README for WOW Import

The WOW Import plugin will work with files exported through OBJExporter (https://marlam.in/obj/).
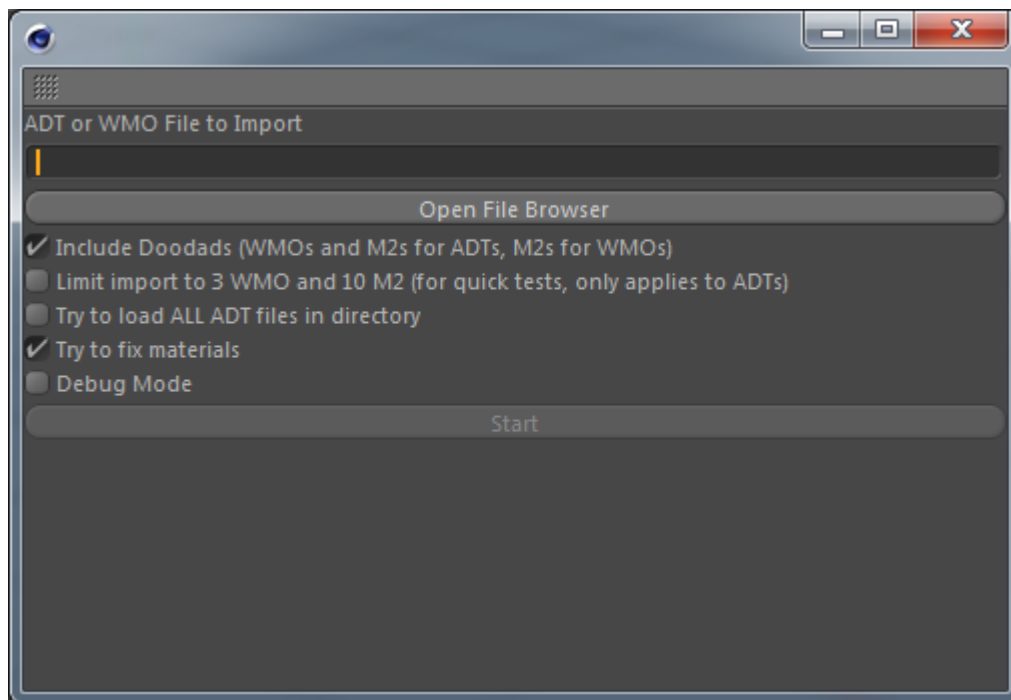
Installation

1. Unzip the WOW_IMPORT.zip file (you probably already did this in order to see this file)
2. Copy the WOW_IMPORT folder as is into your Cinema4D plugin folder. This is usually at: C:\Users\<username>\AppData\Roaming\MAXON\CINEMA 4D <version>\plugins\
3. In Cinema4D, you should now find it in the Plugins Menu:
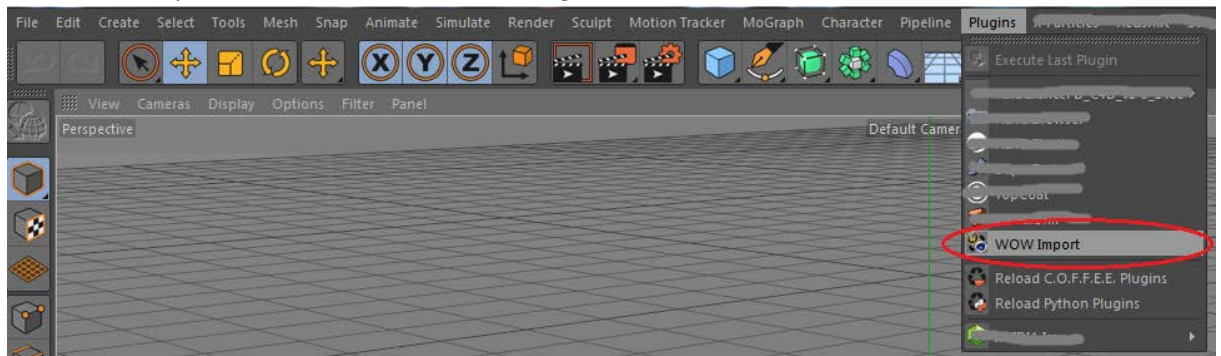
Usage

If you click on the WOW Import plugin, you will be presented with the following dialog:

- **ADT or WMO File to Import:** Either select the ADT or WMO file to import by clicking on «Open File Browser» or enter it directly into the text box. This should be a valid OBJ file exported with OBJExporter.
- **Include Doodads**: If checked, all relevant WMOs (building and structures) and M2s (doodads, items, …) will be loaded. This is checked by default.
- **Limit import to 3 WMO and 10 M2:** If checked, only a few models will be loaded. This is mainly useful to see how a map will look like without having to load everything (which can take a while). This is unchecked by default.

- **Try to load ALL ADT files in directory:** This will try to load all ADT files with the same name as the one you selected but different tiles (the _NN_NN part of the filename). This allows for batch loading of bigger areas of maps in one go. This can obviously generate A LOT of geometry and should be used with caution. This is unchecked by default and obviously only applies to ADTs.
- **Try to fix materials:** This will try to fix transparency issues and duplicate materials. It involves some image file processing and tends to increase overall import times. This is checked by default.
- **Debug Mode:** This turns on Debug mode which prints a lot of additional information to the script console (accessible with Shift-F10). This is usefull if the import crashes (which can happen if a model file is corrupt and can't be imported).

Pressing «Start» will initiate the import.

Notice: Importing an average ADT should be pretty quick (a few minutes). Obviously, importing a big map with dozens of tiles will take longer. Please be aware that Cinema4D will be very sluggish if you import something like «all of Stormwind» and the resulting C4D file can be hundreds of megabytes in size.

Examples

This scene (human starting area in Forrest of Elwynn) took around 0:20 seconds to import:
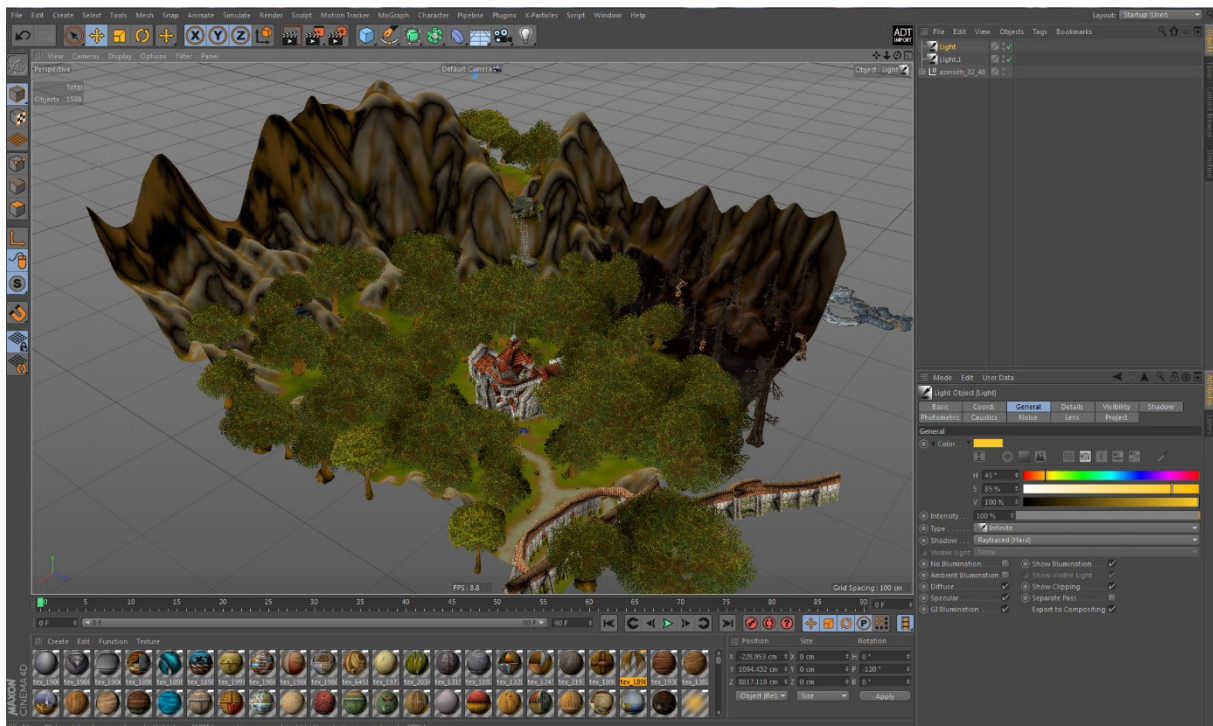
This scene (one tile of Stormwind containing almost all buildings) took around 2:00 to import:
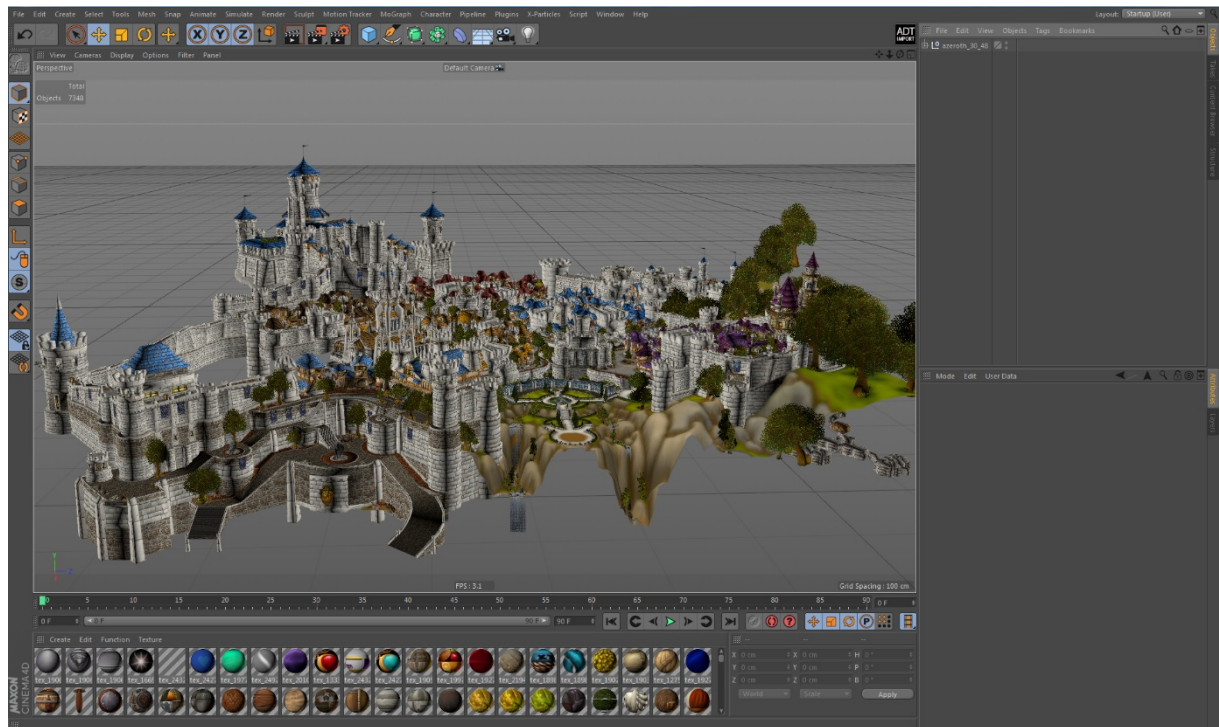
Version History:

0.1   Requires:
          - OBJExporter Version 0.2.7.

          Change Log:
          - Initial Release

          Known Issues:
          - Doesn't catch missing files yet
          - Doesn't deal with water yet (not exported from OBJExporter at this time)
          - Doesn't deal with glTF formats yet (you have to use OBJ format)
          - Some alpha textures still come across incorrectly