

# CYBERPUNK STREETS BOOSTER PACK

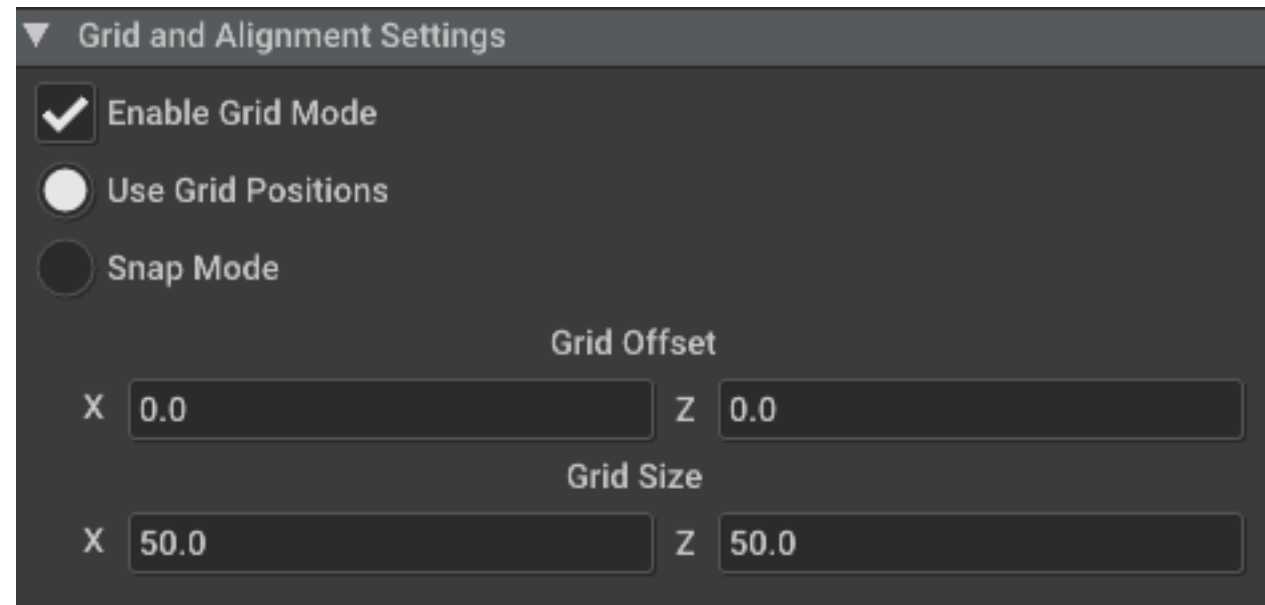
GameGuru  
MAX



## Using Cyberpunk Streets Booster Pack Objects in MAX:

Now that you have the ***Cyberpunk Streets Booster Pack*** installed, you'll probably want to get right to using it! If you're familiar with MAX, then you know that you can just open MAX's *Object Library*, locate the objects you're looking for, and drag-n-drop them right into your scene. However, before you do that with the ***Cyberpunk Streets Booster Pack***, here are a few instructions that should make your life easier.

The ***Cyberpunk Streets Booster Pack*** is made up of modular pieces that were designed to work together. They allow you to piece them together in order to create something much larger. Because of this, each piece was designed according to a grid. Therefore, in order to more easily use the objects included in the ***Cyberpunk Streets Booster Pack***, it is recommended that you first set up your grid in MAX. The grid can be found on the right-side under *Grid and Alignment Settings*:



I recommend you use the grid settings you see in the image above. They will allow you to snap together street and sidewalk pieces, wall and building parts, and other objects in the pack with very little effort. Almost all the pieces in this set will easily snap together with an X and Z setting of 25, 50, and even 100. Using these grid settings should help you to easily snap individual pieces together to create your ***Cyberpunk Streets*** levels.



# The Cyberpunk Streets Booster Kit Structure:



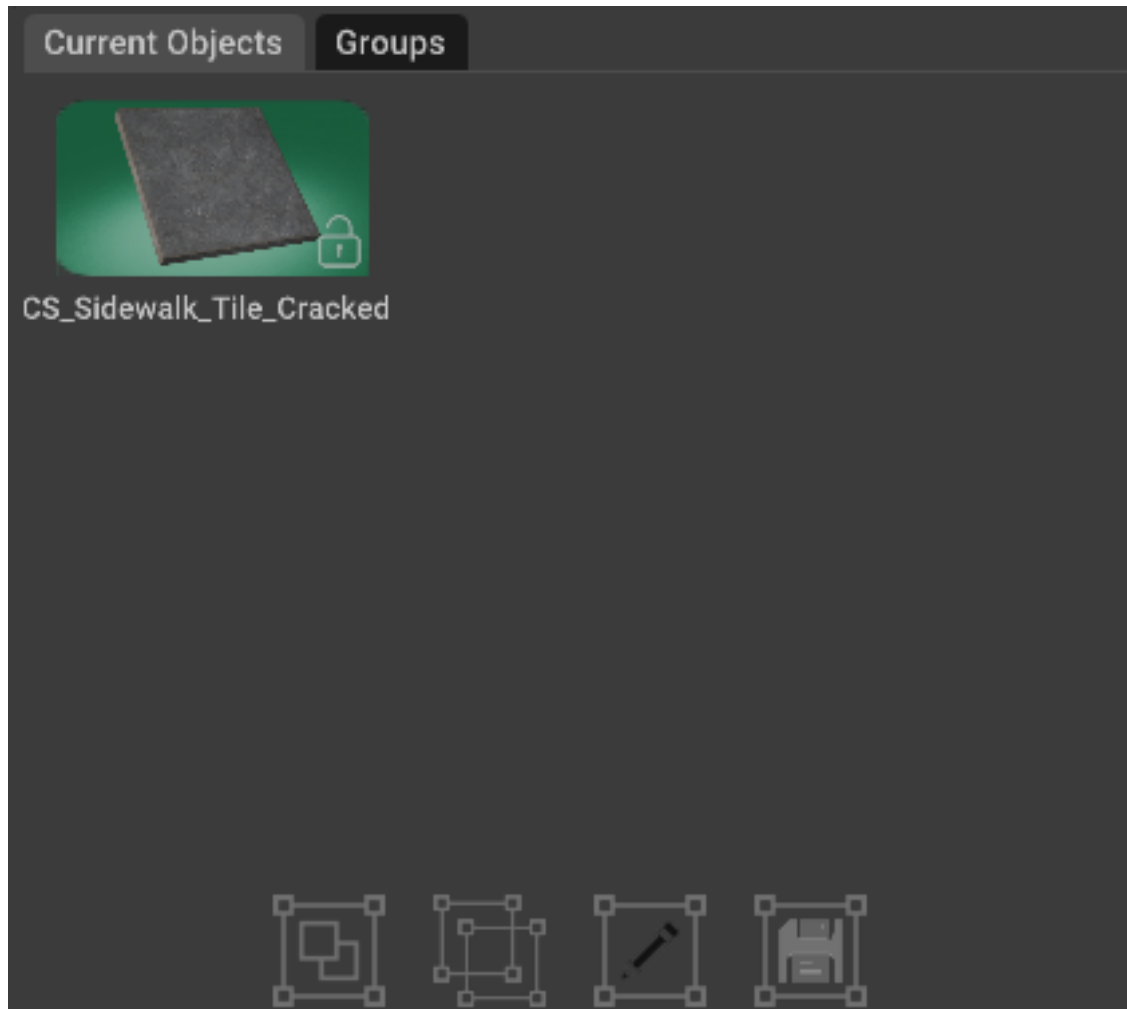
The **Cyberpunk Streets Booster Pack** has a lot of objects - more than 260! To help you easily locate what you're looking for, the pack's objects are placed in individual folders. Street parts are in the *Streets and Sidewalks* folder and building parts are in the *Buildings* folder, for example. Of course, you can simply click on the **Cyberpunk Streets Booster Pack** folder to access all of the objects in the pack at once.

## Tips on Using the Cyberpunk Streets Booster Pack:

As said above, the objects in the ***Cyberpunk Streets Booster Pack*** are created using a grid system to make it easy to snap objects, like wall segments, together, allowing you to quickly and easily create your game levels. As long as you use the recommended grid settings, things should snap together quite nicely. However, there are a few other tricks that can help make your experience putting together your level in MAX even smoother.

### Placing Duplicate Objects:

**Method One:** There may be times when you'll want to use several of the same piece, snapping them together, one after the other. There are a few good ways to do this in MAX that are pretty fast. One is to select the current object you've already placed in your level and then drag a copy out from the *Current Object* area:



Not only will this allow you to drag in a duplicate to place, but it will keep the same orientation as the selected object in your level. For example, lets say you had placed a street segment and rotated it 90 degrees. With that street segment selected, if you then go to the *Current Objects* area and drag in a copy from there, not only will you get a duplicate of the object you had selected, but it will come into the level rotated to the same 90 degree angle. I often will populate a level by selecting an object already placed that's facing in the direction I want and then dragging the duplicate from the *Current Objects* area. It's fast and ensures I get the piece I want facing in the direction I want.

**Method Two:** MAX has a very cool feature that allows you to easily stack objects on top of one another. It's a great feature, but sometimes it can get in the way. When you drag an object in using the *Current Objects* panel, you may find that your object has jumped up a bit due to having moved over another object. For example, the building wall segments are made to be placed directly on the ground, so they should all come in at zero. But each sidewalk piece is 10 in height. That means if I drag one wall piece over a sidewalk piece, it can jump up from 0 to 10. This is easy enough to fix. You can simply go to the *Positioning, Rotating, and Scaling* panel at the top-right and set the Y position back to zero. But there's another way to make a duplicate you can place precisely without it jumping around.

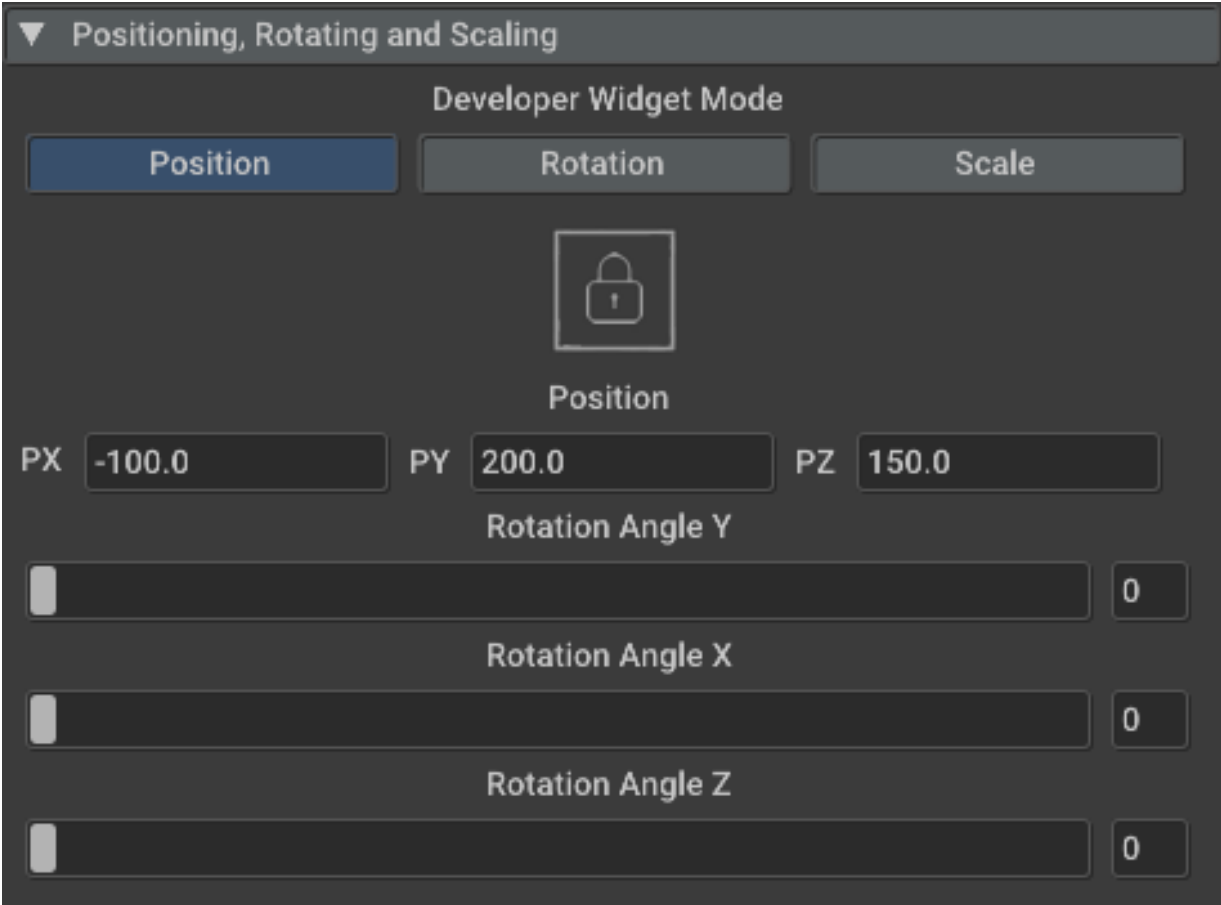
Instead of selecting your object and dragging in a duplicate from the *Current Objects* panel, hold down **SHIFT** and click on the object already in the scene once. This will create a duplicate in place. You have to be careful because the duplicate and the original will perfectly overlap each other when you do this. After you've **SHIFT+Clicked** the object, release **SHIFT** and click the object a second time. The movement gizmo should appear. Then you can use any of the axis handles on the gizmo to drag the new duplicate into place. Because you are using the gizmo handles, the object will not jump up in an attempt to be placed on top of other objects.

**Even better**, if you switch to **Snap Mode** with the gizmo disabled, you can simply hold down SHIFT, click and drag! When you hold down SHIFT and then click and drag on an object this way, it instantly creates a duplicate that you can position. When in Snap Mode, you can very quickly make many duplicates and place them. As long as you hold down SHIFT, you can keep clicking and dragging out new duplicates, over and over and over. When you make duplicates this way, they tend to maintain their position in the Y or Up axis. So, they won't jump up on top of other objects. This is a great way to duplicate wall segments and keep them at the same height. It's also really great when working with objects that have already been positioned high up off the ground.

Method Three: There's on last way that I like to work with MAX when it comes to placing objects and ensuring they don't jump up on top of other pieces. I will often use the above method of dragging out a copy from the *Current Objects* panel, but will drag the object to a blank area where no other pieces are placed and release it. Then I will click it again to select it, bringing the gizmo into play. When dragging the object with the gizmo, it will obey your snapping setup, but will not attempt to jump up or down in an attempt to align to other objects.

### Aligning Objects Along the Up or Y Axis:

The **Cyberpunk Streets Booster Pack** allows you to create buildings of any height. Each wall segment is 200 units high. Therefore, if you want to set another wall segment on top of another, you add 200. If the first wall segment is on the ground and, therefore, at a Y position of zero (0), then to place a wall segment on top of that, it would need to be at 200. To place another on top of that, the Y position would be 400 and so on. In most cases, MAX will snap newly placed wall pieces correctly on top of each other. But sometimes they can slip down a little. So, by keeping the *Positioning, Rotating, and Scaling* panel open, you can see if your wall segments are where they need to be and adjust them there.



*Wall segments, stairs, etc., are all designed to start on the ground, or zero (0) for the Y or Up position.* Sidewalks are 10 units tall. If you drag out a wall segment or stairs onto the top of a sidewalk segment, it will therefore be positioned at 10 on the Y axis instead of zero. That's fine, but then you need to keep in mind to add the additional 10 when placing wall segments on top of each other. If your initial wall is at 10 on the Y, then the one on top will be 210, then 410, etc. But since they were all designed to start at zero, I just sink them into the sidewalk so their Y position is zero to begin with.

## Using the Change Texture Behavior:

Many of the assets in this DLC use a Behavior in GameGuru MAX called **Change Texture**. It allows you to play animated textures on models. There are a few objects that are set up and ready to be used with Change Texture included in this DLC, such as any of the many neon signs included.

The neon signs use specific settings to work properly. Once a neon sign is in place, go to the *General* tab on the right:

▼ General

Static mode

Physics on

▼

☒

Show at start of level

☐

Affected by gravity

Strength

1

Collision Shape

Box

▼

☐

Explodable

☐

Always Active?

IsImmobile

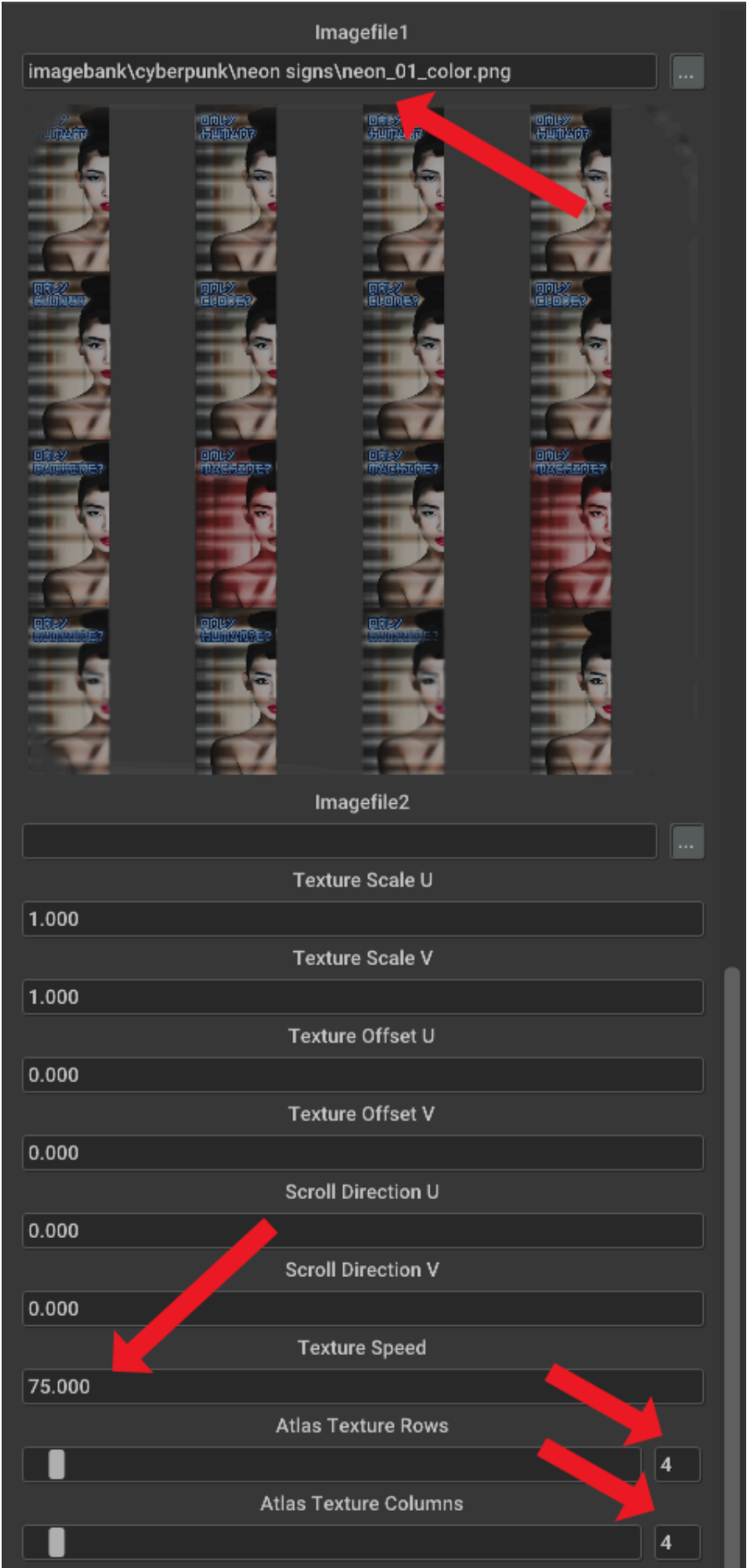
Yes

▼

Set your neon sign to the above settings to ensure everything will work properly. For example, if the neon sign has *Affected by Gravity* set and *Isimmobile* is not set to Yes, then the neon sign(s) may fall to the ground instead of staying in place. Since the player will most likely not come in contact with these neon signs, and since they are meant to be fancy, sci-fi projections anyway, you can set the *Collision Shape* to *No Collision*.

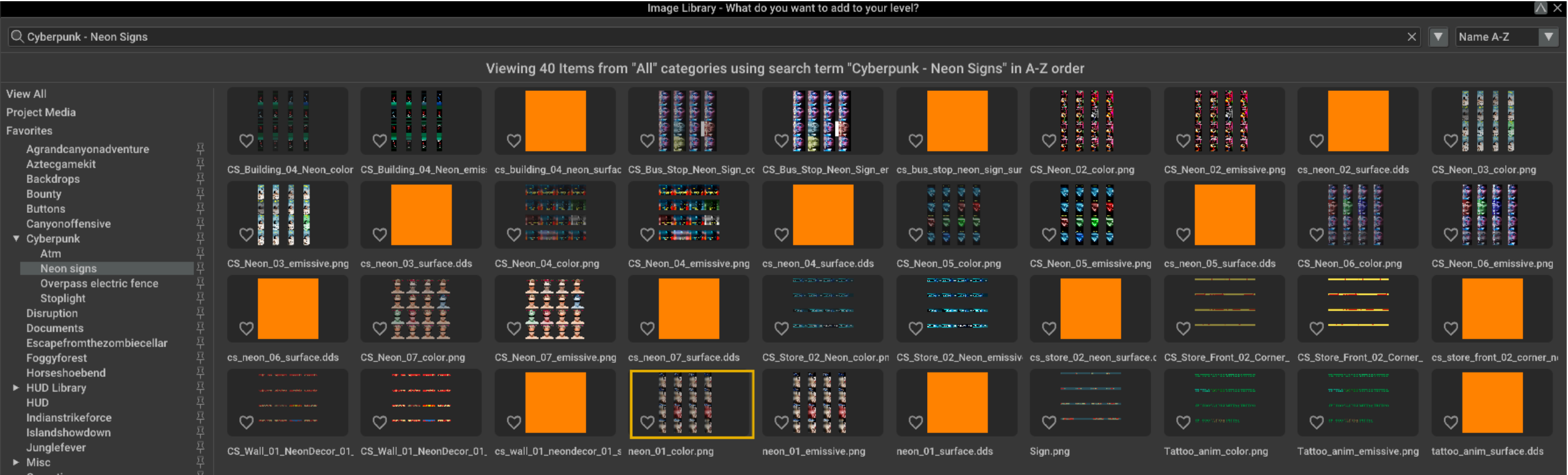


To properly use *Change Texture* with the provided neon sign images, use the following settings:



Each neon sign has a texture that matches it's name. You will use this texture in the Imagefile1 slot. For example, the *CS\_Neon\_01* model uses an atlas texture file named *Neon\_01\_color*. *Neon\_01\_Color* is made specifically to work with the *CS\_Neon\_01* object in MAX.

All of your images for use with the **Cyberpunk Streets Booster Pack** can be found in the *Cyberpunk* folder when you access your images:

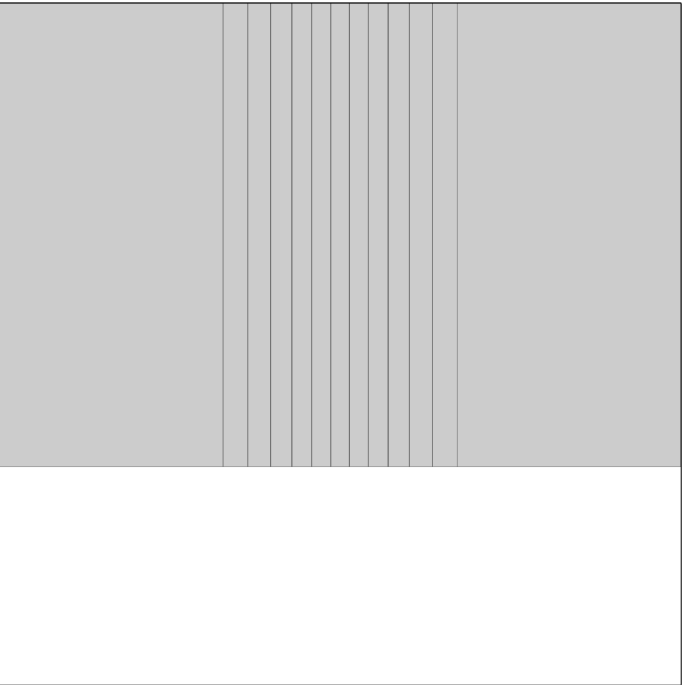


You'll also find other folders there for the ATM machine's atlas texture, the Overpass Electric Fence, and Stoplight.

Each **Cyberpunk Streets Booster Pack** object that uses the Change Texture Behavior also has it's own UV map included in the pack so you can use them to create your own unique cyberpunk signs, ATM machine screens, and change the overpass electrical fence to look as you would like it. You can find all the UV maps here:

*imagebank/Cyberpunk/templates/uvs*

They are in PNG format and should look something like this:





Each UV map will be named the same as the object it's for. So, if you want to create your own atlas texture for one of the neon signs, the ATM, or the stop light, you simply select the appropriate UV map from the *templates/uvs* folder.

When creating your atlas texture, though, you need to organize our animation in a set of rows and columns. You can, for example, reduce the image you create for your atlas texture by a quarter the size and then place them in 4 rows and 4 columns to use the same settings I've used, as in this example:



You keep the overall texture the same size (i.e. 2048 x 2048), but reduce the images in it down to size to create the columns and rows. The above example will create an animation that is 16 frames long.

I hope these tips, tricks, and helps are useful to you and that you have a lot of fun working with the **Cyberpunk Streets Booster Pack!**

## Thank You!!!

I truly appreciate you getting the ***Cyberpunk Streets Booster Pack***. I hope you enjoy it and it helps you create awesome games! If you have any questions or suggestions, please feel free to contact me at:

[contact@monkeyfrogstudio.com](mailto:contact@monkeyfrogstudio.com)

