

**Disney Imagineering's  
Ultimate Ride Series  
Mod Doc – Milkshape 3-D Exporter  
Version 1.01**

1.	Introduction.....	2
1.1	Overview.....	2
1.2	Requirements.....	2
2.	The Exporter.....	2
2.1	Exporting.....	2
3.	After the export.....	3
3.1	Props.....	3
3.2	Loading Docks.....	3
3.3	Coaster Cars.....	4
3.4	Tracks.....	4
4.	Source Code.....	4
4.1	Compiling and Building the plug-in.....	4

**NOTE: As with all modification to Ultimate Ride files and folders, it is strongly suggested you make a complete back up of your game, whether on CD-R, CD-RW, or on your hard drive.**

## **1. Introduction**

This document covers the features and issues with the Milkshape 3-D export plug-in for the Ultimate Ride series.

### **1.1 Overview**

Milkshape 3-D is a low-cost, low-poly 3-D modeler. Because the models for Ultimate Ride were created in Maya and the average user could not afford to buy Maya to make models for UR, this plug-in was ported from the Maya plug-in the UR team used in the creation of the series to work with Milkshape 3-D.

### **1.2 Requirements**

The plug-in works only with Milkshape 3-D. You must purchase a copy of Milkshape 3-D to use the plug-in. You can download Milkshape 3-D from <http://www.swissquake.ch/chumbalum-soft/index.html> and the help file from <http://www.polygods.com> (the link is on the upper part of the right hand column).

**NOTE: So far the help file cannot be accessed from within Milkshape, but it's a great resource, so make sure to read it over.**

## **2. The Exporter**

The exporter, a file called - msUltimateRideExporter.dll - needs to be put in the correct plug-in directory under Milkshape 3-D. This is usually the main Milkshape folder under Program Files that stores all the other .dll files used by the program. As long as the ms3d.exe file, the one you can double click to start the program, is there (the icon is a milk carton), it should work. The exporter writes out .mx files. The .mx file is GEOMETRY ONLY. No animations are supported at this time. Also, this is only an exporter for now – you cannot import .mx files from UR into Milkshape... yet. The texture format should be .PNG – and make sure the length and width of the texture file are both multiples of 16. Square .png's work best, however they can be rectangular.

### **2.1 Exporting**

To export the model, use the plug-in. In Milkshape, click on File > Export > Ultimate Ride (.mx)... A window pops up... choose a name for your new .mx model file and a place on your computer to save it. Export to a place you will remember, such as a folder where you keep all your creations, the desktop, or if it's a prop, into the Model folder of

the theme where the prop belongs. You'll need to know where it is for the next step and so you can ultimately use it. Also, for your first export, it's probably best to pick a 3D object like a sphere or cylinder and add a single texture to it. This way you get the hang of the process before going all out and getting lost.

**NOTE:** After you export the .mx file, do not change the name of the texture(s) used... doing so will cause you to have to re-export your .mx file with the newly names texture(s).

### **3. After the export**

After the model has been exported it can be brought into Ultimate Ride. Depending on the type of model you create (prop, car, loading dock, etc.) there are slightly different ways to bring them in.

#### **3.1 Props**

If you are making a prop, you need to use the Propagator to create a .prd file to put in the Data folder of theme where the prop belongs. This isn't a Propagator tutorial, however, making the .prd is very simple since you cannot add any particles or sound to an .mx file. NOTE: If you change the name of the .mx file you create with Milkshape AFTER going through the following process, you will have to repeat it.

First you have to open up the .mx file you made with Milkshape. To do this, click on the box with the "... " in the lower left part of the Propagator screen (clicking on "Open" at the top is for opening up existing .prd files). A window pops up... navigate to where you saved your model file and double click to open it. Immediately to the left of the "... " button you should see the name of your file with a .mx attached to it. Second, and finally, (see, told you it wasn't that bad) click on "Save As" at the top of the screen... choose a name for you .prd file and a place to save it on your computer. It really helps you in identifying related files later if you come up with a system for naming them. For the prop to work, you have to place the .prd file in the Data folder of your theme, the .mx file in the Model of your theme, and any and all .png texture files in the Texture folder of your theme. If you want icons for your prop you have to make sure they carry the same name of your other prop files... but that is for another tutorial/document.

#### **3.2 Loading Docks**

The .mx files for loading docks are found in the URCD/"Theme Name"/Tracks/"Track Type"/Model folder of each theme. There are several... one for each track type included in the Tracks folder of every Theme. They are all named loaddock.mx. Make sure that any loading dock you export is given this name. If you are going to replace an existing loading dock, make sure you have made a copy of what you intend to replace. If you decide you want to return to the original and you forgot to make a duplicate, you can also copy the dock from your Ultimate Ride CD to your hard drive (you'll find the file in the corresponding area on the CD).

**NOTE:** At the time this was written, no one has made a loading dock with Milkshape 3D and exported it to UR. This document will probably be updated several times in the months to come.

### **3.3 Coaster Cars**

The .mx files for coaster cars can be found in the same location as the .mx files for loading docks. There are two... carfoll.mx (for all following coaster cars) and carlead.mx (for the lead coaster car). If you look in the game, there are subtle and sometimes major differences between the leading car and the following car(s). Make sure when you export your cars to name them carfoll.mx or carlead.mx, depending on what type they are.

**NOTE:** As with the loading dock, no custom cars have been made with Milkshape 3D.

### **3.4 Tracks**

Customizing .mx files for tracks is tricky. At this time, there is no way to tell what the track .mx files “look” like. Plus, until UR Disney Coaster is released, you still have to open up the track.pak file with an archiver like Winzip or Powerarchiver, export the proper files, and insert the ones you’ve made. Disney Coaster will eliminate this step. Once an importer is made for UR to Milkshape, making/modding these files will become a little easier.

## **4. Source Code**

As with the Maya plug-in, we are releasing the source code for this plug-in.

### **4.1 Compiling and Building the plug-in**

This code requires the Milkshape 3-D SDK (ms3dsdk14 SDK) and should be expanded within that directory. The plug-in, msUltimateRideExporter.dll, will be found in the bin directory.

After building the Release version, place the plug-in .dll in the same directory as ms3d.exe

**FINAL NOTE:** When making new files like those described above, it is highly recommended you follow the steps for making a new theme described on some of the UR fan sites and place your new props, loading docks, etc., in the proper folders of the theme. This way you do not have to replace existing files, and in the process save yourself from possibly having to uninstall and reinstall the whole game.