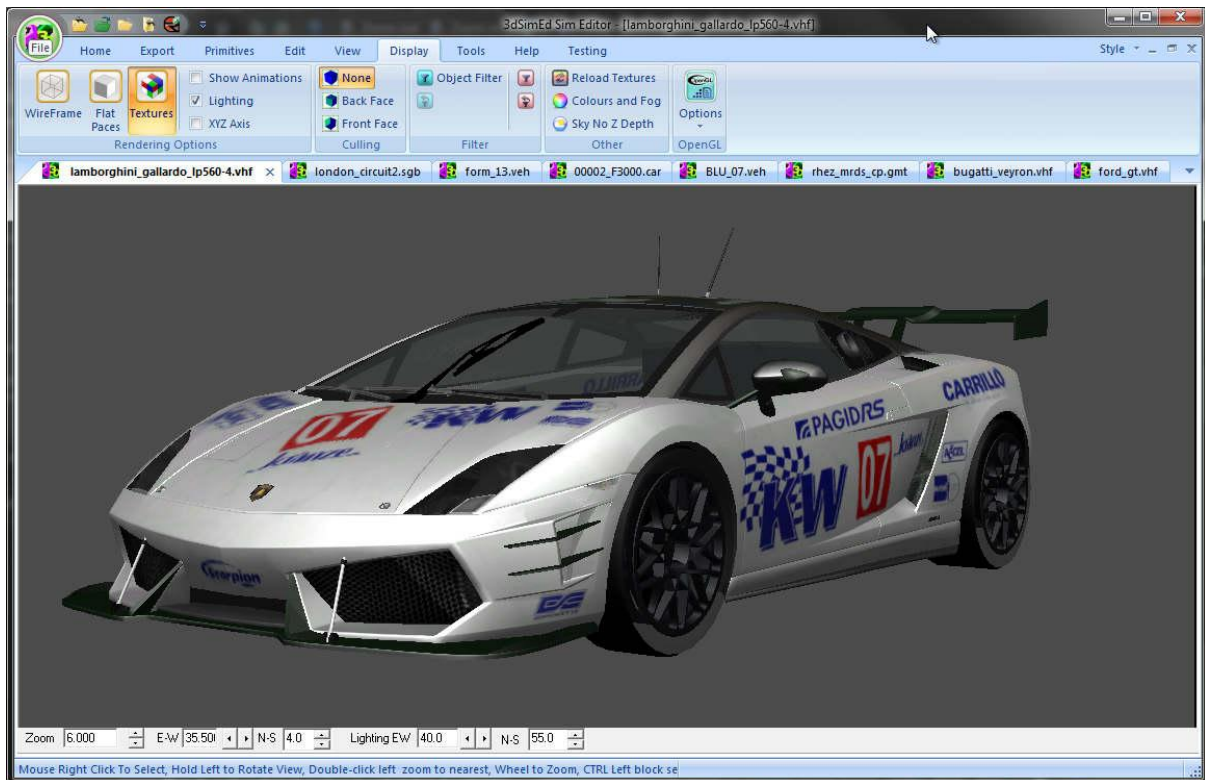# Working with NFS Shift in 3DSimED

Firstly, the data files and texture maps need extracting from the packed .BFF files that are found in the NFS Pakfiles folder. To do this use the wonderful QuickBMS tool, plus the `nfsshift.bms` script, both downloadable at http://aluigi.org/index.htm. If you are hoping to edit the NFS Shift cars or tracks you must also change the shortcut for the game to include the `-loose` argument. If you have any problems with QuickBMS.EXE, nfsshift.bms or the –loose argument please do a Web search as they have been discussed at a number of forums.

To import a car the most convenient method is to import the whole car. Providing the car has been unpacked as explained above, change the `File->Import` filter to `NFS Shift Vehicles (*.VHF)` and in the folder containing the car data files (a sub-folder of `NFSShift\Vehicles`) you should be able to locate two VHF files; one for the external model and the other for the cockpit model. If you want to replace the plain bodywork paint with a racing livery you need to edit the bodywork material, for the Lamborghini above the material `lamborghini_gallardo_paint` was edited to replace `common_paint.dds` with `lamborghini_gallardo_livery03.dds`. Every car should have a number of liveries with the postfix `_livery0?.dds`.

To import a track you should change the `File->Import` filter to `NFS Shift Tracks (*.SGB)` and browsing the sub-folders of `NFSShift\Tracks` you should be able to import complete tracks.

To improve the appearance of a car or track you may want to change is the transparency of some of the materials. There is no clue within the NFS data records as to whether a material's texture map is to be rendered with or without transparency and so 3DSimED assumes that all materials are intended to have transparency. The result, for the car models, is tyres which appear transparent

because an alpha channel is present in the texture map. In the example above the `lamborghini_gallardo_wheel_tyre` material was edited to change the Transparency Blend to None.

Importing either a car or a track will give you a model made up of a number of objects. The objects can be edited and saved back to disk. To edit an object's geometry, you right-click and select edit the object from the context menu. From the `Edit Object` dialog you can then `Isolate` the object which will open it in a new window and allow you to edit the geometry. Alternatively you could open the file directly from disk setting the Import filter to `NFS Shift Object (*.meb;*.imb).`

When saving to NFS Shift format you would normally use the `Export->NFS Shift->Save Model to NFS Shift` command. Take care to ensure that the materials you have used in the object are available in the track or car as 3DSimED cannot define new materials for NFS Shift. Be aware that NFS Shift geometry and material definitions are not yet fully understood so it is possible that the rendering may alter after editing geometry using some of the more esoteric materials. As a consequence, if only a few vertices have been altered when editing, use the command `Export->NFS Shift->Update NFS Shift Object.` This will prompt you for the name of the file and only update the vertices of this file and so that material/texture channel information etc is preserved.