

03: Building Levels with PrimeEngine: Adding Custom Objects (0:30)

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Creating Custom Object Meta Script

In videos, I use a system tray application to launch maya. We use Cygwin and terminal instead:

To launch pyclient run from Tools folder:

```
****/Tools $ ./pyclient.sh
```

maya:

```
****/Toos $ ./runmaya.sh
```

In videos, I launch Basic application through PyClient. We don't have Basic project anymore. Instead, you can launch CharacterControl through Visual Studio or XCode and in PyClient AssetManager navigate to Basic/Levels/basic.x_level.levela and click view. The level will load one light source. After that you can do all the steps that are done in the video. (don't mind a group of tanks on the side. they are hardcoded in CCharacterControl)

Note if you don't do the export tutorials, use existing exported Imrod mesh instead of mesh from ExportTutorial package.

So specify "Default" package instead of "ExportTutorial" and "imrod.x_imrodmesh_mesh.mesha" for mesh name. You can locate the files in Default package in AssetsOut.

You should still create the metascript in ExportTutorial package. To create ExportTutorial package use PyClient tool Asset Manager tab

[V ⓘ Doc \(You can download the video and watch at faster speeds with VLC player\)](#)

