.

See below.



[mark.asm]



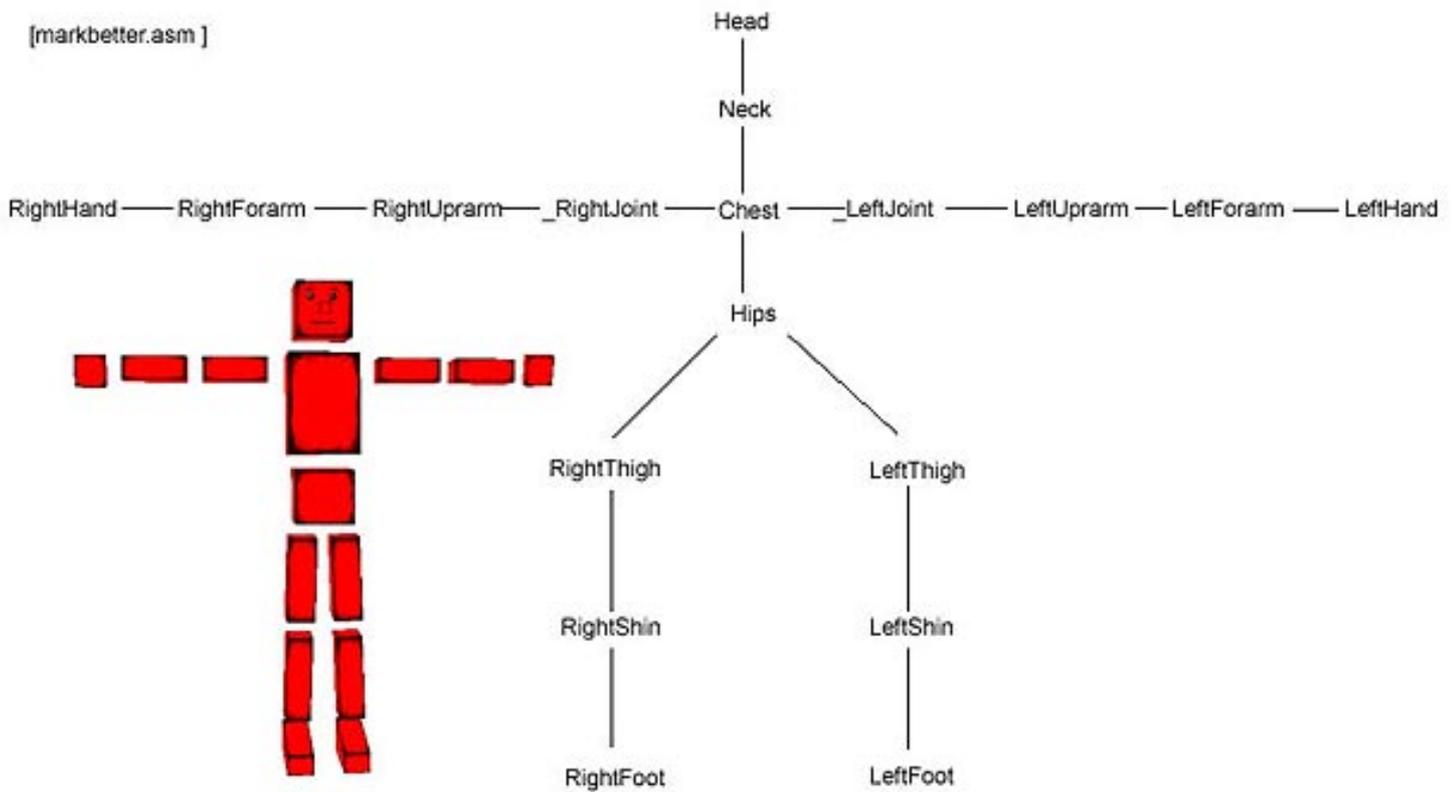
To modify Mark for being available for use in the Actor Studio, Mark needs just as many body parts as shown in the "female" ASM file. Please have a closer look at the files "mark.asm" and "mark-template.txt".

The body parts missing in "mark-template.txt" were added to the "mark.asm" and reduced in size. The "joint.srf" (to be found in your SRF folder) additionally causes all parts not relevant to "Mark" to become invisible.

However, we kept the structure (joints) of "mark-template.txt" in "mark.asm".

Below, in "markbetter.asm", we show the better solution. Compare "mark.asm" to "markbetter.asm", in particular the parts Head, Neck, _RighJoint, _LeftJoin, RightUparm and LeftUparm.

[markbetter.asm]



Now put the following in the chat line:

!ASMFileToOutfit("c:\\<path to your asm>\\mark.asm", c:\\<path to Roomancer\\Outfits>\\mark.outfit")

Now select the "female" actor and enter the Actor Studio.

In the Actor Studio you select the piece of clothing "Mark" and "wear" it.

If you want your actor to appear male (after all we based it on a female actor), give it a new soul. You can do this by clicking on "Advanced" and then choosing a soul, e.g. "adv_male").

Now you only need to save and you're ready!

Important:

Before you convert the actor for the Actor Studio, please make sure that all "SRF" and "JPG" are available in the relevant folders.

Tutorial For The Creation Of Styles

First of all, you need the stylecomp.exe and some .bmp and .txt samples. You can download these in the **moove shop** -> **Developers**. Please save the files in a folder of your choice on your PC.

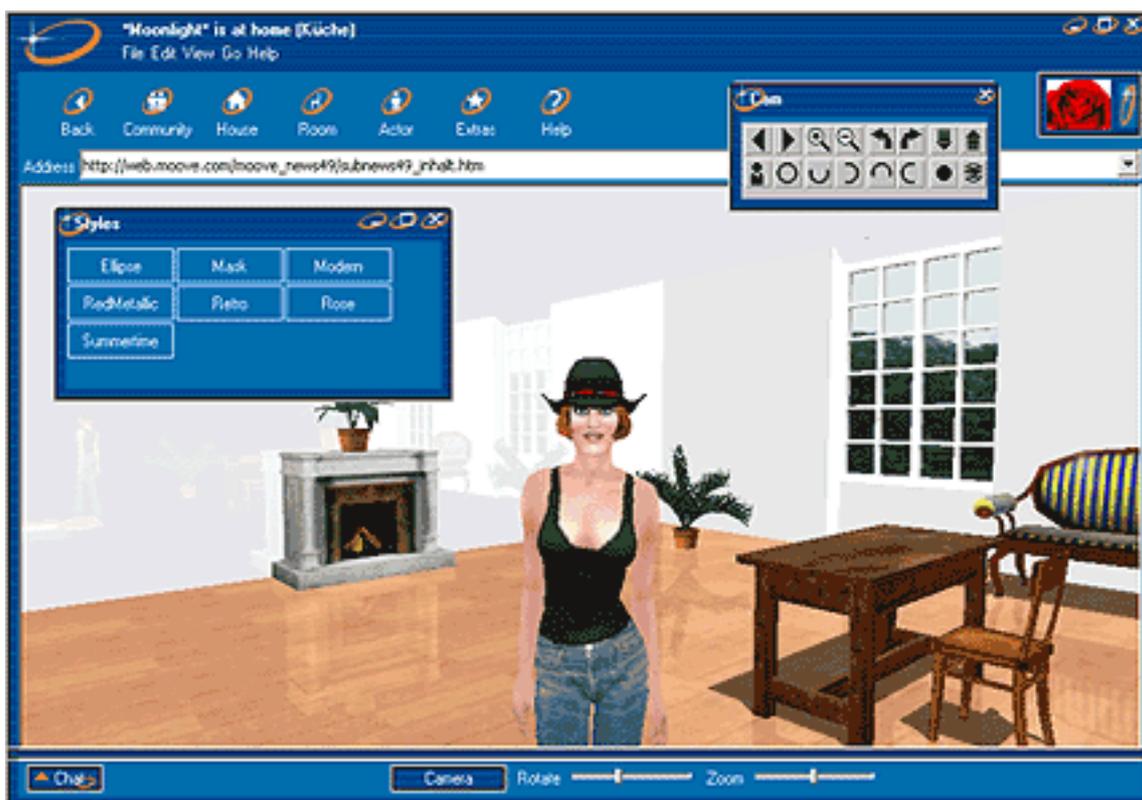
The stylecomp.exe is a tool that creates a style for moove Roomancer. More information about this can be found towards the end of this tutorial.

First, however, you need to realise your ideas for a great style in a picture editing program of your choice. For this, you need the following samples that can be found in the .zip file you downloaded:

- [maske.bmp](#)
- [maske_toolbarbuttons.bmp](#)
- [maske_item.bmp](#)
- [menu.bmp](#)

- [Color.txt](#)
- [Font.txt](#)
- [Metrics.txt](#)
- [Setting.txt](#)

- [band.avi](#)
- [lamp.avi](#)

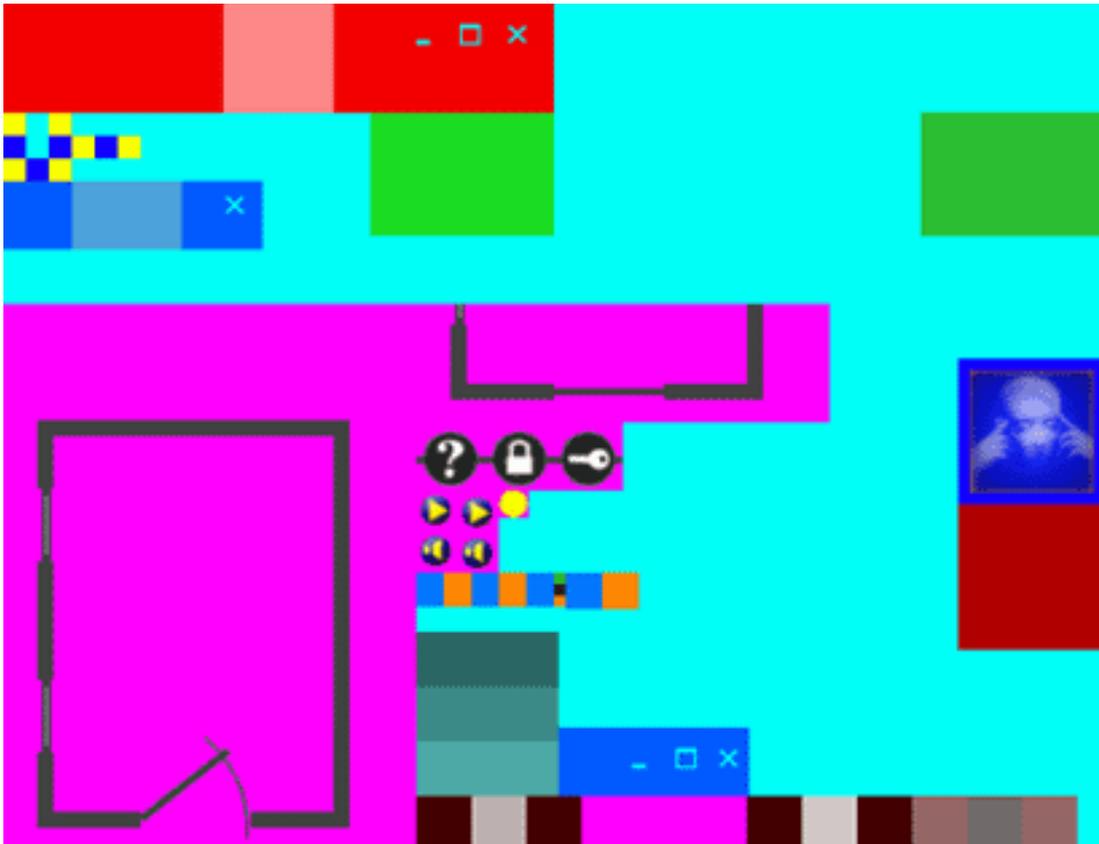


The upper graphic shows the mask, which can be changed in a picture editing program, and the resulting style "Ellipse".

maske.bmp

In the following you will find a step-by-step tutorial on how to do this. **Please click on the separate picture elements in the graphic below to see an explanation.**

Good luck with creating your style!



maske_toolbarbuttons.bmp:

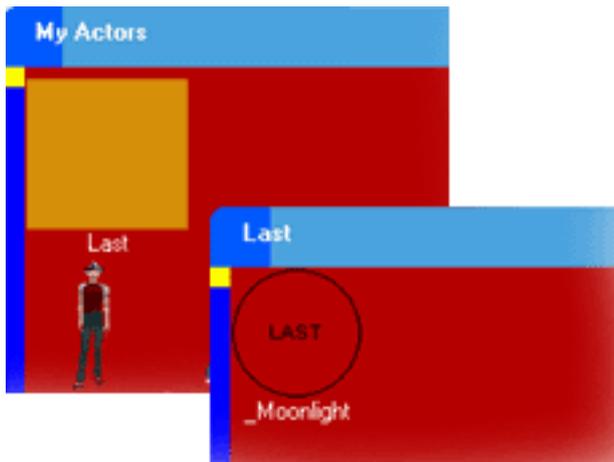
Here you can define the buttons in the toolbar menu. Please disregard the white and gray fields in this case.

The middle line displays the active buttons; the one at the bottom shows pressed buttons.



maske_item.bmp:

This shows you a folder with your last used actors in the Actor Studio. To the left you can see the mask that can be changed and to the right the finished and implemented graphic in moove online.



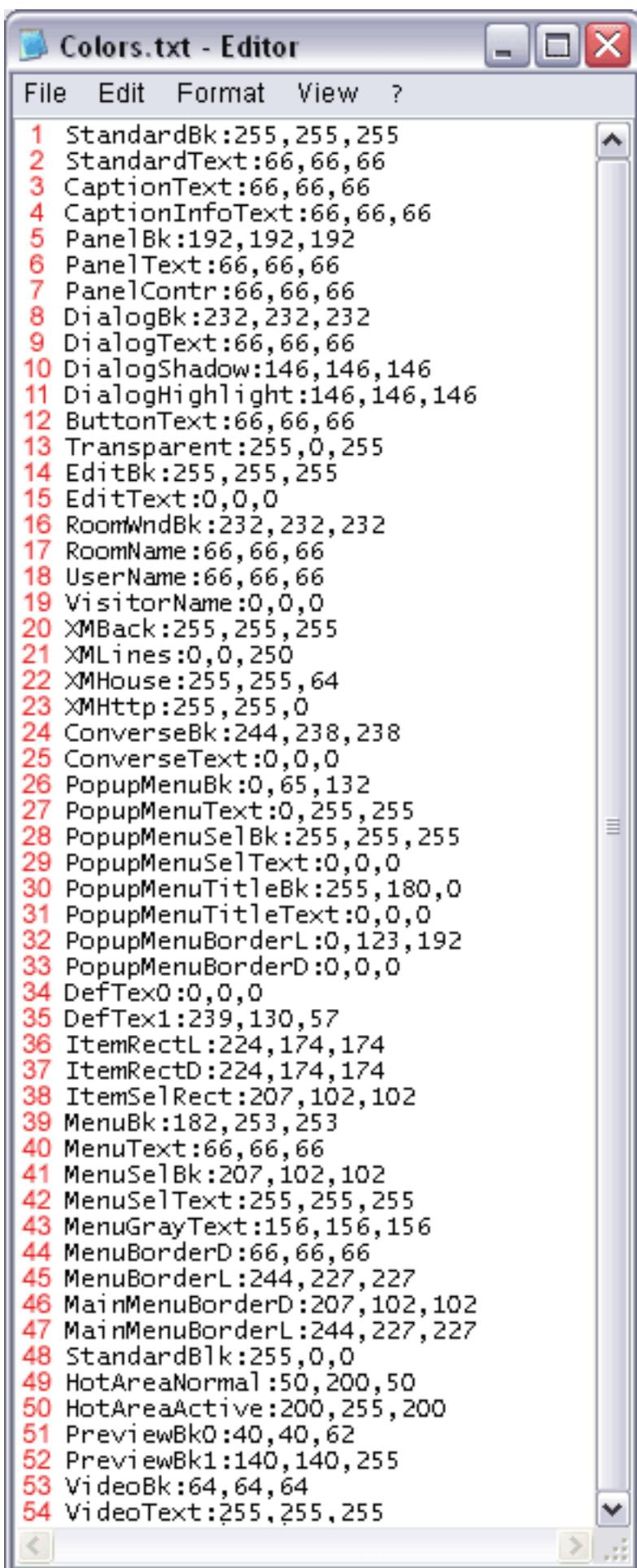
menu.bmp:

Should keep the preset color [rgb(255,0,255)] and should not be changed.



Now you can open each file separately, change it to whatever you want, and save it as a .bmp file. If your framework looks like you wanted it to, you will now need the .txt files.

Color.txt:



```
1 StandardBk:255,255,255
2 StandardText:66,66,66
3 CaptionText:66,66,66
4 CaptionInfoText:66,66,66
5 PanelBk:192,192,192
6 PanelText:66,66,66
7 PanelContr:66,66,66
8 DialogBk:232,232,232
9 DialogText:66,66,66
10 DialogShadow:146,146,146
11 DialogHighlight:146,146,146
12 ButtonText:66,66,66
13 Transparent:255,0,255
14 EditBk:255,255,255
15 EditText:0,0,0
16 RoomWndBk:232,232,232
17 RoomName:66,66,66
18 UserName:66,66,66
19 VisitorName:0,0,0
20 XMBack:255,255,255
21 XMLines:0,0,250
22 XMHouse:255,255,64
23 XMHttp:255,255,0
24 ConverseBk:244,238,238
25 ConverseText:0,0,0
26 PopupMenuBk:0,65,132
27 PopupMenuText:0,255,255
28 PopupMenuSelBk:255,255,255
29 PopupMenuSelText:0,0,0
30 PopupMenuTitleBk:255,180,0
31 PopupMenuTitleText:0,0,0
32 PopupMenuBorderL:0,123,192
33 PopupMenuBorderD:0,0,0
34 DefTex0:0,0,0
35 DefTex1:239,130,57
36 ItemRectL:224,174,174
37 ItemRectD:224,174,174
38 ItemSelRect:207,102,102
39 MenuBk:182,253,253
40 MenuText:66,66,66
41 MenuSelBk:207,102,102
42 MenuSelText:255,255,255
43 MenuGrayText:156,156,156
44 MenuBorderD:66,66,66
45 MenuBorderL:244,227,227
46 MainMenuBorderD:207,102,102
47 MainMenuBorderL:244,227,227
48 StandardBlk:255,0,0
49 HotAreaNormal:50,200,50
50 HotAreaActive:200,255,200
51 PreviewBk0:40,40,62
52 PreviewBk1:140,140,255
53 VideoBk:64,64,64
54 VideoText:255,255,255
```

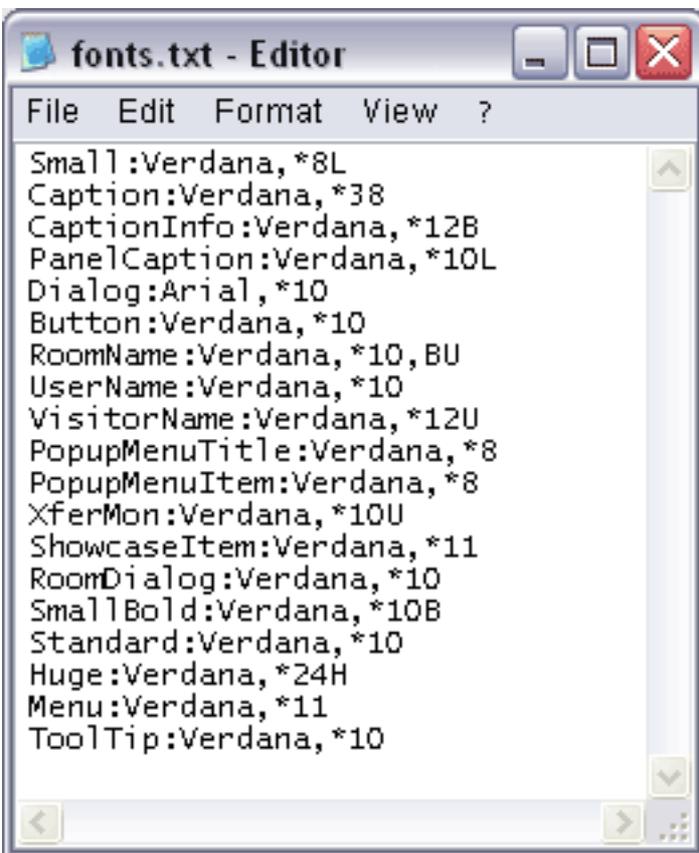
Color.txt: Color.txt: Here you can change the colors, for example the font color in the menu, ... These colors are in rgb.

- for 1.:** default background color
- for 2.:** font color of the individual buttons in the pop up windows (Actor -> My Actors -> female)
- for 3.:** titles of the pop windows (Actor -> My Actors), but also the text of the main menu (File, Edit, ... and "*...*" is at home")
- for 4.:** does not have to be edited
- for 5.:** does not have to be edited
- for 6.:** text of the toolbar menus "Back, Community, House, ..."
- for 7.:** small arrows that appear when you minimize the browser
- for 8.:** background of the dialog box -> Rotate -----I-----, Zoom -----I-----
- for 9.:** "You say:"
- for 10.:** border of the choice of color in the Actor Studio and Posture Editor - shading point
- for 11.:** border of the choice of color in the Actor Studio and Posture Editor - lighting point
- for 12.:** text on buttons (e.g. camera)
- for 13.:** default color for transparency
- for 14.:** text entry background
- for 15.:** text
- for 16.:** background of the pop up window "House -> My House"
- for 17.:** font color in the pop up window "My House"
- for 18.:** owner name in room ("House -> My House")
- for 19.:** visitor name in room ("House -> My House")
- for 20.:** does not have to be edited
- for 21.:** does not have to be edited
- for 22.:** does not have to be edited
- for 23.:** does not have to be edited

for 24.: does not have to be edited
for 25.: does not have to be edited
for 26.: background of the pop up menus ("Actors -> My Actors, ...")
for 27.: font color of the sub-points of the pop up menus ("My Actors")
for 28.: background of the sub-points of the pop up menus ("Actors -> My Actors, ...") - onmouseover
for 29.: font color of the sub-points of the pop up menus ("My Actors") - onmouseover
for 30.: does not have to be edited
for 31.: does not have to be edited
for 32.: does not have to be edited
for 33.: does not have to be edited
for 34.: does not have to be edited
for 35.: does not have to be edited
for 36.: borders of the sub-points in the pop up windows - lighting points
for 37.: borders of the sub-points in the pop up windows - shading points
for 38.: borders of the sub-points in the pop up windows - onmouseover
for 39.: does not have to be edited
for 40.: font color in the pop up main menu (File, Edit, ...)
for 41.: bar behind the text in the pop up main menu - onmouseover (File, Edit, ...)
for 42.: font color in the pop up main menu - onmouseover (File, Edit, ...)
for 43.: inactive text in the pop up main menu (File, Edit, ...)
for 44.: borders of the pop up main menu (shading points) (Actors -> My Actors, ...)
for 45.: borders of the pop up main menu (lighting point) (Actors -> My Actors, ...)
for 46.: main menu "onmouseover border" below and to the right (File, Edit, ... Help)
for 47.: main menu "onmouseover border" above and to the left (File, Edit, ... Help)

for 48.: does not have to be edited
for 49.: does not have to be edited
for 50.: does not have to be edited
for 51.: does not have to be edited
for 52.: does not have to be edited
for 53.: does not have to be edited
for 54.: does not have to be edited

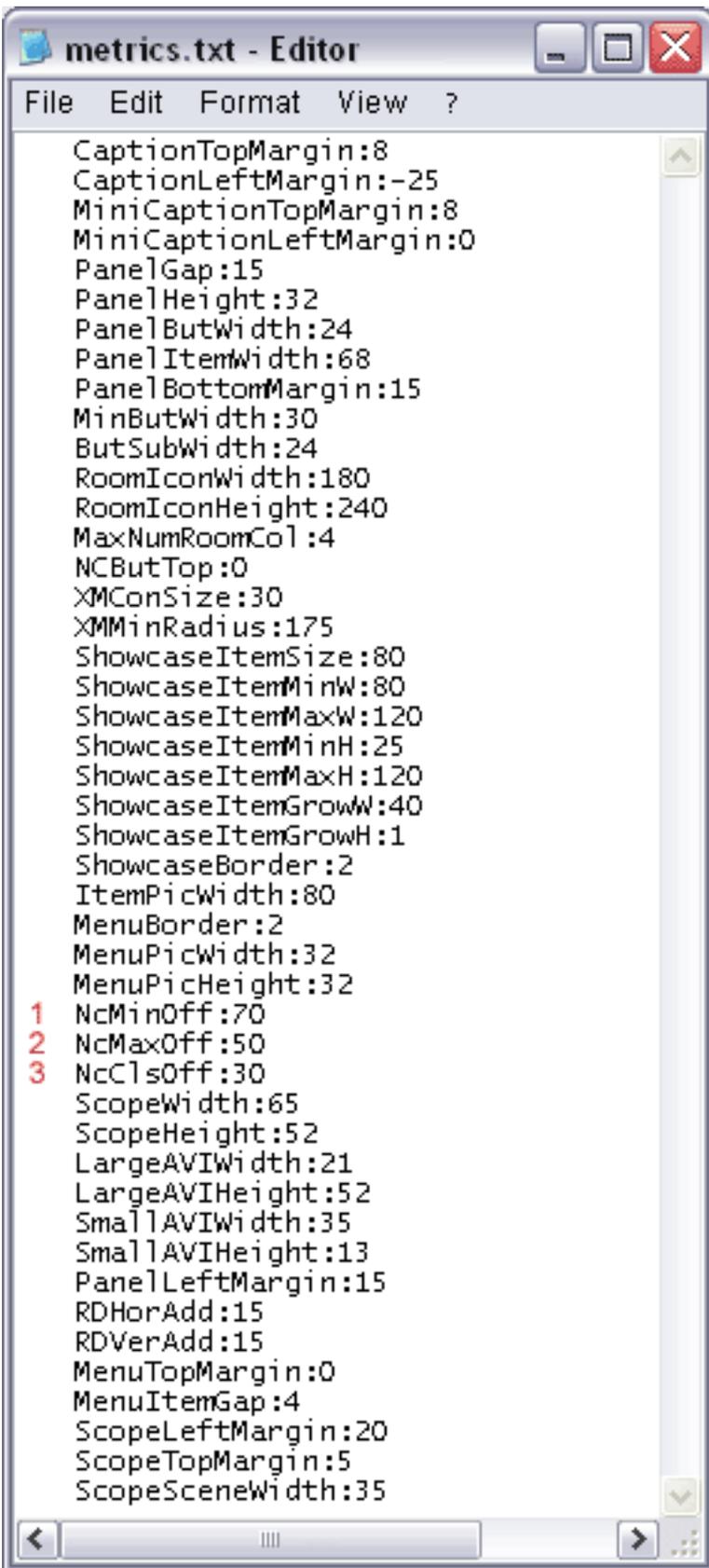
font.txt:



```
File Edit Format View ?
Small:Verdana,*8L
Caption:Verdana,*38
CaptionInfo:Verdana,*12B
PanelCaption:Verdana,*10L
Dialog:Arial,*10
Button:Verdana,*10
RoomName:Verdana,*10,BU
UserName:Verdana,*10
VisitorName:Verdana,*12U
PopupMenuTitle:Verdana,*8
PopupMenuItem:Verdana,*8
XferMon:Verdana,*10U
ShowcaseItem:Verdana,*11
RoomDialog:Verdana,*10
SmallBold:Verdana,*10B
Standard:Verdana,*10
Huge:Verdana,*24H
Menu:Verdana,*11
ToolTip:Verdana,*10
```

Here you enter the individual fonts and font sizes. The font sizes are optimized so that they don't have to be changed. The font can be changed any way you like.

metrics.txt:



```
metrics.txt - Editor
File Edit Format View ?
CaptionTopMargin:8
CaptionLeftMargin:-25
MiniCaptionTopMargin:8
MiniCaptionLeftMargin:0
PanelGap:15
PanelHeight:32
PanelButWidth:24
PanelItemWidth:68
PanelBottomMargin:15
MinButWidth:30
ButSubWidth:24
RoomIconWidth:180
RoomIconHeight:240
MaxNumRoomCol:4
NCButTop:0
XMConSize:30
XMMinRadius:175
ShowcaseItemSize:80
ShowcaseItemMinW:80
ShowcaseItemMaxW:120
ShowcaseItemMinH:25
ShowcaseItemMaxH:120
ShowcaseItemGrowW:40
ShowcaseItemGrowH:1
ShowcaseBorder:2
ItemPicWidth:80
MenuBorder:2
MenuPicWidth:32
MenuPicHeight:32
1 NcMinOff:70
2 NcMaxOff:50
3 NcClsOff:30
ScopeWidth:65
ScopeHeight:52
LargeAVIWidth:21
LargeAVIHeight:52
SmallAVIWidth:35
SmallAVIHeight:13
PanelLeftMargin:15
RDHorAdd:15
RDVerAdd:15
MenuTopMargin:0
MenuItemGap:4
ScopeLeftMargin:20
ScopeTopMargin:5
ScopeSceneWidth:35
```

Metrics.txt: Here you can change the distance between the different elements in the moove online browser. However you don't have to change this file, since the defaults are optimized.

The only settings that might require changing are the following:

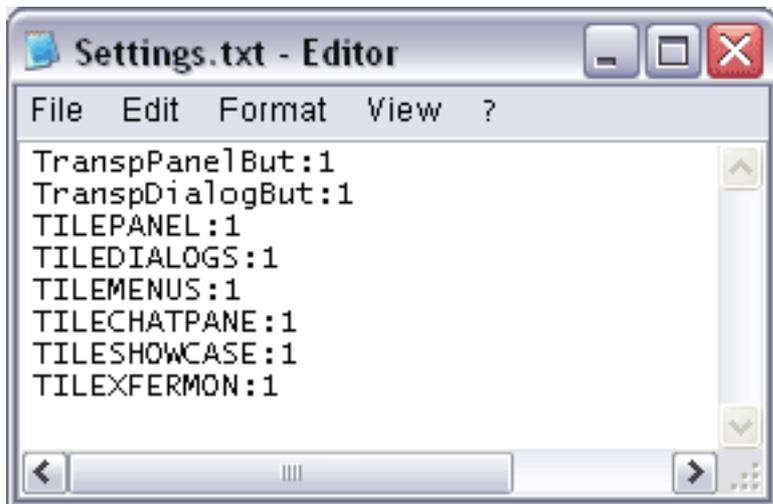
for 1.: _ button -> distance to border

for 2.: o button -> distance to border

for 3.: x button -> distance to border

Usually you have to adjust these to your style.

settings.txt:



Here you can set the properties of the individual backgrounds. Backgrounds can be tiled ("0") or masked ("1"). This file doesn't have to be edited.

band.avi:

This file doesn't have to be edited.

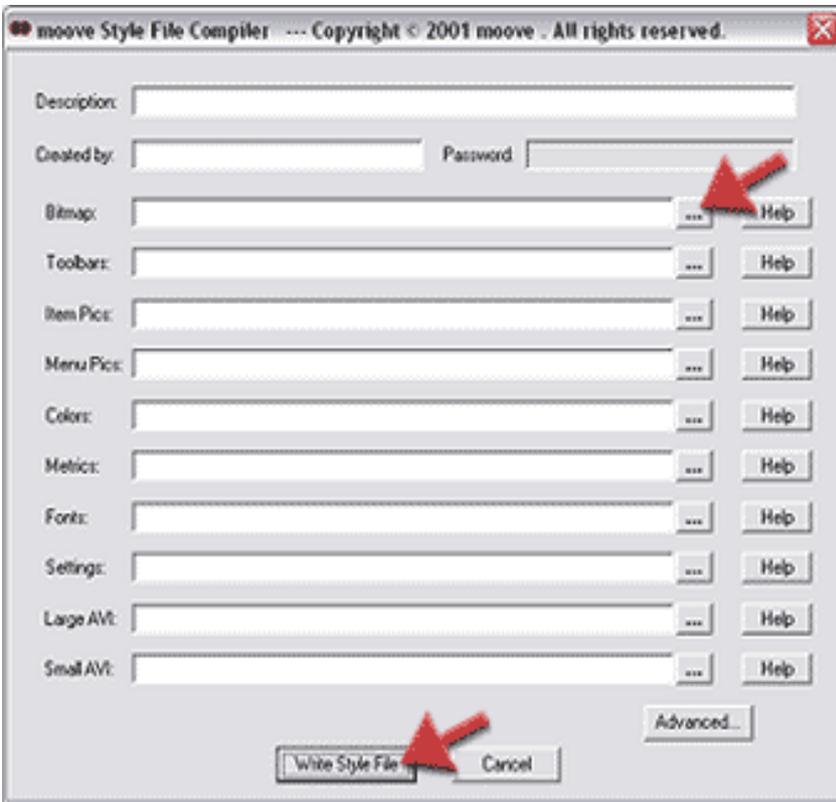
lamp.avi:

This avi displays the animation to the top right of the browser. It has to be created with a program that supports .avi files. The size should be 50x21 pixel and the file cannot be compressed. You can safely ignore band.avi, since it doesn't have to be changed.



As soon as you have edited your files, please open the stylecomp.exe. Click on "...", and open the files you edited (maske.bmp, maske_toolbarbuttons.bmp, maske_item.bmp, menu.bmp, colors.txt, metrics.txt, ...).

Now click on **"Write Style File"** and save the style in the "STY" folder in the "Art" directory of your moove online folder.



Go back to your moove online main directory and open the "Styles" folder, to be found in the "Showcases" folder. Here you can find the .uni files for the already existing styles. Copy one and rename it. Then open it and put the name of your style into the brackets and the quotes.

Now you can find your style in moove online under Extras -> Styles. If you don't like something about your style, you can work on it again, save it, and compile it again with the stylecompiler.

Tip:

To get a feeling what your finished style will look like in moove online, you can already compile your style with the stylecompiler after only a few changes to the .bmp files and check it in the moove online browser.

Tutorial for the creation of screenshots

- Press the "**Print**" key on your keyboard.
- The current screen will be saved to the clipboard.



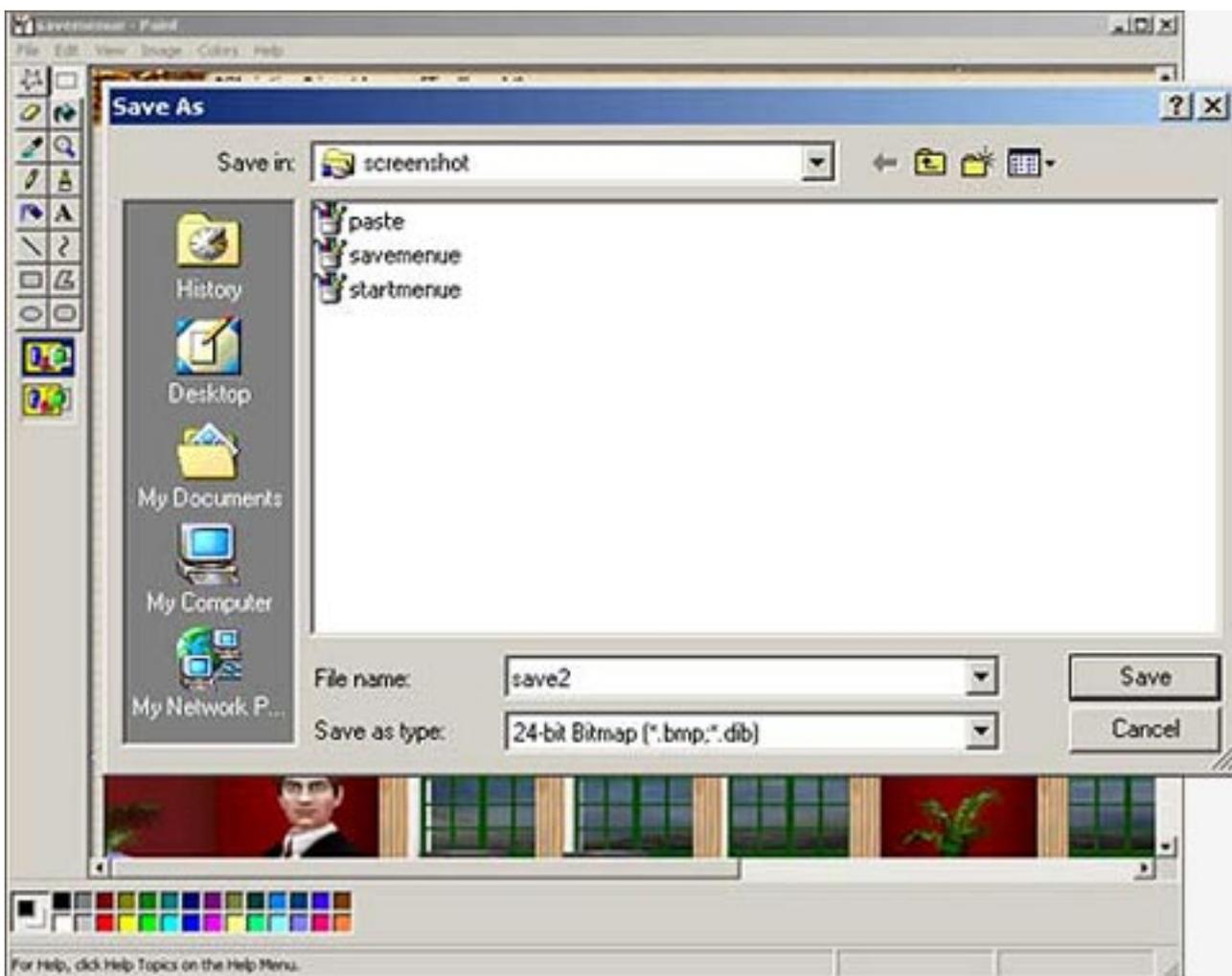
- Open a picture editor of your choice.
- If you do not have a picture editor, you can open Microsoft **Paint** via **Windows "Start" > Programs > Accessories**.



- Paste the screenshot via **"Edit" > "Paste"**.



- **Save** the screenshot via **"File" > "Save As..."** in a folder of your choice.



Level overview

BODY	0
HAIR	500
HAT	600
SOCKS	1000
SHOES	2000
PANTS	3000
SHIRTS	4000
JACKETS	5000

HTML sourcecode for MPZ files

Copy the code from the following table and add it to your HTML file. Of course you need to complete it with your part of the source code, for example by adding more text and pictures - just like you usually create websites. After that you change the **name of the picture** and **the path that points to the MPZ file**:

```
<HTML>
<HEAD>
<TITLE></TITLE>

<SCRIPT LANGUAGE="JavaScript">

confirmText= "The chosen item can only be\n"
            + "installed with moove Roomancer.\n\n"
            + "Do you wish to start up moove Roomancer?"

function InstallMPZ(sMPZ)
{
    var bInstall;

    if(RoseCommand21.IsBrowserOnAdvanced() != 0) // Roomancer running?
        bInstall = true;
    else
        bInstall = window.confirm(confirmText);

    if(bInstall)
        RoseCommand21.ExecuteAdvanced(99999, sMPZ, 10000); // nID, sParam,
nTimeout
}

</SCRIPT>

</HEAD>

<BODY>

<OBJECT id=RoseCommand21 classid=clsid:EF8A8A22-EF05-4C7D-BC34-9BBF1DBC86F1
VIEWASTEXT >
</OBJECT>
<IMG src="example.jpg" onclick=InstallMPZ("mpz/example.mpz")>

</BODY>

</HTML>
```

The line (img tag) where you change the file name (picture) and the path to the MPZ file can of course be used as often as you want if you are offering more than one MPZ file for download.

As in the moove shop, clicking on the preview picture will start the download and automatic installation of the MPZ file.

If you have any questions and/or problems, feel free to contact support@moove.com

Please note:

Please also have a look at our notes about creating decorations and styles, so that those can be downloaded and installed automatically as well.