

# Max to Vue Exporter

Please note that e-on software provides this utility as a service to its customers. This utility is not a supported product. It is possible that this exporter will fail to export certain files, or even generate files that may cause disruption of Vue operations.

Use of this exporter utility requires a valid license of Vue 8 Infinite or xStream, and is subject to the terms and conditions of the Vue 8 Infinite and xStream End User License Agreement.

## Compatibility

The Max to Vue exporter is compatible with Max from version 7 to 2010.

## Installing

Installation of the Max to Vue exporter plug-in is very easy: simply copy all the files in the archive into the **3DSMax\Plugins\** directory and restart Max (if it was open).

## Exporting from Max

Before attempting to export models from Max, please ensure the following:

There are **no nodes that have the same name**. Names can be case sensitive, so a node named "Object" is not the same as "object".

- There are **no materials with the same name**.
- All nodes you want to export are **unhidden**, so they appear inside the view ports of 3D Studio Max.
- All **nodes that act as bones** (or parts that you don't want to be rendered or visible inside Vue) should be tagged as **non-renderable**. This can be done by checking the properties of a node and making sure that the checkbox named "Renderable" is unchecked.
- There are **no objects that have a Skin or Physique modifier below a Mesh Smooth modifier**. The Skin or Physique modifier must always be on top of the modifier stack. At least above modifiers that adjust or tessellate the mesh.
- The materials used are only **standard** or **multi/sub materials**.
- You have **no cameras or lights** in the scene (unless they are part of the model).
- You did not animate anything else than **position, rotation** or **scale**.

Once you've checked all of the above, you can proceed with export; it is recommended that you do an **unhide all** before exporting (and delete any cameras and lights that become visible). Activate the exporter by selecting the **File | Export** menu command inside 3D Studio Max. Select **VOB** for the file format and enter the name of the file. Press the **Save** button. The *Max to Vue Exporter* dialog appears.

Please note that the exported object will appear inside the Vue browsers with a default description and preview.



# Max to Vue Exporter Dialog

Following is an explanation of the different settings found in this dialog:

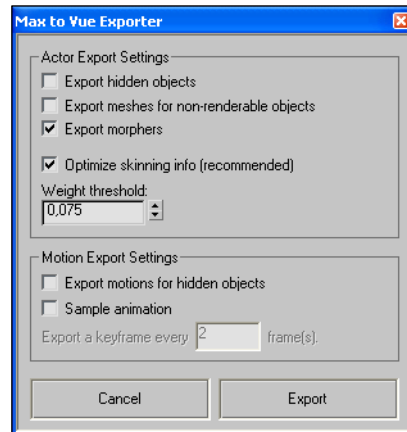
**Export hidden objects:** Enable this option if you want to export hidden objects as well.

**Export meshes for non renderable objects:** Enable this option if you want to export mesh geometry for objects that have the "Renderable" option disabled in the Max object properties panel.

**Export morphers:** Enable this option if you want to export morphers (not supported in Max 7 and 8).

**Export hidden object animation:** Enable this option if you also want to export animation information for hidden objects.

**Export a keyframe every [n] frames:** Specifies the sample rate at which animation data is sampled from Max. This means that position/rotation/scale is sampled every [n] frames in 3D Studio Max. A sample rate of 1 would export a position/rotation/scale at each frame inside 3D Studio Max. Sample rates of 2 will be sufficient in almost all cases. Objects that are not animated won't be sampled.



## Unsupported Max Features

Please note that the following features are currently not supported:

- Animated modifiers
- Morphing (for Max 7 and Max 8)
- Changing mesh structure over time (vertex order / edges / faces)
- Linking objects to physiqued nodes (link them to rigid bodies or bones instead)

This list is not exhaustive. Other Max features not listed above may not be supported.

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