Panda DirectX Exporter Tool

The Panda DirectX Exporter Tool is a MAXScript tool that allows you to

- Export all scene objects in one x-file for each object
- Export all selected scene objects in one x-file for each object
- Export the animation frames for the selected object in one file for each frame (e.g. to use it for a vertex morph animation)

using the Panda DirectX Exporter Plugin written by Andy Tather.

How to install

Copy the provided file *pandaxtools.ms* into your *3dsmax/scripts/startup* folder.
To use it you can now choose *Customize UI* from the main menu and put it either into the main menu or as a button into any MAX tool bar. You'll find it in *Category* under *PandaTools*.
I put it into the main menu bar under *File* below the Export items, because I found it useful there.

The Script works with 3DS Max 6 and 7, and it should work with 3DS Max 8 as well.

How to use

After clicking on the menu item or button you just added to MAX, the following dialog will be displayed:

Now choose the export action you want to perform:

- **Export All Objects**
  The script exports all scene objects to one file per object
- **Export Selected Objects**
  The script exports the selected objects to one file per object
- **Export Selected Animation**
  The script exports the animation of the selected object to one file per animation frame (selecting more than one object will result that all selected objects will be exportet into a single file per frame, so selecting more than one object is not useful fort his operation)

Animation Range

This option is only available to the *Export Selected Animation* action.
Here you can enter the animation range to export. The files of the animation you exported are numbered and begin with 0001 as suffix, regardless of the selected animation range.
(Example: You export an animation with a range from 10 to 19 and you name it *test* the script will generate ten files named *test0001.x* to *test0010.x*).

Show Panda-Exporter Dialog for first Object/Frame

If this box is checked, the Panda DirectX Exporter Dialog will be shown before exporting the first object/frame. In the dialog you can choose the needed export options which will be used for *all* exported files. (Note: It is not useful to include exporting the animation frames when you have selected the *Export Selected Animation* action.)

Export

Click on export to begin exporting the objects/frames.

Naming the exported Files

If you are using one of the first two export options (*export selected objects* or *export all objects*) the script uses the names you use in max.
Example: The objects **Box01, Box02, Cylinder03** will be exported as **Box01.x, Box02.x and Cylinder03.x**.
By clicking on export a folder browser dialog will be opened where you can choose the target folder to export the files to.

If you are using the *export selected animation* option, a Save as dialog shows up where you can choose the folder and enter a filename which is used for the exporting operation.
The files will get your choosen name with a numbered suffix beginning with 0001.
Example: If you enter the name **myAnim** in the dialog, the first file is named **myAnim0001.x,** the second file is named **myAnim0002.x** and so on.

Troubleshooting

If you have problems that MAX crashes while exporting files, make sure that you have the newest version of Andy Tather's Panda DirectX Exporter Plugin.
Older versions of that plugin may result into random MAX crashes while exporting.

Copying

You can freely redistribute this script, copy it, put it onto book CDs or whatever, as long as you don't claim it is written by you and you include this manual.

Acknowledgement

My thanks go to **Andy Tather**, the developer of this great free export plugin for 3D Studio MAX. If you use the plugin, you should support his work, if you can.

I hope you'll find this small script useful.

Greets,
DomiOh
(January 2nd, 2006)