Monster Pack #1
Downtown District



Thank you for purchasing Really Really Good Things Studio's "Monster Pack #1 – Downtown District."

The simplest way to install the pack is to extract the zip file into your "Starter.fps/data/interiors" directory. You could move the audio directory into the data directory if you wish, but it would still be accessible located with the other directories in /interiors.

Most of the objects and buildings are in dif formats of this particular pack. They should be available in the in game editor (f11) in interior directories.

The buildings are "rough scaled" to each other, so some slight adjustments in scale will more than likely be necessary, but I don't believe anything over about 60% either direction (that would be the "roughest"). My personal take on the whole thing is use difs if possible, considering their better lighting, collision and ability to receive decals. But again, this is a personal choice.

THERE ARE 4 INCLUDED AUDIO TRACKS THAT RUN APPROXIMATELY 3 MINUTES EACH. THEY SHOULD LOOP NEARLY SEAMLESSLY, ALTHOUGH MAYBE NOT PERFECTLY (NEVER GUARANTEE PERFECTION…ALWAYS A BIG MISTAKE).

HERE IS A GENERAL BREAKDOWN OF THE INCLUDED CONTENT:

- BUILDING 0035
- RED BRICK WAREHOUSE
- BUILDING 0050
- RED BRICK 40'S & 60'S GARAGE
- TRASH BIN (2 EMPTY RUSTED, 2 W/TRASH, 1 FULL)
- HOTEL 3 STORY
- PLAZA HOTEL
- SIGNS (ADULT CINEMA, PLAZA HOTEL, GARAGE)
- 13 SIDEWALK SECTIONS WITH 3 TEXTURE TYPES – DARK, OLD, DAMAGED
- STREET LIGHT
- SIGNAL LIGHT
- APARTMENT SMALL
- APARTMENT SMALL 2X
- BUILDING 001
- BUILDING 2X W/STOREFRONTS
- BUILDING 002A
- BUILDING 003A
- BUILDING 003A TWIN W/COOLING
- BUILDING 003A TWIN W/CANOPY
- BUILDING 003A 2X
- CG BUILDING 001
- MUSEUM (EXTERIOR ONLY)
- 3 SKY BOXES (+ OLD CITY SKY BOX FROM WAREHOUSE DISTRICT)
- 12 MINUTES AMBIENT AUDIO (RAIN, WIND, CREEPY RAIN, CITY AMBIENT)

ALL RIGHT, NOW ABOUT THE PACK SIZE. YOU CAN REDUCE THE ENTIRE PACK BY MOVING ALL THE TEXTURES TO A ROOT DIRECTORY, TORQUE WILL STILL FIND THEM BUT IT WILL ELIMINATE DUPLICATIONS OF TEXTURES IN SUB DIRECTORIES.
I DID IT THIS WAY SO THAT YOU COULD PICK INDIVIDUAL MODELS AND LOAD THEM WITHOUT TEXTURE PROBLEMS. TO SAVE EVEN MORE SPACE YOU COULD ELIMINATE ANY OF THE ART ASSET FILES IN YOUR WORKING TORQUE BUILD, I.E. ANY OF THE .MAP, FILES SO THAT YOU ONLY HAVE THE DIF OBJECTS IN THEIR RESPECTIVE DIRECTORIES. SORRY I DIDN'T SPLIT ALL THIS UP, BUT I THINK IT IS SIMPLER WITH IT ALL TOGETHER WITH THE MODELS.



PLEASE ALSO READ THE LICENSING EULA DOCUMENTS, THEY ARE VERY SELF EXPLANATORY, BASICALLY DON'T SELL ANY OF THE CONTENT BY ITSELF AS YOUR OWN, BUT YOU CAN USE IT IN GAME DEVELOPMENT. ALSO IF YOU ARE ABLE TO INCORPORATE SOME TYPE OF CONTENT PROTECTION THAT WOULD BE GREAT, BUT IF NOT PLEASE MAKE AN EFFORT IN THE DOCUMENTATION FOR YOUR GAME TO INFORM THE END USER OF THE PROTECTED CONTENT.

ALSO, IF ANYTHING BLOWS UP, GOES WRONG, ENDS YOUR CAREER ASPIRATIONS AT EA, CAUSES AN ALIEN INVASION, LEADS TO AN UNUSUAL LUMP IN YOUR COLON, ETC. NOTE THAT THIS CONTENT IS SOLD "AS IS" WITH NO EXPRESSED OR IMPLIED FITNESS TO YOUR PARTICULAR PROJECT AND/OR COMPUTER SYSTEM, AND BY ITS USE YOU AGREE NOT TO HOLD REALLY REALLY GOOD THINGS STUDIO AND OR ITS ASSOCIATES RESPONSIBLE FOR ANY PERCEIVED OR ACTUAL FITNESS AND OR DAMAGE RELATED ISSUES.