

Document For Creating FACES.VGA Using Portrait Files  
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Purpose (background BS):  
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Setup (only needs to be done once):  
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C:\SERPENT\ART\FACES  
C:\SERPENT\ART\FACES\WORK

MAKEFACE.EXE belongs in the C:\SERPENT\ART\FACES subdirectory.  
It will be copied to your machine when you run "MAKEALL.BAT",  
or you can copy it to your hard drive manually.

USABLE.DEF belongs in C:\SERPENT\ART\FACES. "MAKEALL.BAT" will get the latest version of this file. If you feel like being a rebel, you can nab the latest version via PVCS from the \SERPENT\USECODE directory. Or, if you've been working with the World Editor recently, copy it from your WE\ART directory. The WE option will assure you that you have the latest copy of the file.

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How to build the data files:
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1. Create the .LBM files. Get the .LBM portrait files from the artist

(these should be in \ART\FACES\TEMP), and use the template file TEMPLATE.LBM to group them together. All of the party members should go into PARTY.LBM, all of Monitor should go into MONITOR1.LBM, MONITOR2.LBM, MONITOR3.LBM, etc. Make sure not to overwrite the original TEMPLATE.LBM!

When creating these .LBM files, make sure that portraits are correctly placed in the lower right hand corner of each cell in TEMPLATE.LBM. The portrait MUST touch (ie, be placed next to) both the bottom and right edges of each cell. If a character has multiple portraits, like the Avatar or Spark, these portraits MUST be next to each other. It's probably a good idea to type in the character's name beneath the portrait for reference.

2. Using DPaint, load the .LBM file, turn on the coordinates bar (pull down the MISC menu and select Coordinates).
3. Calculate how many pixels wide and tall the portraits are. SUBTRACT 1 FROM EACH NUMBER! For Serpent Isle, the portraits are normally 75 pixels tall, and 67 pixels wide. So the numbers you should record are "74" and "66". If all of them are the same size, go on to step 5.
4. If any portrait is of different size than the others, calculate the exact position of the upper left hand corner for each rebel portrait, and write it down, next to the NPC's name. DO NOT subtract 1 from the values you record. If the portrait is "rounded" in some way, then it's easiest to figure out the highest pixel's Y value, and the left-most pixel's X value.
5. Write down the names of each NPC \*\*\* IN ORDER \*\*\* reading them from left to right, top row first. If a cell is empty, write

<empty>

If an NPC has more than two portraits, then write

Name  
<attach> Name

6. Exit DPaint, and create a data file with the same name as the LBM file, but with an FTD extension.

Use the following example for the format of the file:

AA

66  
74  
Mike  
Phil  
Steve  
Dallas  
<attach> Dallas  
<attach> Dallas  
<empty>  
<empty>  
Fred  
Jeff  
Ellen  
Rich 275 110

The usual size of each portrait is 66x74 pixels (actually, 67x75 pixels, but who's counting?). NPC Dallas has three portraits (which will be stuffed into the same FACExxxx file, as different frames), the next two frames are empty. Rich's portrait is not the same size as the others, and explicit coordinates had to be entered (it is placed at exact position 275,110 in the .LBM file).

The NPC name must be spelled corectly, as MAKEFACE looks into the files generated by the world editor (like USECODE) to find an NPC's number.

7. When you're done, use PVCS to "put" a copy of the new .FTD file to the network. Also, copy your new .LBM file to S:\ART\FACES.

Running MAKEFACE:

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Okay, there are two ways to run MAKEFACE. The easy way is to use the batch file MAKEALL.BAT. In the C:\SERPENT\ART\FACES directory, use PVCS to "get" the file, and run it by typing MAKEALL. If all of your files are set up correctly, then you should end up with a SHAPES.VGA file.

On the other hand, if you want to do things the hard way, keep reading:

MAKEFACE can be run with no parameters,

C:\SERPENT\ART\FACES>makeface [enter]

The MAKEFACE file will process every .FTD file in the current directory.

Also, you can tell MAKEFACE which .FTD file (or files) you are interested in processing by giving their name(s) on the command line.

C:\SERPENT\ART\FACES>makeface party.ftd monitor.ftd fawn.ftd [enter]

MAKEFACE will create a .RES file for each NPC named in the FTD file. It will put the .RES in C:\SERPENT\ART\FACES\WORK. You can use the .RES file to rebuild the portrait(s) for one NPC by using FRAMEMAK:

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C:\SERPENT\ART\FACES> FRAMEMAK \WORK\MIKE.RES
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However, a few things must be done before FRAMEPAK is called. The ALLDEPS. file must be "touched" after MAKEFACE is run. Also, SHAPES.VGA must be deleted, because the make system is not properly set up to update this file -- it must be built from scratch.

### Errors that MAKEFACE may report:

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Error: out of far memory.

You're just screwed if this happens.



be opened. Run it again, and it works fine. There is no damage to any current file, it just exits out.

#### Batch Mode:

1. Exit codes:
  - 0 - success, no warnings
  - 1 - success with one or more warnings
  - 2 - fatal error