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X-Obj-Exporter

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Introduction

Sorry for all mistakes in the English text, we haven't a man who can check out and fix it, so, if you want to help us, you are welcome.

Also this help is not final revision, we will update it.

Fast start

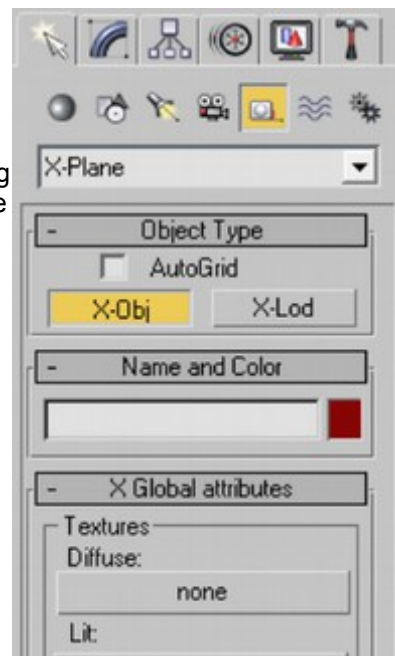
This plug-in has a new conception to make 3DsMax scene and export it.

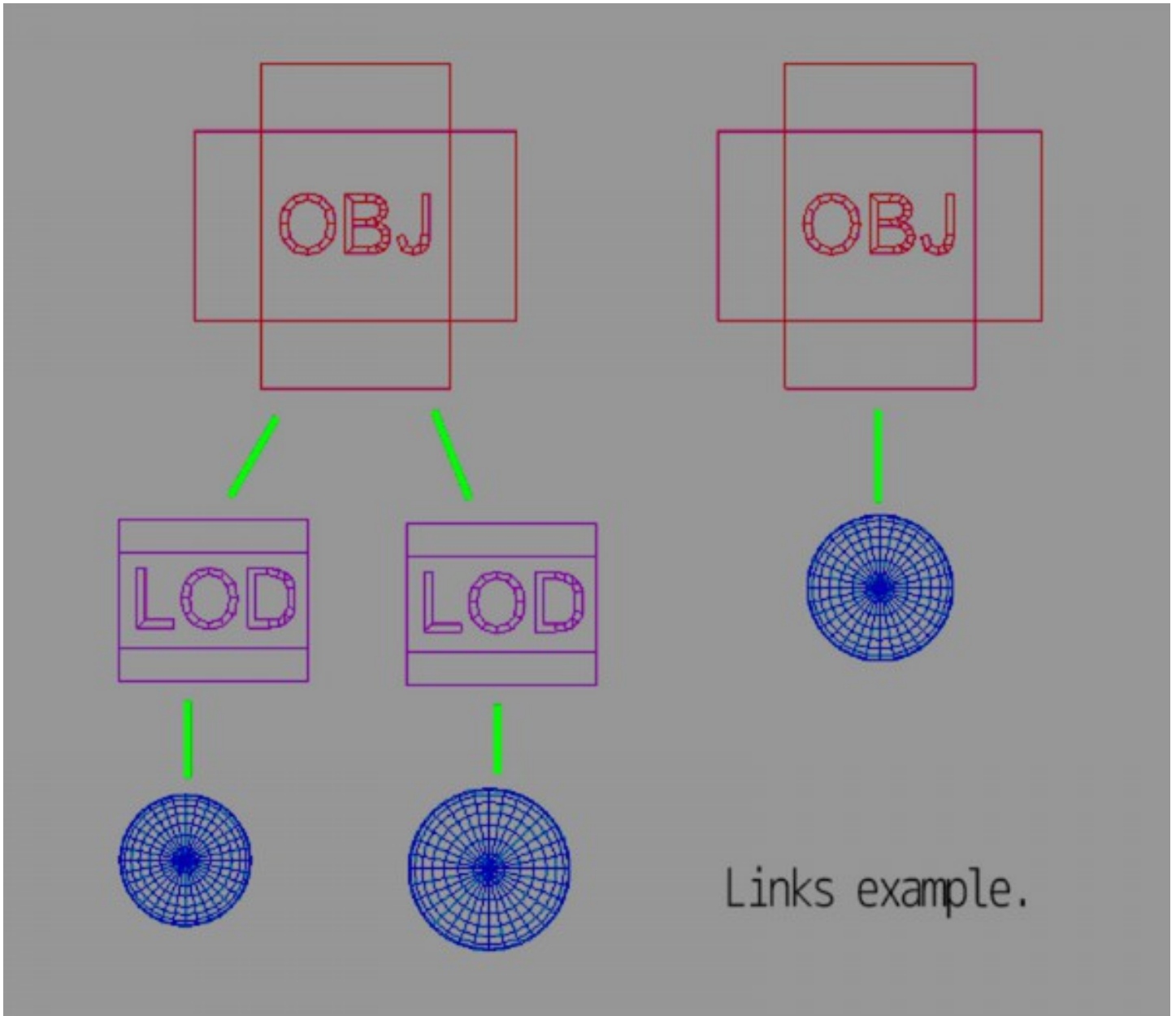
First to know

You must use **system** (not display) **units** as **meters** in the 3DsMax, because "scale" isn't working right now.

There is an object type (X-Obj) in the 3DsMax which is associated with one x-plane obj file and one 3DsMax scene can contains some numbers of that objects. If a scene is containing more than one that object, then exporter will work by batch, and name of the x-plane obj file will be as name that same 3DsMax object.

The objects which need to be exported must be linked to one X-Obj. If you want to use X-Lod you need to link it to X-Obj then link your object to the X-Lod. Look at the image below for example.

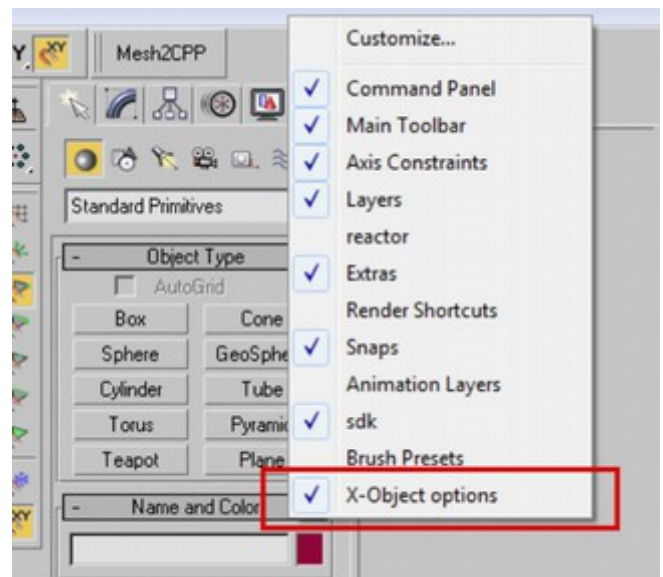




Also you need to open the window for adjustment objects of the scene. This window is dockable left/right sides.

Right click by empty place on upper toolbar and check "X-Object options."

Some parts of the UI like in the previous version of the plug-in. So, read help of the previous plug-in too.



There is the log window which will be opened when you did some mistakes in adjustment of the objects.

