

UT3 Converter

User Guide V0.1-Reference version :V0.22

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Description

UT3 Converter is a java program that allows porting partially maps from previous Unreal Tournament games series to Unreal Tournament 3.

Supported UTx games

The current input game-maps supported are Unreal 1, Unreal 2, Unreal Tournament (aka UT99), Unreal Tournament 2003 and Unreal Tournament 2004.

	Supported	Tested
Unreal 1	X	X
Unreal 2	X	X
Unreal Tournament	X	X
Unreal Tournament 2003	X	
Unreal Tournament 2004	X	X

Class converted

UT3 Converter does not convert all actors within a UTx map to Unreal Tournament 3.

Here are the different classes/stuff that are converted:

	Unreal 1	Unreal 2	UT99	UT2003	UT2004
Custom code	No	No	No	No	No
Textures	X	X	X	X	X
Static Meshes	N/A	No	N/A	No	X
Sounds					X
Weapons			X		X
Brushes	X	X	X	X	X
Navigation Points	X		X	X	X
Pickups			X		X
Lights		X	X	X	X
Terrain	N/A	No	N/A	No	No

UT2004 converted classes:

[Brush, WaterVolume, LavaVolume, BlockingVolume, PhysicsVolume, xFallingVolume, Light, AmbientSound, MiniHealthPack, HealthCharger, SuperHealthCharger, LinkAmmoPickup, BioAmmoPickup, ClassicSniperAmmoPickup, FlakAmmoPickup, ONSAVRiLAmmoPickup, RocketAmmoPickup, ShockAmmoPickup, SniperAmmoPickup, xWeaponBase, NewWeaponBase, WeaponLocker, PlayerStart, PathNode, Teleporter, StaticMeshActor, Mover]

Note:

- 1) Static meshes collision volume is not ported.
- 2) Only normal lights are ported. (SunLight not ported, ...)

- 3) Navigation points = pathnodes + playerstarts.
- 4) Terrain is not ported yet but will be available in future versions.
- 5) UT3 Converter does not port custom code used in a map.

Requirements

In order the program to run correctly you must have:

- 100MB free of hard disk space (used mainly to export all textures/sounds/staticmeshes from input map)
- An Intel Pentium 4 processor or above
- 512 Mb of memory
- Windows Xp, Windows Vista operating system
- Java 1.6 installed (see www.java.com for installation)
- Unreal Tournament 3 game installed
- Any other Unreal Tournament game installed (except UT3): Unreal 1, Unreal 2, Unreal Tournament, Unreal Tournament 2003 or Unreal Tournament 2004.

Installation

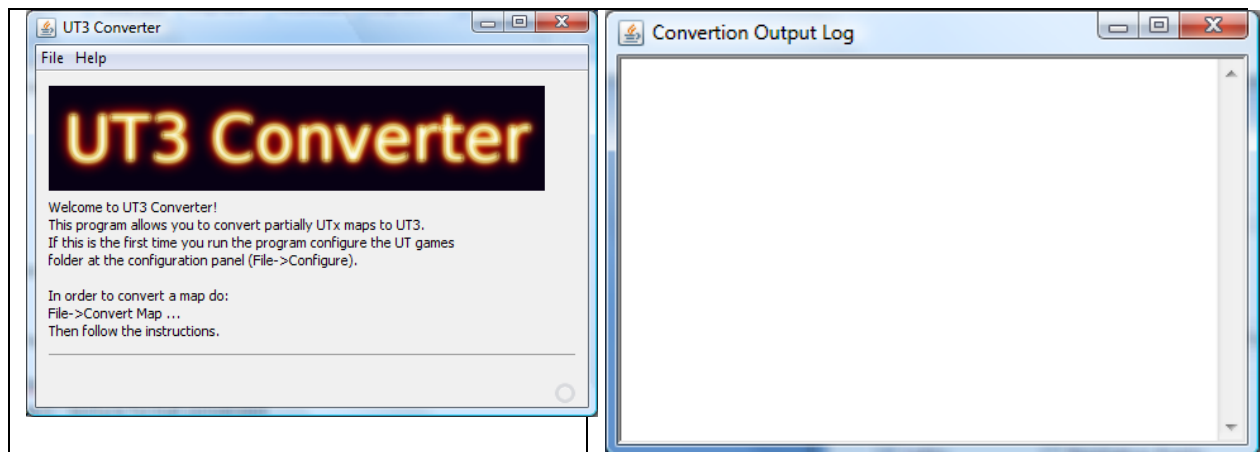
For the installation, just extract the file UT3Converter-v0.22.zip to any folder you want keeping the internal folder structure.

Once it's done you should have these files installed:

- <myfolder>/lib – librairies used by program
- <myfolder>/nconvert – texture format conversion
- <myfolder>/pww32con – texture format conversion
- <myfolder>/sox – Sound format conversion
- <myfolder>/config.xml – Configuration File
- <myfolder>/readme.txt
- <myfolder>/ut3converter.jar - Program
- <myfolder>/ut3converterfix.jar - Fix for staticmeshes naming
- <myfolder>/ UT99TexPackInfo.txt – texture filenames database for Unreal Tournament

First use and configuration

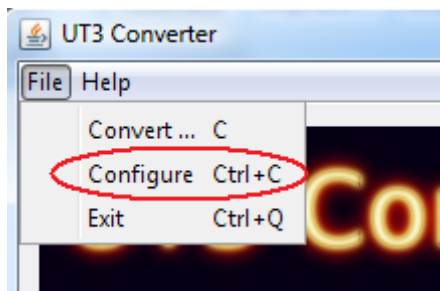
Execute the file "UT3converter.jar". 2 windows should appear on screen:



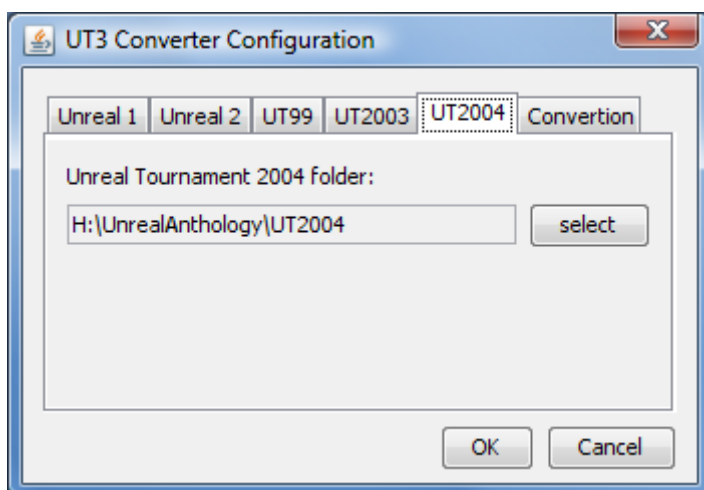
If it does not appear, check that you have Java version 1.6 or above installed. (www.java.com)

Now that you have the program running, you need to configure it to set game folders.

To do so go to File->Configure:

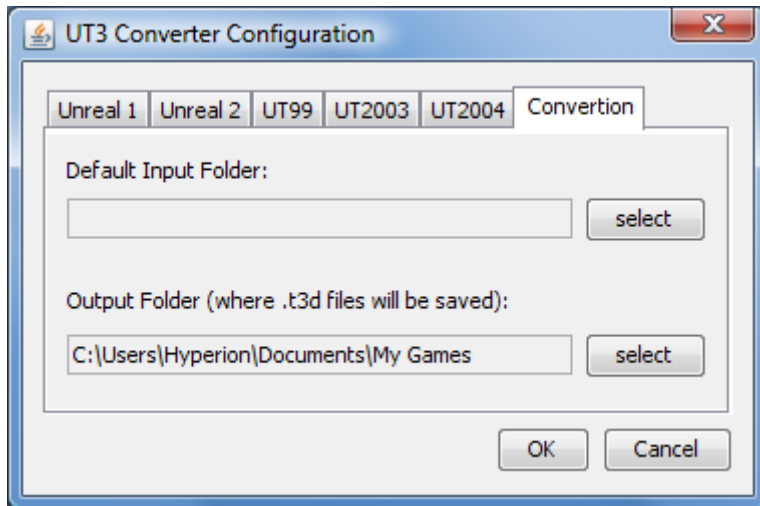


This window should appear on screen:



For each game you have installed on your computer specify their root folder. ("Select")

For example, if you have installed Unreal Tournament 2004 in the folder "H:\UnrealAnthology\UT2004" then set this folder as root folder.



The conversion sub-window is used to set default output folder, where all the files will be created when conversion will be done. Just select whatever folder you want, just make sure you have permissions to write on this folder.

So now you are ready to convert maps! Let's go then!

Map conversion

UT2004 Map conversion example

Configuration and checks

In order to show you how this program convert UT2004 map we gonna convert AS-TempleOfTrials-V4 which can be downloaded here: (this will work of course for any other UT2004 map)

[AS-TempleOfTrials-V4](#) (filefront)

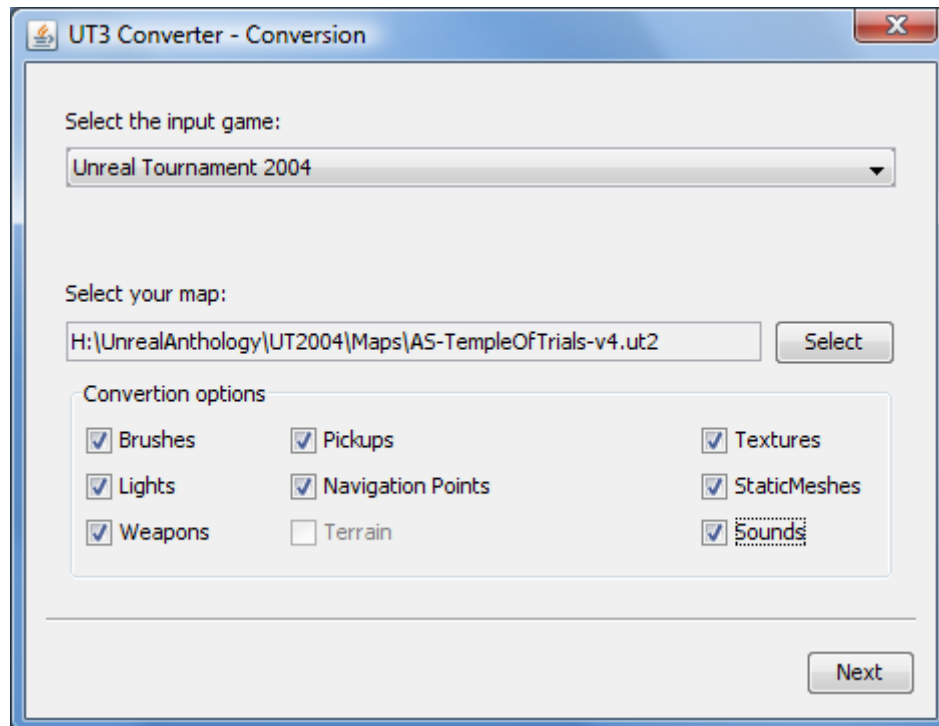
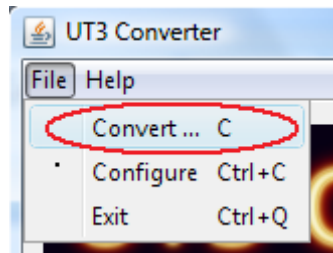
Install map in the map folder of your UT2004 folder:<ut2004folder>/maps.

Run program and make sure you have set the UT2004 folder and the output folder in the configuration panel (see previous section).

Make sure <outputfolder>/UT3Map is empty. If not delete all files and folder inside this folder (UT3Map).

Export and conversion of map ressources

When all is done go to File->Convert in the menu:



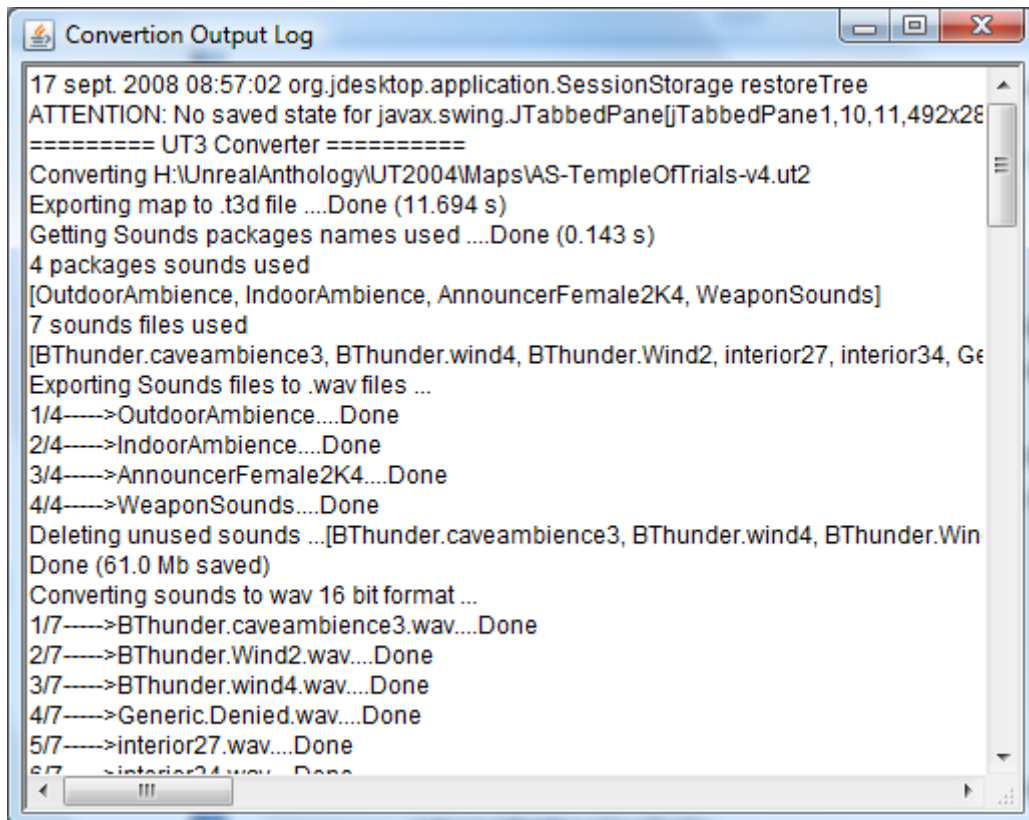
Once this window appears:

- Specify input game for the map (here it's "Unreal Tournament 2004")
- Specify map to convert ("Select")
- Specify which actors/stuff you want to convert

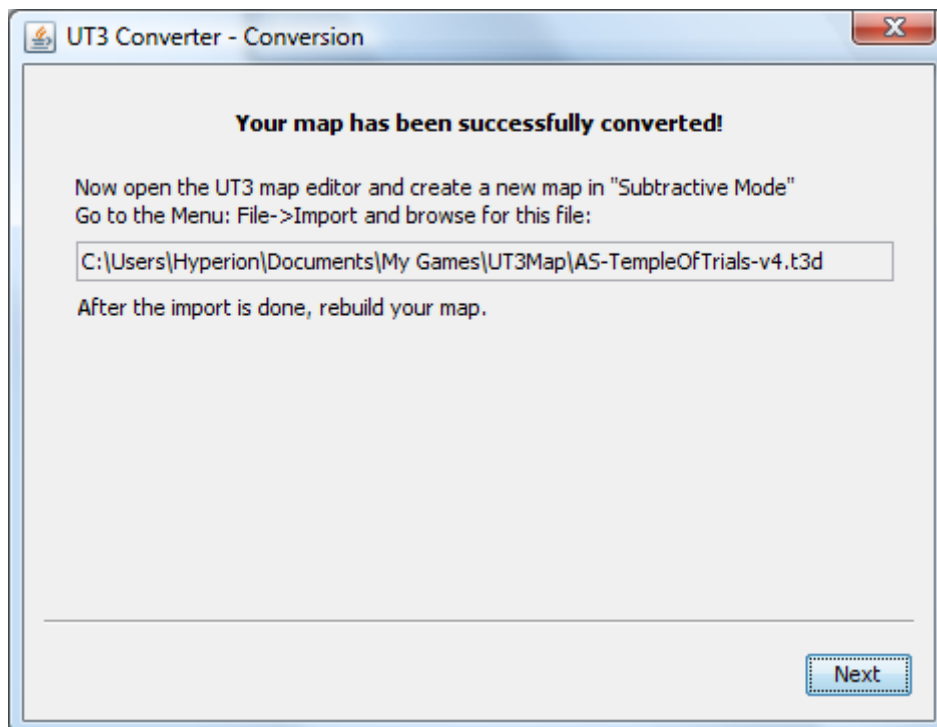
When all is set click on "Next". The program will now convert the UT2004 map to UT3 executing these different steps:

- 1) Export of map to .t3d file
- 2) Identification of sounds used in map
- 3) Export of sounds to <outputfolder>/UT3Map/Sounds
- 4) Deletion of unused sounds
- 5) Conversion of sounds to Wav-16 bit format
- 6) Identification of staticmeshes used
- 7) Export of staticmeshes to <outputfolder>/UT3Map/StaticMeshes
- 8) Deletion of unused staticmeshes
- 9) Conversion of staticmeshes from .t3d to .ase format
- 10) Identification of textures used
- 11) Export of texture packages used
- 12) Deletion of unused texture packages

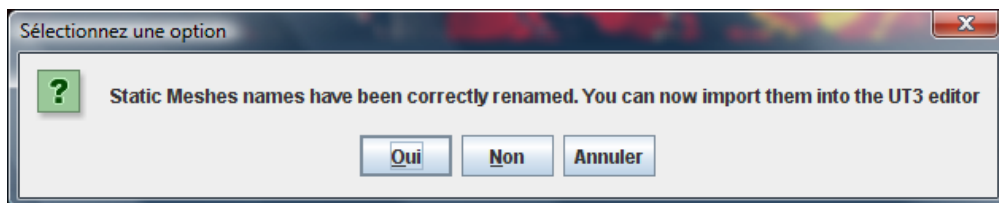
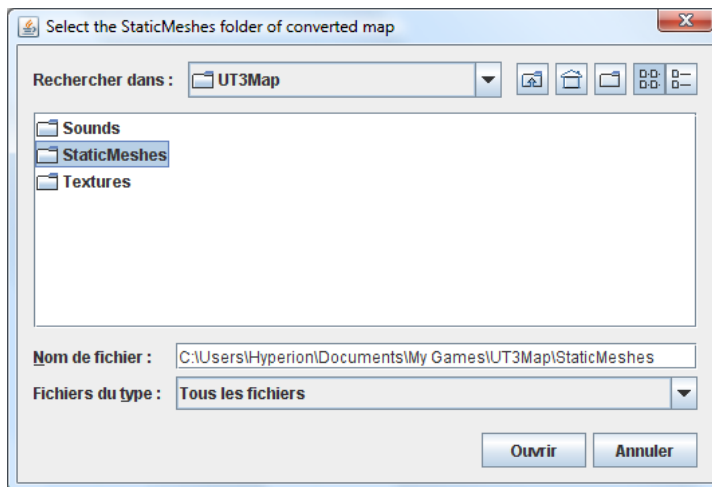
- 13) Conversion of textures files to .dds
- 14) Conversion of UT2004 map t3d file to UT3 t3d file.



The conversion takes about 3 minutes depending how big your map is and how powerfull your processor is. This map conversion took 270s with an Intel Quad Core Q6600 processor.



Because there is a bad renaming of StaticMeshes files (UT3Map/StaticMeshes/), execute the program UT3ConverterFix that will rename correctly them. Select the UT3Map/StaticMeshes/ press ok and that's all!

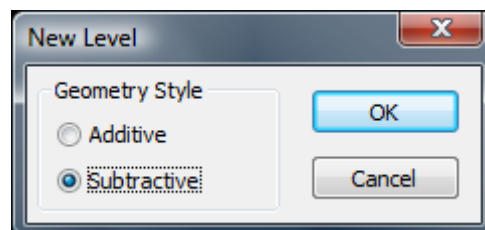


So now we got all files ready to be imported to the UT3 Editor!

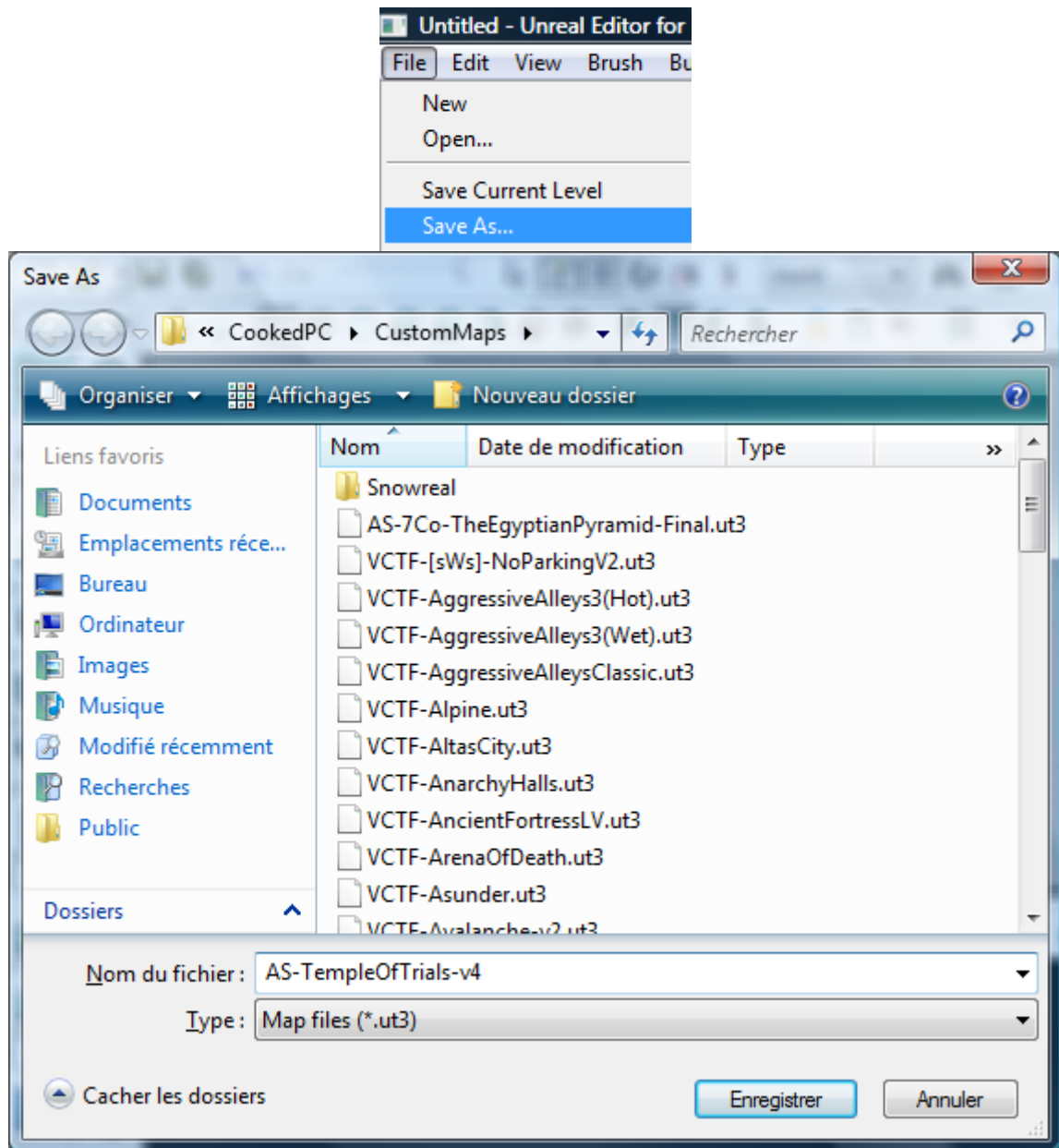
UT3 Editor map import

Open the unreal editor

Create new map in subtractive mode: File->New->Subtractive mode:



Save your map with exactly the same name as the original UT2004 map:

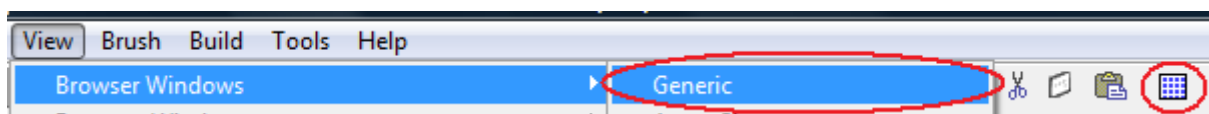


Saving map with other filename as the original map will cause conversion of map to fail.

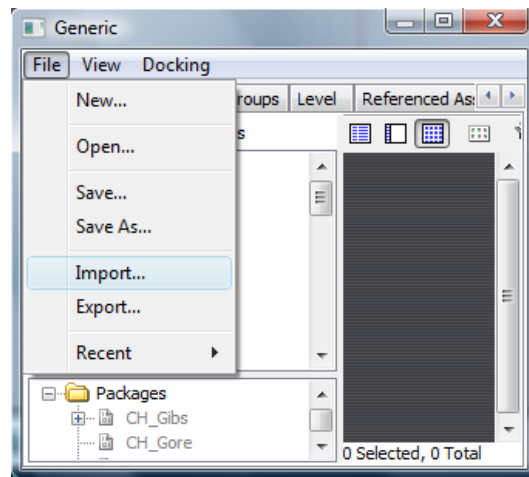
Note: you will be able to change the map filename when all the conversion process will be done.
(File->Save as).

Now we need to import ALL resources (textures, sounds, staticmeshes) used by the map before importing it (<outputfolder>/UT3Map/AS-TempleOfTrials-v4.t3d).

To do so, open the generic browser:

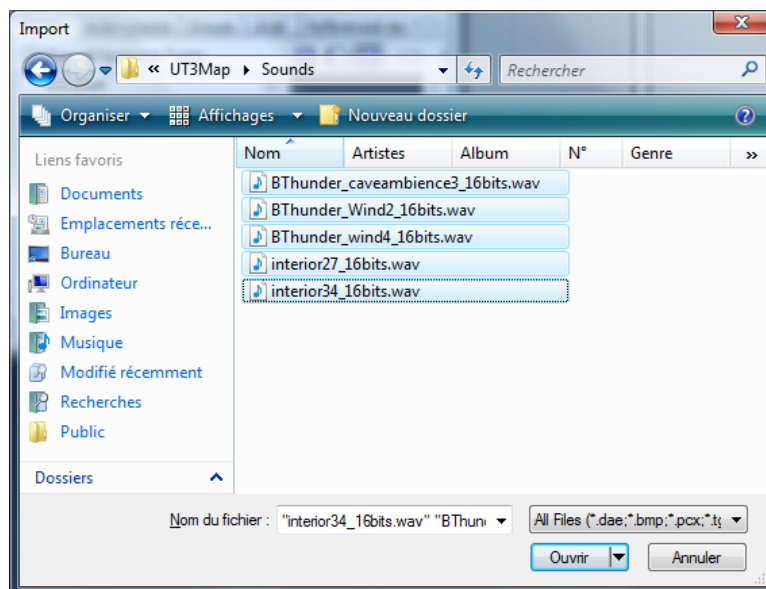


The File->Import so we import map resources.



Import of sounds

Select all sound files in <outputfolder>/UT3Map/Sounds folder then click on “Open”:



- Find the package name AS-TempleOfTrials-V4 and set it as package name so resources will be saved into the map (.ut3 file).
- Leave Group name blank
- Check bAutoCue
- Click on “Ok to All” (will import all sounds files at once)

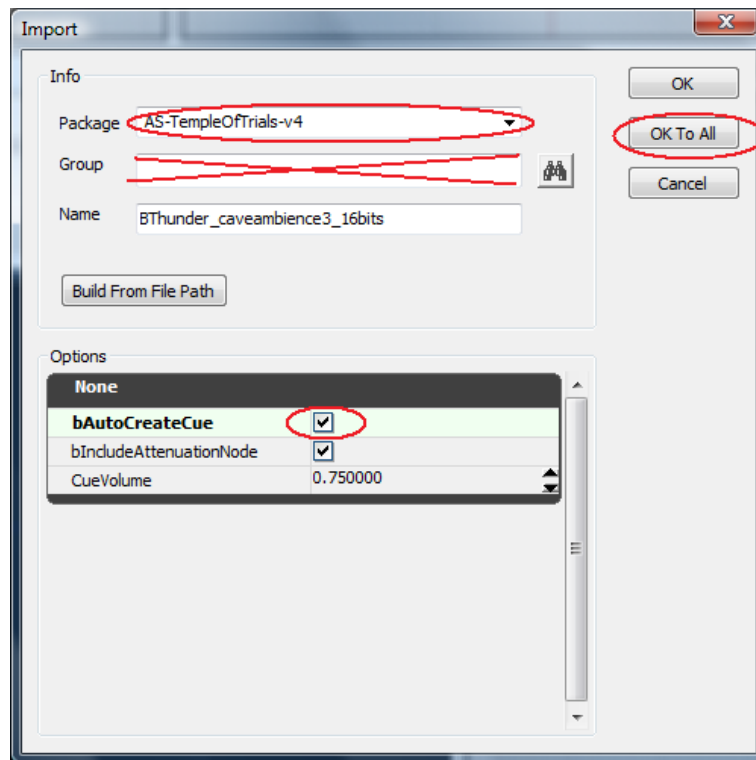
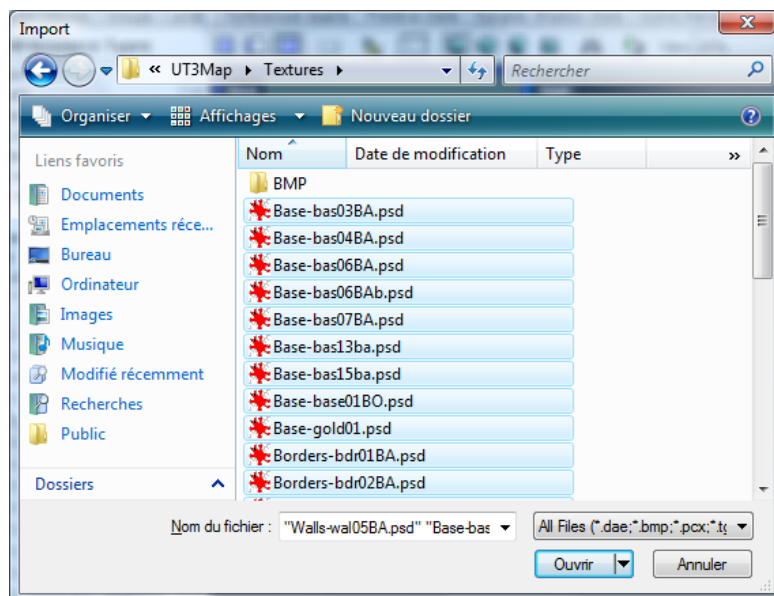


Figure 1 - Sounds import

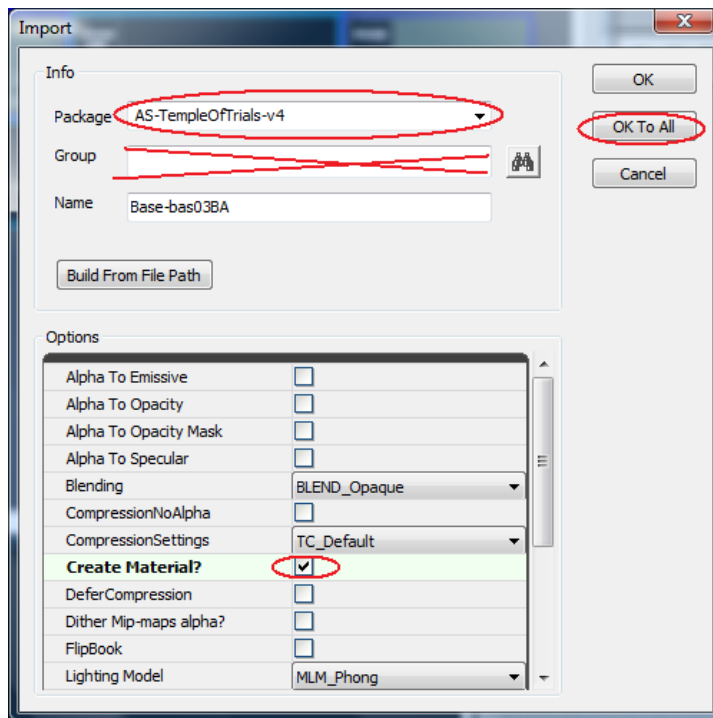
Import of textures

Like before, go to the generic browser and go to File->Import then select all textures used by the map in <outputfolder>/UT3Map/Textures folder then click on “Open”:



Like before set package name same as map filename, leave group blank.

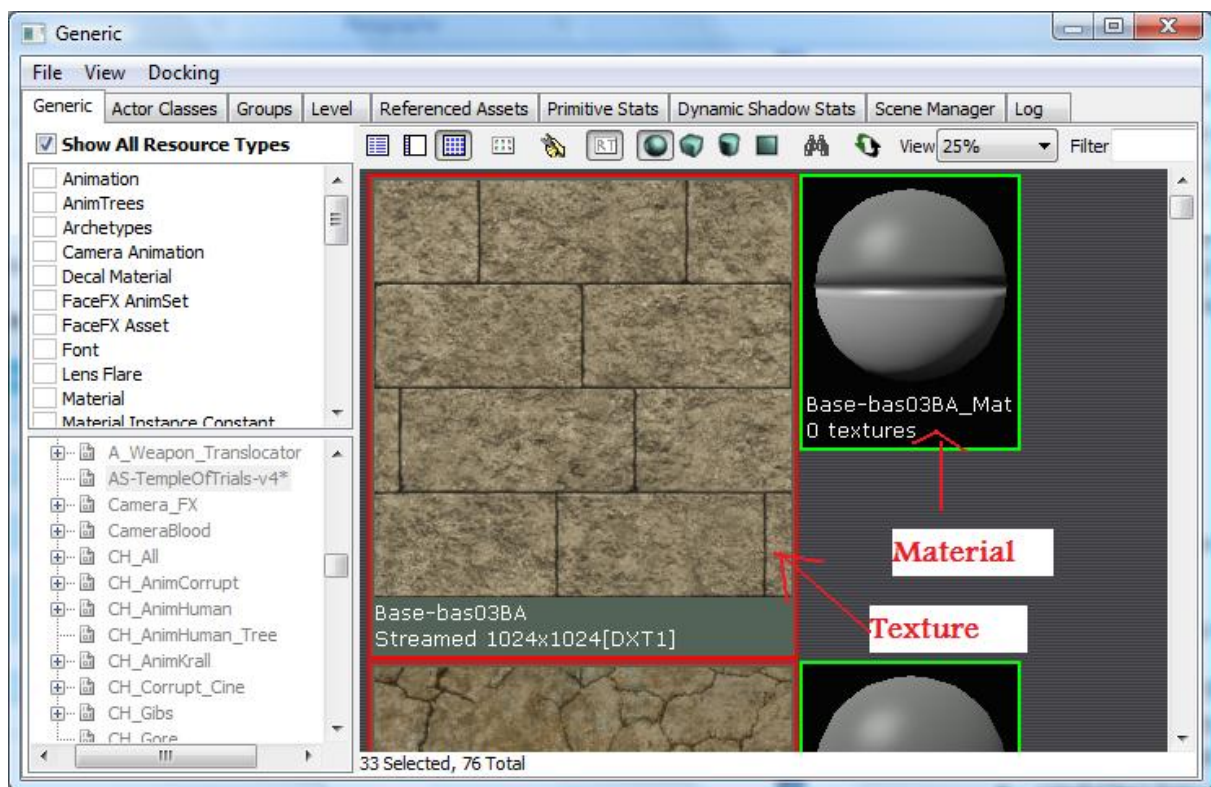
But you also need to set to true “Create Material ?”



Then press "OK To All".

The editor will now import all textures and create automatically materials. This operation can take several minutes depending how many textures there are to import.

When the import is done we can see that textures are correctly imported but that materials are not textured (grey spheres):



In order the sphere to be textured (material) for each material:

- Double-click on it (open the “Unreal Material Editor”)
- Drag the texture to the right
- Close Windows
- A window will pop-up asking you if you want to save changed to the material: answer yes.

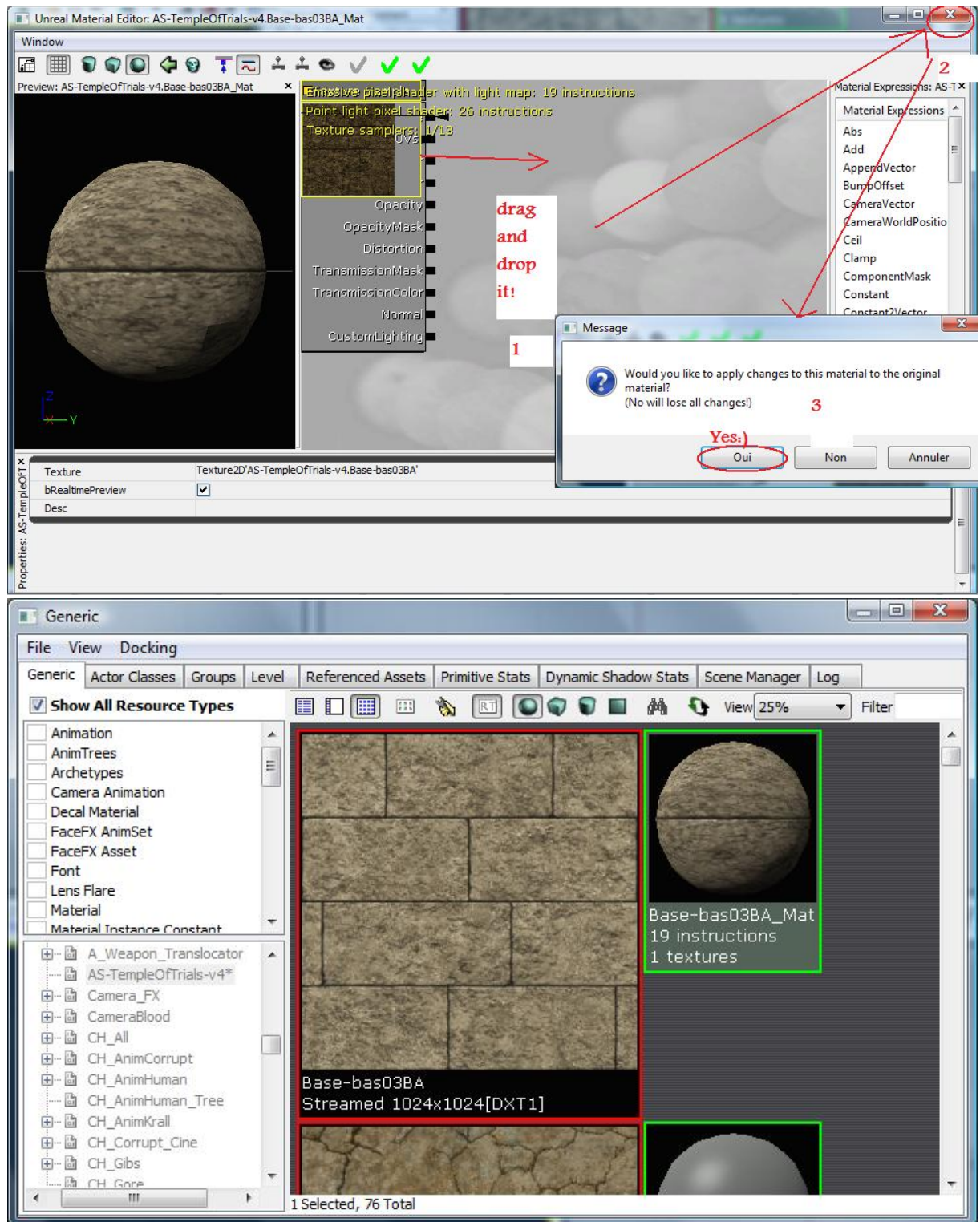


Figure 2 - The material is now textured!

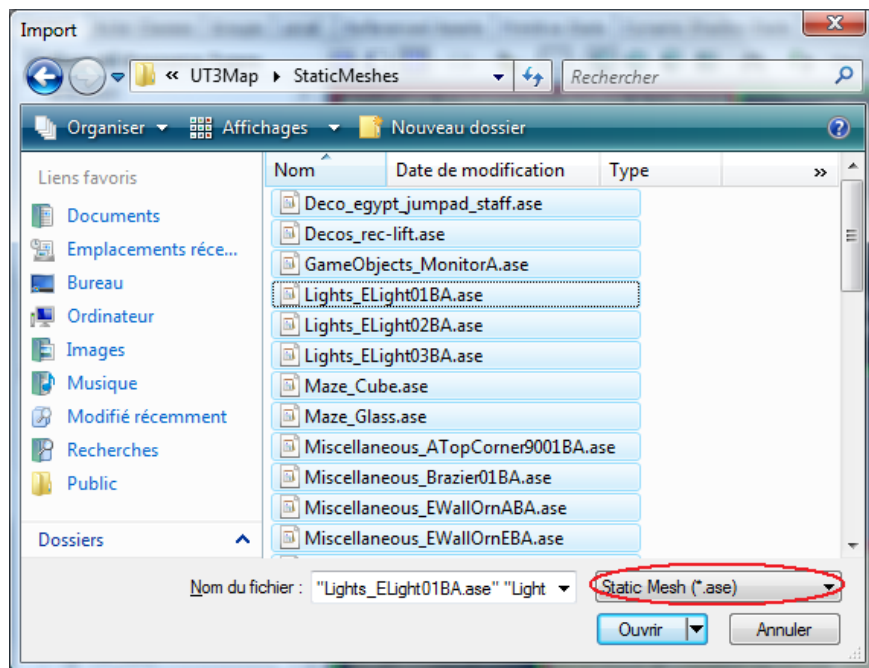
Repeat this operation for all materials.

Import of staticmeshes.

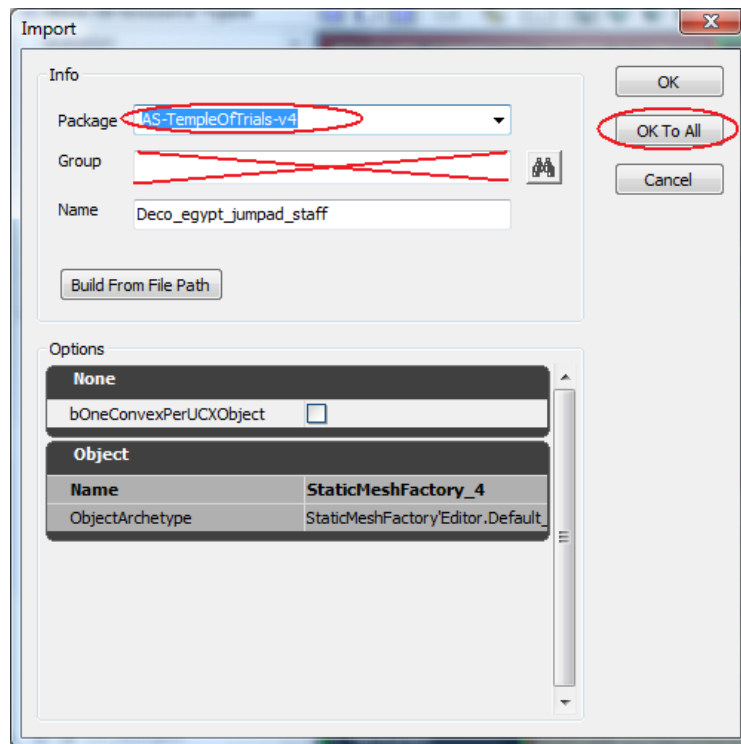
Important: make sure you have imported textures before importing the staticmeshes. If not your staticmeshes will not be textured!

Go to generic browser, file, import. Import all .ase files in :

<outputfolder>/UT3Map/StaticMeshes

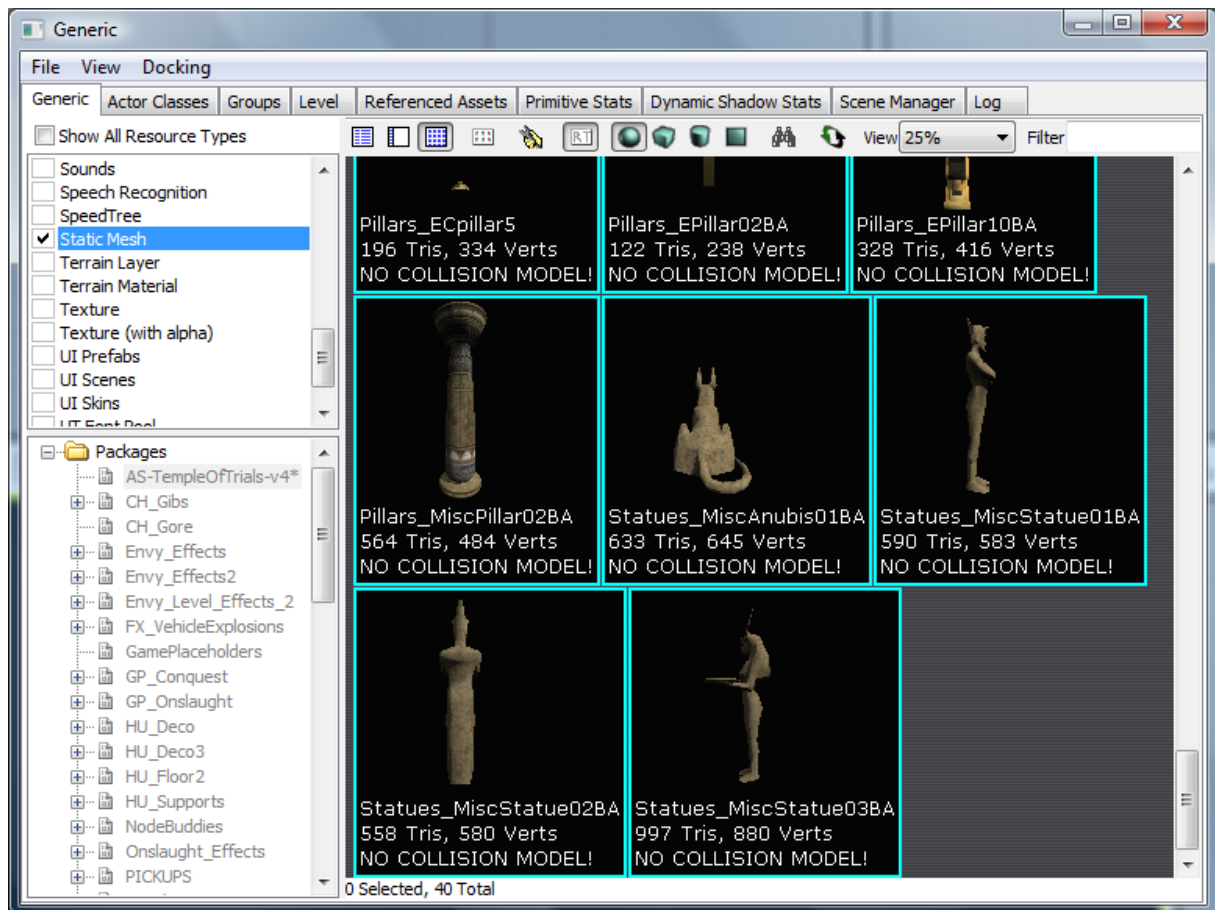


The import options windows appears:



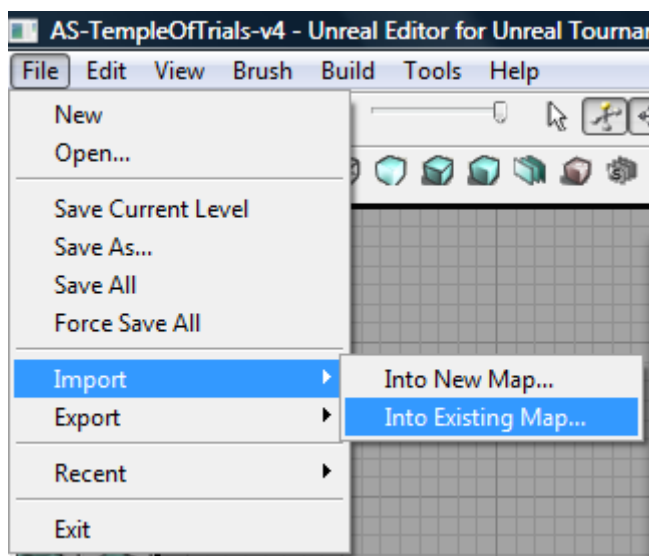
- Set package filename as input map filename
- Leave Group name blank
- Press “OK To All”

You now have the staticmeshes imported and textured:



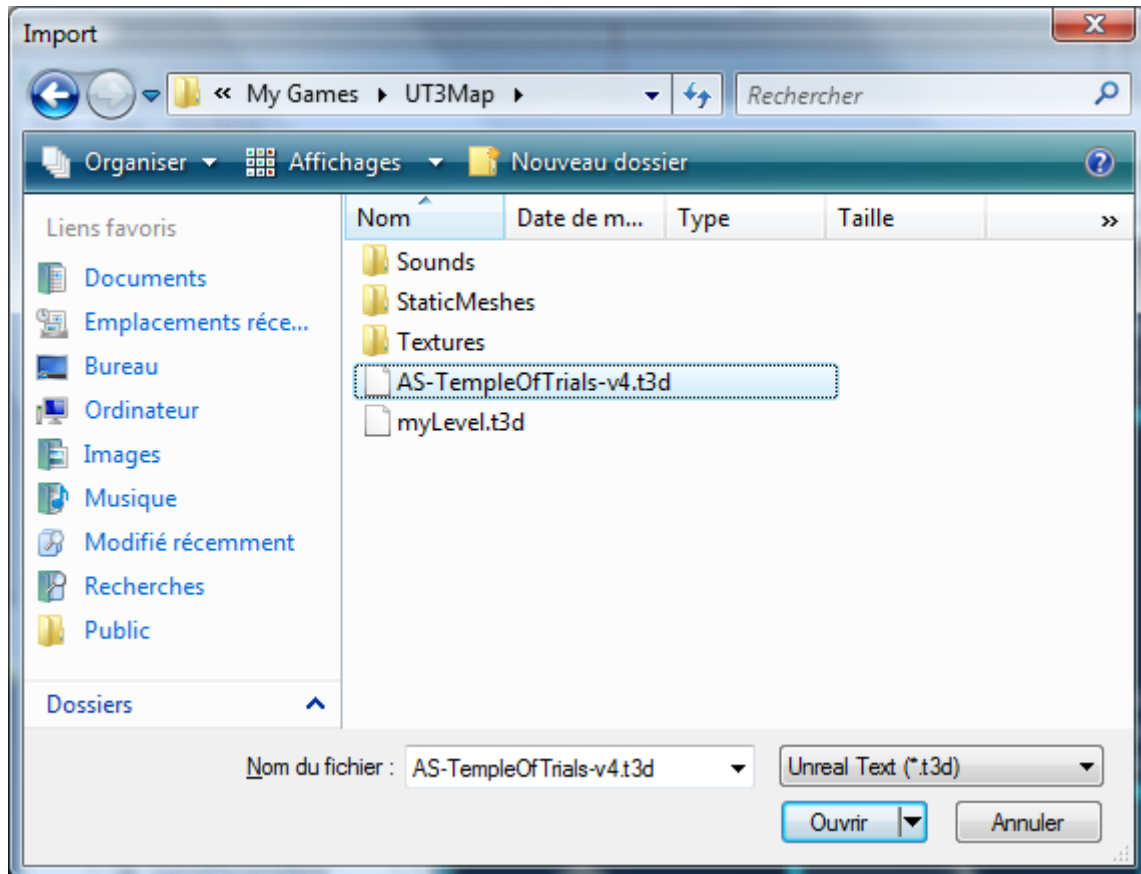
Import of UT3 T3D File:

This is the easiest operation go the Main menu: File->Import->Into Existing Map ...



Select TD3 File: <outputfolder>/UT3Map/<mapfilename>.t3d so in our case its

<outputfolder>/UT3Map/AS-TempleOfTrials-v4.t3d



Click on “Open”. The editor will now import all actors of the UT2004 map.

After the import is done do. Tools->Clean BSP Materials.

Then rebuild your map and enjoy.