C-pod
(MTM2's Swiss Army Knife)

NOTE: there are no active hyperlinks in this document except this one .
{ HYPERLINK "http://mtm2.com/%7Emtmg/cpod/" } which is the online version.

Hyperlinks were removed from this document to facilitate printing — which is, after all, the point of it.

C-pod
(About)
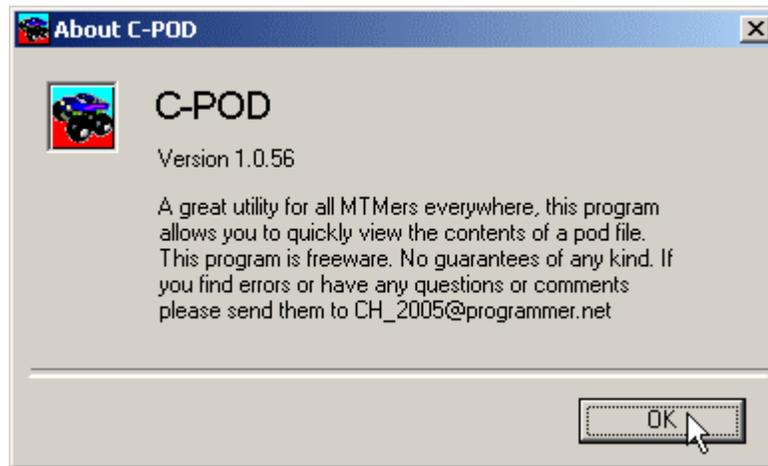

```
C-POD
        Pronounced See-POD
        Written by CH_2005 using Visual Basic
        A program to
                - view the contents of a pod file
                - extract files you want
                - edit and convert some file formats
                - make and edit pod files


Installation
        Extract the zip to a dir of your choice. Make sure that all the files end up in
the same folder.  Double click the c-pod.exe file to run the program.  You can also
make a shortcut to it.


How it works
        Double click


Known issues
        C-POD v1.0.56 is an official release, but please note:
        - minor quirk with the start menu shortcut (on winXP)
        - Send to TRX (and presumably SIX) returns 'not a valid
          file extension' message.


        If you find errors, please post a note on the bbs.
```

C-pod
(Preferences)


```
Desktop Shortcut
        This will add or remove a short cut on your desktop.

Send To Shortcut
        This will add or remove a c-pod entry to the sendto context menu.
More info here.

Programs Menu Link
        This will add or remove a shortcut on the Start menu.
```

C-pod
(Send to)
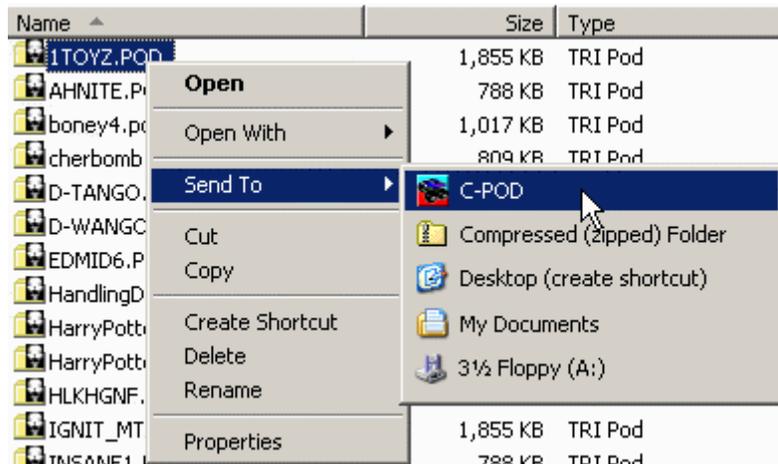

```
Right click an MTM2 file

Sending a POD opens it in the main program window
Sending a LST builds a normal pod (can take a moment so be patient)
Sending a TRK builds the truck pod
Sending a BIN opens for texture replacing
Sending a SIT displays the map
Sending a RAW converts to BMP
Sending a BMP converts to RAW

Sending other file types returns 'not a valid file extension' message
```

C-pod
(Open and File Types)
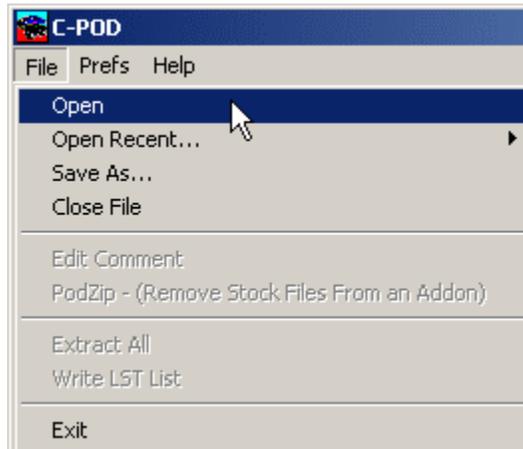
The Open dialog box is a fun part of how c-pod works.

The default file type is the POD file and, as you'd expect, opening one will load the pod and it's contents into c-pod.

However. In addition to POD files, you can also open six other types
  – LST, TRK, BIN, SIT, RAW, and BMP
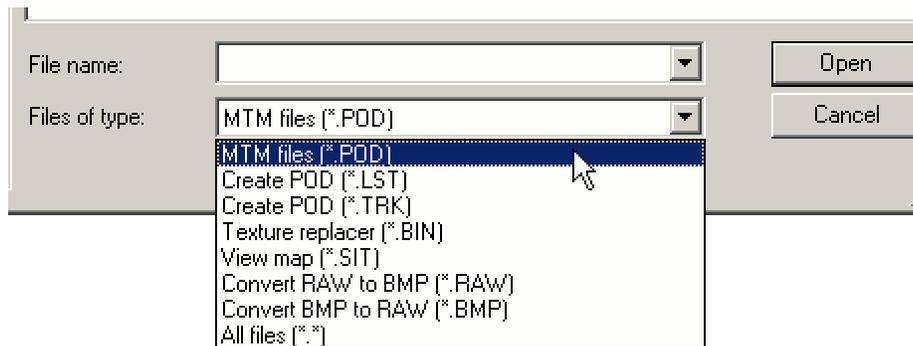
C-pod will respond differently depending on which file type you open.

```
        File        Action
        -----       -----------------------------------------
        *.POD       opens in main program
        *.LST       creates pod
        *.TRK       creates podzipped truck pod
        *.BIN       opens picture window for texture replacer
        *.SIT       opens picture window to view map
        *.RAW       convert to BMP
        *.BMP       convert to RAW
```

   Believe it or not, but this is quite intuitive and corresponds perfectly with the sendto options. You will get the knack fast.

C-pod
(The Program Window)
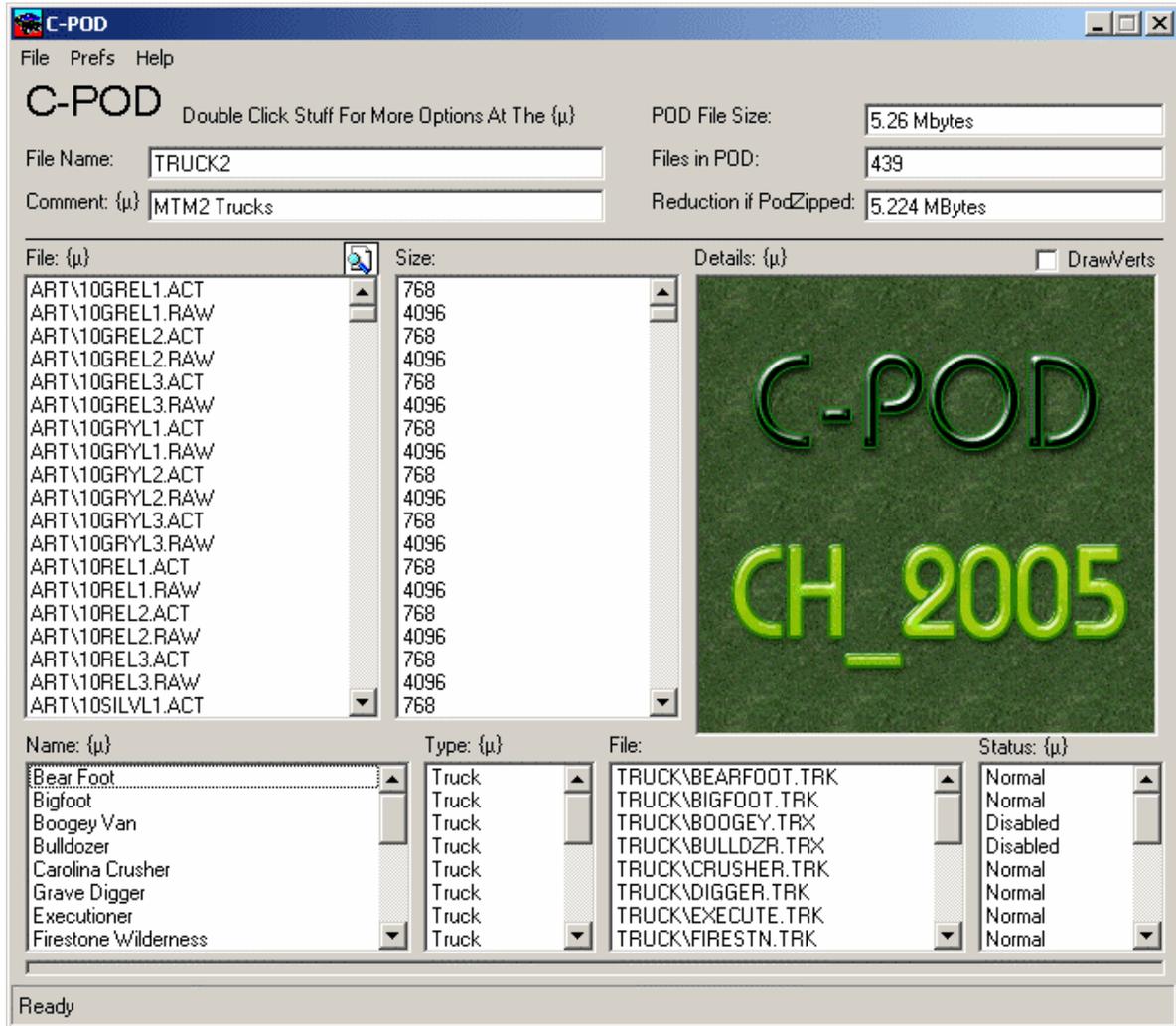
The program window can be thought of in three sections
- pod information   (top part)
- details window   (contains green logo)
- file information (six list boxes)
    - files proper (two columns: file, size)
    - game files   (four columns: name, type, file, status)

There is an extra window that opens from the details window
- picture window   (varies in appearance and function)

The micro sign { µ } indicates which boxes have double click options available.

The magnifying glass allows you to search the file list.

The DrawVerts checkbox will toggle the vertex locations for bins loaded into the details window.

Many things can be viewed and edited.
See the following pages for more details.

C-pod
(View POD Information)

The information displayed should be self-evident.

All details except the pod comment are read only.

POD File Size: The file size on the hard drive.

Files in POD: The number of files in the pod file.

Reduction if PodZipped:
    Space savings if stock files are removed.
    Caution. Never podzip stock pods.

File Name: The file name on the hard drive, shown without the pod extension.

Comment: The _volume label_, only viewable in some pod programs.
        Caution. Changing the comment on old tracks may cause the different version message during online play. Only the track/truck maker should change the comment (before sharing it with others).

C-pod
(The Details Window)
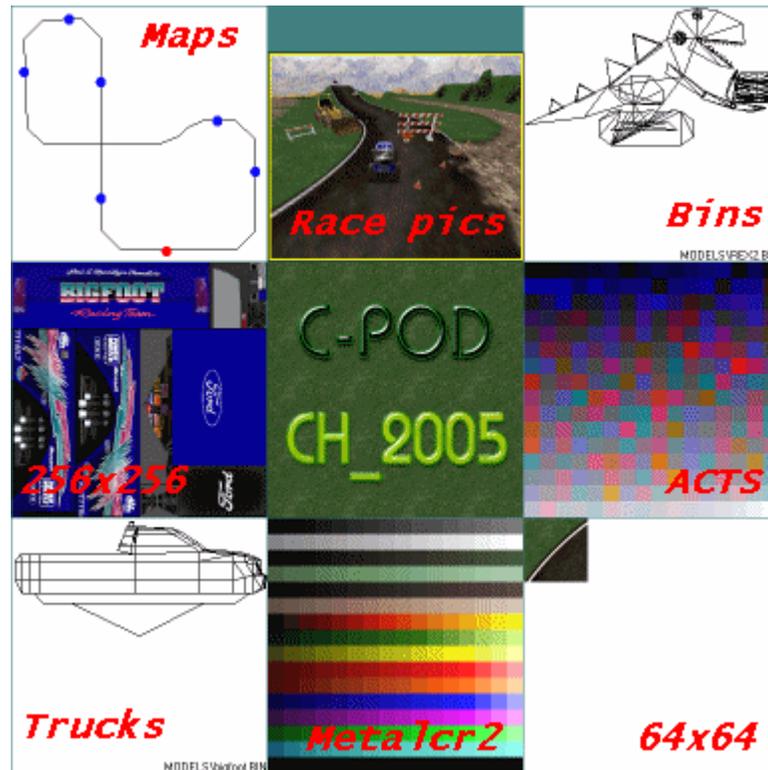
The Details Window is an important part of C-pod.

Display images by loading them from the Files and Name boxes.

It will display many files, including
  - Truck bodies
  - Track maps
  - Races bmps
  - BIN files
  - RAW files
  - ACT files

Double click or right click the window area to
    - open the picture window for a larger view
    - copy the image to the windows clipboard
    - save the image as a bmp file

C-pod
(View File Information)
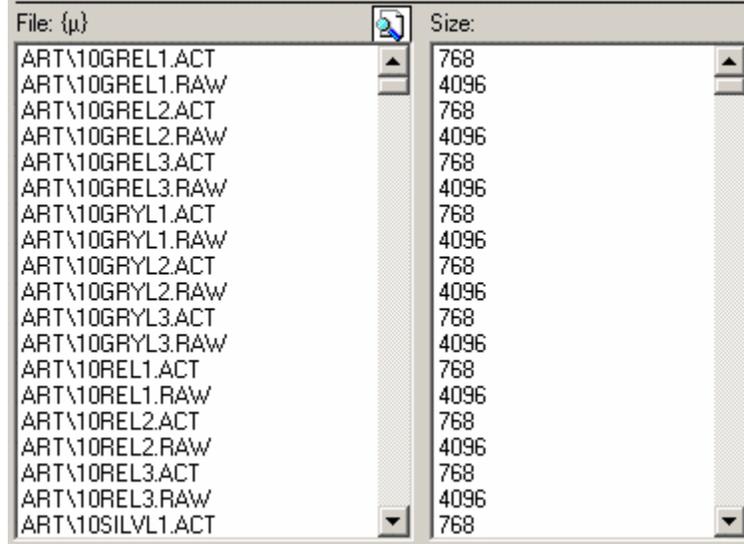
File: {µ}		Size:	
ART\10GREL1.ACT	▲	768	▲
ART\10GREL1.RAW		4096	
ART\10GREL2.ACT		768	
ART\10GREL2.RAW		4096	
ART\10GREL3.ACT		768	
ART\10GREL3.RAW		4096	
ART\10GRYL1.ACT		768	
ART\10GRYL1.RAW		4096	
ART\10GRYL2.ACT		768	
ART\10GRYL2.RAW		4096	
ART\10GRYL3.ACT		768	
ART\10GRYL3.RAW		4096	
ART\10REL1.ACT		768	
ART\10REL1.RAW		4096	
ART\10REL2.ACT		768	
ART\10REL2.RAW		4096	
ART\10REL3.ACT		768	
ART\10REL3.RAW		4096	
ART\10SILVL1.ACT	▼	768	▼

```
The file and size list boxes are located beside the detail window.

Use the scrollbar to browse the list (the corresponding sizes scroll too).

You may also click the magnifying glass to search for a particular file.
  - right click to find next

When you find a file you're interested in, double click it for available options.

All files are presented with three basic options
  - Rename     handy to fix truncated file names
  - Delete     remove file from pod (rarely needed but useful)
  - Extract    save the file to the hard drive

In addition, each file has options specfic to its type.
  - TRK   Open in text editor
  - BIN   View Wireframe (in details window)
  - SIT   View (track map)
  - RAW   View in full color
          Save as BMP
  - ACT   View (in details window)
  - BMP   View (in picture window)
  - WAV   Listen (handy and fun ;-)

Miscellaneous others
  - LVL   Open in text editor
  - TEX   Open in text editor
  - TXT   Open in text editor

Several files in the data folder may be opened in a text editor too, although they
cannot be edited.

If in doubt, double click for options.
```

C-pod
(View Name Information)

The name list boxes are located along the bottom of the program window.

The "name" box displays track and truck names as they appear in the game.

        - double click a name to display
          - a track's race picture (if available)
          - a truck's body

The "type" box shows whether it is a track or a truck.

        - double click a 'track' to
          - Convert to small tire format (ST)
          - Convert to circuit
          - Convert to rally
          - Convert to rumble
          - Convert to drag (MTM1 only)

Caution. Changing a track's type may cause the different version message during online play. Only the maker should change it's type (before sharing it with others)

        - double click a 'truck' to
          - Format Drive C:

The "status" box shows whether a track is enabled or disabled.

        - double click to toggle the track or truck status.

Note. This is a cpod exclusive feature that allows you to turn tracks and trucks on or off. Use it to disable stock tracks you don't play but still require in order to run addons. You can also turn off trucks you no longer wish to use.

The "file" box shows the TRK and SIT file name.

     This feature is read only, but may be used to confirm file status.
     File extensions have the following meaning.

        - TR<u>K</u> an enabled truck
        - TR<u>X</u> a disabled truck
        - SI<u>T</u> an enabled track
        - SI<u>X</u> a disabled track

C-pod
(Extract Single Files)
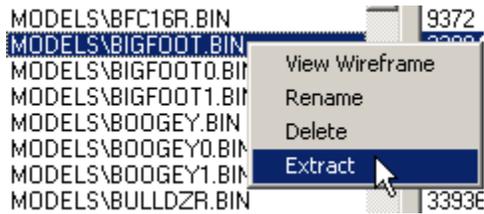
Double click any file in the file list box and select 'extract' from the pop up menu.
You will be prompted where to save it on the hard drive.

Any file in a pod may be extracted this way.

Note 1. In the details window, you may copy a texture to the windows clipboard and
paste it into your favorite paint program, without saving.

Note 2. In the file list box, you may save RAW files to BMP format, skipping the
conversion step.

C-pod
(Extract All Files)
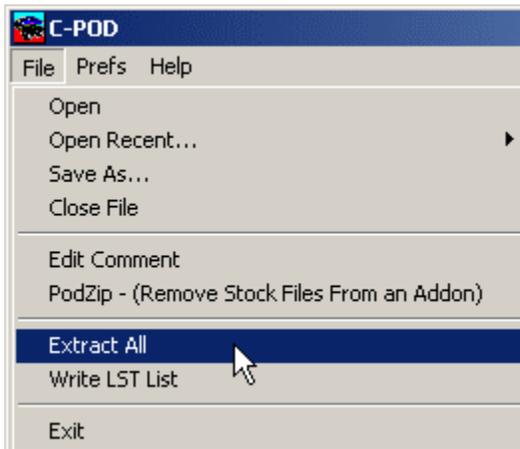
When a pod is open, select 'Extract All' on the File menu.

You will be prompted where to save on the hard drive.

You will also be prompted to save a LST file – this is especially handy when editing
and repodding a track

Note 1. Extract All preserves directory structure (a good thing).

Note 2. Some pods are quite large. Make sure you have enough disk space to hold all
the files.

Note 3. You can save anywhere. It does not need to be the mtm2 folder, although it's
okay if it is.

C-pod
(Bin Texture Replacer)

Picture {µ}

Model Stats:

File Name:
`K:\MODELS\BIGFOOT.BIN`

Faces:
`248`

Textures: {µ}
`BIGFOOT1.RAW`
`BIGFOOT2.RAW`

File Size:
`22.348 KBytes`

Verticies:
`236`
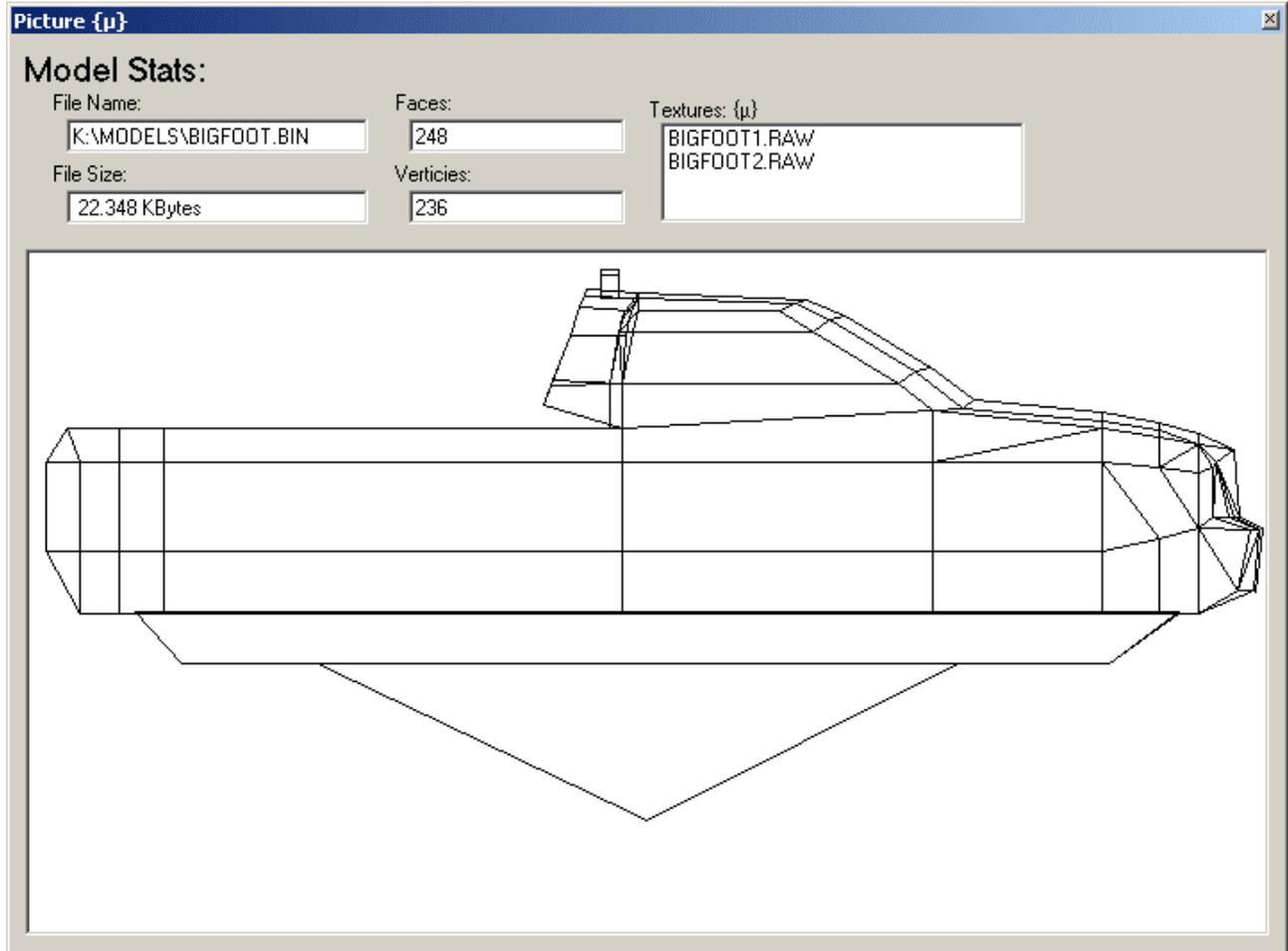
Finally!

A texture replacer that handles bins over 64k, and it's easy to use too.

Open a BIN file using Send to or Open and bring the picture window to the front. The
file info and picture should confirm you've selected the correct model.

Note. You can replace textures on bins that are still in the pod; however, while it
may prove handy for fixing typos and the like, it's debatable whether or not that's a
good habit to get into. Still, the capability is there, and may be used if you're
comfortable with it. The method is the same as what follows except you'd open the pod
first rather than just the model.

Double click a file name in the texture list and select 'rename' on the menu to bring up the replacer box.

Textures: {µ}
BIGFOOT1.RAW
BIGFOOT2.RAW
Rename
Save Texture List
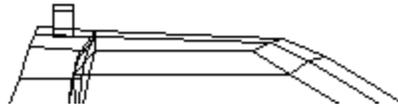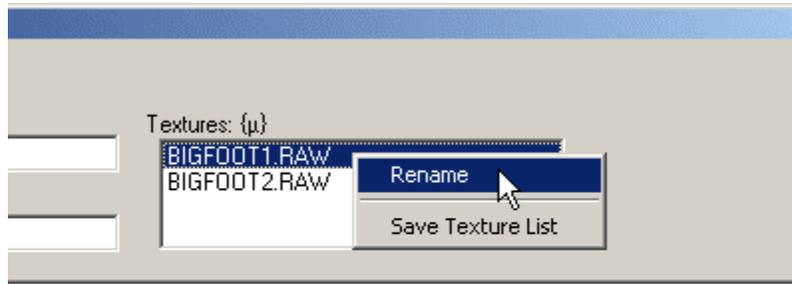
Type the name of your new texture in the place of the old one, then click okay.

Rename...

Enter RAW name to replace BIGFOOT1.RAW

OK
Cancel

BIGFOOT1.RAW
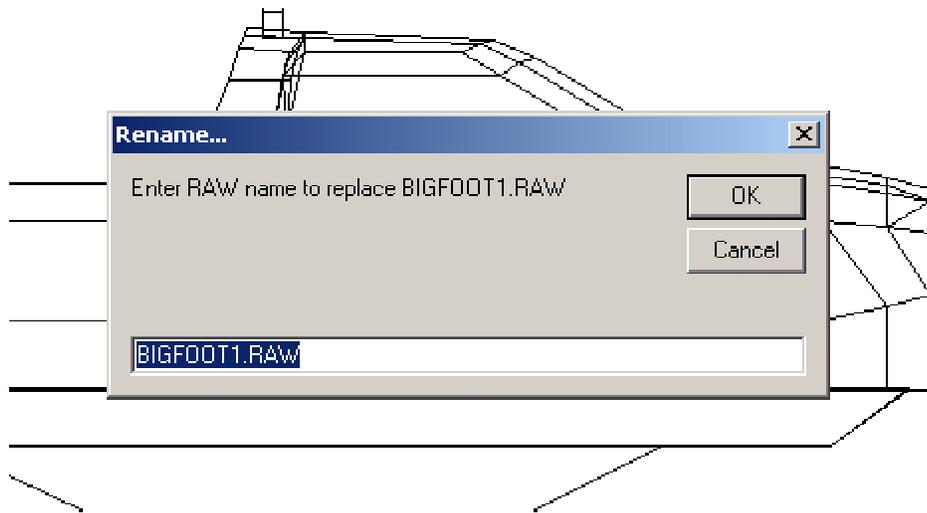
You will see your new texture name in the texture list.

Textures: {µ}
MYTRUCK1.RAW
BIGFOOT2.RAW
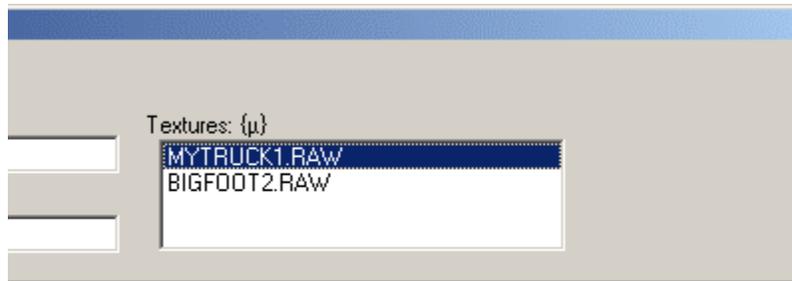
Repeat for any other textures you need to replace.
That's it. You're done.
Close the picture window and try your model in the game.

Note. It is recommended that texture names be eight characters long, plus the RAW extension. It is okay to use shorter names, and the game will recognize names up to eleven characters long, plus the RAW extension. But eight is the optimal length.

C-pod
(Edit Graphic and Text Files)

C-pod is primarily a pod utility, and while it has been dubbed MTM2's swiss army knife (because it's packed with all sorts of nifty tools) it does not stand-alone. In order to edit addons for MTM2, one requires a good paint program (eg PSP) as well as a text editor (eg Notepad or Editpad).

  – RAW files are the core graphics of MTM. For best results and ease of use, save them as BMP's from the file list box.
        Remember to raise the number of colors before editing them in your paint program, then reduce back down to 256 colors before saving. When you're done, convert the BMP back into RAW format using Send to or Open.

  – BMP files are MTM's *other* graphic format. You may extract them directly from the file list box, and edit them in any standard paint program. It is helpful to increase the number of colors while editing, but must always be reduced back down to 256 colors before using them in MTM.

  – BIN files are MTM's 3D model format. C-pod can replace the textures a BIN file uses but advanced bin editing requires a 3D program (eg BinEdit). It is recommended that new comers learn the basics of mtm before delving into bin editing.

  -   TRK & SIT. Truck (TRK) files and Track (SIT) files are just text files that can be opened and edited in any text editor. SIT files almost never need to be edited directly (Traxx does most of that for you). For TRK's, rather than try to write one of these files from scratch, it is wisest to extract one from a stock truck to use as a basis for your own work. More information is available here for TRK files and here for SIT files.

C-pod
(Enable and Disable Tracks and Trucks)
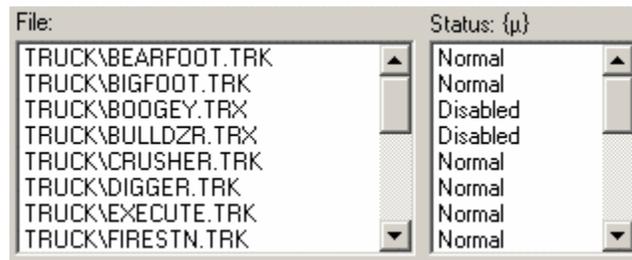
The status and file list boxes are in the bottom right corner of the program window.

  – Normal means the track or truck will appear in the game.
  – Disabled means it will not.

Double click the word "normal" or "disabled" to toggle the status.

  This is handy if you want to turn off trucks that are merged with addon tracks you download, or if you want to turn off stock trucks you no longer wish to see. Doing so also frees up room for more addons. This is also useful for disabling tracks or trucks that cause errors, while leaving the remaining items in the pod intact.

Warning. Changing the status of a track pod may trigger the Different Version message during multiplayer gameplay. Only edit a track pod if you are prepared to restore the original for online play.

Disabling a track or truck does not delete it from the pod.

The way it works is that c-pod renames the TRK or SIT file to TRX or SIX.. so the game no longer recognized it. For example.
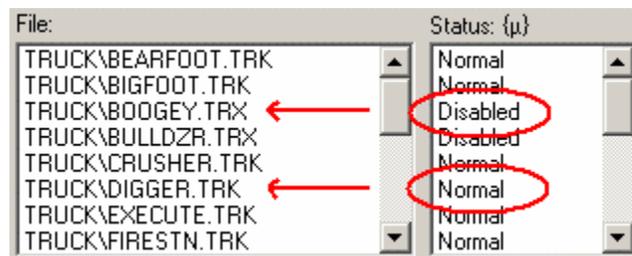
Restoring a disabled track or truck just renames the TRK or SIT file to its proper form.

C-pod
(Change Track Type)
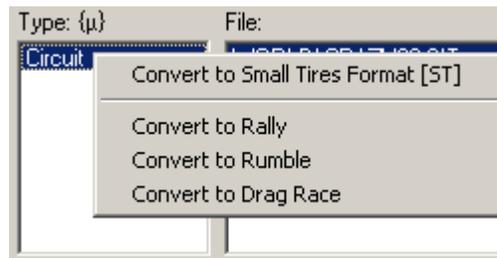
The track type list box is located in the bottom center of the program window.

Double click the current type for the menu of choices.

  – **Small Tires Format [ST]**
  This configures a track to be used with vehicles conforming to small tire format. Tracks converted to ST can be converted back again.

  – **Circuit**   Usually under three-minute lap times.

  – **Rally**   Usually over three-minute lap times.

  – **Rumble**   Summit (king of the hill) type tracks.

  – **Drag**   MTM1 track type (not widely tested).

Note. Changing a rumble to a circuit, for example, will allow you to view it offline quickly and easily. However, if you want to test the scoring zone offline, you'll need to use gold mode.

Changing a track type is easy, and the interface will not allow you to select the existing type (you can't go wrong).

Warning. Changing the type of a track pod may trigger the Different Version message during multiplayer gameplay. Only edit a track pod if you are prepared to restore the original for online play.

Note. There is one truck type only. You cannot change it.

C-pod
(Edit POD Comment)
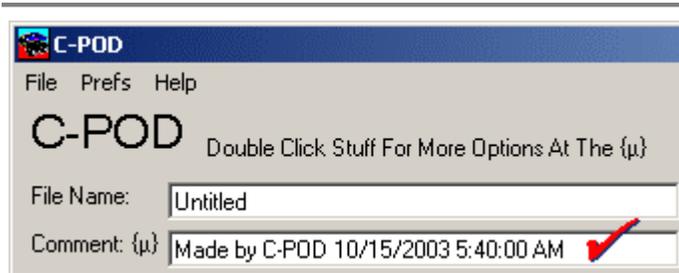
The pod comment box is located at the top left corner of the program window.

The pod comment is also known as the volume label, and some programs allow you to view and/or edit it while others do not.

A comment might be
  - a description of the pod contents
  - a personal signiture
  - the reason you made it
  - who it was made for
  - anything else you think is relevent

Comments can have up to eighty characters.

  In c-pod just double click anywhere in the text area to bring
  up the edit box. Type in the text you want and click ok.

That's it.

  Note. Pod comments are completely optional and are not visible in the game.

C-pod
(PodZip)

Programs like Tracked2 and Traxx create pods that include stock and/or additional unnecessary files. The result is bloated pods that are much larger than they need to be and which use up excessive server hard drive space and bandwidth – both costly commodities. Removing these extra files has become the standard when making addon tracks and trucks.

The word "podzip" was coined by Larry Boy when he wrote the original command line utility using the name podzip, and the term has been universally used ever since when referring to *the process of removing unnecessary stock files from an addon pod*, regardless of method or program, in order to *reduce the overall file size* for easier and more convenient distribution over the internet.

C-pod is the easiest, most user friendly podzip program to date.
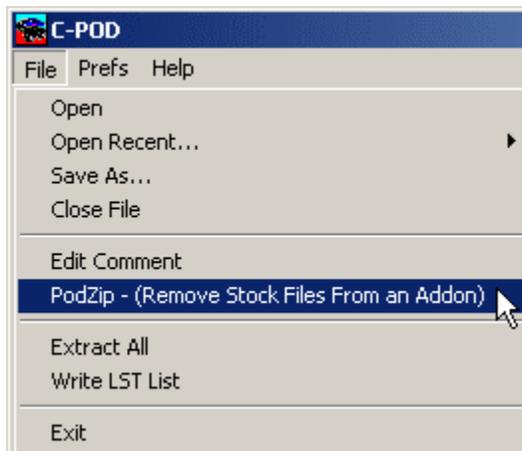
Open a POD file using Send to or Open. You can see the potential space savings, if the pod is to be podzipped, in the pod info box.

If you determine that your creation can benefit from podzipping, select "PodZip – (Remove Stock Files From an Addon)" from the file menu. You will be prompted for a new file name (You are allowed to overwrite the existing pod but it is usually wise to make a backup first).

Note. The process may take a few moments. Check the progress bar along the bottom to watch c-pod at work.

When c-pod refreshes the file list, the podzipping is complete.

Warning. Podzipping an existing track pod may trigger the Different Version message during multiplayer gameplay. Only the maker should podzip a track.

Note. Podzipping a truck does not cause errors. All trucks may be podzipped.

Trucks created using c-pod are already podzipped and do not need to be done again.

C-pod
(Make a POD from a LST File)

A LST file is simply a text file that has a *.LST extension instead of a *.TXT extension. The important feature of LST files is that they contain a "list" of all the models, art and other files you want to include in a pod – with one file listed per line. For example:

```
ART\BIGFOOT1.ACT
ART\BIGFOOT1.RAW
ART\BIGFOOT2.ACT
ART\BIGFOOT2.RAW
MODELS\BIGFOOT.BIN
TRUCK\BIGFOOT.TRK
```

Note that the directories are also indicated.

There are many reasons for making pods from a LST file, including some of the following:

  - tracked2 will not run on your computer
  - you are manually editing track files
  - you are rebuilding the same pod many times
    (ie, tweak, then check in game; tweak, then check in game, etc.)
  - you want to add files that are not ordinarily included when
    making a track or truck
  - you are making a custom pod manually

LST files can be created several ways, including

  - open a pod in c-pod, then select "Write LST List" from the file menu
  - save texture lists from cpod or binedit
  - create one using mdmre's file searcher
  - extract one using winpod
  - write one manually

Creating a pod from a LST file has only two basic requirements.

   1. all the files in the LST file must be in their proper folder locations on the hard drive. Missing files and typos will cause errors.

   2. the LST file itself must be in the root of your working folder. For example. Suppose I create a folder where I plan to work. It might be:

```
C:\MTM\
```

   Then in that folder, I would have to create the models and art and other folders. Thus:

```
C:\MTM\ART\
C:\MTM\MODELS\
C:\MTM\TRUCK\
```

ACT and RAW files must be in the art folder, BIN files in the models folder, and TRK files in the truck folder, etc. (You can see proper file locations by examining any stock pod). Then, the LST file would be in C:\MTM\

You can work anywhere you want, and call your working folder anything you want, but the LST file must be in the root of the working folder. I hope I'm not belaboring the point, but file locations are key to making things work smoothly.

When you're ready, open your LST file using Send to or Open. If no errors are found, c-pod will load the files into a pod.

Note. The process may take a few moments. Check the progress bar along the bottom to watch c-pod at work. Large pods may seem slow, so be patient and let c-pod do it's thing.

If you encounter errors, correct the problem(s) and remake the pod.

When c-pod refreshes the file list, the pod is complete.

Note. Now would be a good time to edit the comment.

Now just select "save as" on the file menu to give it a name and save it where you want.

That's it.

C-pod
(Make a POD from a TRK File)

Finally! a program to build a pod from a TRK file. Wow!

And so easy too. Are you ready?

Place all the truck's files in the proper folders.

Open your TRK file using Send to or Open.

If there are no errors, typos or missing files, C-pod will load the files into a pod.

If you encounter errors, correct the problem(s) and remake the pod.

Note. If you include the *.bin extension in the base file name, low detail models will <u>not</u> be included in the pod.

When c-pod refreshes the file list, the pod is complete.

Note. Now would be a good time to edit the comment.

Now just select "save as" on the file menu to give it a name and save it where you want.

Hoopla!

C-pod
(Make a POD using Drag & Drop)
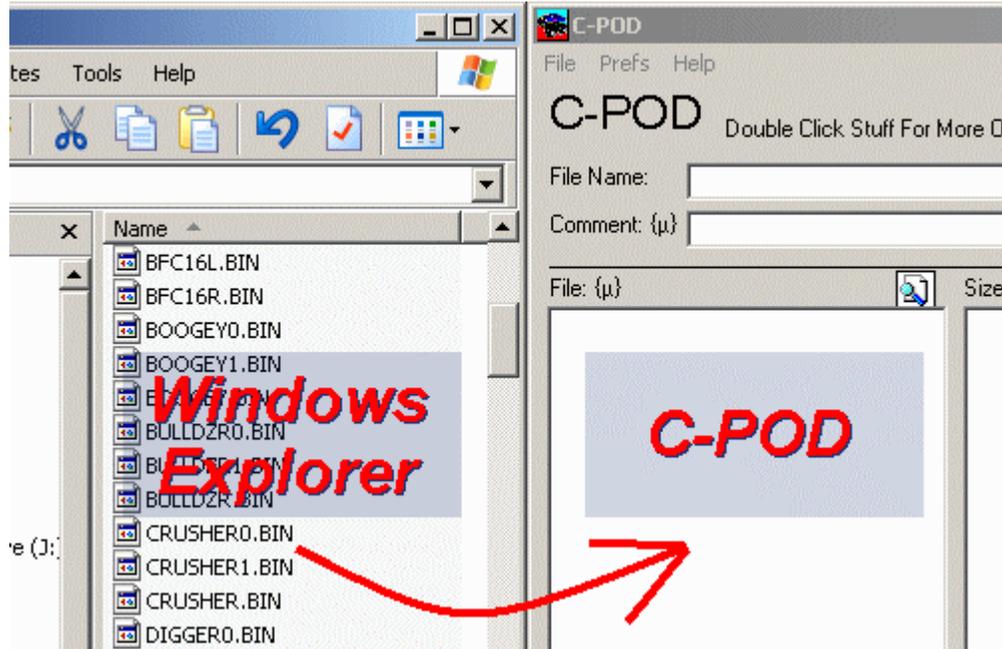
You can add files to a pod using drag and drop.

True, this wouldn't be the most efficient method for creating large track pods, but
it's a handy dandy way to include extra, missing, or forgotten files.

Position windows explorer and c-pod side by side.

  Drag a file from windows explorer to the c-pod file list box.
  You will be prompted for the proper file name and folder.

Notes

  - C-pod will try to guess the correct location.
  - Unknown file types are prompted for a MISC folder (a good thing).
  - The prompt box has special instructions to accept all default locations (for speed
and convenience), or to cancel.
  - You cannot drag and drop folders.
  - You can drag bunches of files at the same time (hold ctrl then drag the mouse).
  - Upon completion, remember to edit the comment.
  - If the pod is being made from scratch, you must save when you're finished. Adding
files to existing pods is immediate, although saving for backup purposes is always a
wise choice.

It's that easy.

C-pod
(Tips & FAQs)

NOTE: Due to the large number of links, this page will best be viewed here:
{ HYPERLINK "http://mtm2.com/%7Emtmg/cpod/faq.shtml" }

Q. Where can I get it?
A. here.

Q. How do I get rid of the missing file message when starting c-pod?
A. Unzip these support files to the c-pod folder.

Q. How can I convert more than one file at a time?
A. When you drag a file to the word C-POD from explorer, it is the same as Send to or Open on the file menu... with one little difference: you can give it a batch of BMP's or a batch of RAW's (not a mixture) and it will convert all of them at once :)
Reference: Batch Conversions.

Q. Where's this word c-pod you're talking about in the last question?
A. Here's a diagram.
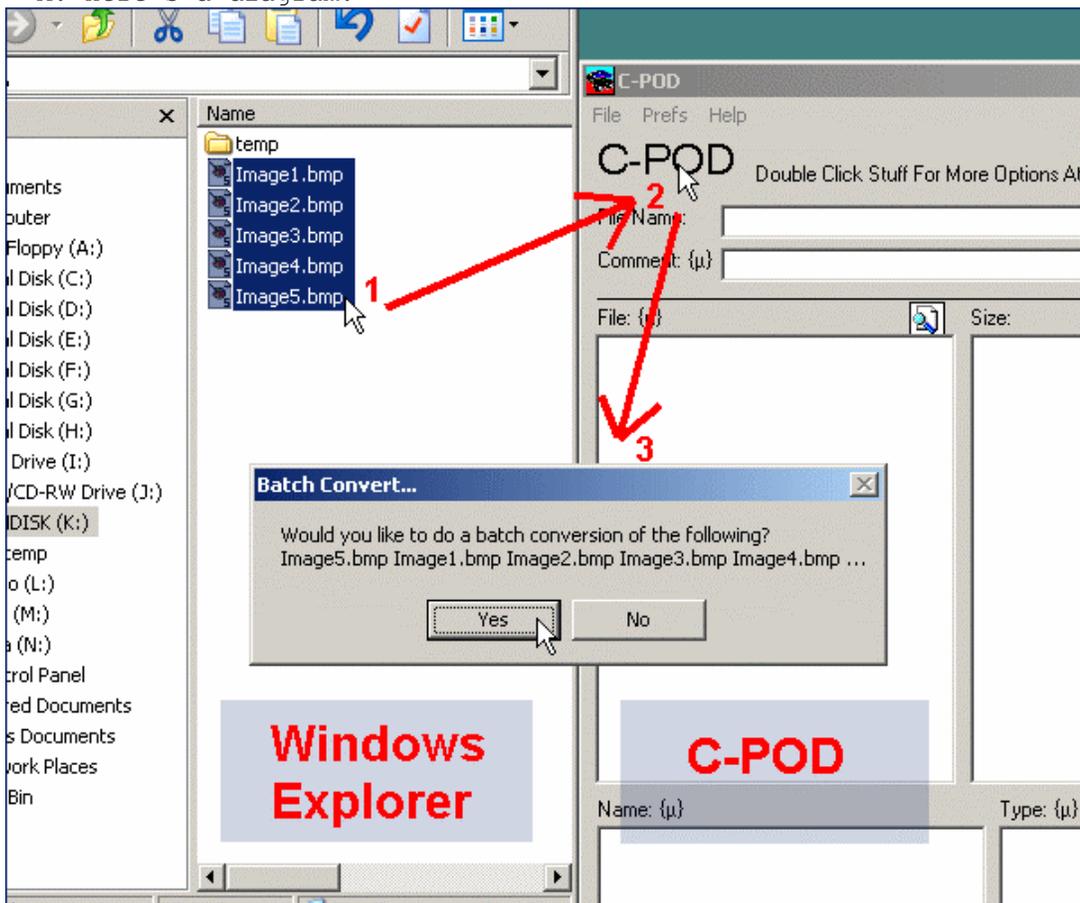
Q. C-pod used to work but now it's always minimized or I get a path not found message. How can I fix it?
A. Close c-pod. Download this c-pod registry cleaner and double click to run it. Answer "yes" to the prompt. When you restart c-pod everything should be back to normal.

Q. So, like, how do I make a truck using c-pod?
A. Follow the steps outlined here.