

# Saints Row 2 chunks texture replacement tool user's manual version 1.271

## Chapter 1.

### How to install/uninstall SR2ChunksTextureTool version 1.271

#### Install

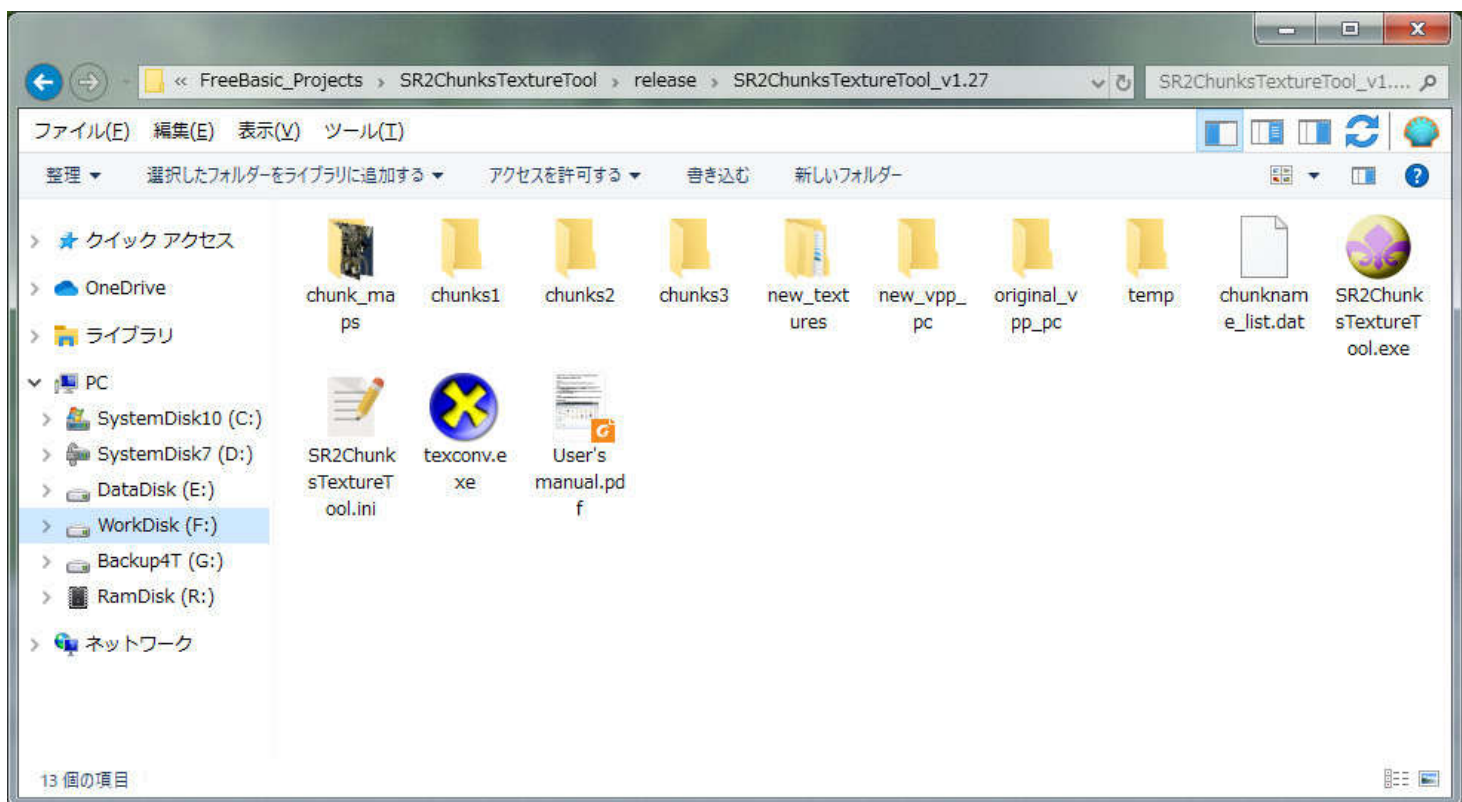
1. Unpack SR2ChunksTextureTool\_v1271.zip. You will get "SR2ChunksTextureTool\_v1.271" folder. Delete sourcecode\_v1271.zip if you do not need the source code.

2. Place the "SR2ChunksTextureTool\_v1.271" folder to wherever you want. However, to place on the system disk (C:) is not recommended.

#### Uninstall

Just delete the "SR2ChunksTextureTool\_v1.271" folder. SR2ChunksTextureTool.exe not use registry.

(Fig.1) Inside Folder



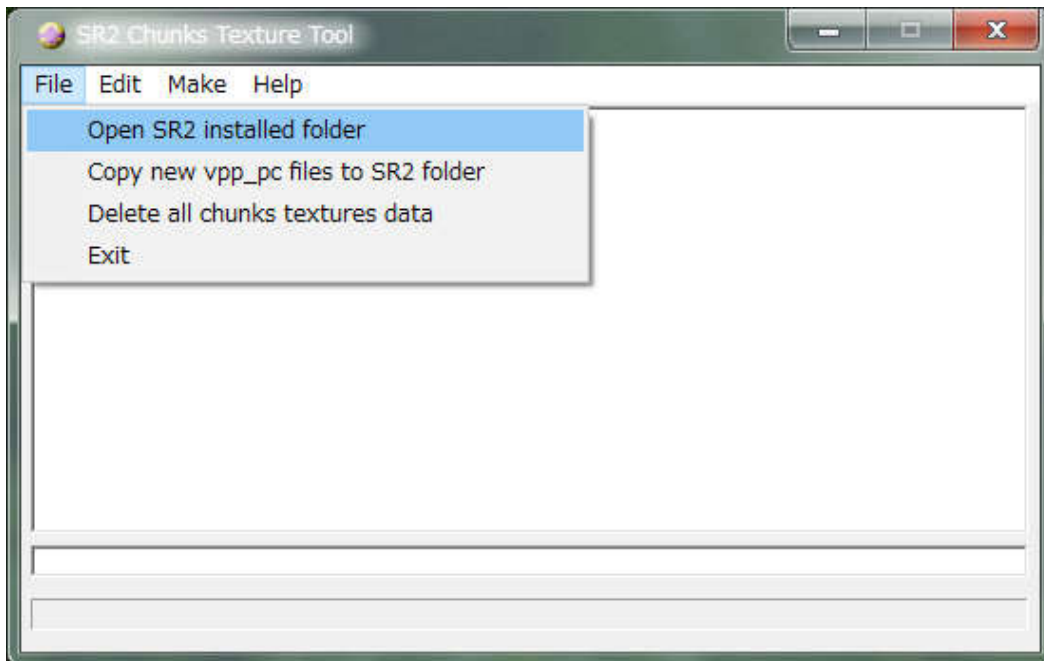
## Chapter 2.

### 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.

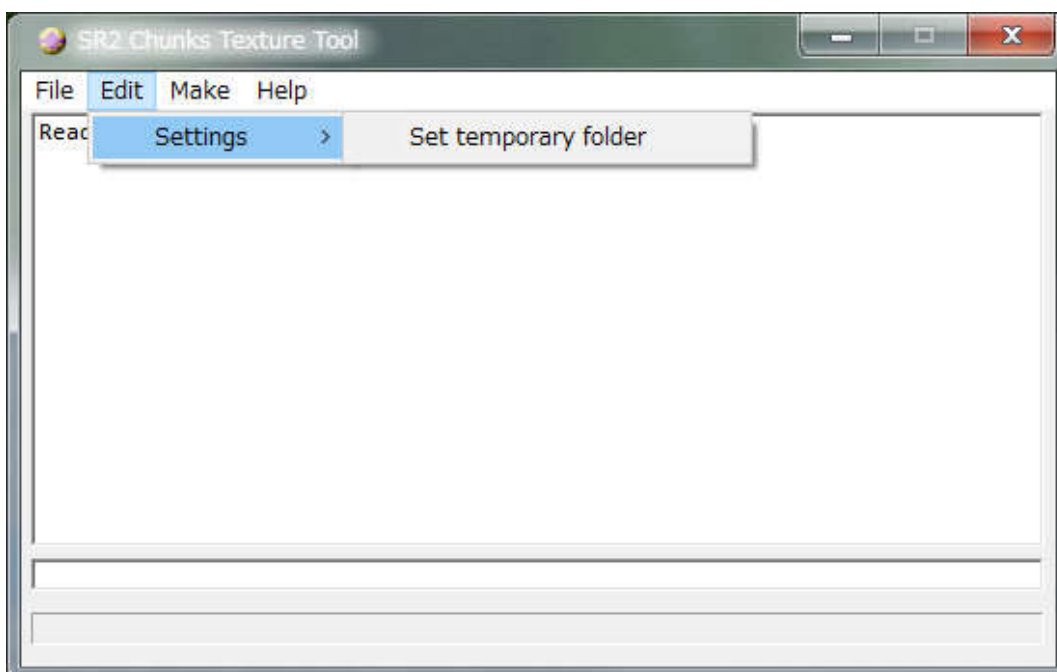
(Fig.2) File menu



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. The ram disk size must be at least 4GB.

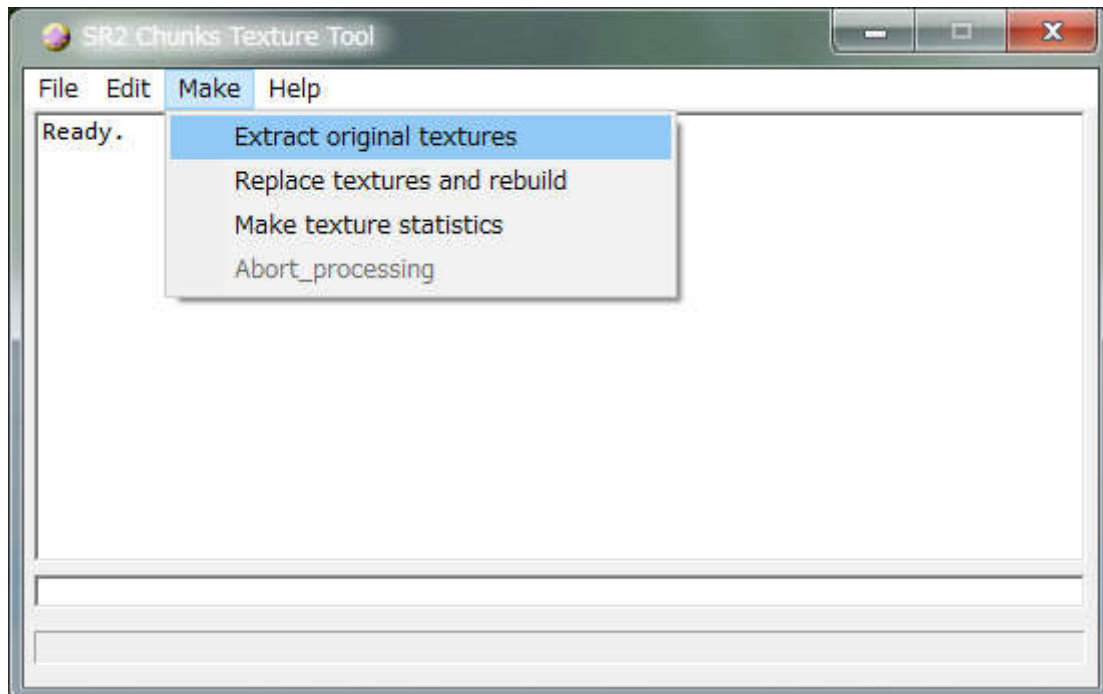
The default setting is to use the “SRChunksTextureTool\_v1.26¥temp” as temporary folder. If you do not use a RAM disk, the above operation is not necessary.

(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).

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



## Chapter 3.

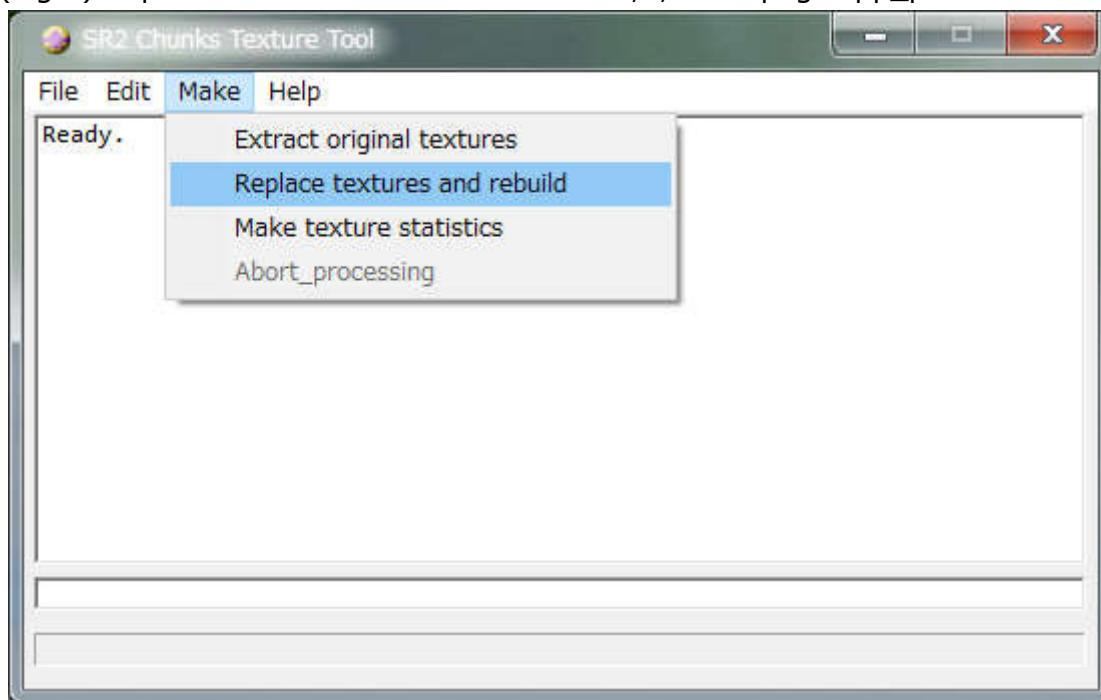
### Replace textures in chunks\*.vpp\_pc files and rebuild.

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

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.

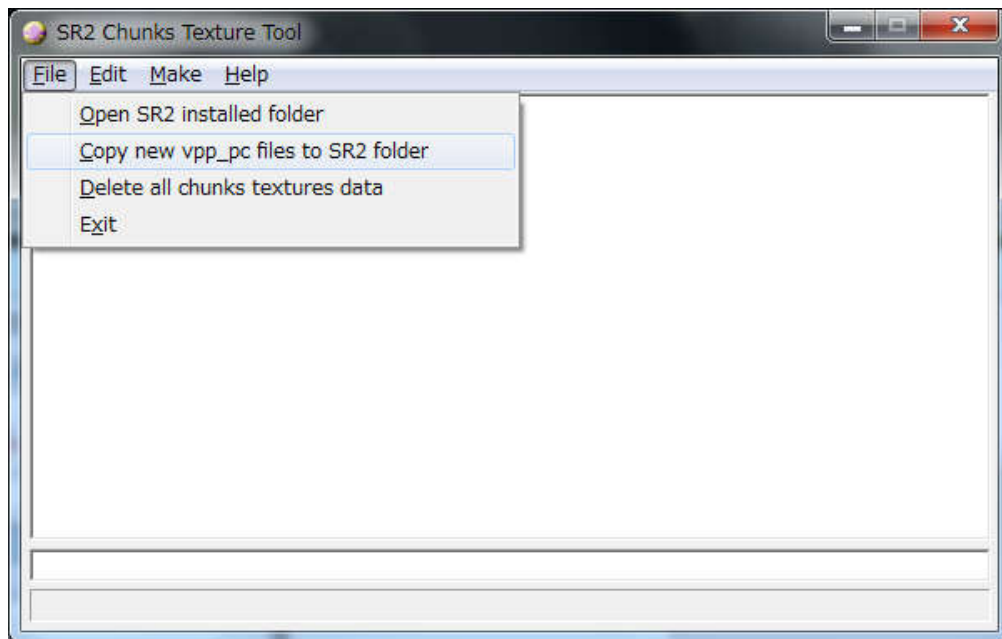
If you want to cancel the processing for some reason, select "Abort Processing" from the menu. Please note that "Abort Processing" is valid only when "Replace textures and rebuild" is running.

(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.



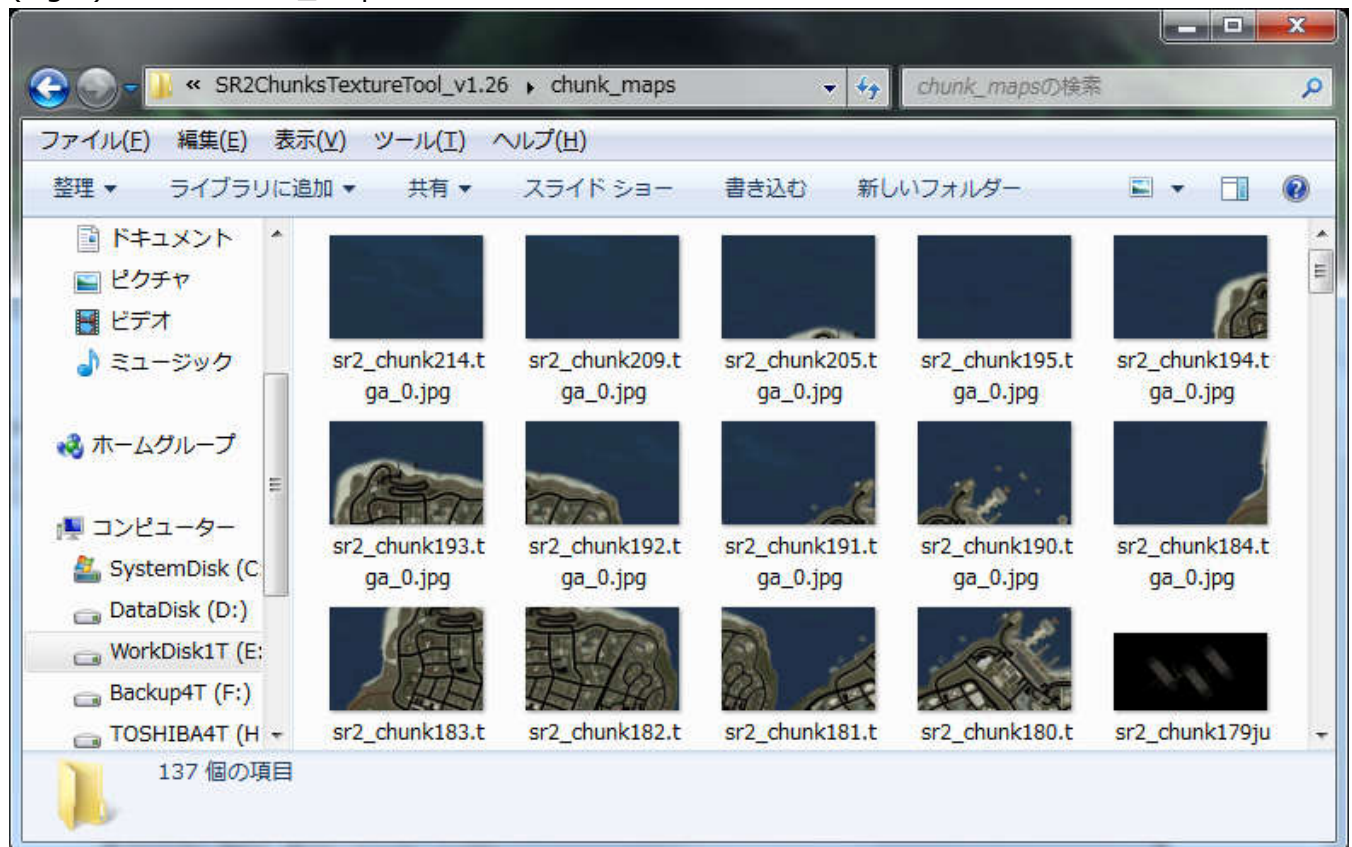
## chunk\_maps folder

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.

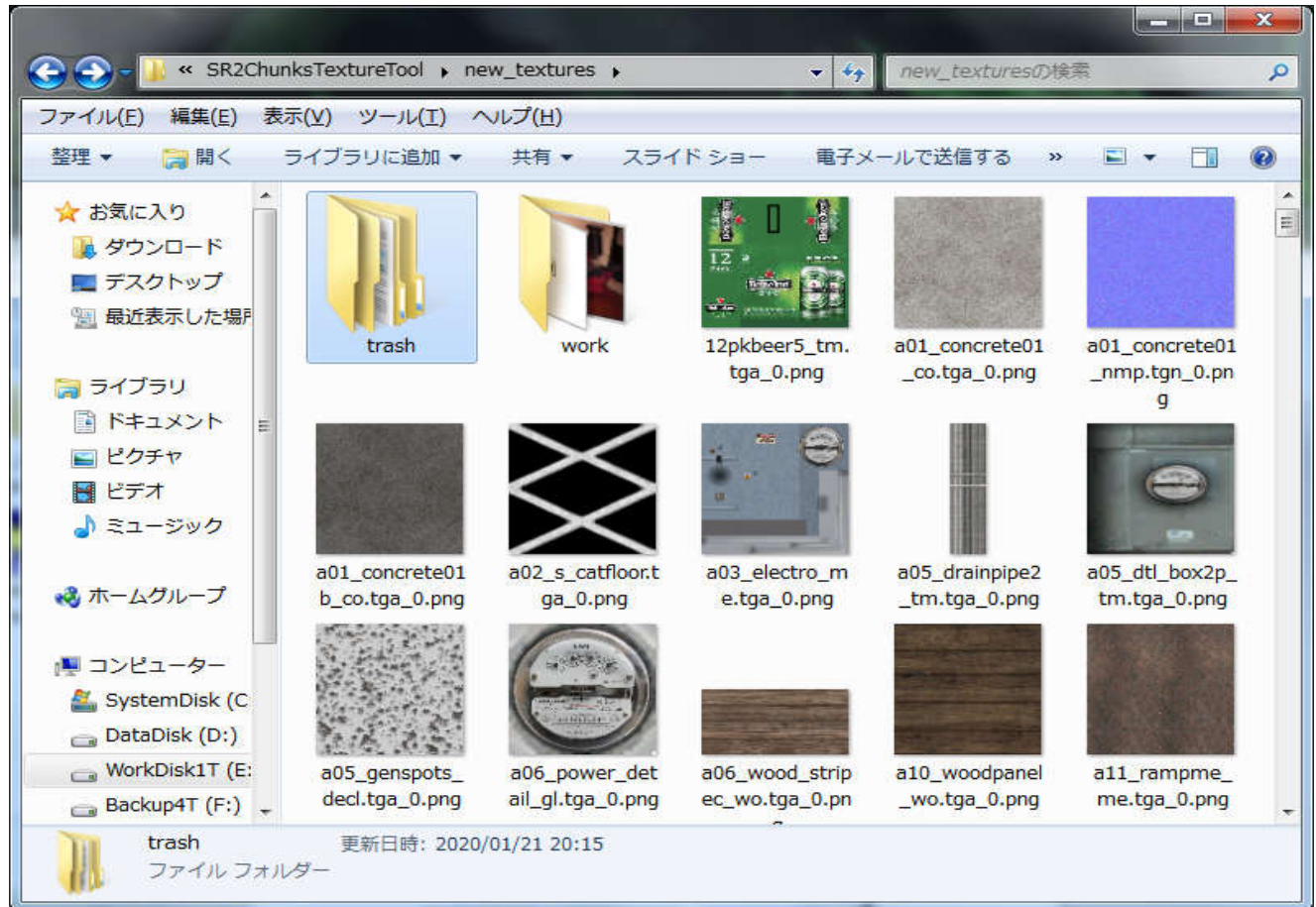
(Fig.7) Inside chunk\_maps folder.



## 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.

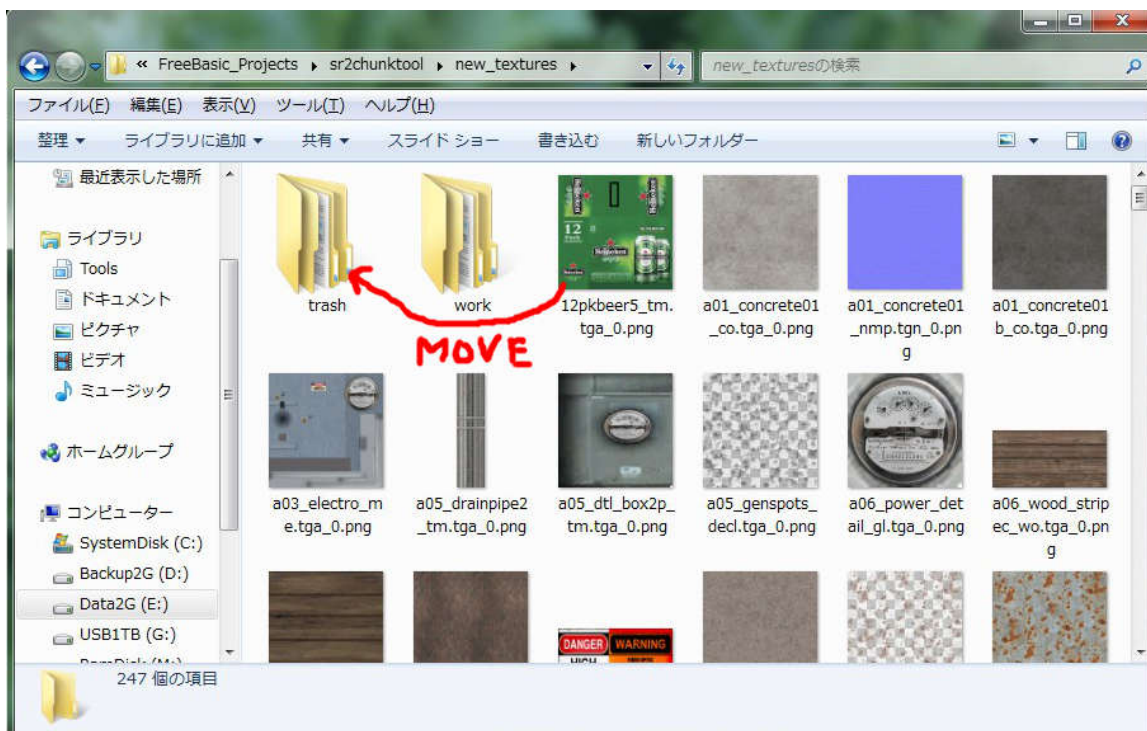
You can restore the replaced textures to the original one.

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 `sr2_alwaysload_user_extracted.gpeg_pc` and `peg_pc`.

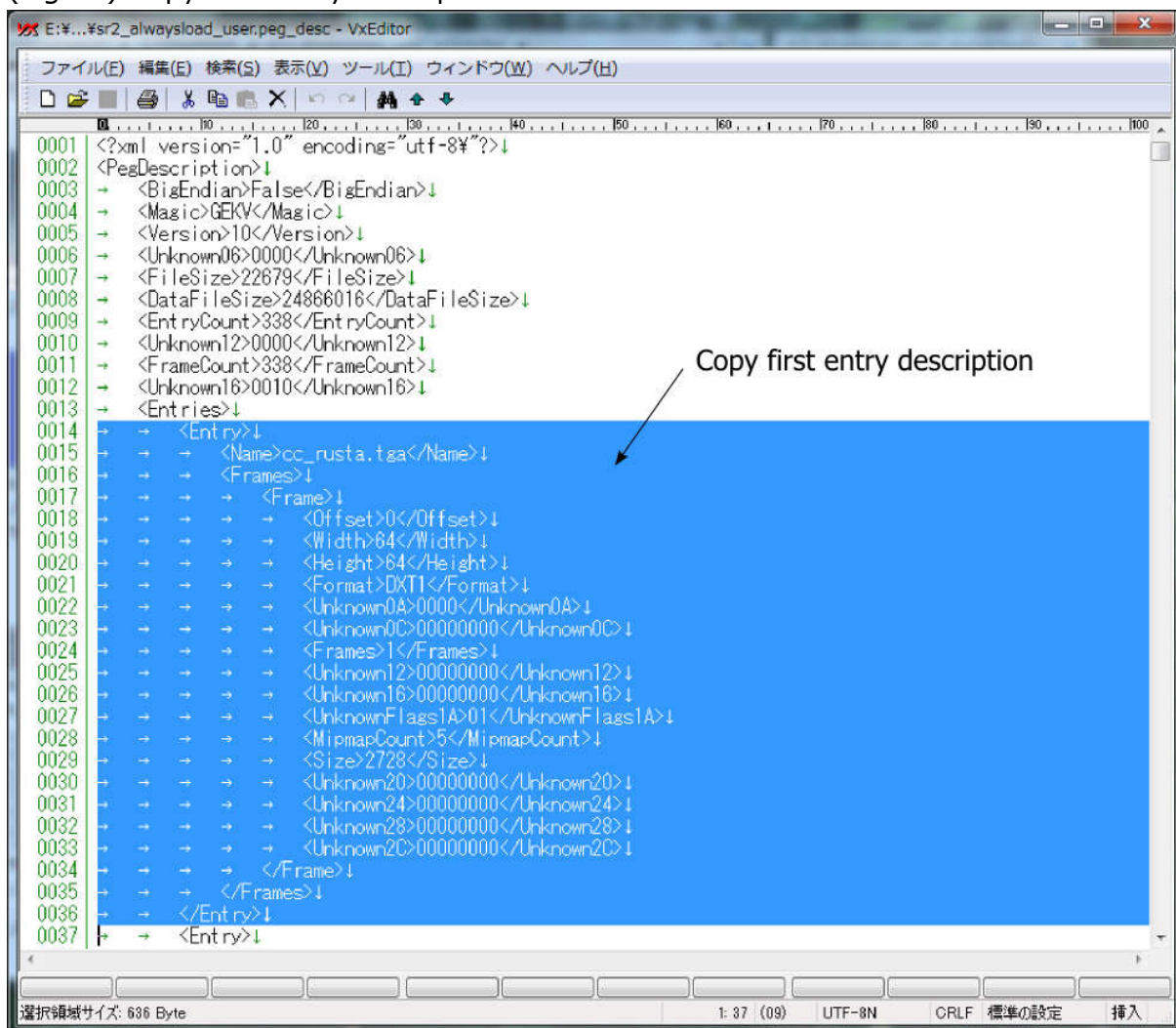
Since it takes a considerable amount of time to perform the `sr2chunktool.exe`, to use for the purpose of a test of the new texture it is not realistic.

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.

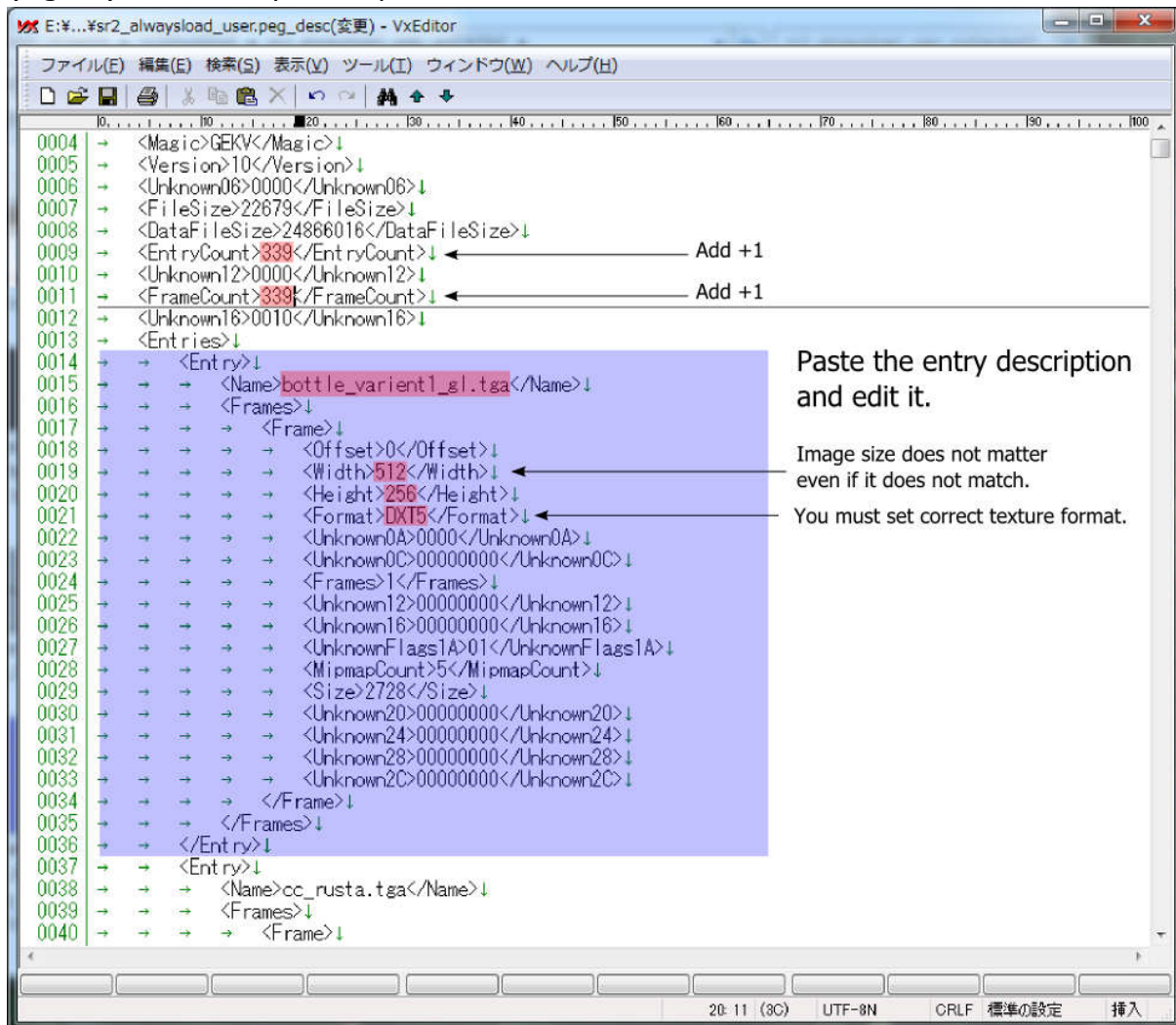
The procedure of adding `bottle_variant1_gl.tga_0.png` texture image as an example are shown below.

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 GOTR or 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.

## Version History

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

Version 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