

Rules for property maps

Property maps are special voxel meshes which determine the material properties of a mesh by coloration. Coloring a voxel in a property map will change the property of the same voxel in the original mesh. For example, if you want the hilt of a sword to be solid and the blade opaque, you would color the hilt the solid color (255,255,255) and the blade transparent (128,128,128)

Note – do not change the color of the origin voxel – it remains (255, 0, 255)

There are three property maps – *type*, *alpha*(transparency amount), and *specular*(shininess)

1. Type map – this map determines whether a block is solid or transparent. Currently, there are three block types—Solid, glass and tiled glass
2. Alpha map – this map alters the transparency of any glass blocks.
3. Specular map – this map changes the specular property of any solid (non-glass) blocks.

Property maps use the following name convention:

<i>MeshName.qb</i>	Original Mesh
<i>MeshName_t.qb</i>	Type map
<i>MeshName_a.qb</i>	Alpha map
<i>MeshName_s.qb</i>	Specular map

Colors for type map:

Solid(default)	(255, 255, 255)
Glass	(128, 128, 128)
Tiled Glass	(64, 64, 64)
Glowing Solid	(255, 0, 0)
Glowing Glass	(255,255,0)

Colors for alpha map:

Very transparent	(16, 16, 16)
	(48, 48, 48)
	(80, 80, 80)
	(112, 112, 112)
	(144, 144, 144)
	(176, 176, 176)
	(208, 208, 208)
Opaque	(240, 240, 240)

Colors for specular map:

Rough(default)	(128, 0, 0)
Metal	(0, 128, 0)
Water	(0, 0, 128)
Iridescent	(128, 128, 0)

How to create a blueprint for testing

First, make sure your mesh is in the same directory as your maps. Next, using Windows Explorer, drag your mesh file over to **devtool_convert_to_blueprint.bat** . This should process the file into a blueprint and save it in your Trove/blueprint directory. If the file wasn't created, check the log in the roaming directory (%appdata%/Trove/DevTool.log) to see if there was a problem loading the files.

How to test a blueprint in-game

To test a weapon blueprint in-game, type ***/weaponpreview [nameofblueprint]*** or ***/wp [nameofblueprint]***, where [nameofblueprint] is the name of your blueprint file. For example, if you've created mace01.blueprint, you can type */wp mace01* to test it.