AVB2AVB.EXE

This is about old AVB files before v2.1!

Characters with separate parts for the head and body:

For character files with separate parts for the head and body, the face will be close-up when displayed alone in the frame. Also, when trying to create variations in the combination of facial expressions and poses, it is more advantageous in terms of capacity than a character file in which the head and torso are a single BMP (variations in the head and torso combinations can be used to store emotional information). Emotional information is less than 50 bytes). Most of the MSChat standard characters have separate parts for the head and body. RE-MAN is the same.

So, the character I made as a trial is SHIZUKA
AVB2AVB.EXE is a tool that assists in its creation.

*For the file format of characters whose head and torso are separate parts, please refer to the Xeno information page.

AVB2AVB.EXE Overview:

This program uses a character editor to create a type of AVB file in which the head and body are separate parts. However, there are the following restrictions.

- It can do nothing by itself. Requires Microsoft's character editor. You also need a graphics tool to edit the BMP file if you want to create characters with bounds sizes.
- It is a 16-bit MS-DOS application. Long file names cannot be used, so when processing files with long names, temporarily change the file name to 8 characters or less.
- There is absolutely no warranty. Nothing is guaranteed about the correctness of the created AVB file. Shunji Haruki does not assume any obligation or responsibility for correcting this program itself, or if any trouble occurs as a result of using the program. Please use it at your own risk.
- There may still be bugs... ^^;

IF YOU DO NOT ACCEPT THESE LIMITATIONS, DO NOT USE THIS PROGRAM.
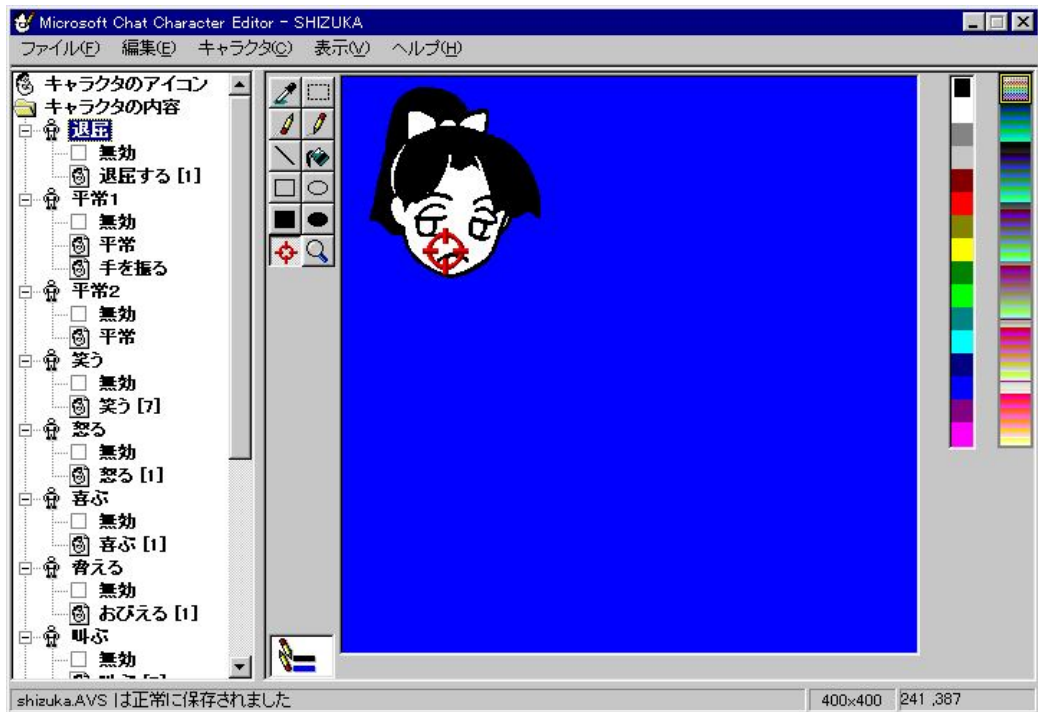
[Oh, is that so? ok then]

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Usage

In the character file (AVB) creation dialog box, you can specify the size of the border in "Boundary settings", but if you uncheck this and create an AVB, mask A and mask B of the head will be the same. It should be fine, so there is no need to edit BMPs individually, and the process of splitting and rebuilding can be done collectively.

Example: When creating Shizuka.avb
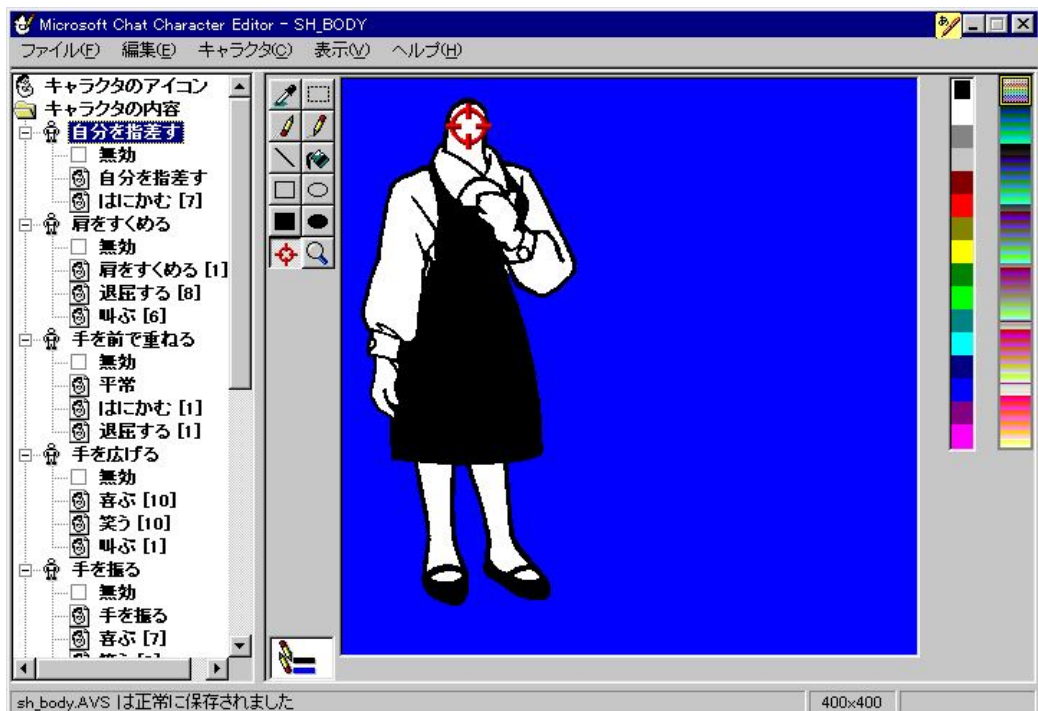
Creating a character without "set boundaries":

First, create a head AVB file. Create an AVB file with graphics only for the head. Emotion settings etc. are the same as when creating a character normally with the editor, except that "waving hands", "pointing at others", and "pointing at yourself" are not required for head emotions. Other than that, it's the same as when creating a character normally in the editor. At this time, specify the position of the neck (coordinates for alignment with the body) in the "center of the head". Here we name it shizuka.avb.

It looks like this! *Emotions are not necessary in this example

* The name of the head AVB file will be the name of the final AVB file. The icon is also used for the head AVB file.

Next, create a torso AVB file. Create an AVB file with graphics only for the part below the neck. Emotion settings etc. are the same as when creating a character normally with the editor. Similarly, specify the position of the neck (coordinates to match the specified position on the head) in the "center of the head". Here we name it sh_body.avb.

It is like this:
Create a working folder and copy AVB2AVB.EXE, the head AVB file, and the body AVB file into the folder. Then (open a DOS window) and go to the working folder on the command line and run the program.

avb2avb 5 shizuka sh_body

A warning will be displayed if a file with the same name as the AVB file to be created already exists. Press Y to overwrite.

If the process is completed normally, a new shizuka.avb should have been created. Copy it to the COMICART folder of MSChat and check if it's okay.

Creating a character with "Set Boundary"

*Creating AVB files for the head and torso is the same as without boundary settings except for "Boundary settings".

Create a working folder and copy AVB2AVB.EXE, the head AVB file, and the body AVB file. Then (open a DOS window) move to the working folder on the command line, and first disassemble the head AVB.

avb2avb 0 shizuka
(0 is the number zero. Specify the file name without extension)

When the process is completed normally, the following files should be created.

File	Content
SHIZUKA.BMP	BMP file of icons
SHIZUKA.HED	Information part
HDGRP_xx.BMP	Graphic BMP file (where xx is a number)
HDMSKAxx.BMP	BMP file for mask A (where xx is a number) Same as HDGRP_xx.BMP
HDMSKBxx.BMP	BMP file of mask B (where xx is a number)

Now fill the non-black areas inside the face of HDMSKAxx.BMP with black. In the case of a color character, I think it would be best to first binarize it so that everything except white is black, and then fill in the white part inside the face.

Next, separate the AVB of the torso.

avb2avb 1 sh_body

When the process is completed normally, the following files should be created.

File	Content
BODY.HED	Information part (file name is always BODY.HED)
BDGRP_xx.BMP	Graphic BMP file (where xx is a number)
BDMSK_xx.BMP	Mask BMP file (where xx is a number)

Save a backup of the original shizuka.avb if necessary.

Run the program for recombination.

avb2avb 2 shizuka

A warning will be displayed if a file with the same name as the AVB file to be created already exists. Press Y to overwrite.

If the process is completed normally, a new shizuka.avb should have been created. Copy it to the COMICART folder of MSChat and check if it's okay.

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Download

avb2avb03.zip

*Download file contains EXE only. Please save this page as a file for instructions.

History

1998/03/05 : Ver 0.1

- It seems to move reluctantly.

1998/03/09 : Ver 0.2

- Added a function that can split and reconstruct at once only for AVB without "Boundary setting" (When executing with AVB with boundary setting, there will be a gap at the joint part of the neck).
- Fixed a bug that AVB file cannot be created when there are many head patterns.

1998/04/07 : Ver 0.3

- Fixed a bug that caused some facial expression balloons to be positioned incorrectly (blow from the back of the head instead of the center) when sharing the head with multiple emotions.

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