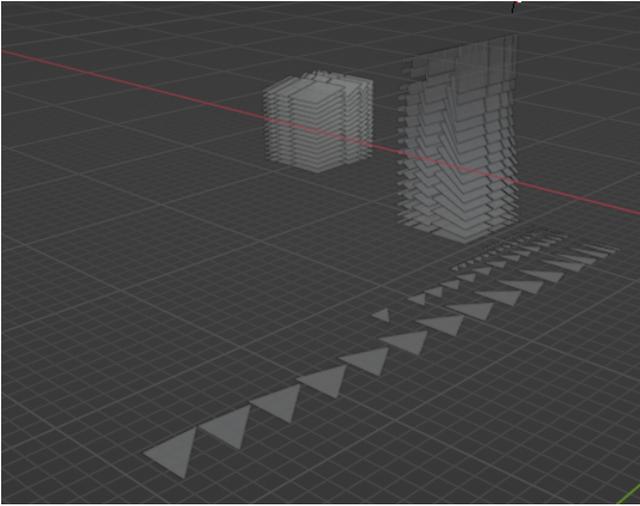


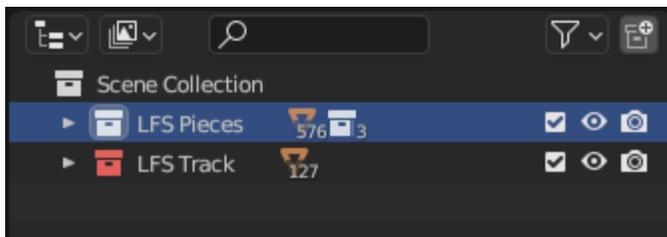
Layout Editor Blender Tool

by Vrtrasura

I have premodelled various blocks that can be used to create layout. In LFS you can change their parameters on the fly, but unfortunately I haven't found way how to do it, therefore I premodelled blocks in their all various configurations.



I have put those blocks into separate collection (LFS Pieces) so they do not mix.



You can pick some blocks you intend to use and simply copy and paste them (Shift + D)

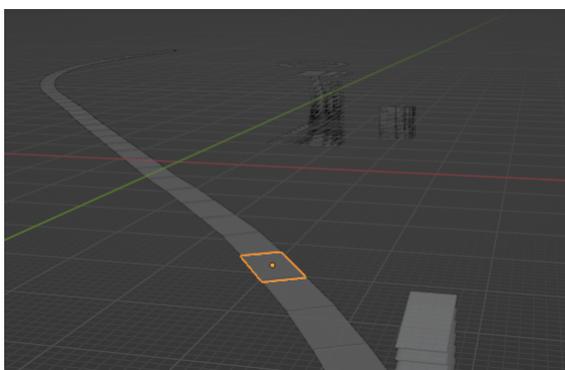
Once copied you can put them into "LFS Track" collection (use M key), it will help you during export.

You can rotate pieces along Z axis (R + Z). To move them around, use (G) key.

Do not rotate them along X or Y axis, instead use premodelled block that already has proper pitch.

So you make your layout and now you want to export it...

Then you need to check few things



```
View Text Edit Select Format Templates LFS_LYT_Export.py
1 #
2 #   name      LFS layout Blender Tool
3 #   version:  0.2
4 #   author:   Vritrasura
5 #
6
7 LFS_PATH  = "D:/Games/LFS"
8 MAP_NAME  = "LA1"
9 TRACK_NAME = "testtrack"
10
11 # This is offset in Blender, that is [0, 0, 0] in LFS
12 OFFSET_X  = 0
13 OFFSET_Y  = 0
14 OFFSET_Z  = 75
15
16 # This slightly move / rotate all selected objects to fit the nearest valid LFS coord / angle
17 NORMALIZE = True
18
19 LYT_FLAGS = 8
20 LAPS      = 1
```

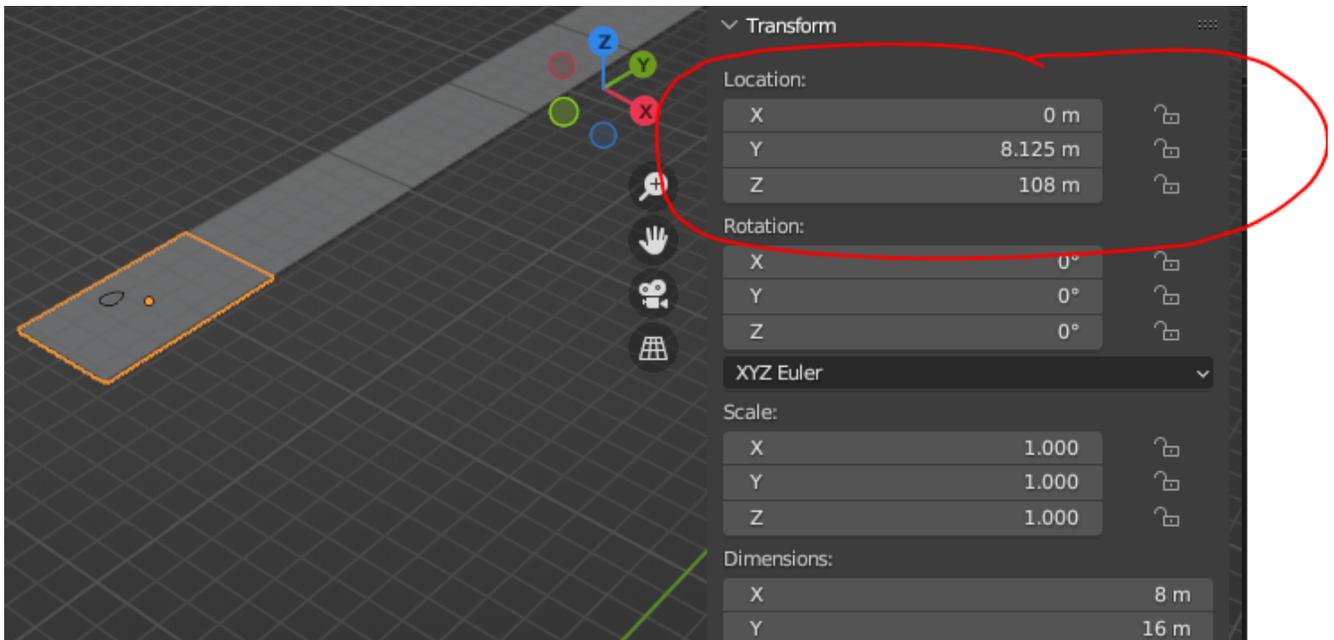
You want to set your LFS_PATH and TRACK_NAME and you must properly set OFFSET X Y Z.

To do it you can select some of your objects and press N and in the Transform windows you can see the coord of the object.

The range for X and Y is +/- 2048

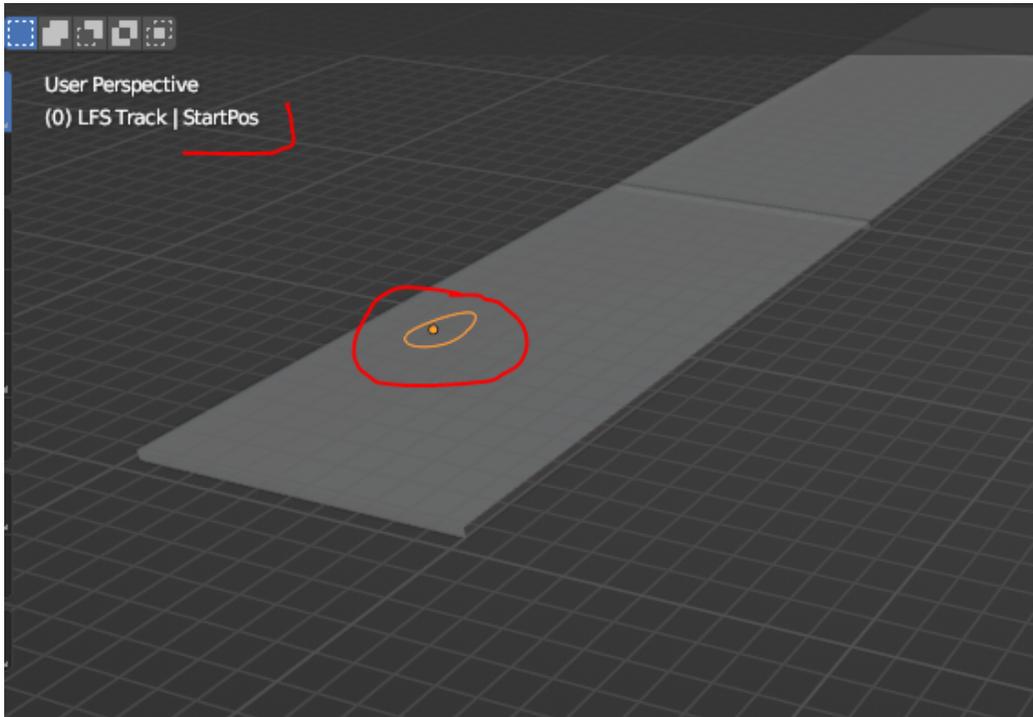
The range for Z is 0 ~ 64

Set your OFFSET somewhere around this coord withing the range.



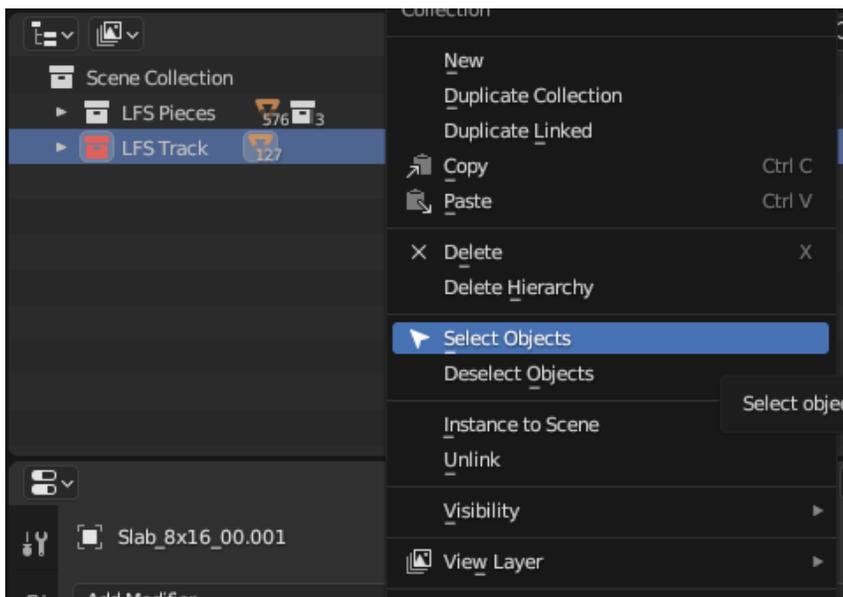
The NORMALIZE option (when True) will automatically reposition your blocks before export to match LFS coordinate system, so you should get exactly what you see in Blender in LFS aswell.

There is special object called “StartPos” this is where you get spawned.

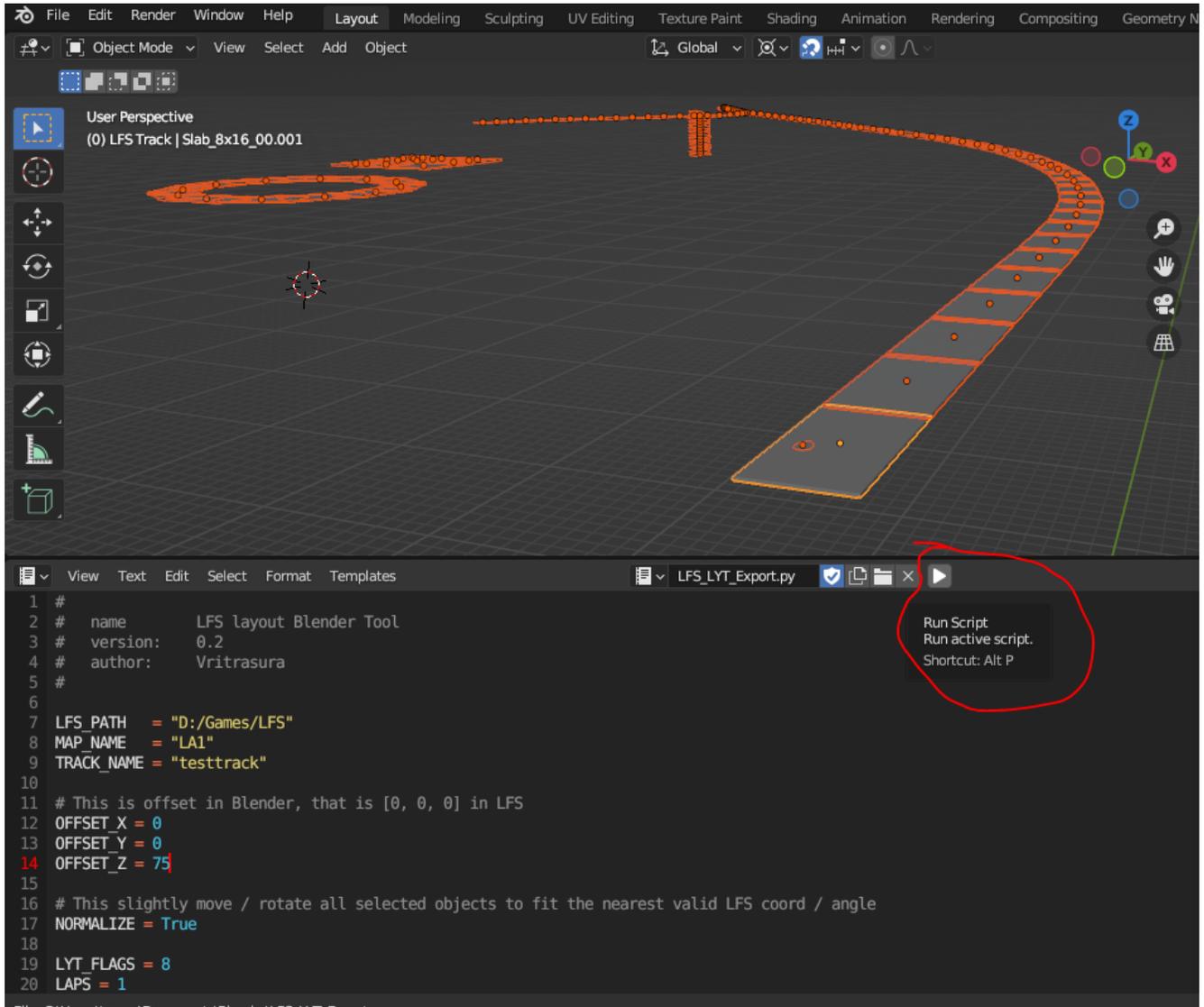


When you edited all options, and set your starting position, now you need to select all objects that you want to export into layout.

If you keep your Blend file nicely organized, you can just do that by right clicking the LFS Track collection and selecting all pieces by one click.



Once selected all objects of interest, just hit the play button at export script.



It might be good idea to turn on console window. The export script puts some output information there.

