

BITGAP GAMES'
SAHARA
FOR TORQUE 3D

TORQUE 3D
IS A PRODUCT BY



WHAT IS SAHARA?

Sahara is a tech extension to the Torque 3D 1.1 game engine by GarageGames.com which lets you create more realistic game environments by generating naturally accumulated dirt, snow, dust or any other material over your game shapes. It is a successor to our Cliff Construction Kit.

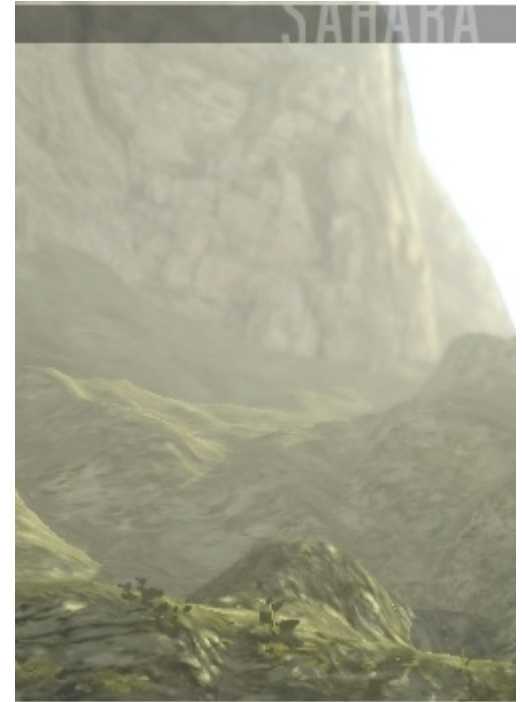
The motto of Sahara is: use one model in many environments.

Sahara can be set up on a per material basis. Once installed, use the Torque 3D Material Editor to edit the properties of your shape.

View a video of Sahara in action at

<http://www.youtube.com/watch?v=Tsxp1qidqKM&hd=1> to see what the kit is capable of.

Visit your bitgap.com account (<http://www.bitgap.com/account>) to download additional content for Sahara and find links to video tutorials and other resources.



The DTS cliff in the background blends seamlessly into the environment.

REQUIREMENTS

The very basic requirement for Sahara is a **Torque 3D 2009 1.1 Beta 2 Professional** (source) license. This kit requires modifications to the game engine source code. Be sure that you have the correct license before buying Sahara. You will not be able to use this kit with a Basic (no-source) license.

In order to have Sahara work on your shapes, you will have to meet the following requirements:

- Your material has a Diffuse map
- Your material has a Normal map (with or without an embedded specular map)
- Your graphics card supports Shader Model 3.0

If you do not meet these requirements and you still try to use the accumulation feature of Sahara, you will receive a warning in the console about it.



A lush green environment made with Torque 3D Professional 2009 1.1 Beta 2 and Bitgap Games' Sahara 1.0 in a matter of minutes.

PATCHING INSTALLATION

If you are unsure about how to patch your installation, you will find detailed manual installation instructions in the next chapter – skip down to the next page.

1. Install a clean **Torque 3D Professional 1.1 Beta 2**. You need this version since Sahara requires your source files to be modified. To install Sahara, you will need to apply two patches over a clean install of Torque 3D Professional 1.1 Beta 2. These files have a patch extension. Apply
 1. **source.patch** to your Engine/source directory, and
 2. **game.patch** to your Project/game directory.
2. Copy the **source** folder over into your project's game/source folder.
3. Run **generateProjects.bat** in your project directory.
4. Open your project solution file in Visual Studio and recompile the engine.



An Accu Map on a shape can boost the visuals within any game environment.

MANUAL INSTALLATION

This section is only available with Sahara.

Visit <http://www.bitgap.com/products> to buy a license and get started today!

WHAT ELSE IS IN THE PACK?

We have added the assets that are a part of the Cliff Construction Kit to Sahara. These can be downloaded separately from under your bitgap.com account. We wanted to keep your downloads small so you could get started with the kit's features faster. When you're in need of the additional bundled assets, visit your account page and download them.

You will also find a separate package of cliff shapes that were created for you by our friends at Game Art Store.

Visit www.GameArtStore.com to learn more about their awesome tools for artists.



INFORMATION FOR ARTISTS

- You can use any existing models with Sahara as long as their UV maps are satisfactory. If the UV is stretched, then the overlaid material will also look stretched.
- Be sure to normalize your face normals when exporting your models. Keep in mind that up for your shape will be up when using Sahara. While Sahara allows you to change the direction of material accumulation, this is to simulate mold and grass, and not to circumvent models being upside down.
- The kit supports detail normal maps. You can get the best results when using normal, specular and detail normal maps along with the pixel specular feature on top of the standard diffuse (and detail diffuse) feature.
- Sahara supports transparent textures for the Accu Map, however for the best results, your diffuse texture should always be opaque.
- Sahara's specular scale parameter will only work when you have pixel specular enabled.



Familiar shapes covered in ice. These are standard models in the Torque 3D game engine.

SUPPORT

If you need support for your pack, check out our official discussion thread at <http://www.garagegames.com/community/forums/viewthread/119467> .

To directly get in touch with us, use sahara AT bitgap.com to get Sahara support. Please allow a little time for us to get back to you as we are in the EU mainland (GMT + 1) timezone. For Hungarian citizens, we provide support by phone. Email us for our direct number.

Have fun using Sahara! Let us know how you like it, what you do with it, and be sure to post pictures of your projects using Sahara at <http://www.garagegames.com/community/forums/viewthread/119467> .

Visit our website at www.bitgap.com.

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All original textures were kindly provided by CGTextures.com. These textures were customized for the cliff shapes that you can find as parts of the kit. View the CGTextures license at <http://cgtextures.com/content.php?action=license>

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