

**About Mesh Converter:** The purpose of this tool is to convert a mesh file from Myth: The Fallen Lords to Myth II: Soulblighter. Included are Mac and Windows binaries. The Mac binaries are intended to be run on Classic OS9.

**Disclaimer:** This is released as-is with permission from iron. This code was made for his personal use and he has kindly released it for those that might want to try working with it. Do not expect any support or guidance aside from this readme.

I'd be willing to hand over these maps & the tools needed to port other ones. I need firstly to find where the tools reside now & work out what the procedure was. I'll post more about this soon...

Edit: Ok, I'm still hazy on some details but I'll do my best...

**Step 1:** Fire up TFL Loathing, export colormap, shadow map and displacement map. I know there's some images you can't export from TFL Loathing - is it the reflection map? Terrain/passability map? Whatever it is you need to use a 3rd party TFL tool to get it (MythTech? Bartok? I don't remember which).

You'll also need to extract the actual TFL Mesh tag.

If you don't know where to get those TFL tools, let me know 'cos I have them in a .sit file somewhere. Did I mention these all only run on pre-OSX Mac? If you can't run OS9 or earlier in Sheepshaver or Classic, forget about porting TFL meshes.

**Step 2:** With TFL Loathing still open, fire up Myth 2 Loathing and create a new mesh using the colormap. Set the height parameters to double what TFL Loathing had, and import the displacement map. Import the shadow map as well, and all the others (terrain/passability map last). Fix any errors that might have occurred.

**Step 3:** Make sure your local folder contains all units, scenery, projectiles & models used in the TFL level. For everything other than models you can use placeholders & change the tags afterwards, but models have to be the TFL ones. I won't go through the process of converting all these from TFL - suffice to say there's lots of tools & info out there on how to do it and if you struggle to port units & stuff then forget about porting meshes!

You'll probably find 99% of TFL's stuff already ported in The Fallen Levels and the TFL Mappack anyway...

**Step 4:** This part is crucial - get this wrong and Step 5 will fail badly. In Myth 2 Loathing, double-click the Scenery button - and do the same in TFL Loathing. Add scenery items to the list so that it exactly matches the TFL list. Do NOT place anything at all on the mesh, we only want items in the list.

Do the same for models, units, observers, projectiles, sound sources. Does TFL Loathing have LPGRs and animated models? I don't remember (and I can't run TFL Loathing now to check). If it does, follow the procedure with those as well.

**Step 5:** Ok, save the mesh in M2 Loathing and exit out. Here's where you'll use my ultra-funky Converter program. Put the new Myth 2 mesh in the directory (somewhere separate from your local) where the Converter proggy lives. Put the TFL mesh file there too.

My directions here are for Windows - no longer having a Mac I'm not sure exactly what the Mac version of this program does :) Ok, first open a command prompt in the directory where the converter program lives. At the prompt type the following:-

```
winconverter tflfile m2file
```

tflfile is of course the name of the tfl mesh file, ditto with m2file. A split second after you've hit Enter, winconverter will have created a new myth 2 mesh file called "newmesh". Copy this back into your local/meshes directory, rename it back to its original name, fire up Loathing & hold your breath while you open the mesh.

If it all worked well, you'll see your ported TFL level complete with units, trees, flags/balls, projectiles and models all in their exact original positions - and any map actions in the mesh will be there too.

If it didn't work, well, good luck figuring it out :) Sometimes it gets it horribly wrong and the mesh crashes Loathing, but usually the cause is a mistake you've made in creating the unit/scenery/etc lists in Loathing beforehand.

Cleaning up: You might see some units hovering above the ground (or embedded in it). This is caused by differences in how the displacement has been exported from TFL Loathing and imported to M2 Loathing. Try to correct the parameters & export/import the displacement map again - unfortunately though when you do this all the units will jump to meet the ground. Buildings will not though, so use them as a guide until you've got the displacement right.

Once all that's done, fill out whatever options you need to set in Fear for the mesh (make it match the TFL Fear equivalent) and then fire up the map in Myth.

So ... you're wondering where to get my funky converter tool? If, and only if, you think you're ok with doing the above, please post on the forum here & PM me your email addy. If the stars are in alignment and I think you're worthy of this great honour, I'll send you the program (windows or mac version - don't know if its classic or not though). I can even send you the sourcecode if you want to tweak it or compile it yourself. Oh, and I'll send you the few meshes I did so far.

What I can't do is support you in any way, shape or form. This post is your only guide, and you're on your own from here on in.

So, who's up to completing the second TFL Mappack?