

# **Racer DOF Exporter for 3D Studio MAX**

**Quick & dirty guide**

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Version: **0.3**

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## **Change log**

**28-08-2010**

- General code refactoring and small optimizations
- Fixed some UI bugs, where sometimes the plugin thinks user canceled the operation right after export was clicked.
- It is now possible to cancel the current export process.
- Plugin verified to work in 3DS MAX 2010 32-bit under Windows 7 64-bit

## Overview

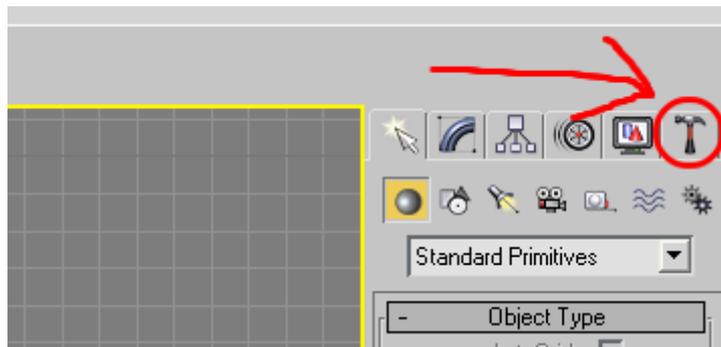
The DOF Exporter plugin for 3DS MAX makes it easy to export your models from MAX to Racer DOF (geometry) files with only a few clicks. The plugin works as a MAX utility plugin. It supports Multi-Sub Materials, which makes it especially useful for many occasions.

## Known bugs and limitations

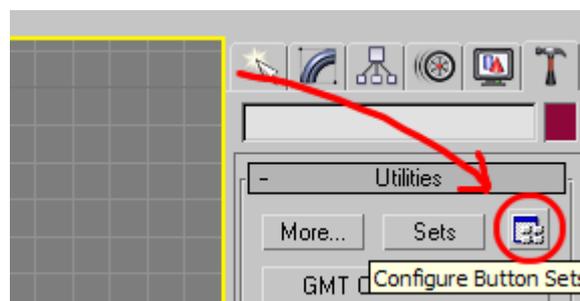
- Plugin has been verified to work in 3DS MAX 7 32-bit under Windows XP Pro SP3 and 3DS MAX 2010 32-bit under Windows 7 64-bit. Untested versions for 3DS MAX 8 and 3DS MAX 9 also included.
- Exporting complex meshes (more than 10000 triangles) takes more time than it should, be patient!

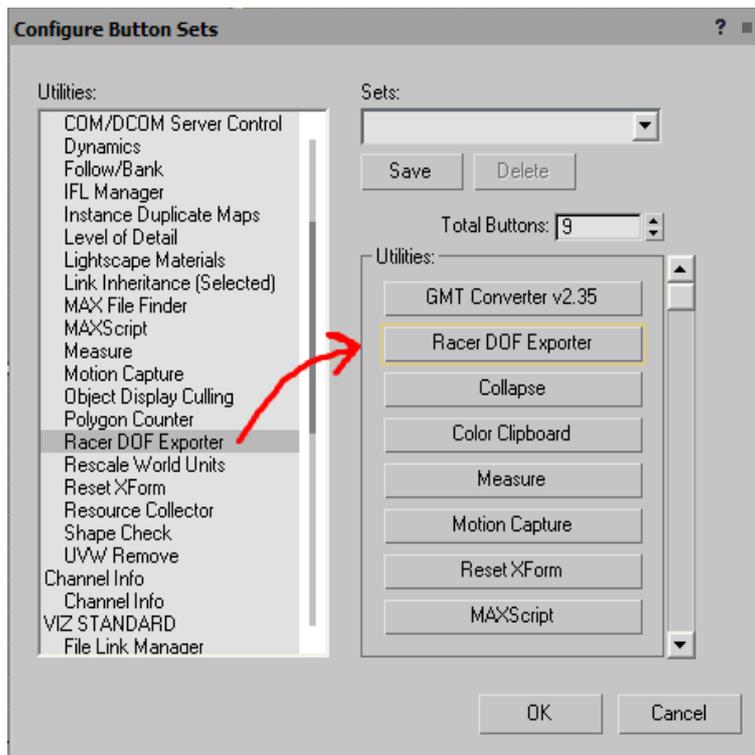
## Installing the plugin

- 1) Drop the included "dofexp.dlu" file to "<Max install dir>stdplugs" folder.
- 2) Start MAX and open the Utilities panel shown on the image below:



- 3) Click "Configure Button Sets":





- 4) Drag & drop the "Racer DOF Exporter" to one of the slots on the right and click "OK":
- 5) Click on the "Racer DOF Exporter" button on the Utilities panel and the Exporter should appear.

## Usage

After you have installed the plugin, it becomes available in the MAX utilities panel. To export your objects to DOF, just select the objects you wish to export and specify the output path and other options in the DOF Exporter and click "Export".

Below is a picture that describes each option available in the exporter.

