

Ryzom - Feature # 929

Status:	Closed	Priority:	Immediate
Author:	kaetemi	Category:	Tools: General
Created:	05/23/2010	Assignee:	kaetemi
Updated:	01/08/2011	Due date:	06/10/2010
Subject:	Rewrite of the gamedata build pipeline		
Description	<p>Complete the rewrite of the gamedata build pipeline.</p> <p>I have half of a working NeL gamedata build pipeline ready in Python, which has successfully built a landscape for NeL, and has some of the other processes running as well. Needs to be updated to support landscape made with the world editor.</p>		

History

#1 - 05/23/2010 11:01 pm - kaetemi

- Priority changed from Normal to Immediate

#2 - 05/25/2010 12:11 am - kaetemi

- % Done changed from 40 to 50

Fully working: 6 / 26 build processes.

Partially running: 15 / 26 build processes.

Not implemented yet: 5 / 26 build processes.

Progress: Halfway.

Issues:

- I'm missing the original .bank files: <http://dev.ryzom.com/issues/931>

- Some 3ds Max assets use a proprietary Ubisoft plugin called Map Extender for texturing, and cannot be exported.

#3 - 05/27/2010 11:24 pm - kaetemi

- Due date changed from 05/24/2010 to 05/28/2010

- % Done changed from 50 to 70

Missing files for proper build of newbieland (folders might be slightly different):

- W:/database/landscape/ligo/jungle/max/*.max (exports to .zone, .ig and .cmb i believe; the data with world edit only contains the .zone)

- W:/database/landscape/_texture_tiles/jungle/jungle.bank (smallbank cannot be used to paint, only usable for runtime display)

- W:/database/landscape/ligo/jungle/big_newbieland.tga

- W:/database/landscape/ligo/jungle/noise_newbieland.tga

- W:/database/landscape/ligo/jungle/colormap_newbieland.tga

#4 - 05/28/2010 11:21 pm - kaetemi

- % Done changed from 70 to 80

There's still an issue with the transition tiles, possibly due to being in png format.

Todo:

Fix issue with transition tiles.

Package the max files that are part of newbieland landscape.

Build rbank and igs.

Further todo:

Common data pipeline configurations, characters and sfx, etc.

Documentation coming soon.

#5 - 06/07/2010 07:58 am - kaetemi

- *Due date changed from 05/28/2010 to 06/10/2010*

- *% Done changed from 80 to 90*

- *Estimated time changed from 24.00 to 240.00*

Ig build and lighting still needs to be added in.

And then further missing bits and pieces, and the projects for building the common data.

#6 - 09/19/2010 11:35 pm - kaetemi

- *Status changed from Assigned to Resolved*

- *% Done changed from 90 to 100*

Applied in changeset r782.

#7 - 09/20/2010 12:32 am - kaetemi

Note: The build pipeline at the moment is stable for development usage only, the output is not yet considered stable or reliable for final release purposes.

#8 - 01/08/2011 06:52 pm - kervalala

- *Status changed from Resolved to Closed*