3D Exporter - MAX2RSD V1.0Beta
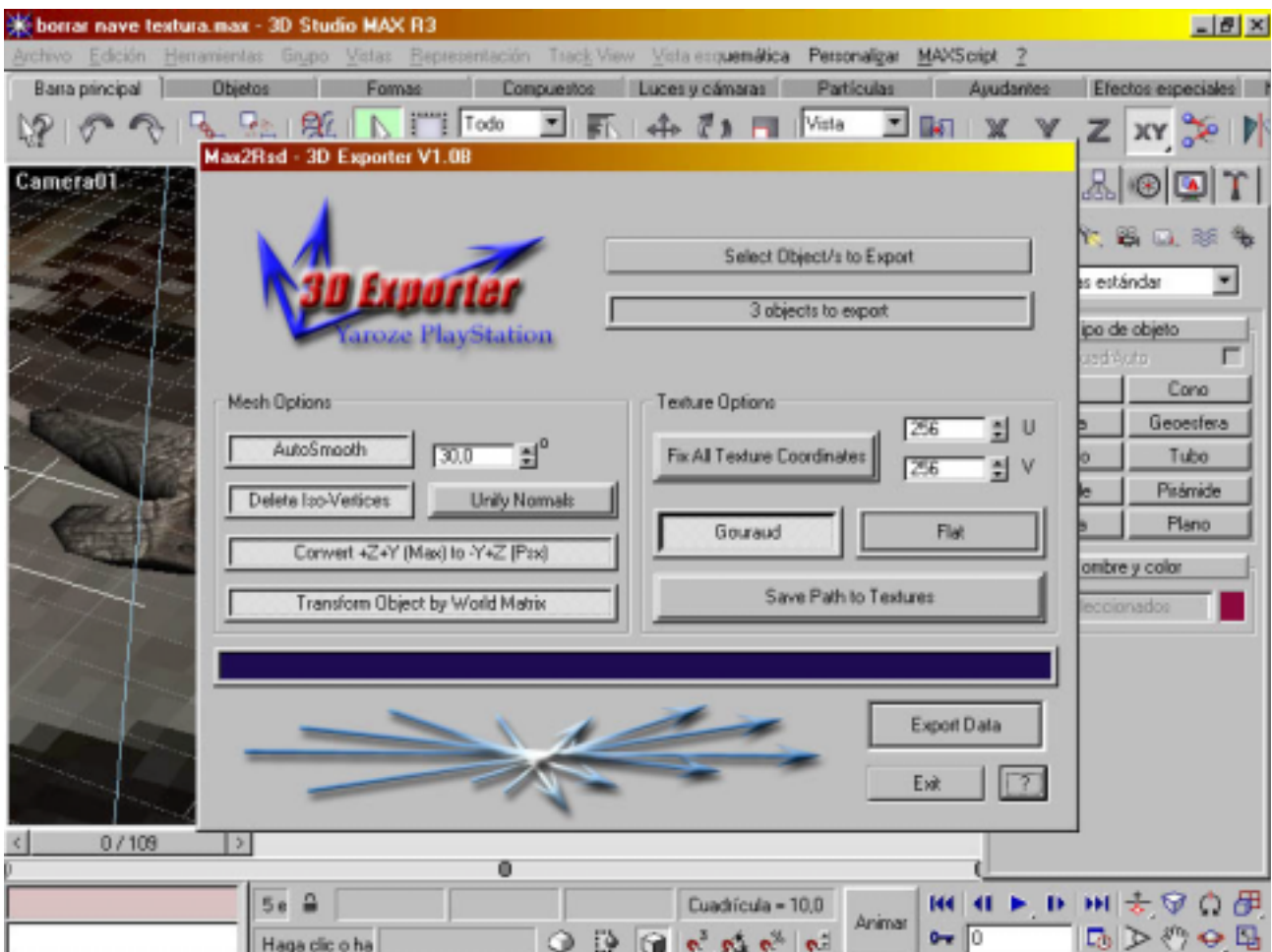
3D Studio MAX 3.x Exporter Plug-In

© 2001 F Javier Ventoso Reigosa

Freeware – Only for Net Yaroze Members

http://www.netyaroze-europe.com/~javier

Notes:

- Supported Materials: *Standar* or *Multi-SubObject* (set texture in *Diffuse*).
- This *Beta* version doesn't export vertices colours, only *Diffuse Textures*.
- *Material ID* (see screenshot 1) will be the index to texture files in .MAT file, if you want to set differents textures to polygons groups then assign a *Material ID* to each polygon group (from 1 to *number_of_textures*).
- If you select more than one object to export, then each object will be exported in a new RSD file (and .MAT, .PLY, .GRP). The files names will be: *name_of_file+object_number.RSD*… A project file (*name_of_file*.PRJ) is created when you export more than one object.
- Exporter write the object name and the *User Defined Property Text* in the RSD file.
- The object/s to export is converted to a *tri-mesh* and if the object is linked to a *Modifier* (as *Wave, Ripple*…) you can select the frame that you want to export (see screenshot 2).
- To install the plug-in; copy **Max2Rsd.dle** to /*Plugins* directory.