

# “Wobble-Poles” Tutorial

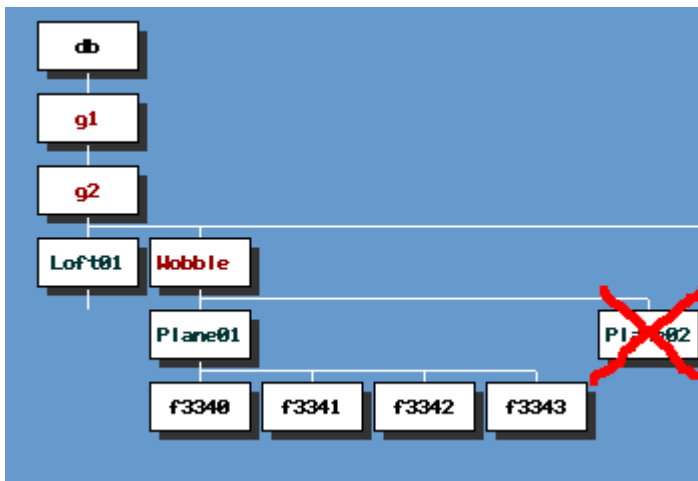
This is a tutorial for creating a "wobble-pole" - hittable sign in Viper Racing tracks.

Thanks to some great clues from Dave Pollatsek and helpful hints from i814t... and after some testing, I got this to work using Multigen Creator.

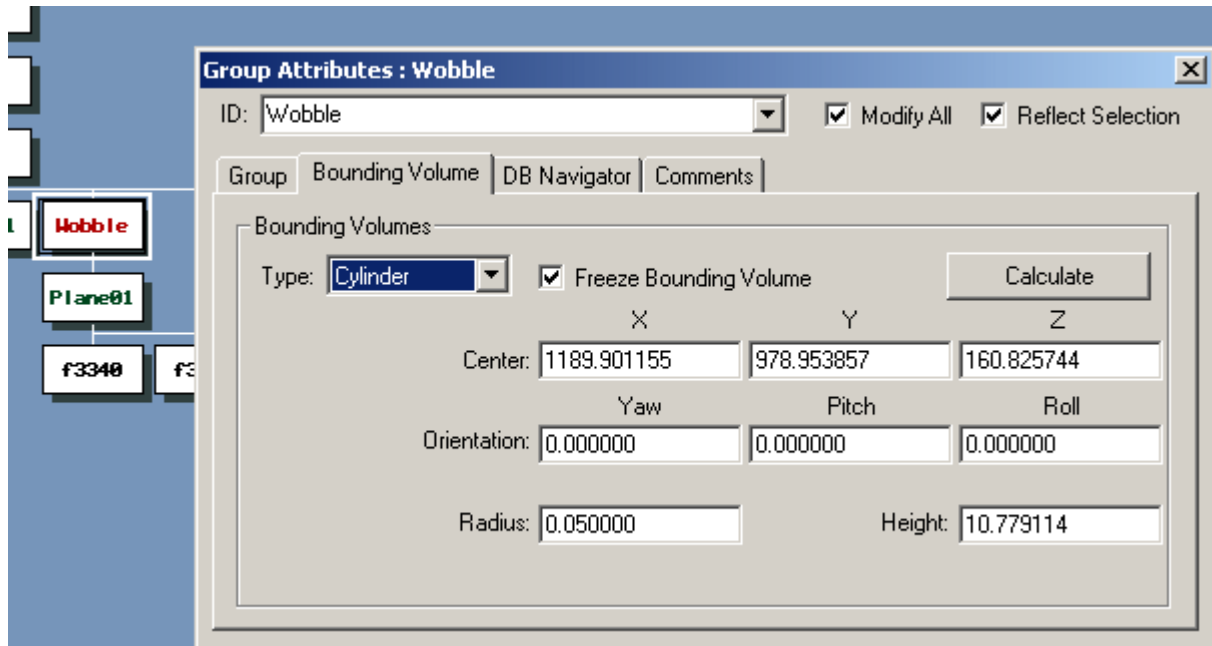
I make a sign as I normally would in 3dsmax (make a plane and clone it, flip normals so that both sides are viewable in the game, assign texture...), then export to MC's .flt format. (Shown in the 3dsMax – Multigen – Trk tutorial)

I then open it in MC and create a new group node (in this case, I name it "Wobble" for reference) and place the sign's object nodes (Plane01 and Plane02) under that, so that they have their own group.

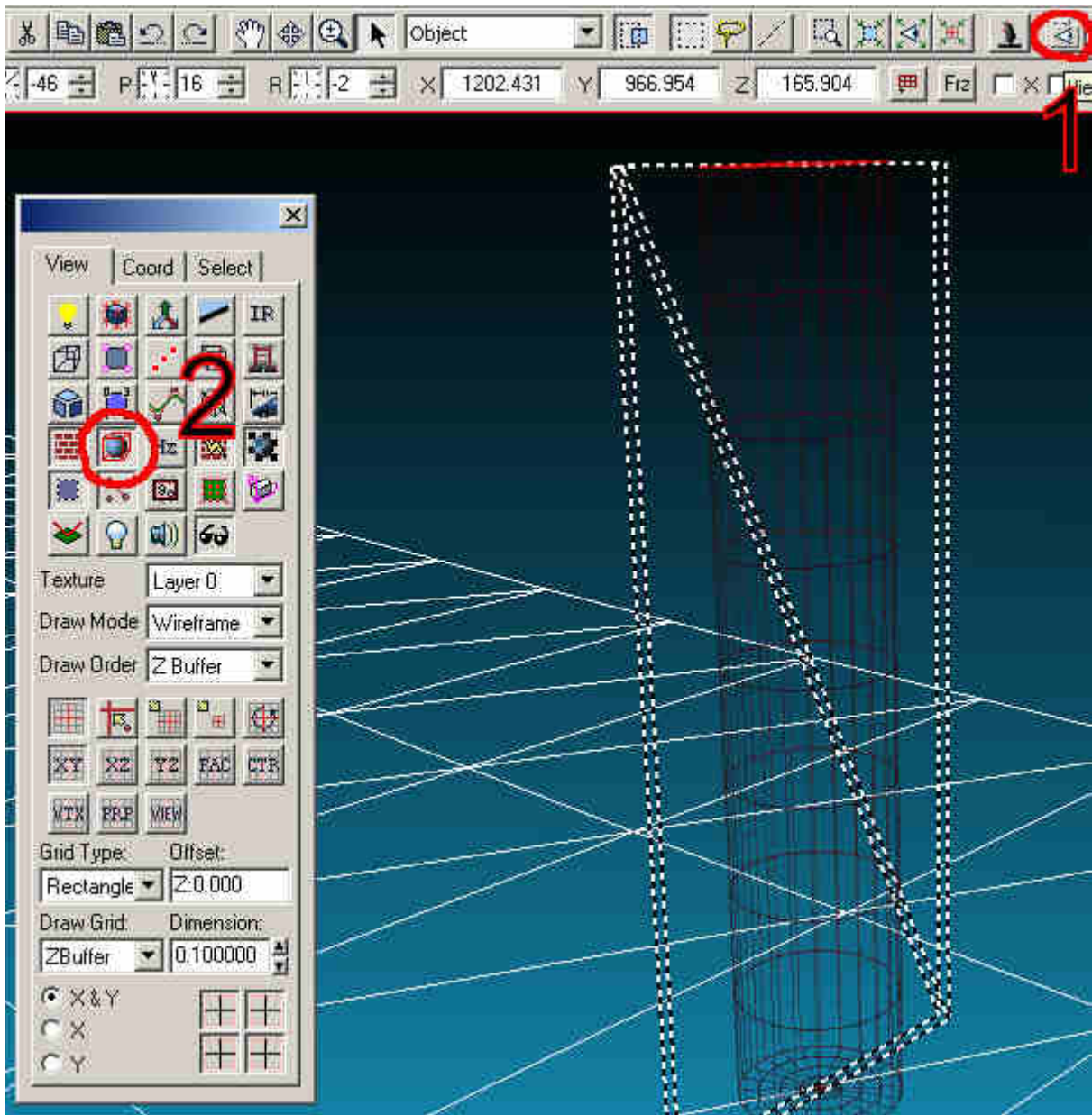
Additionally, all faces for the sign object must be under **one** object node, so I select and move all the faces to go beneath the first object node and then delete the second object node (Plane02).



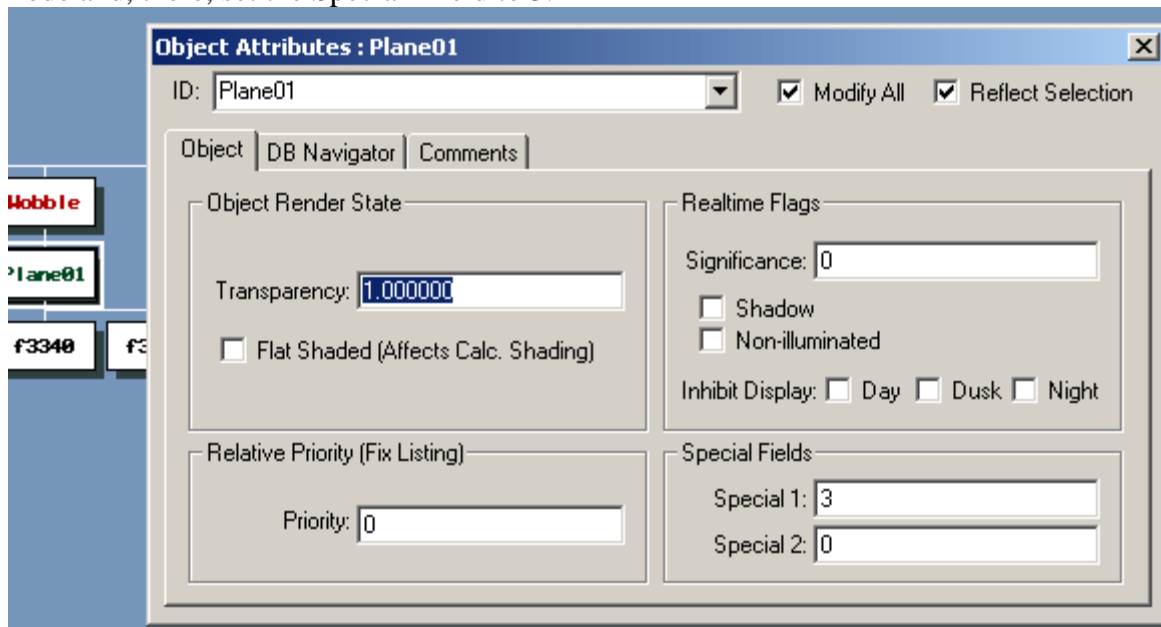
I need to set a Bounding Volume for my wobble pole so I double-click on the "Wobble" group node and under the "Bounding Volumes" tab, select "Cylinder" from the "Type" drop-down list. I click the "Calculate" button and it calculates and sizes the cylinder to fully surround the wobble-pole sign object. Here, I checked "Freeze Bounding Volume" so that the values don't accidentally get changed. I can and will want to tweak stuff like the radius, etc.



By default, the Bounding Volume is not visible. If you want to view it in Graphics view ("S" key), click the "View Panel" button (1), and click the "Draw Bounding Volumes" button (2). Now if you're zoomed in, you'll see your bounding cylinder.



One more thing in Hierarchy view ("S" key)... I need to set the Special1 attributes of the Group and Object nodes for the sign. Double-click on the "Wobble" group node and on the first tab, set the Special1 field to 2. Close and double-click on the "Plane01" object node and, there, set the Special1 field to 3.



The sign is now a "wobble-pole" sign. Now export your file and run it through Mkworl. If you've included a driving surface, you'll be able to go smash your sign up! (Provided you know how to Mkres, etc., and the rest of the steps required to put a track together)

**Edit:** missed one thing... before running through Mkworl, you'll need a dummy checkpoint in your Multigen track. Track.obt must contain a checkpoint, and because track.obt contains the wobble references, you have to use this track.obt in your track (the track.obt generated by Mkworl from this Multigen .flt file.) in order for the hittable sign to work in game. As well, you'll need the track. sol, and track.grf.

dummy path/checkpoint are here:

<http://apid.us/yvrc/tools/>

Here's what you do with the path/checkpoint file. Have both your track file and the path/checkpoint file open in Multigen Creator at the same time. From the opened path/checkpoint file, in Hierarchy view, select the Path and Checkpoint group nodes and copy (ctrl-C). Now switch to your opened track file and, in Hierarchy view, paste (ctrl-V) the Path and Checkpoint group nodes that you just copied. If a [T] shows up next to the node names after being pasted, select the nodes and select Local-DOF > Make Geometry from menu bar. Now Mkworl will be able to create a Track.obt file that contains a checkpoint and everything should work when you go to compile the track with Mkres.

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