

[tCS]

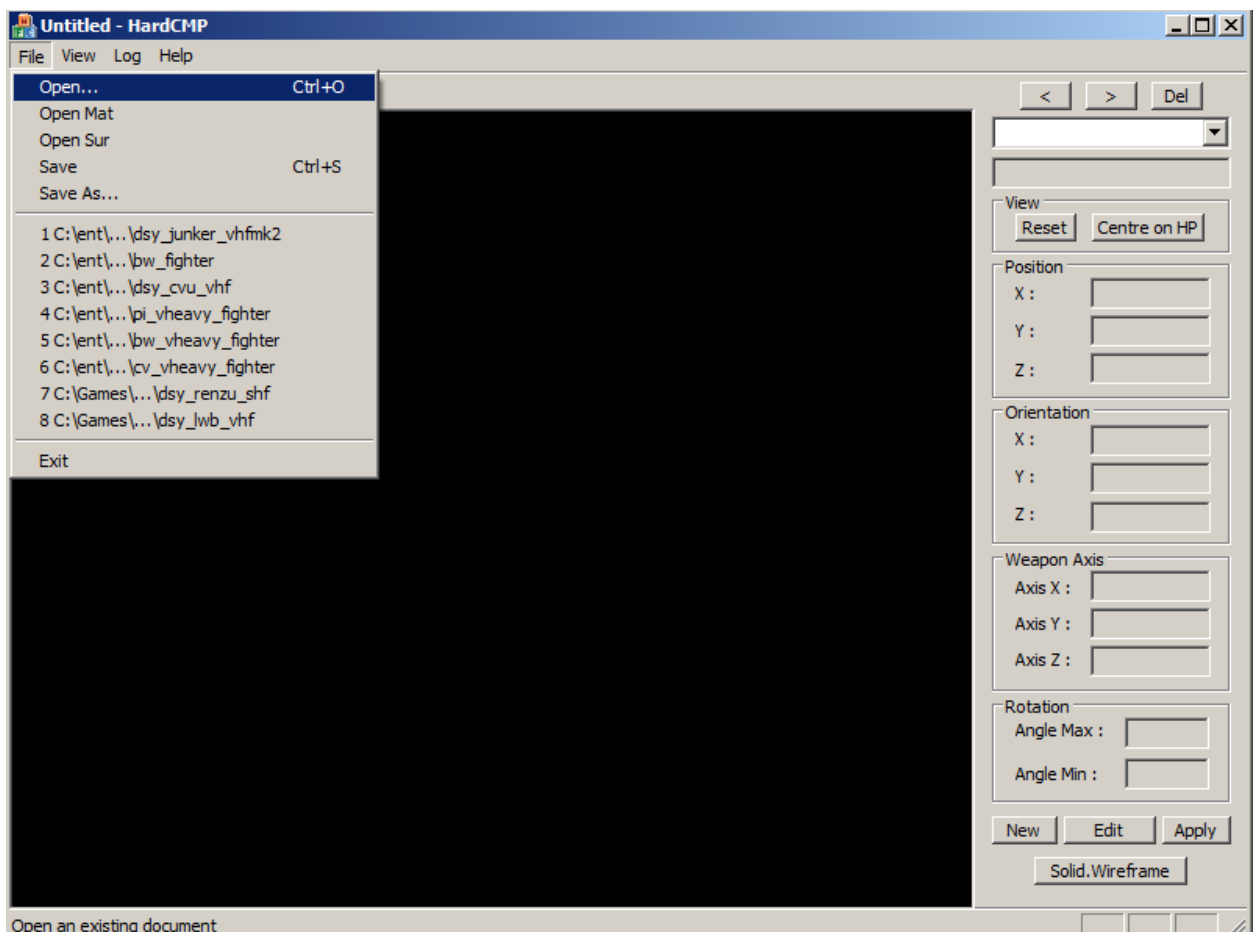
# Minor HardCMP guide

*This document describes the possibilities of HardCMP utility, which allows you to browse any ship, equipment and asteroid models, in other words, everything that has any model for Freelancer. It also allows one to edit ship hard-points, however here we'll be using it as a browser exclusively. As an example we'll take a look at the comparison between such ships as Sabre and Odin.*

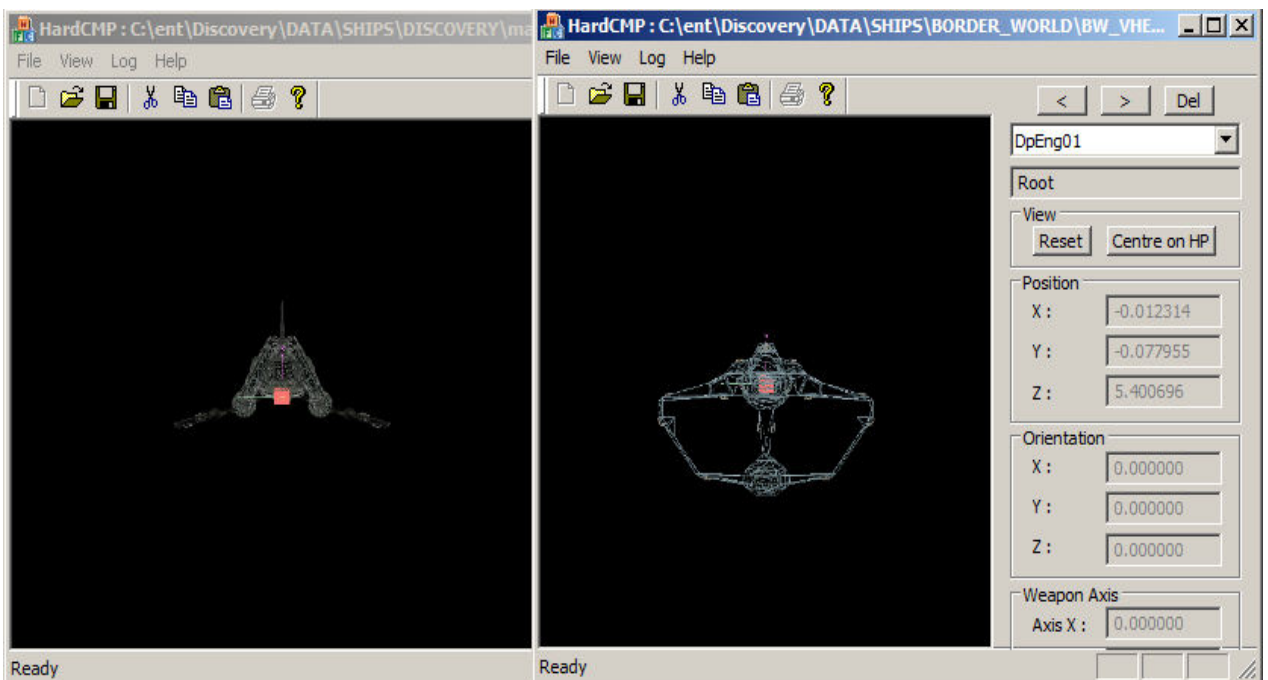
## 1) Preparations

- HardCMP can be downloaded [here](#).
  - Install the utility anywhere you want, launch it. Keep in mind that you can launch as many instances of HardCMP as you want, we'll be using that for easier visual perception.

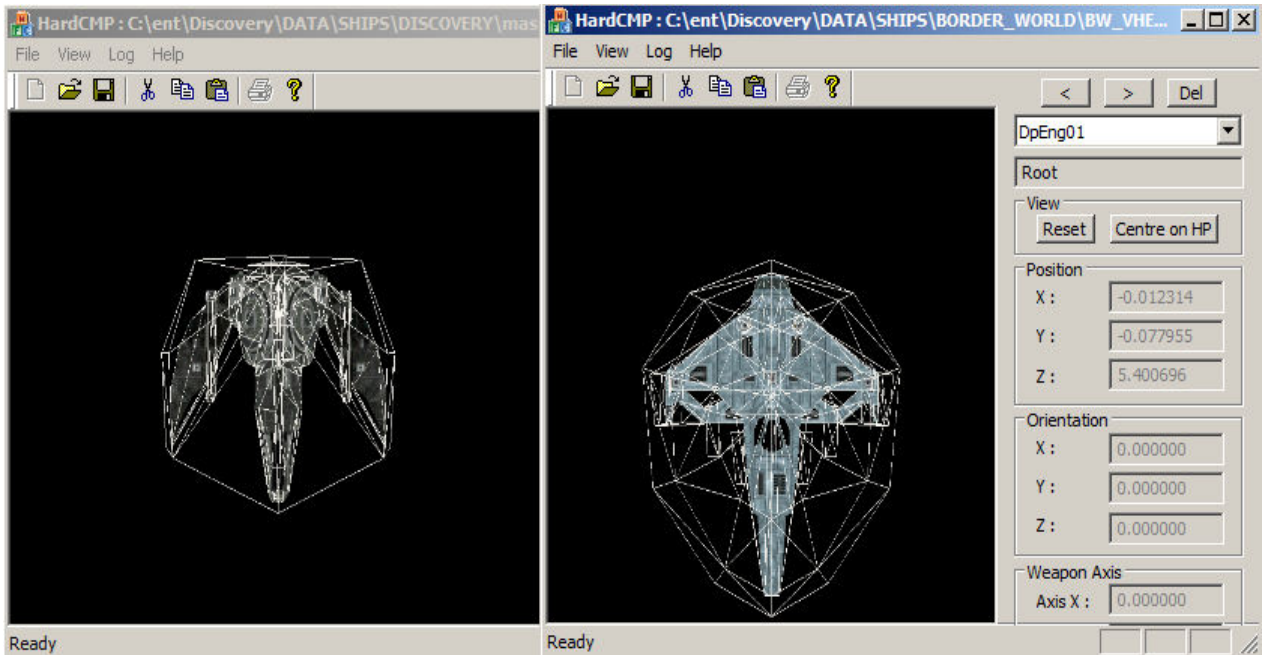
## 2) Browsing the models



- All the models are stored at %Your\_Discovery\_Folder%/DATA/
  - Lets locate where Sabre's model is. Click "Open..." at the "File" tab, as shown above, then locate %Your\_Discovery\_Folder%/DATA/SHIPS/BORDER\_WORLD/BW\_VHEAVY\_FIGHTER/bw\_vheavy\_fighter.cmp, open it.
  - Open another instance of HardCMP, locate Odin's model with %Your\_Discovery\_Folder%/DATA/SHIPS/DISCOVERY/massdriver/dsy\_odin
- Place the windows close to each other, see what are the results:



- For the appropriate looks of models we should first press W to enable textures for them, then H to remove the hardpoints cube, as an option S for showing the shield bubbles.
- A/Z can be used for increasing/decreasing the brightness, B for changing background color (black/white).
- You can manually rotate the models by yourself, or use keys from 1 to 8 for different pre-set angles.
- Lets see how both Sabre and Odin look from the top with shield bubbles on. For each of them we press W and H once, then 2 and S.



- Now you know the basics of using HardCMP. Open as many models as you like at once, compare them from different angles, make sure you don't accidentally zoom in/out any models, for the sake of preserving the original size.

*Thanks for reading.*

*Sincerely Yours,*

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