CryExport Quickstart

Introduction

The CryExport plugin for 3DS Max converts objects and bipeds into a proprietary format used by the CryEngine. This plug-in runs under MAX version 4.x and higher. Previous versions of MAX are not supported.

To install

Copy the following files into the plugins directory of your MAX installation.

- CryExport.dlu
- msvcp70.dll
- msvcr70.dll
- cryexport.ini

When you restart MAX, open the 'Utilities' rollup, click the 'More…' button and select the 'Crytek Exporter2' utility. Click 'OK' and the plugin palette is activated.

Usage

The default settings of the exporter are generally quite good. If you need to change them or want to know more, see the users reference entitled "Using the Crytek Exporter Plugin for 3DMax".

There are two main palettes on the plugin: the object export and bone export palettes.

The lists at the top of these palettes contains the nodes which will be exported from MAX. Add to this list by clicking 'Pick…' and then selecting an object, or by making a selection and then clicking 'Add Selected'.

Use 'Remove' to take individual objects out of the list, or 'Clear List' to remove all objects.

Highly recommended before exporting

Reset Xform: This 'flattens' the object modifiers so that there are no strange results on the object when it is placed in the CryEngine.

Exporting *.cgf or *.cga files – static geometry

Export selected static geometry by clicking the 'Export Nodes' button. You'll be prompted to name the .cgf file (with the MAX project file name as the default value).

Click 'OK' and the plugin will export the data. A progress bar displays during the export operation. Any problems that are encountered will be displayed in a message box which prompts you to continue or cancel.

Exporting *.caf files – bone animations with mesh

If 'Add Related Bones' is checked in the Object Export rollup, any related bones are automatically added to the bone list when geometry is added to the object list.

Export selected bone geometry by clicking the 'Export Bones' button. If the 'Add whole skeleton' option is checked, the entire skeleton system will be exported.

Preview

Click the 'Preview' button to see the exported object exactly as it will appear in the game. To do this you need to ensure that *.cgf files are associated with the CryEngine Sandbox editor program.

1. Find your exported .cgf object with the Windows explorer.

2. Right click and choose 'Open With…'.

3. When selecting a program, click 'Other' and browse to the file 'CryEdit.exe'.

4. Click 'OK' and cgfs will be associated with CryEdit.

When you click 'Preview', or double click any *.cgf, the previewer is launched to display the object.

The previewer can run at the same time as MAX, and the preview button also reloads the selected object in previewer if it is aalready open, so it helps to leave it open while you work.

Tips

Console

- In the previewer, check the console to see any exporting errors.

- You can run commands from the console. Place the cursor in the console command line and press tab to cycle through the available commands. Use the following syntax at the command line to get help: **CommandName ?**

Exporting attachments like weapons, hats, handbags etc.

1. Create the attachment object in MAX.

2. Using the MAX link tool, link the object to the bone to which it will be attached in the CryEngine.

3. Select **only** the attached object and export it to a .cgf file.

4. Unlink the object from the character bone.

5. Export the character separately (do not link any attachments, or the exporter will create extra bones).

6. Click the preview button to launch the previewer for your character.

7. Find the bone to which the attachment was linked in MAX.

8. Click 'Attach' in the previewer.

9. Browse to and select the .cgf of your exported attachment model.

10. The attachment should be linked to your character exactly as it was in the MAX scene.

Exporting as individual files

Name objects with directives in the name to export a multiple selection as individual files. This allows for export of many files into subdirectories which make level design easier and more varied.

For example, a cement building made of 4 walls, a floor and a ceiling could have pieces named 'walls\cementwall', 'ceilings\cementceiling' and 'floors\cementfloor'. When the exporter creates the .cgf files they are saved into the appropriate directories, eg. '..\walls\cementwall.cgf'.

The previewer will not work on selections exported as individual files