Saints Row 2 chunks texture replacement tool user's manual version 1.28

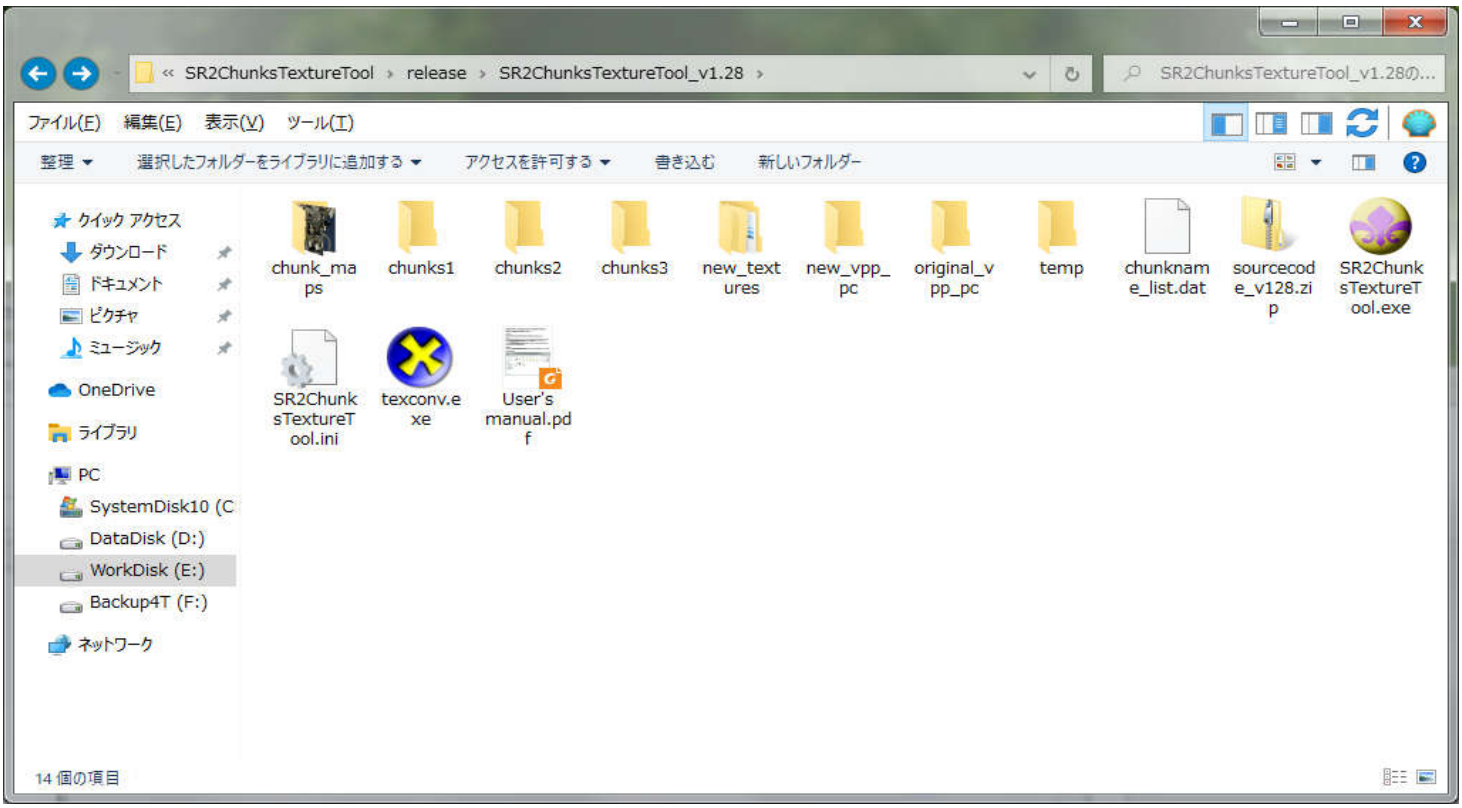
Chapter 1.
How to install/uninstall SR2ChunksTextureTool version 1.28

Install
1. Unpack SR2ChunksTextureTool_v128.zip. You will get "SR2ChunksTextureTool_v1.28" folder. Delete sourcecode_v128.zip if you do not need the source code.

2. Place the "SR2ChunksTectureTool_v1.28" folder to wherever you want. However, to place on the system disk (C:) is not recommended.

Uninstall
Just delete the "SR2ChunksTectureTool_v1.28" folder. SR2ChunksTextureTool.exe not use registry.

(Fig.1) Inside Folder

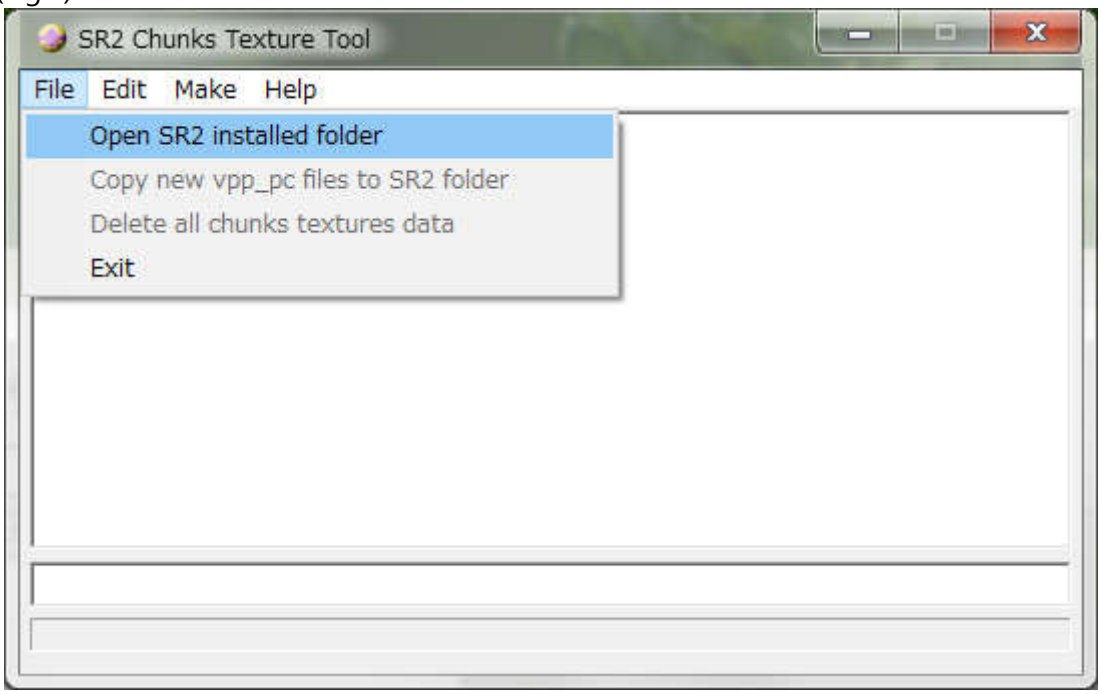


Chapter 2.
How to use SR2ChunksTextureTool.exe.

Extract original chunks textures

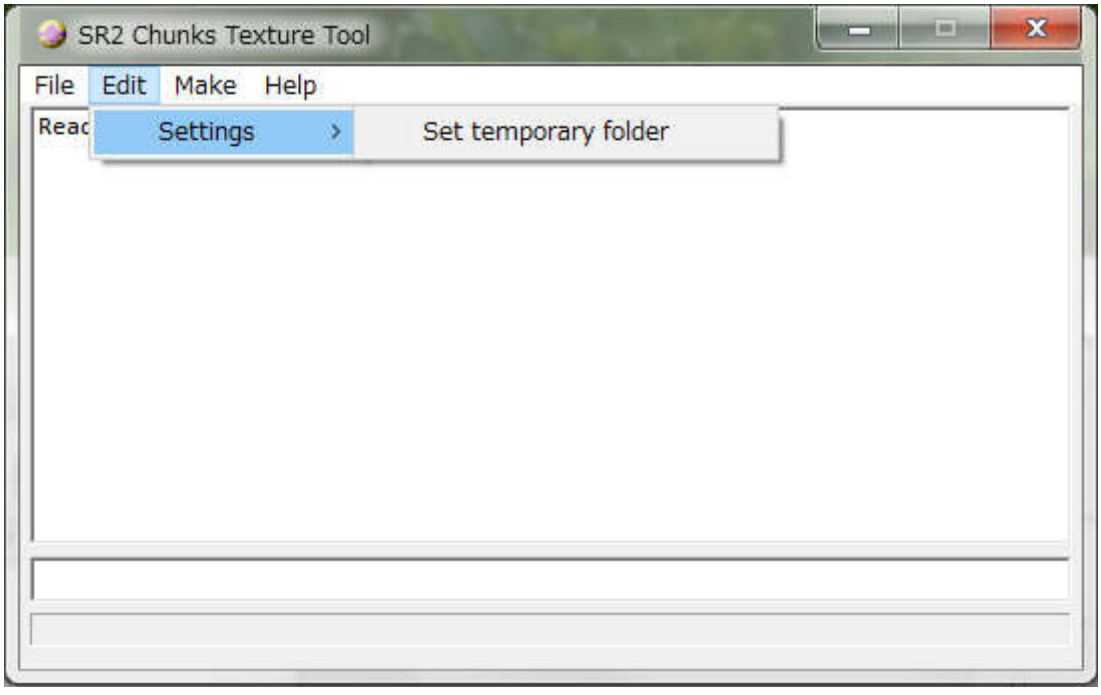
1. Open "File" menu and select "Open SR2 installed folder" to copy original chunks1.vpp_pc, chunks2.vpp_pc, chunks3.vpp_pc and pegs.vpp_pc files to "original_vpp_pc" folder. In addition SR2 installed folder is save to sr2chunktool.ini file. (See Fig.2)

(Fig.2) File menu



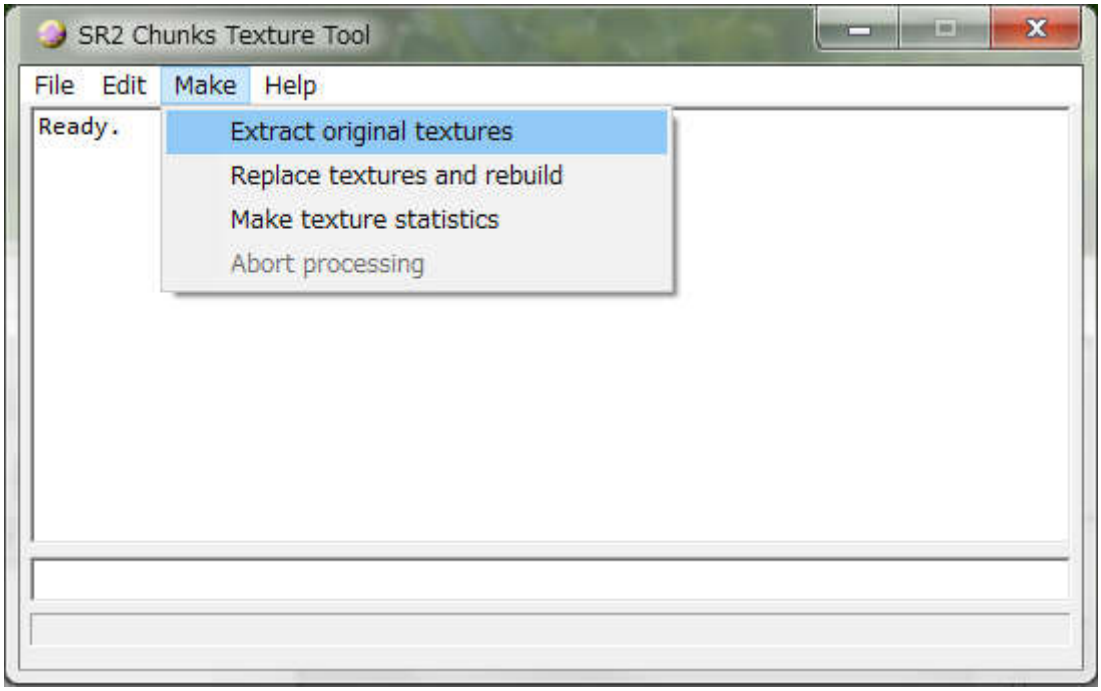
2. If you use ram disk software (like ImDisk Toolkit etc.), I strongly recommend "Edit > Settings" menu and select "Set temporary folder" and select temporary folder in the ram disk. A minimum of 4GB of free space on the RAM disk is required. FAT32 format is recommended for ramdisk, but other formats are fine.
 The default setting is to use the "SRChunksTextureTool_v1.28\temp" as temporary folder. If you do not use a RAM disk, the above operation is not necessary. (See Fig.3)

(Fig.3) Edit menu



3. Open "Make" menu and select "Extract original textures". This operation create chunks1, chunks2, chunks3 texture data. This operation takes considerable time. Processing time depends on the speed of the storage device. It takes about 30 minutes on my HGST 5400rpm 1TB HDD. It is not necessary to re-execute once the texture data is generated (except if you want to initialize the texture data for any reason). (See Fig.4)

(Fig.4) Extract original chunks1,2,3 textures



Chapter 3.
Replace textures in chunks*.vpp_pc files and rebuild.

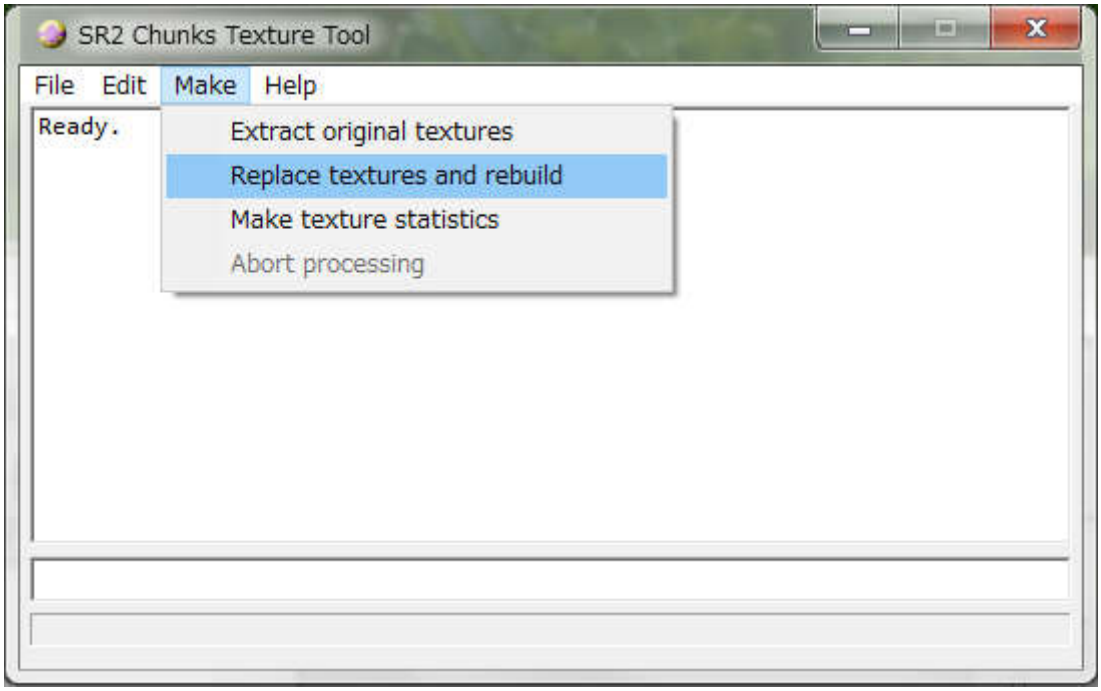
1.Place new texture images in "new_textures" folder. Texture format must be 24bit RGB or 32bit RGBA png image.

Note: Do not include color space information in png image file. If the color space information is embedded, the color of the normalmap may be incorrect when converting to a DDS file. This is because texconv.exe prioritizes the embedded information in the input file.
Set the appropriate options when saving the png file with image processing software such as Gimp or Photoshop, or use the function to erase the embedded information in sr2pegtool v1.28. sr2pegtool is convenient because it can process many png images at once.

2.Run SR2ChunksTextureTool.exe and Open "Make" menu. Select "Replace textures and rebuild". This process takes considerable time (About 30 minutes. It depends on your storage speed and whether you use Ramdisk). When the process is complete, new vpp_pc files are created in the "new_vpp_pc" folder. (See Fig.5)

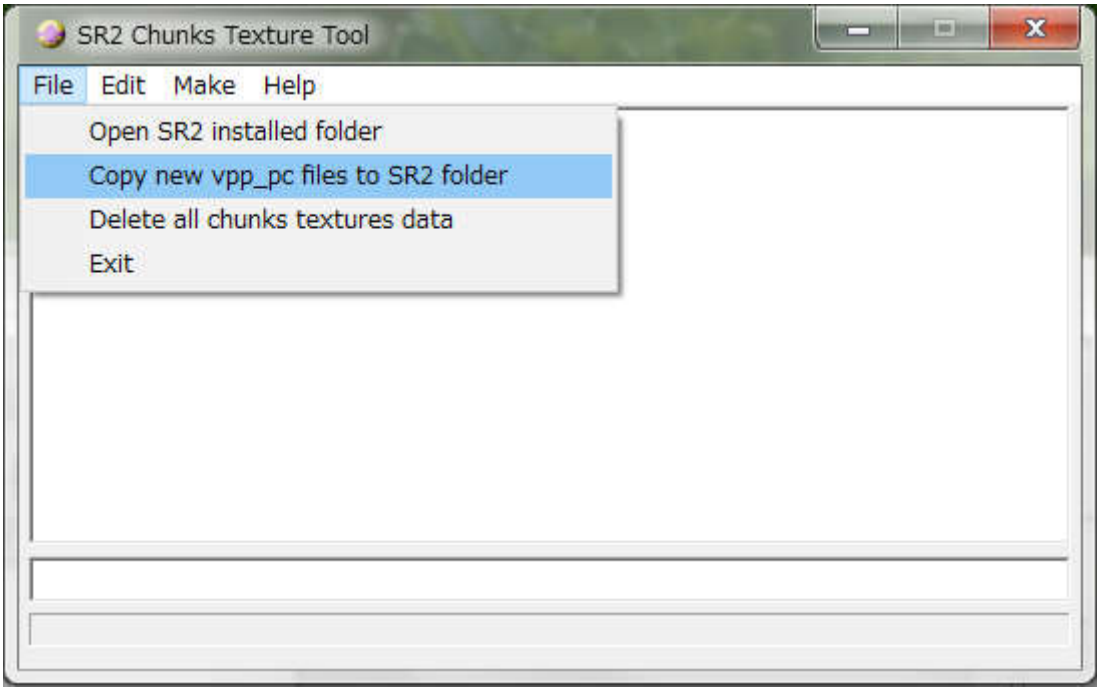
If you want to cancel the processing for some reason, select "Abort Processing" from the menu. Please note that "Abort Processing" is valid only when "Replace textures and rebuild" is running.

(Fig.5) Replace textures and rebuild chinks1,2,3 and pegs.vpp_pc files.



3. Open "File" menu.and select "Copy new vpp_pc files to SR2 folder". New chunks1.vpp_pc, chunks2.vpp_pc, chunks3.vpp_pc and pegs.vpp_pc are copied to the SR2 installation folder. If you are not a mod creator, once you have generated these files, you can delete the SR2ChunksTextureTool, as it is no longer needed, but you should keep the new_vpp_pc folder.

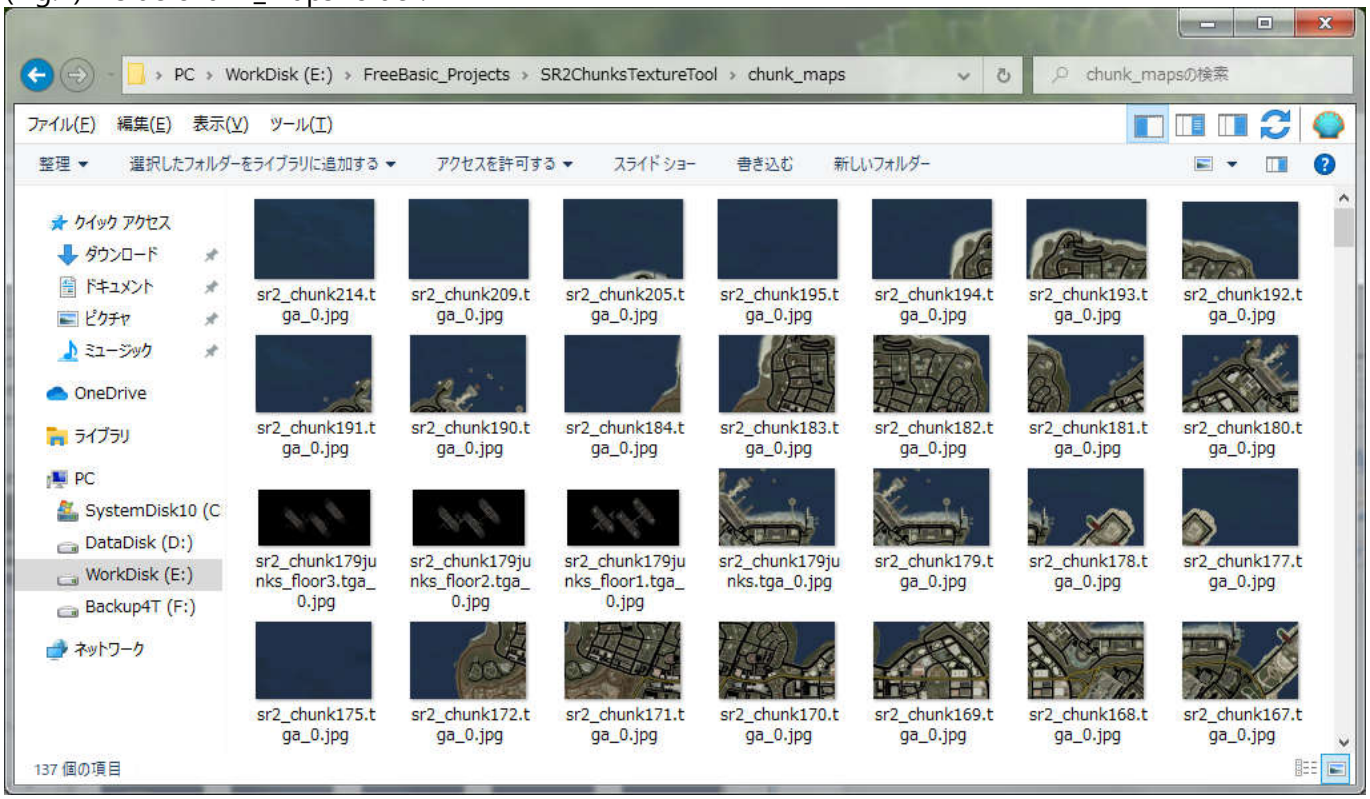
(Fig.6) Copy new chunks1,2,3 and pegs.vpp_pc to SR2 installed folder.



chunk_maps folder

Map in Saints Row 2 is divided into hundreds of chunks.
Image that is in the chunk_maps folder is for clarity the corresponding actual position and the chunk number.
These images exist only for the purposes of your help.

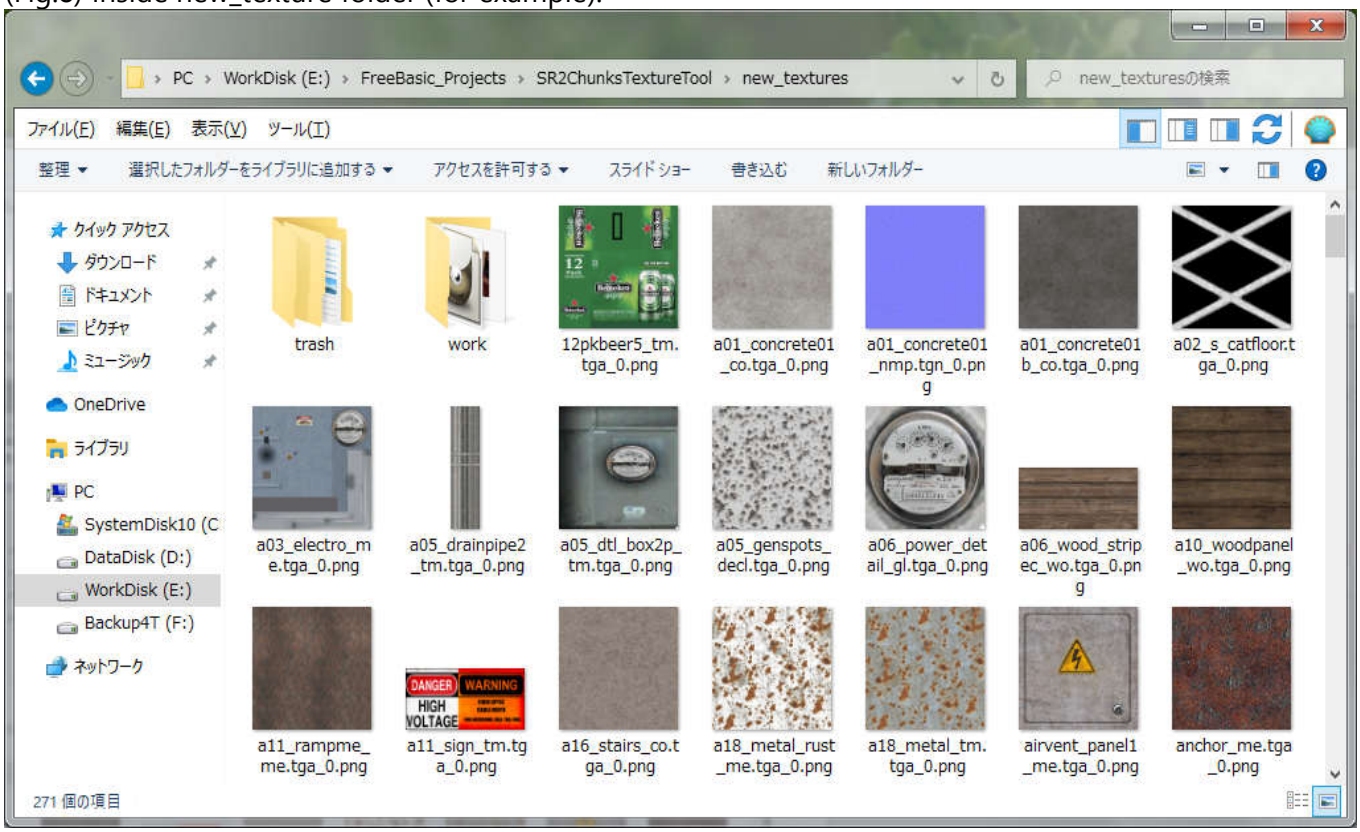
(Fig.7) Inside chunk_maps folder.



new_textures folder

Place the new texture image for replacement in this folder. Texture image must be in png format. When you generate a new chunks*.vpp_pc and pegs.vpp_pc, only png image files in this folder are referenced. Other files and folders will be ignored except “trash” folder.

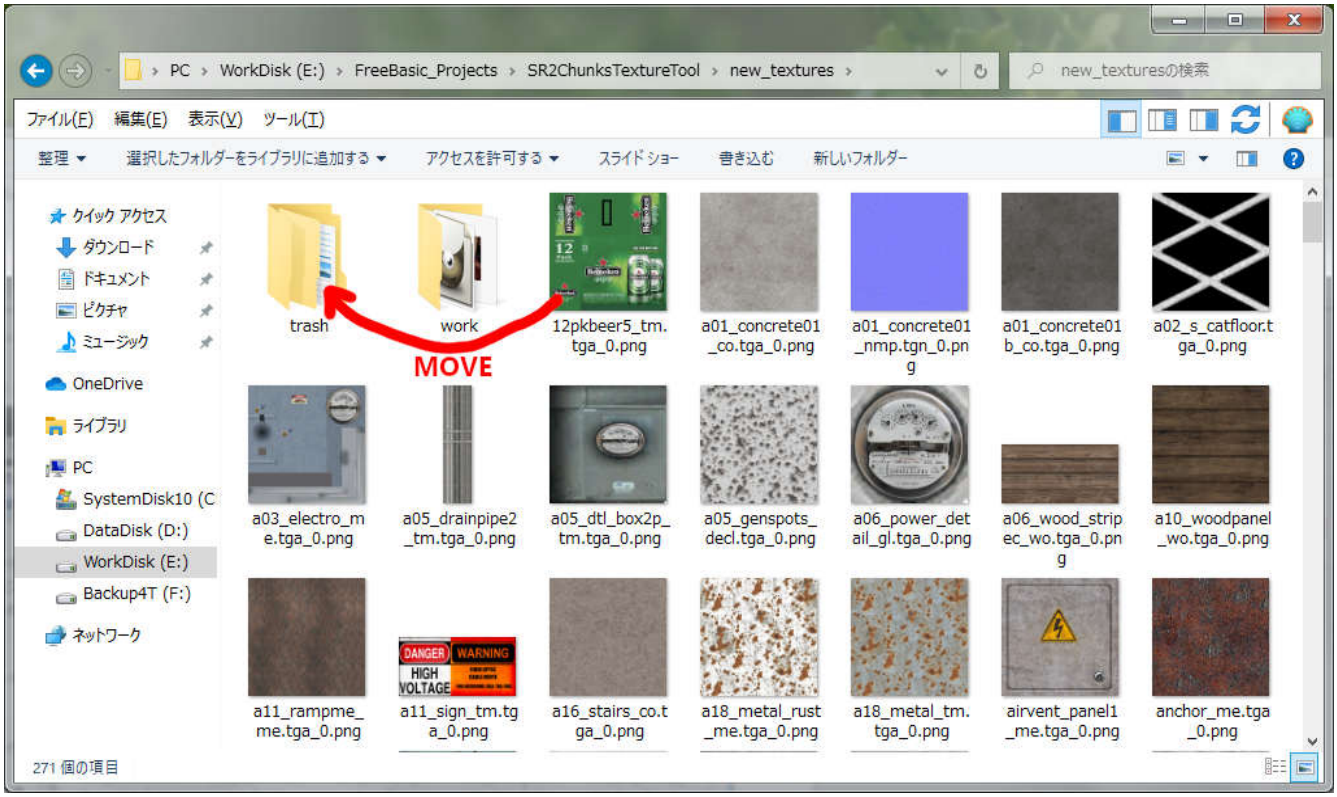
(Fig.8) Inside new_texture folder (for example).



How to restore replaced texture to the original one.

You can restore the replaced textures to the original one.
SR2ChunksTextureTool makes a backup of the original texture files when you replaces to the new texture.
If you want to restore the original texture, move the unnecessary texture file to the "trash" folder. (See Fig.9)
Then start SR2ChunksTextureTool to rebuild new vpp_pc files. Files in the trash folder is moved to the "trash\recycled" folder when the process is completed and these textures return to original one.

(Fig.9) Move unnecessary texture file to trash folder.



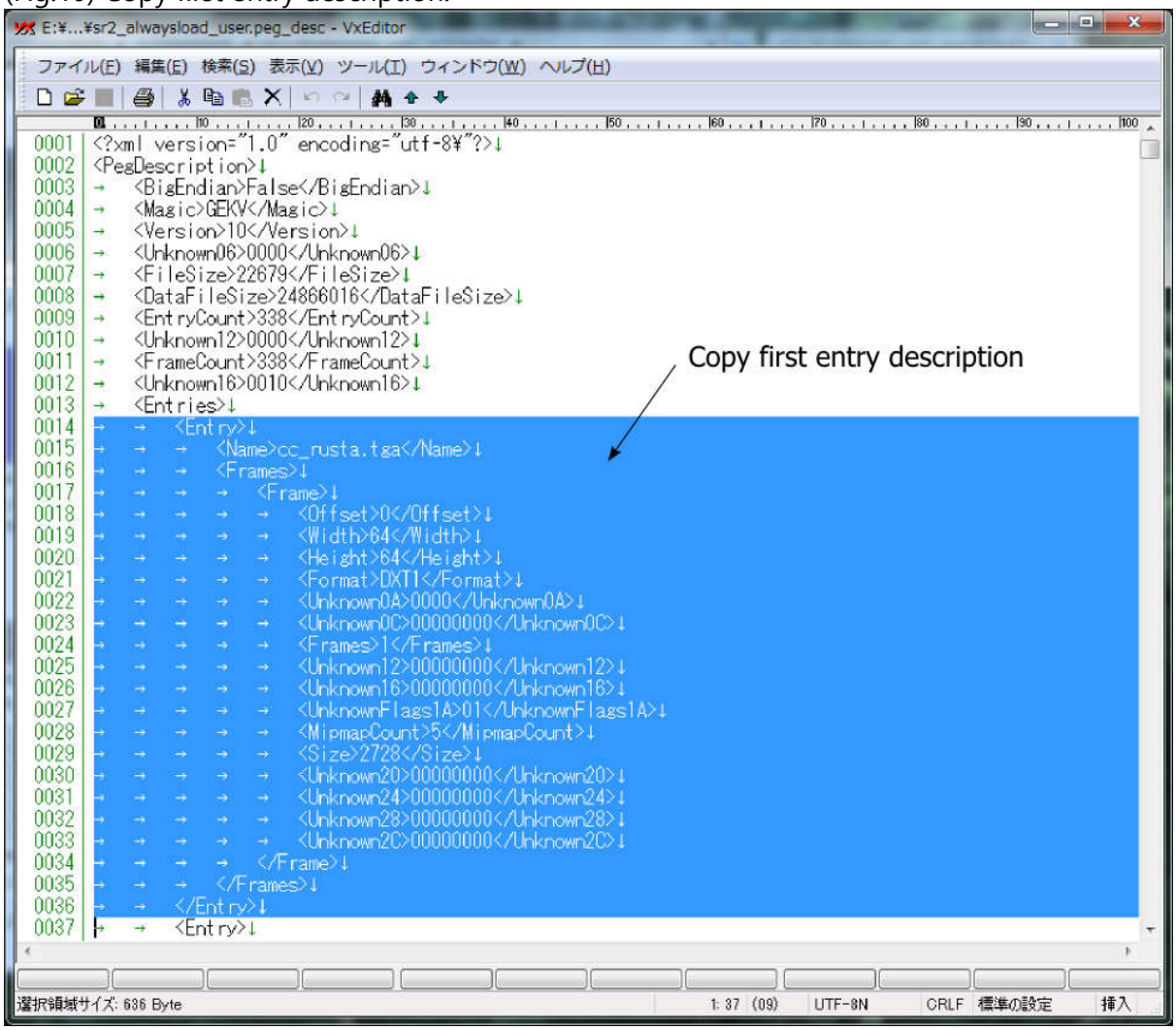
Chapter 4.

How to quickly test a new texture.

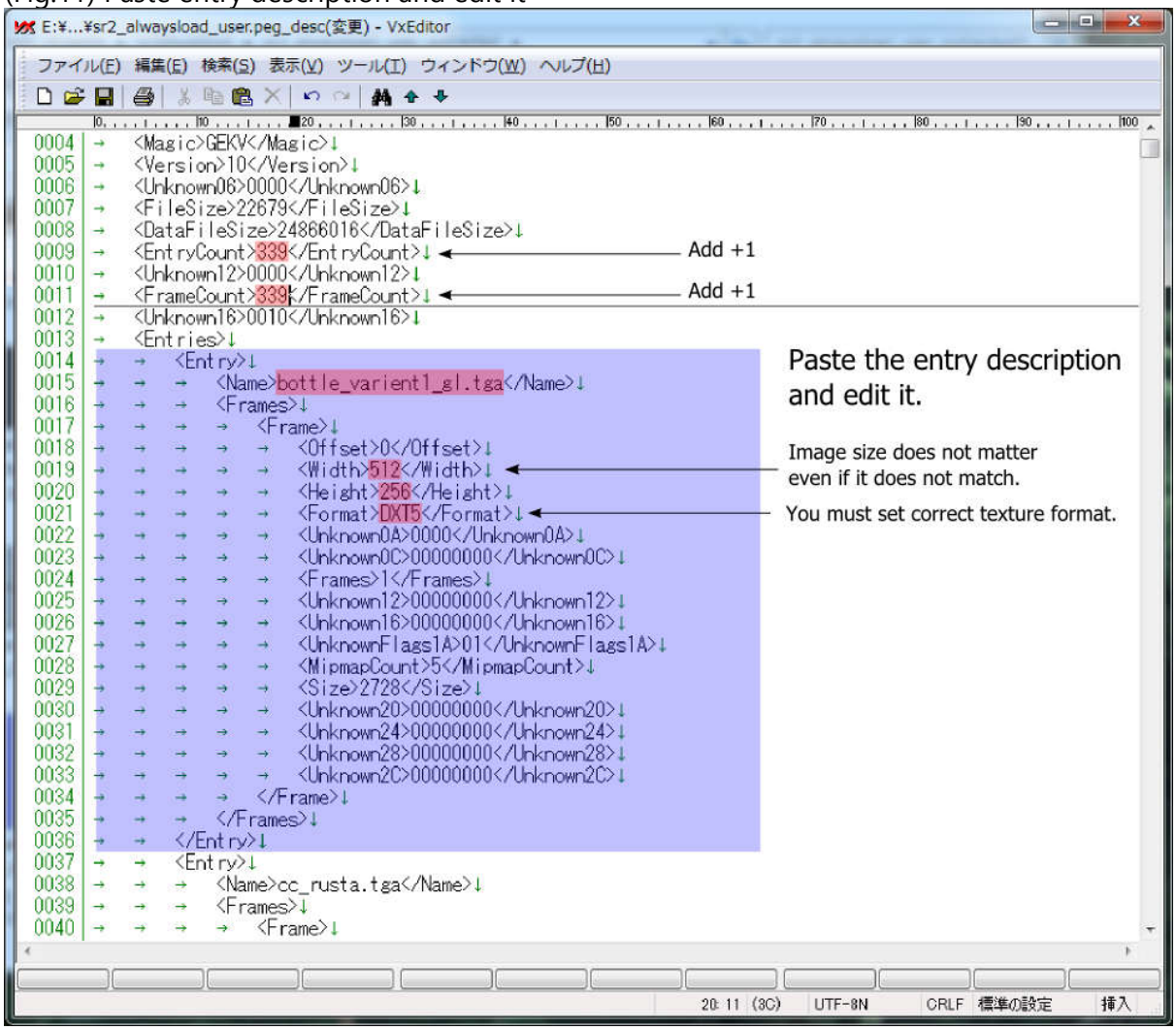
Use SR2PegTool.exe for extract textures in the sr2_alwaysload_user.gpeg_pc file. The extracted files are stored in the sr2_alwaysload_user_extracted folder. For details, see the SR2PegTool manual.

Since it takes a considerable amount of time to perform the sr2chunktool.exe, to use for the purpose of a test of the new texture it is not realistic.
To quickly perform a test of the new texture can be achieved by adding the "sr2_alwaysload_user_extracted" folder that texture. (You can add multiple textures)
However, only by adding a texture file is not reflected in the game. You need to add a new texture file to an entry by editing the sr2_alwaysload_user.peg_desc file.
The procedure of adding bottle_variant1_gl.tga_0.png texture image as an example are shown below.
1.Copy the texture image file to the sr2_alwaysload_user_extracted folder.
2.Open sr2_alwaysload_user.peg_desc file in a text editor, then copy first entry. (See Fig.10)
3.Paste the entry and edit it. (See Fig.11)

(Fig.10) Copy first entry description.



(Fig.11) Paste entry description and edit it



Rebuild sr2_alwaysload_user.g_peg_pc and sr2_alwaysload_user.peg_pc files with SR2PegTool.exe. Then integrate these files to the patch.vpp_pc file and copy new patch.vpp_pc file to Saints Row 2 installed folder. You can do this process with the GOTR or the SR2ModManager.
When the test of the new texture is complete, move the texture file to the "new_textures" folder.
You don't forget to undo the changes you have made to the sr2_alwaysload_user.peg_desc file. Also you must rebuild sr2_alwaysload_user.g_peg_pc, sr2_alwaysload_user.peg_pc and patch.vpp_pc files.

2020/11/22
Masamichi Kirikae

Version History

2020/11/22
Version 1.28
Use sr2pegtool v1.28 engine.
Improved user interface and streamlined code.
Update texconvert.exe to version 2020.11.12.1.

2020/06/22
Version 1.271
Fixed a bug that the original vpp_pc files were not copied automatically.
Fixed some bugs in the Make - Abort Processing menu behavior.

2020/06/18
Verson 1.27
Made it possible for the user to cancel while replacing the texture.
Use the sr2pegtool v1.27 engine.

2020/01/21
Version 1.26
Use the sr2pegtool v1.26 engine.
Microsoft's DirectXTex/texconv.exe is subject to the terms of the MIT License.

2019/11/06
Version 1.25
Use the sr2pegtool v1.25 engine.
Changed to Windows GUI interface with Win32Api.
Implemented compression and decompression of vpp_pc files.

2019/08/04
version 1.24
Fixed the problem that the exe file needs external dll files.

2019/05/18
version 1.23
Fix the problem that the program does not work properly if the installation path contains space characters.

2018/04/13
version 1.22
Use the sr2pegtool v1.22 engine.

2017/07/10
version 1.21
Use the sr2pegtool v1.21 engine.

2016/05/22
version 1.106
From this version, no longer need to download huge files from Google Drive.
sr2chunktool is using the same module as the sr2pegtool. You can specify a mipmap generation options in the ini file, but please do not change the setting because it has become the optimum settings.
Please use the sr2chunktool after reading the user's manual.

2016/01/10
version 1.021
Now sr2chunktool works without sr2pegtool.
Some useful new feature.
Many optimization.

2015/08/10
version 091.1
First Release