SKIN EDITOR MANUAL

ADD CUSTOM DECALS

- Place your custom decals grouped in folders under under this path :

C:\TokyoWarfareTurbo\SkinEditor\Decals

-Supported File formats. JPG & PNG

-**DO NOT** place **BIG** files in the same folder, and as general rule it is not recommended to place big files unless strictkly necessary like for a very detailed and big decal. 512px size or 256px size is usually mor ethan enough. You can keep a subfolder with the original files, this folder Will not slow the image loading.

-Suggested image resizer (free and open source)

https://github.com/bricelam/ImageResizer

- Aspect ratio has to be square like 512x512px. That said you can import Non square decals but if they ve much bias form the square ratio when you scale much the brush you may not fully imprint the decal on the vehicle

OUTPUT FOLDERS

- Created skins :

C:\TokyoWarfareTurbo\SkinEditor\CustomSkins

-Unlimited skins are supported per tank for skin loading purposes, yet up to 99 skins are supported with the autoname option.

-You may rename skin folders as you like

-System avoid overwrite of autorenamed folders, even if you delete not the last folder.

-DO NOT rename output skin files.

-For sharing a skin simply share the folder “CustomSK_xx” wher xx stands for the number.

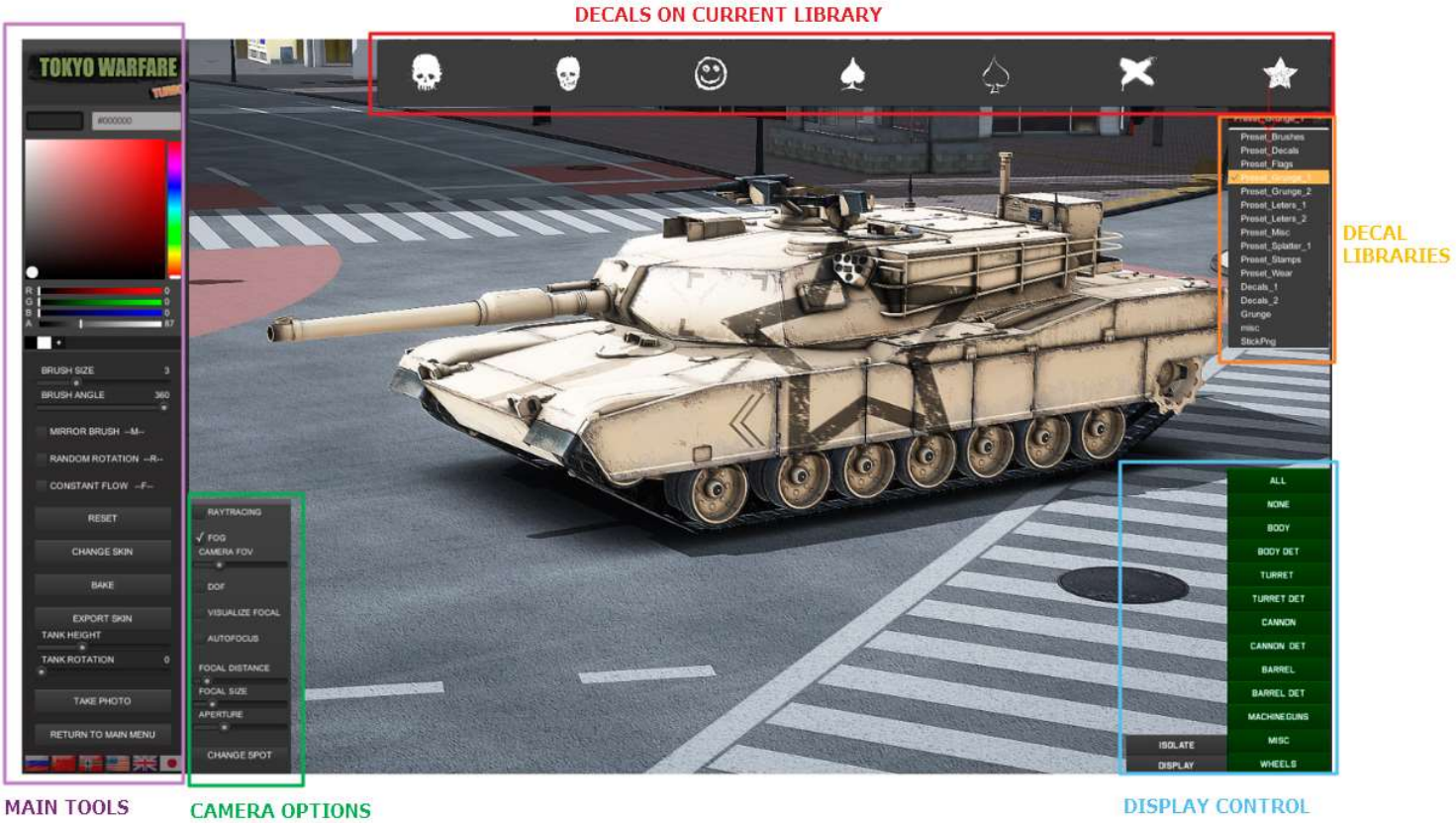
BASICS

Use Mouse LB to Paint, Hold Right button to orbit, Wheel to zoom in and out

WASD QE les you adjust the camera position.

Arrow keys control decal size and rotation.

INTERFACE



MAIN TOOLS

ERASE - Left Shift -

Default state is Paint, you can toggle between erase and Paint states using the toggle or with the shortcut. In both Paint and Erase you can modify the color and opacity (A).

MIRROR BRUSH – M-

Mirror the brush so decals are Paint mirrored

RANDOM ROTATION -R-

Randomly modify rotation between each Paint call.

CONTANT FLOW -F-

Continuously Paint the current decal, you can combine with random rotation. If you experience a memory overflow when using this tool, do not hold the Paint button for long period.

RESET
Resets current skin, all non exported Paint on current skin Will be lost.

CAHANGE SKIN
Change current skin, all non exported Paint on current skin Will be lost.

BAKE
Makes the current state of the painting permanent, when you further Paint and delete, what Will be shown as the bottom layer is what it looked like at the time of baking.

EXPORT SKIN
Skin export ui is shown, frame an área for the skin miniature and hit export button to finish with the process, you can close without exporting too.

TANK HEIGHT
Adjust the current tanks height in scene

TANK ROTATION
Adjust the current tanks rotation in scene

TAKE PHOTO
Hide the UI and take an screenshot.

CAMERA TOOLS

RAYTRACING
Enable Screen Space Ray Tracing

FOG
Enable FOG

CAMERA FOV
Adjust the field of view

DOF
Enables Depth of view

VISUALIZE FOCAL

The black área is the área in focus and the grading to White indicates the focus value. Uste the sliders bellow to adjust the focus.

AUTOFOCUS

Atomatically and continuously adjust focal distance.

FOCAL DISTANCE

Adjust to what distance the camera is focusing, recommended use with “visualize focal”

FOCAL SIZE & APERTURE

Adjust the size of the focus área.

DISPLAY CONTROL

ISOLATE

The selected single object in the contorl buttons.

Isolated objects buttons show green while others red.

DISPLAY

Display the objects according to the control buttons.

Displayed objects button show green while others red.

DECAL LIBRARIES

Displays each folder in

C:\TokyoWarfareTurbo\SkinEditor\Decals

As a library. There is no limitation in library count. Do not put many images in each so the load times are faster, also remember to control the decal size.

CURRENT DECALS

Hoover decals to cycle trough all the decals in library, click the desired to make available to use.