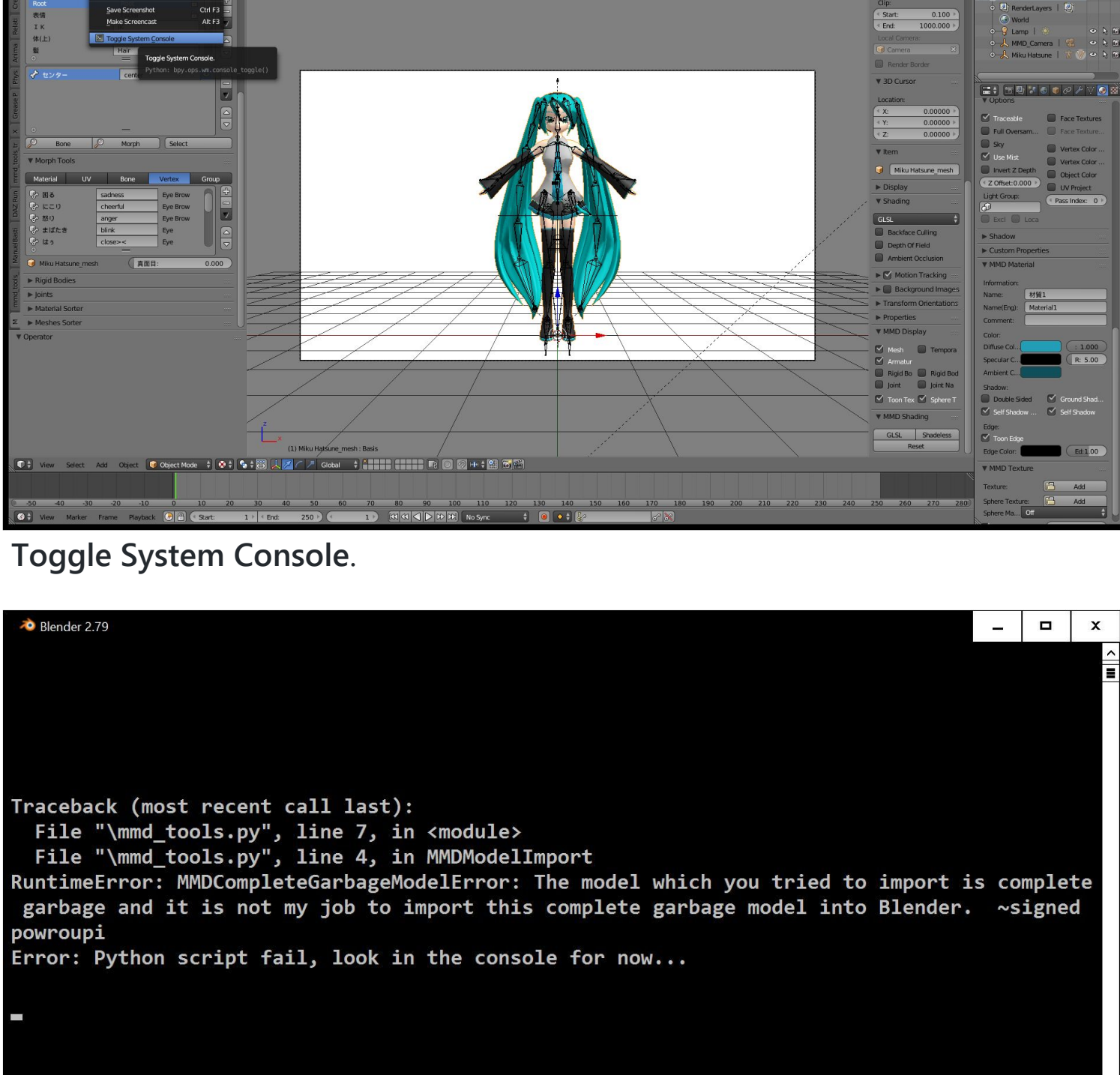
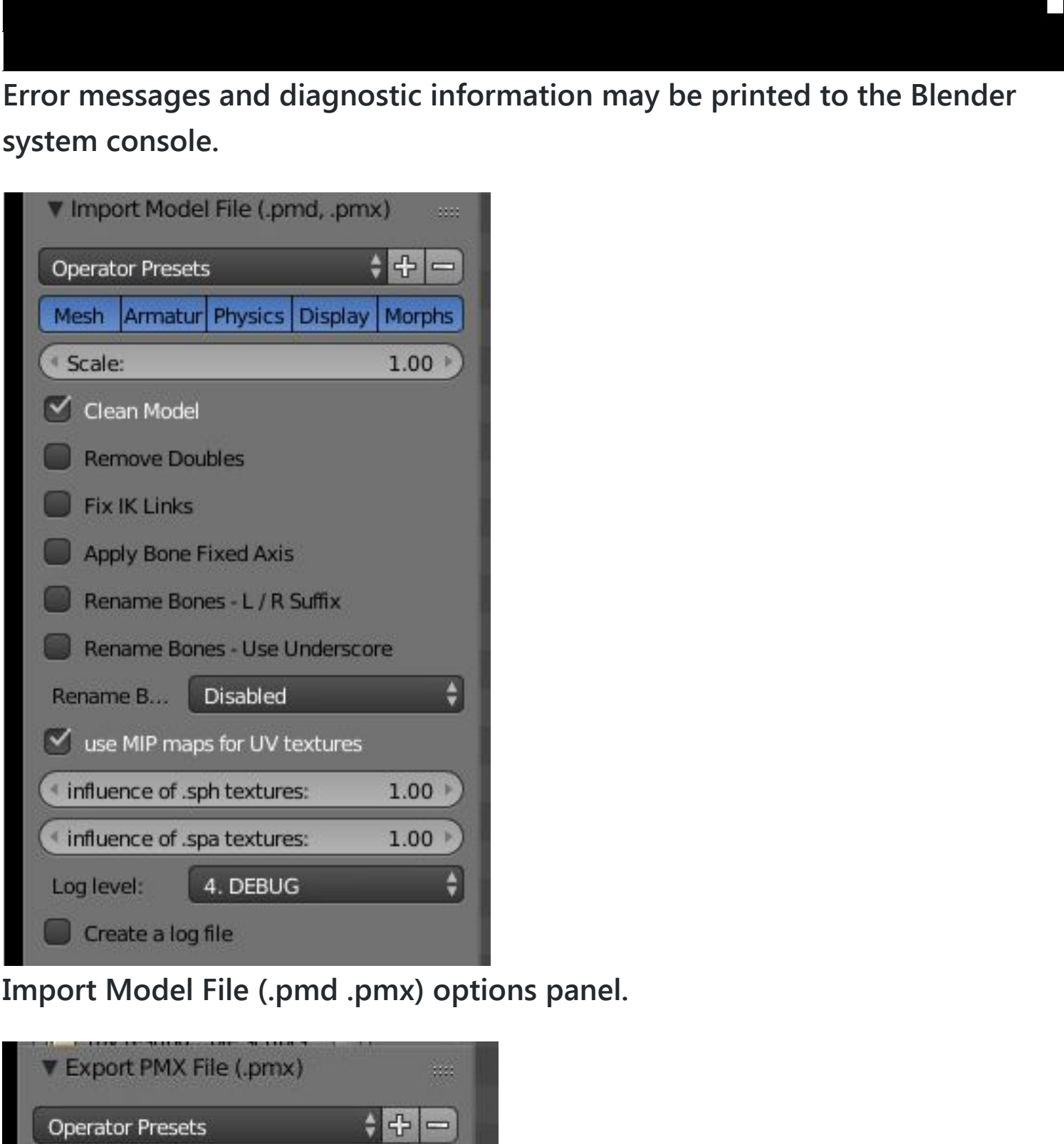


Guide to the mmd_tools Interface

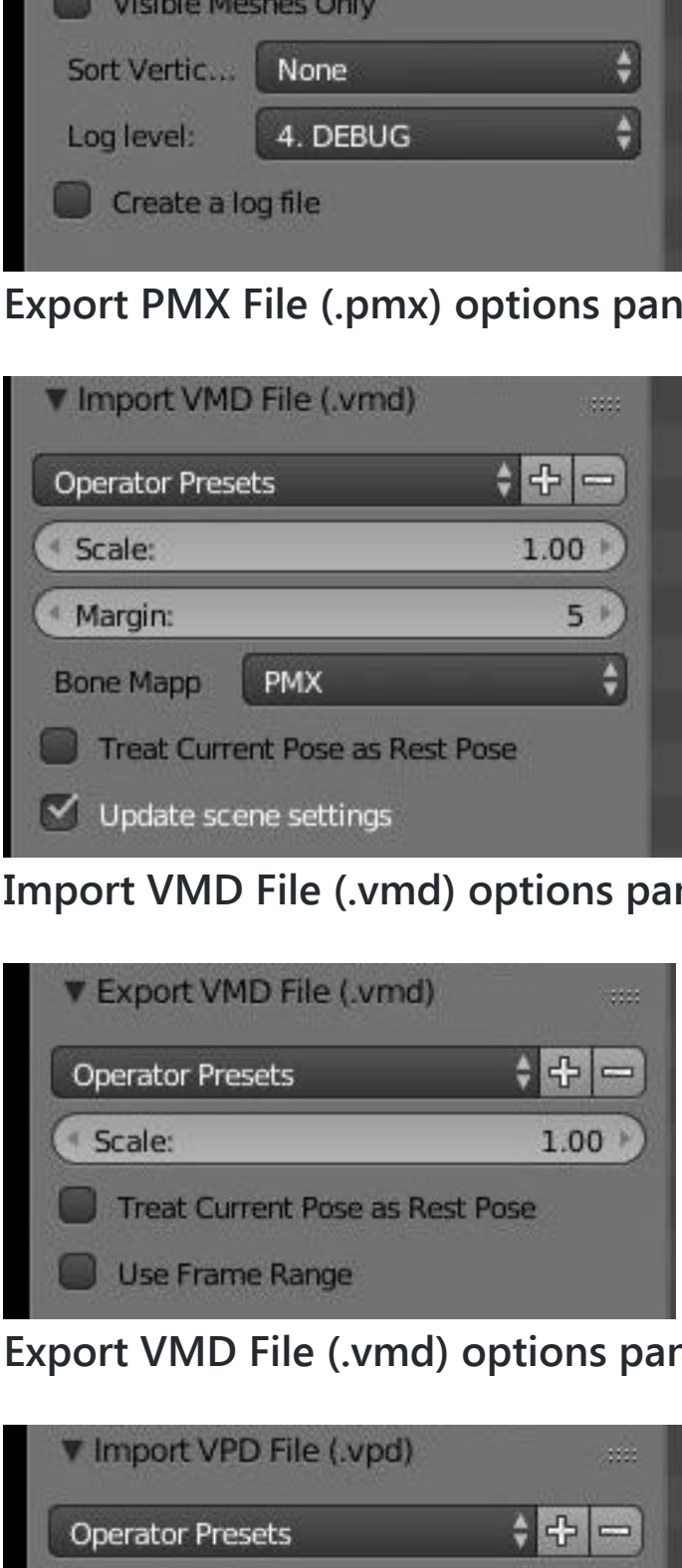
Hogarth-MMD edited this page on Jul 17, 2018 · 20 revisions



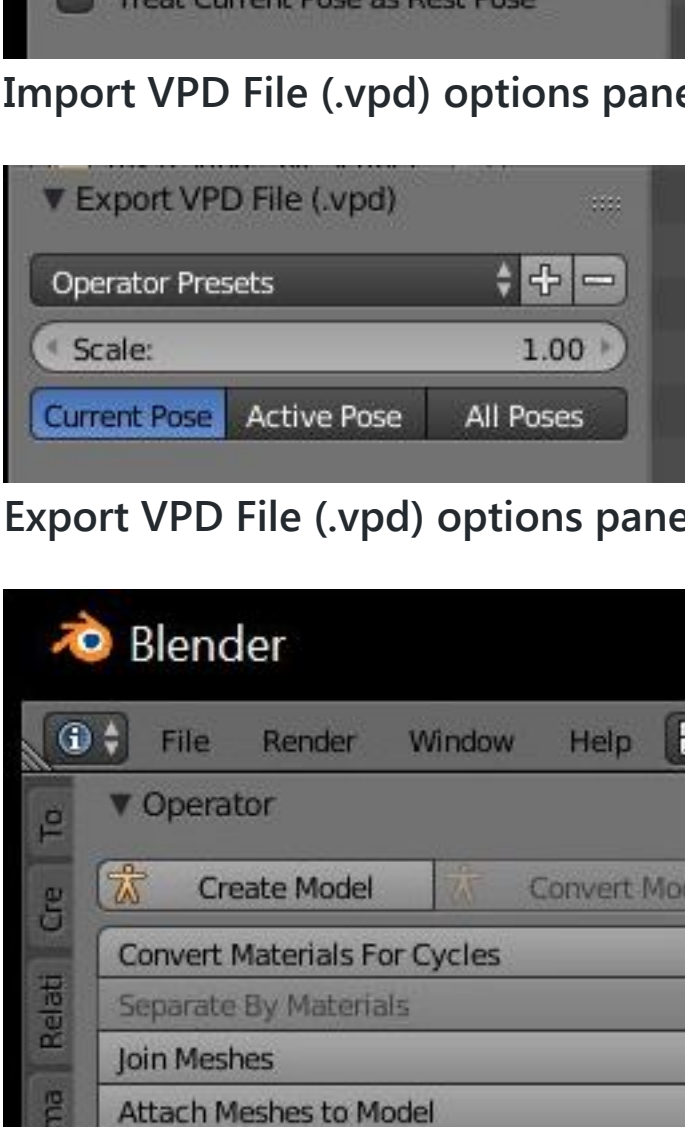
Toggle System Console.



Error messages and diagnostic information may be printed to the Blender system console.



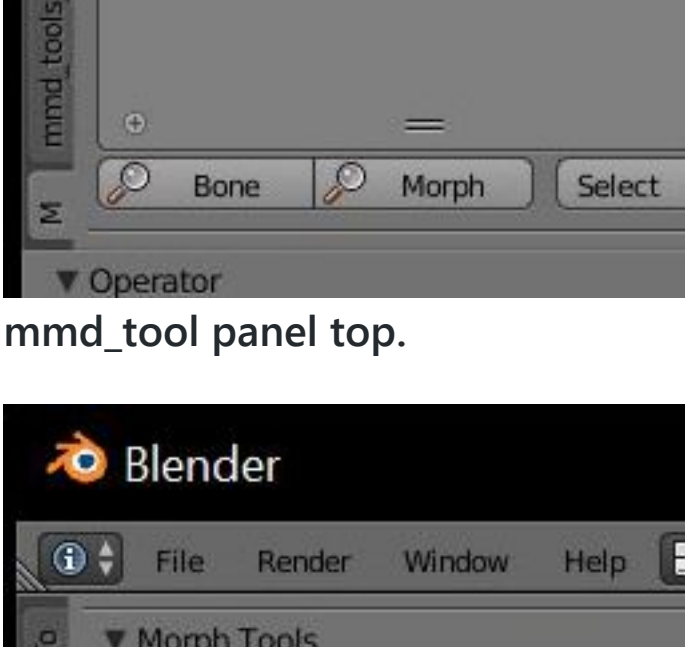
Import Model File (.pmd .pmx) options panel.



Export PMX File (.pmx) options panel.



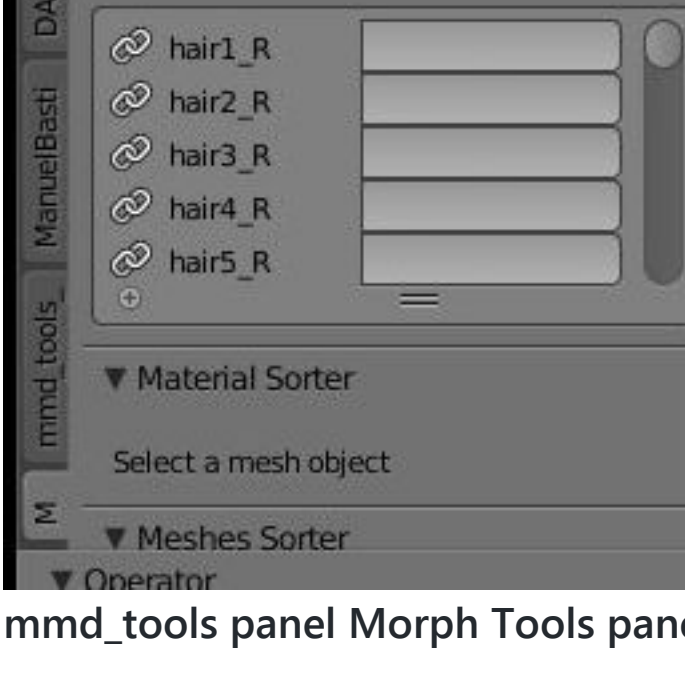
Import VMD File (.vmd) options panel.



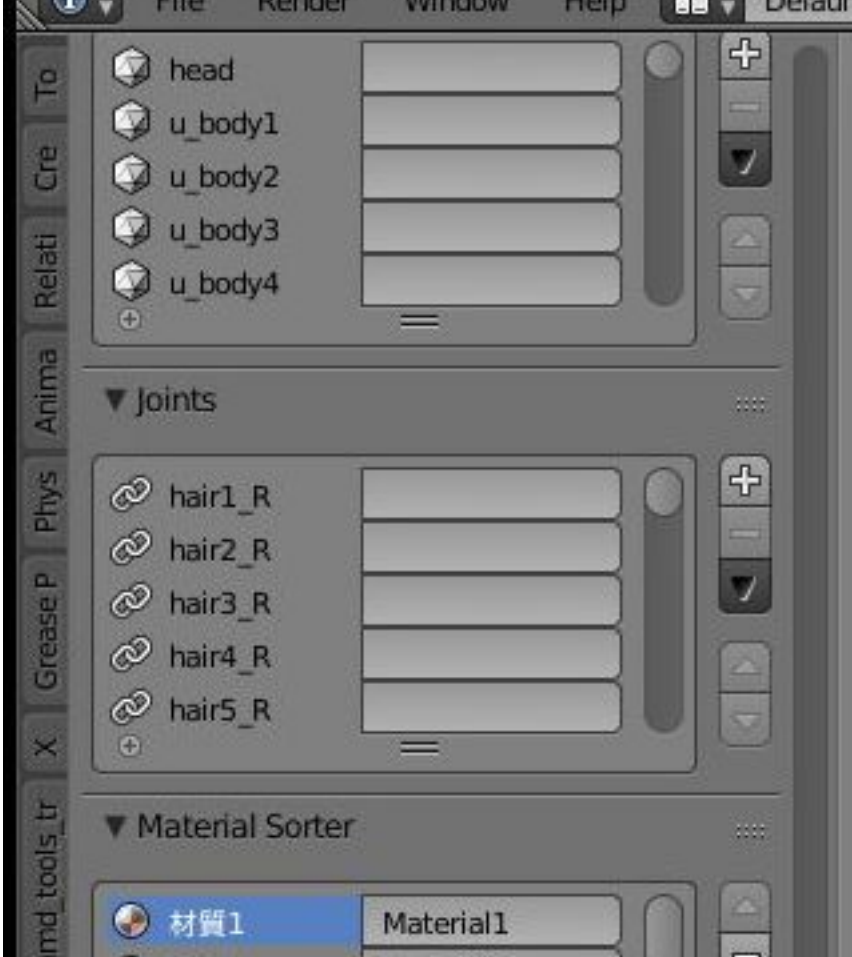
Export VMD File (.vmd) options panel.



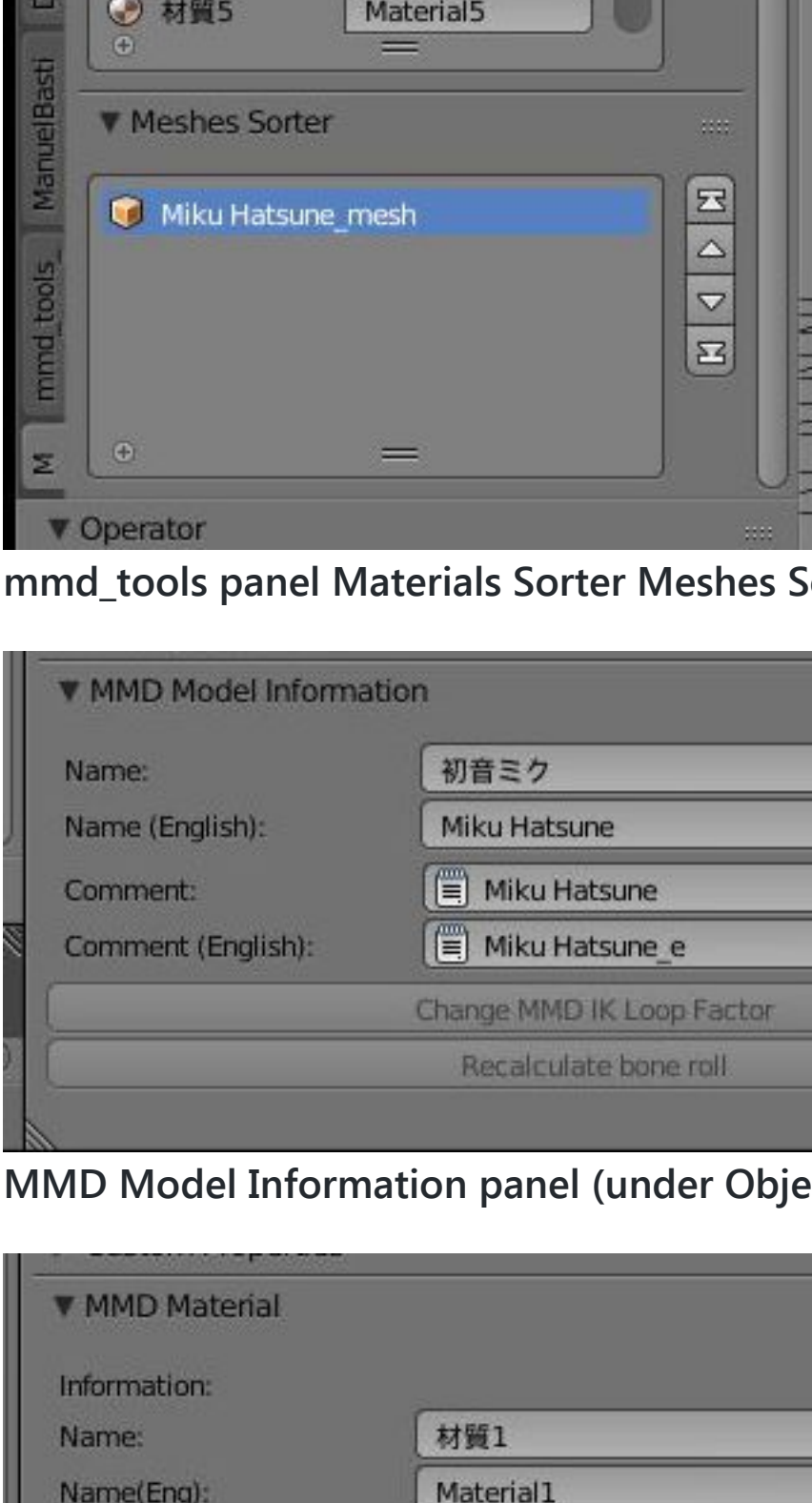
Import VPD File (.vpd) options panel.



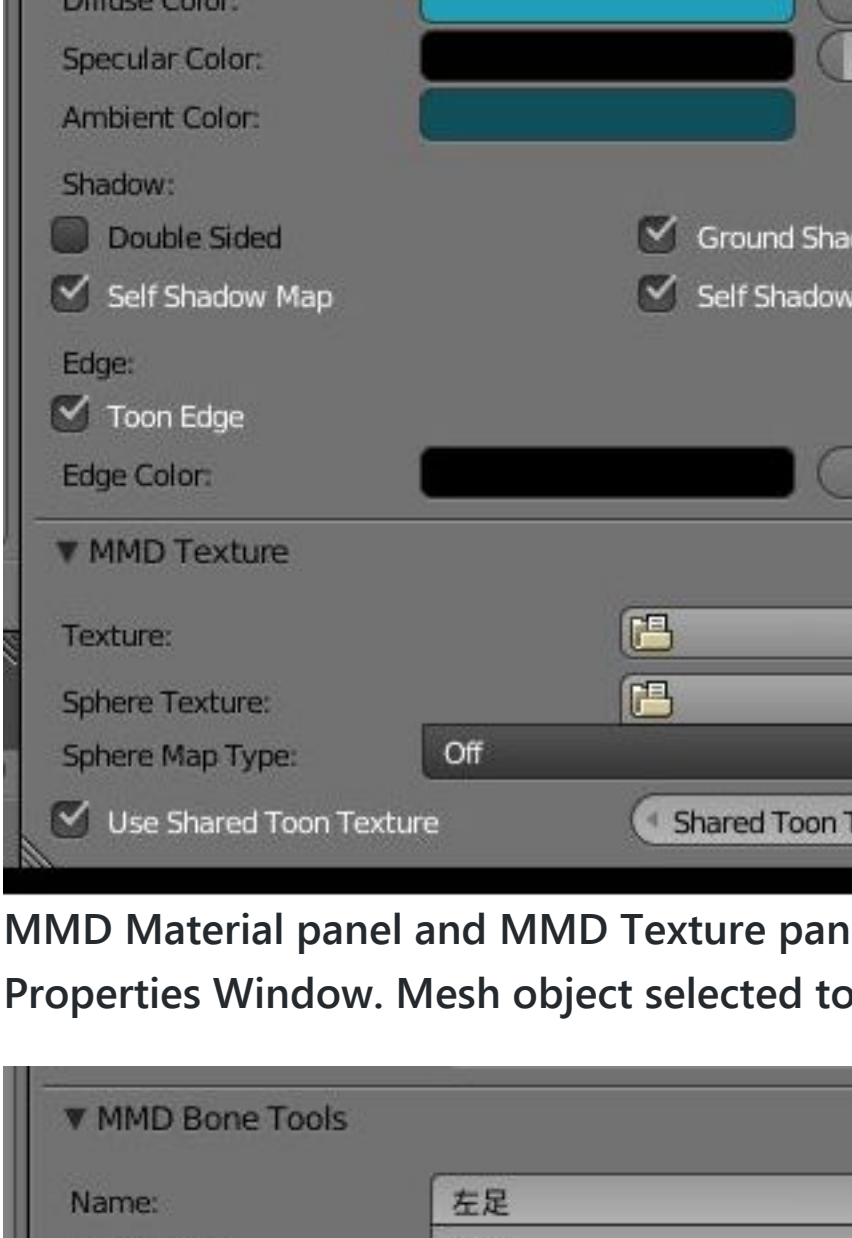
Export VPD File (.vpd) options panel.



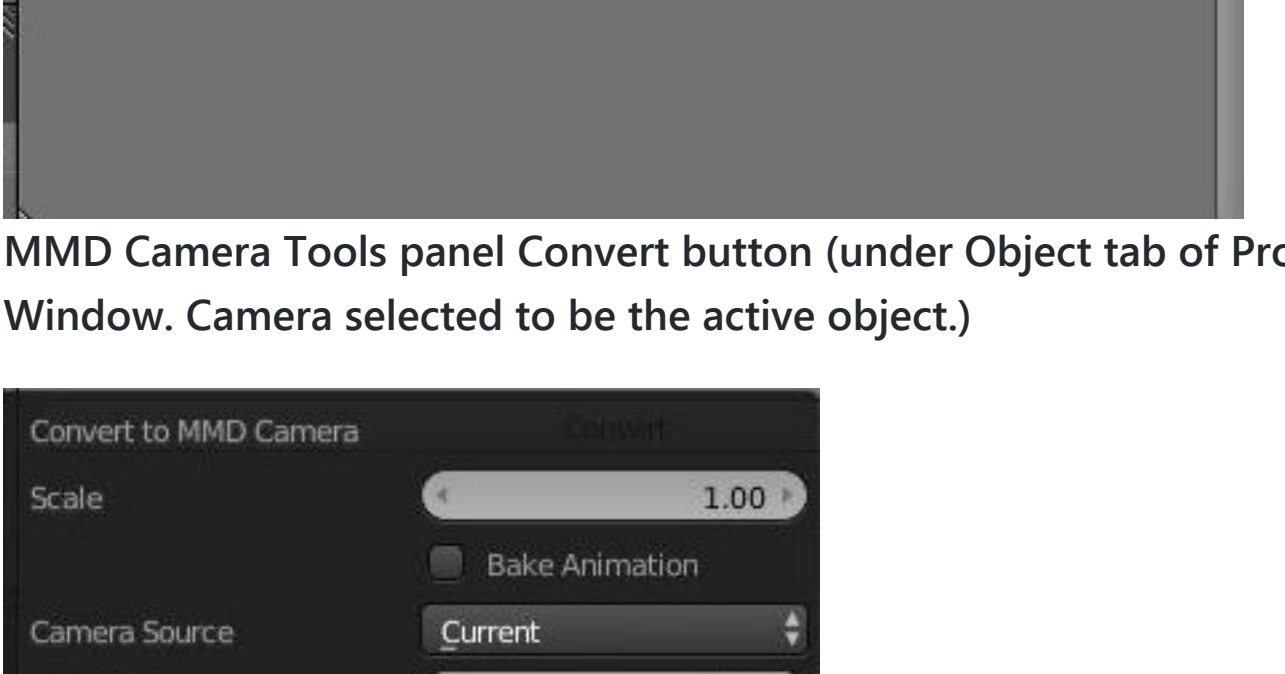
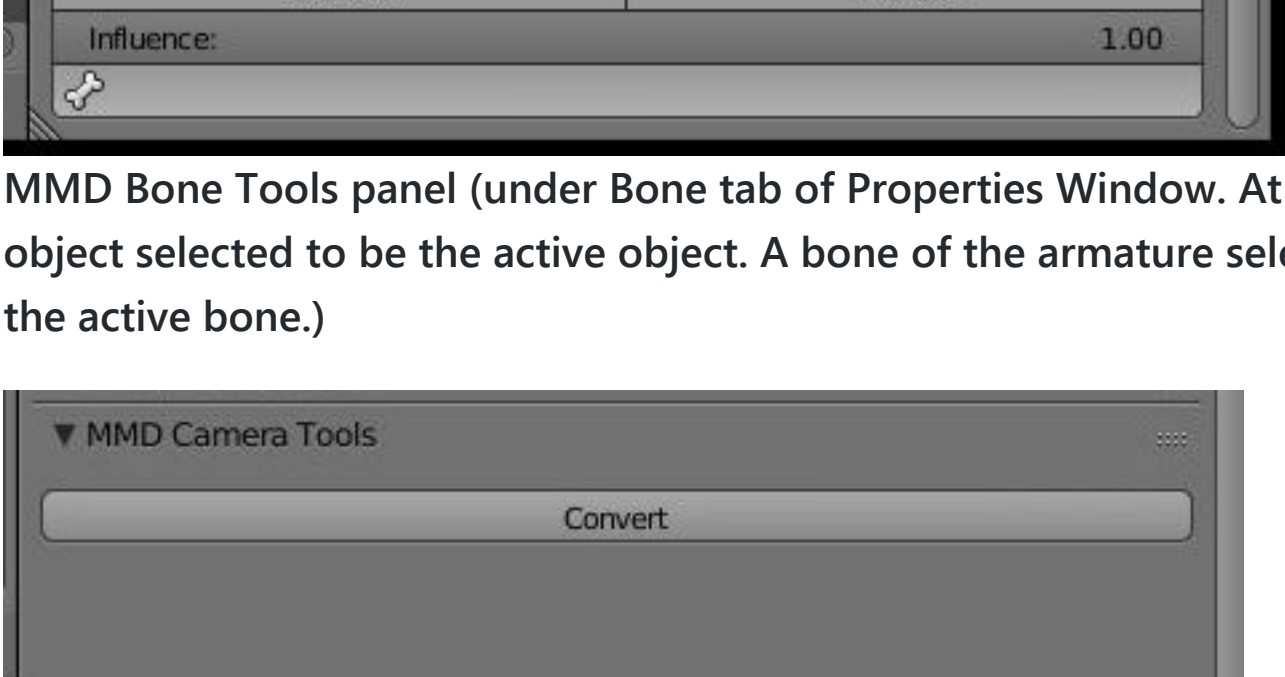
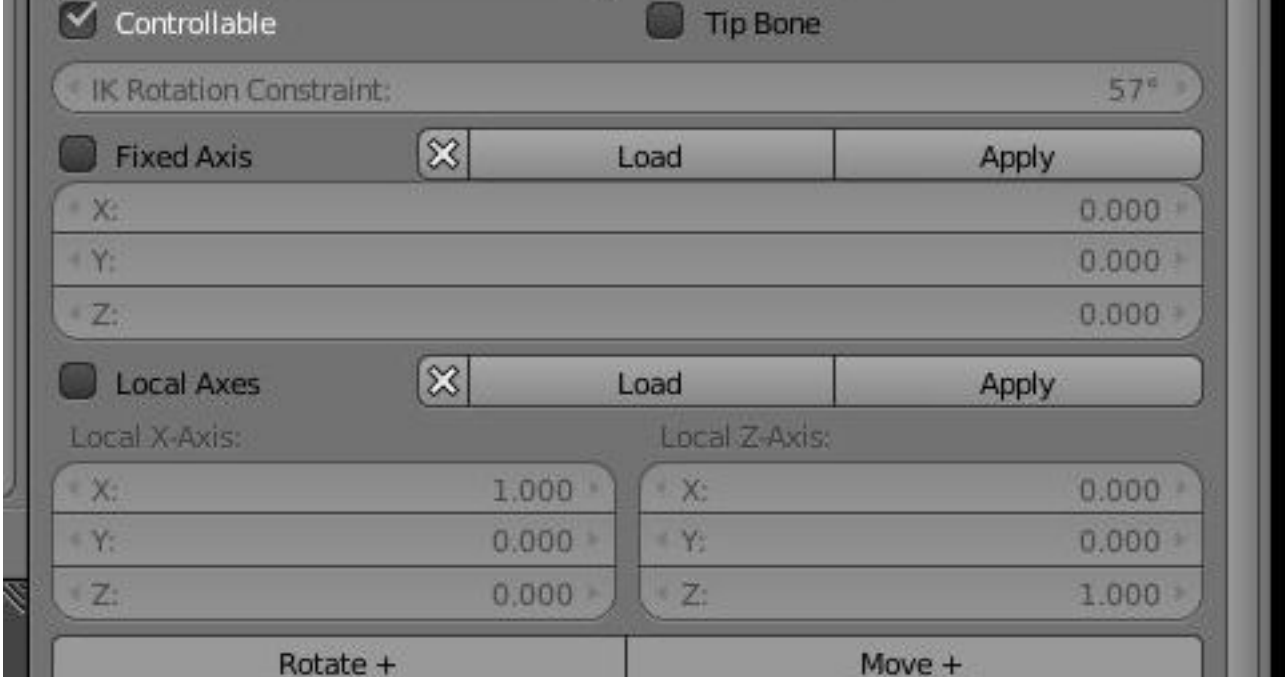
mmd_tool panel top.



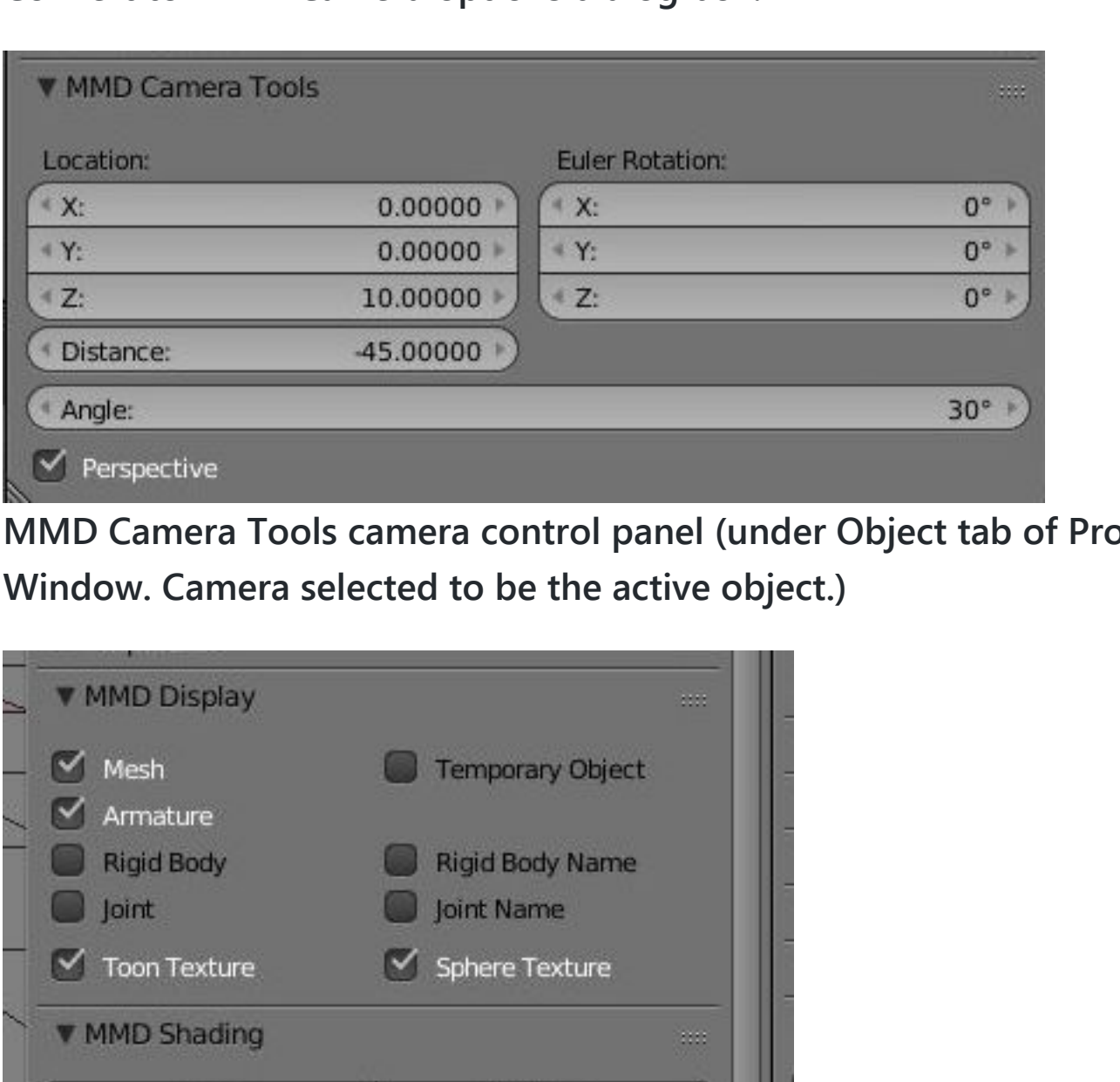
mmd_tools panel Morph Tools panel, Rigid Bodies panel, Joints panel.



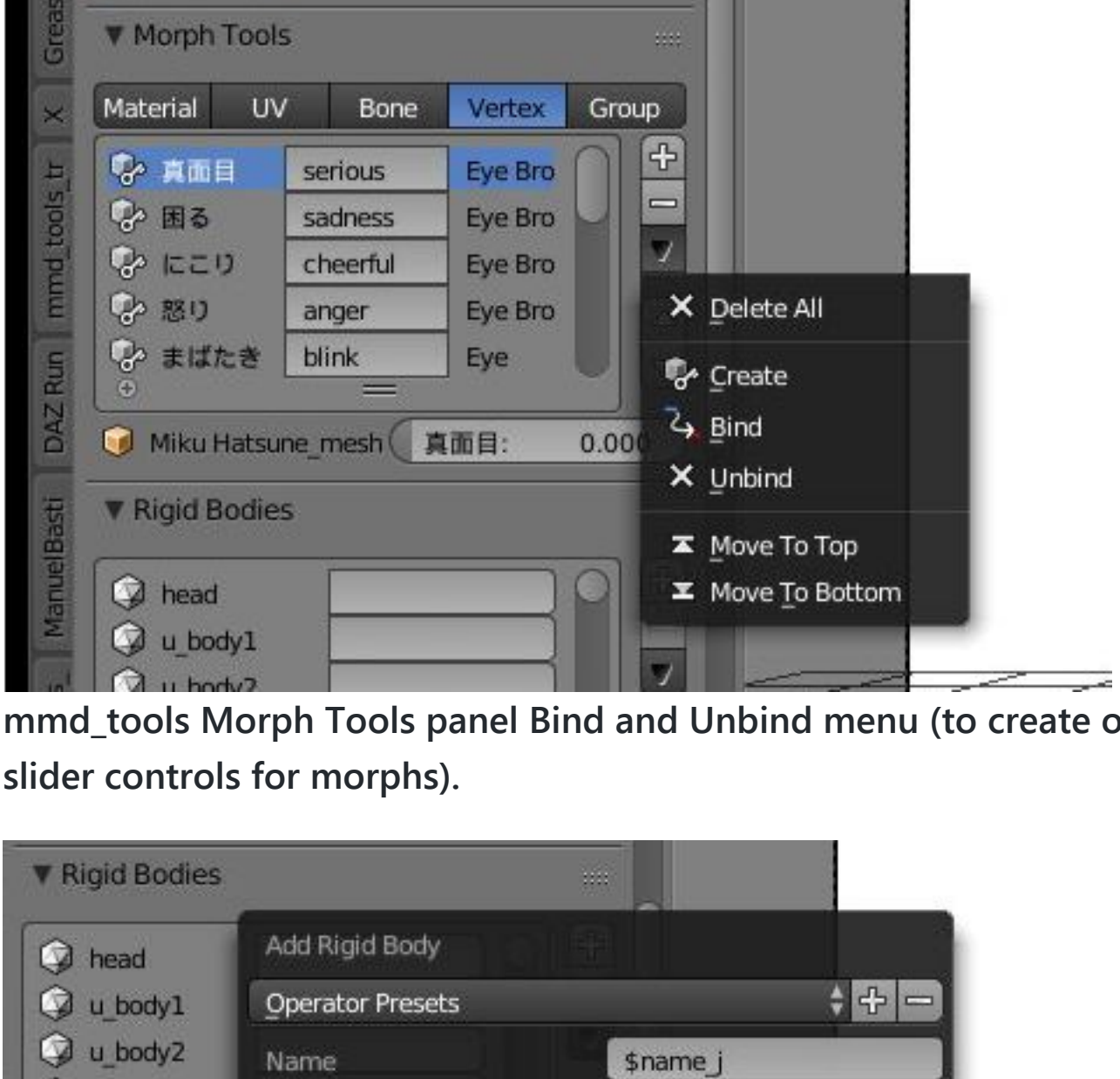
mmd_tools panel Materials Sorter Meshes Sorter panels.



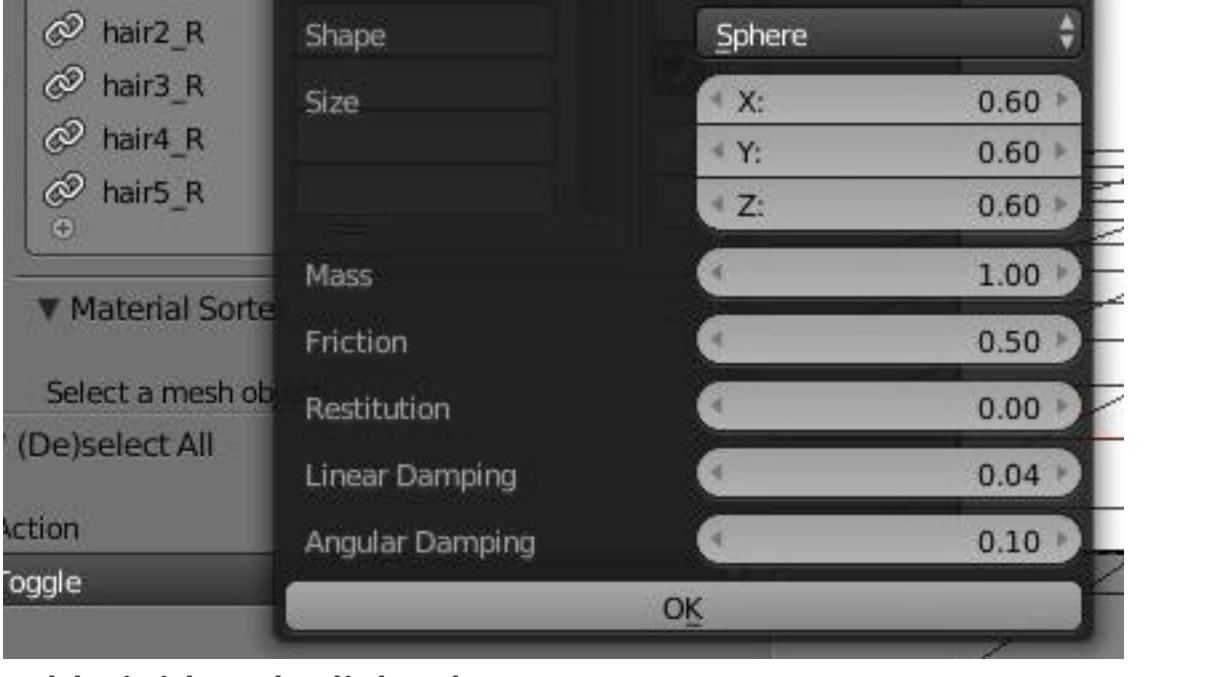
MMD Model Information panel (under Object tab of Properties Window)



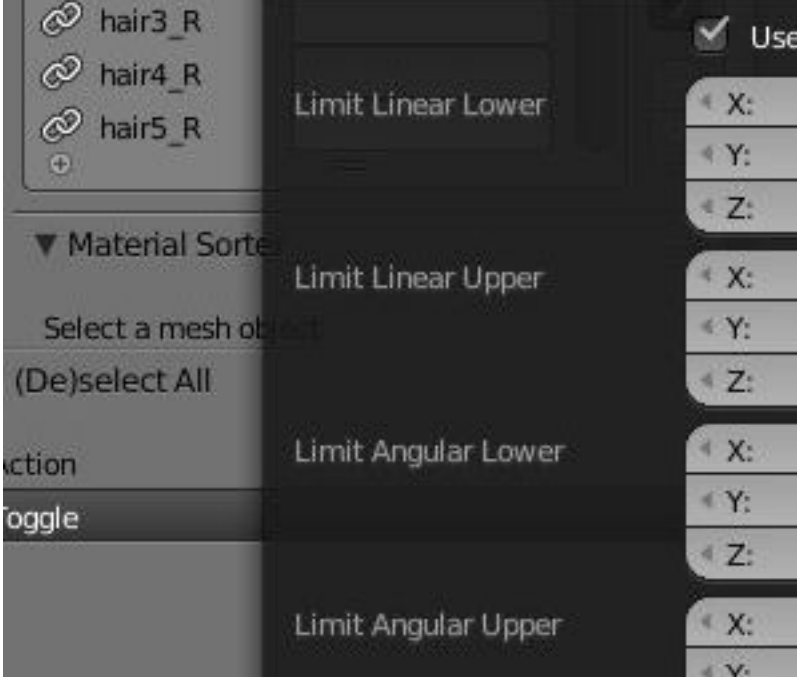
MMD Material panel and MMD Texture panel (under Material tab of Properties Window. Mesh object selected to be the active object)



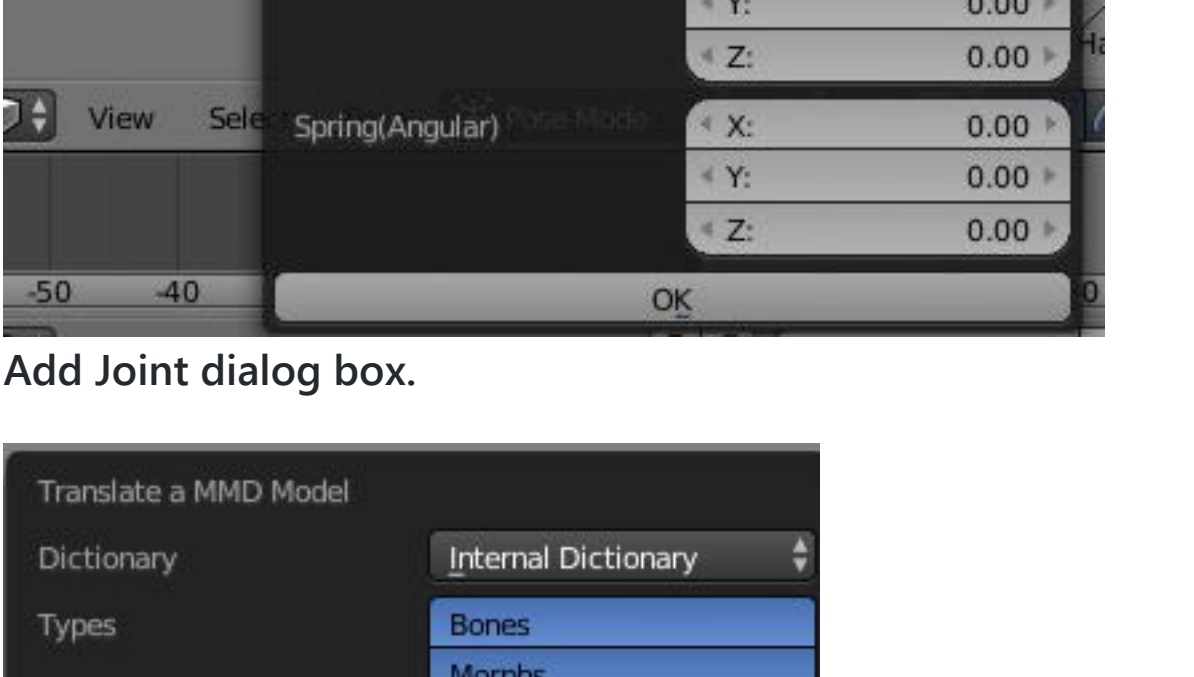
MMD Bone Tools panel (under Bone tab of Properties Window. Atmature object selected to be the active object. A bone of the armature selected to be the active bone.)



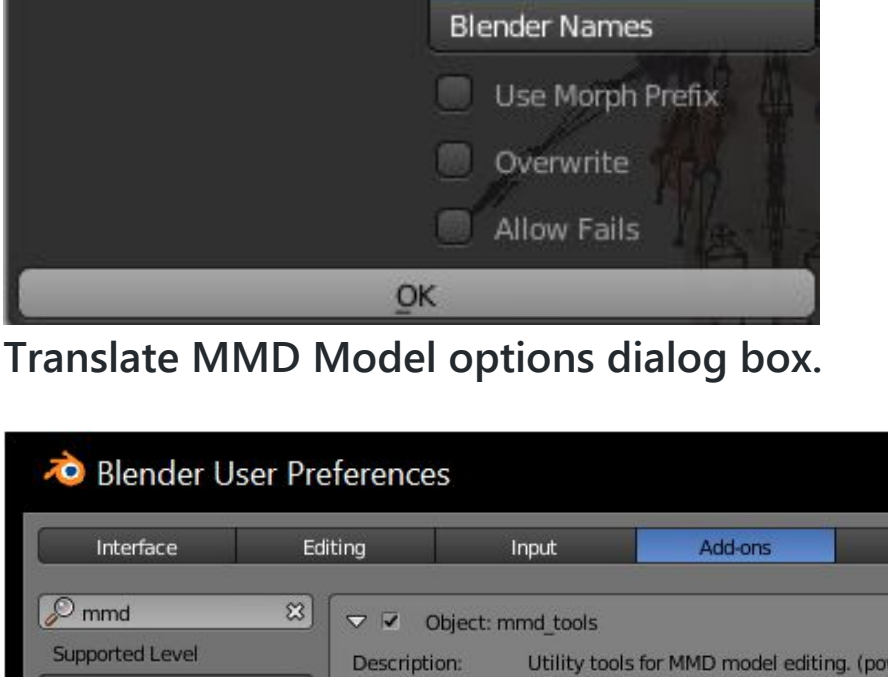
MMD Camera Tools panel Convert button (under Object tab of Properties Window. Camera selected to be the active object)



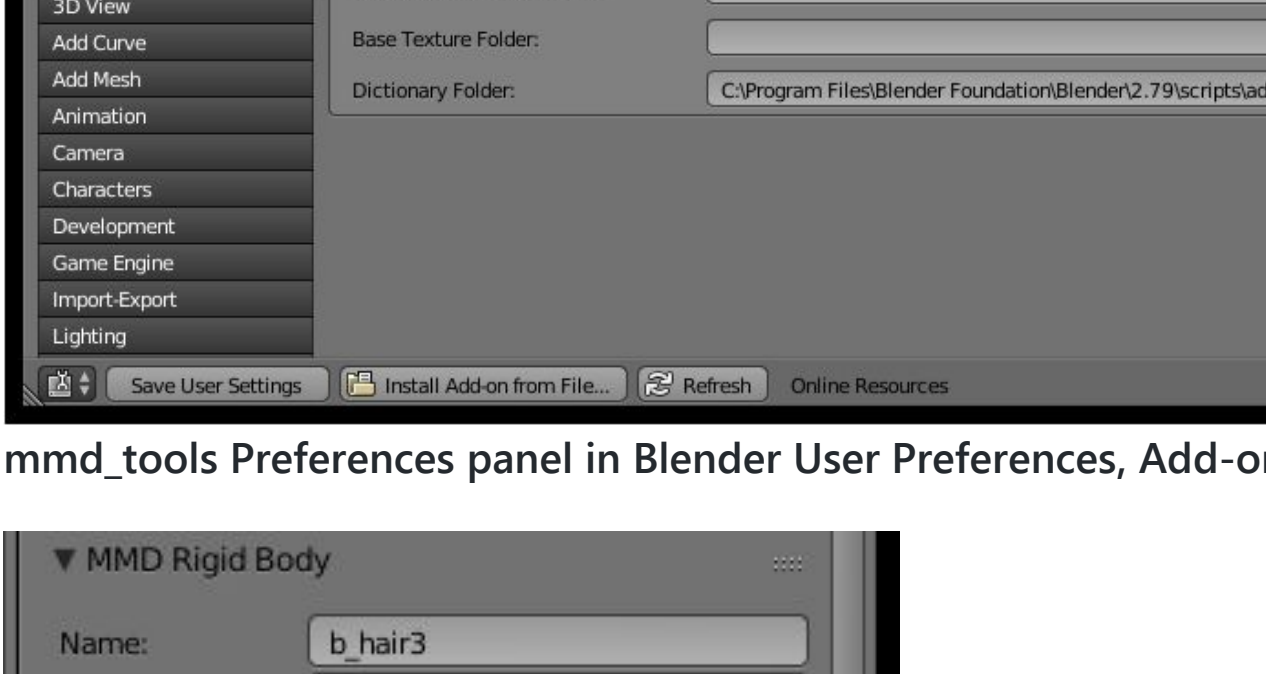
Convert to MMD Camera options dialog box.



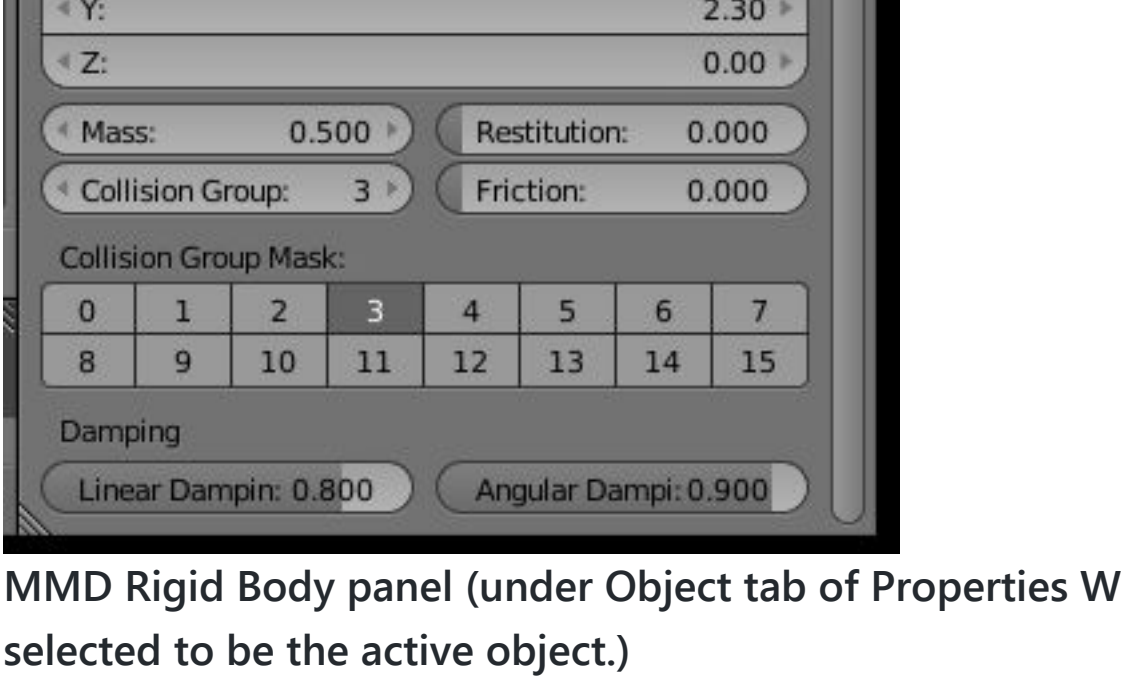
MMD Camera Tools camera control panel (under Object tab of Properties Window. Camera selected to be the active object)



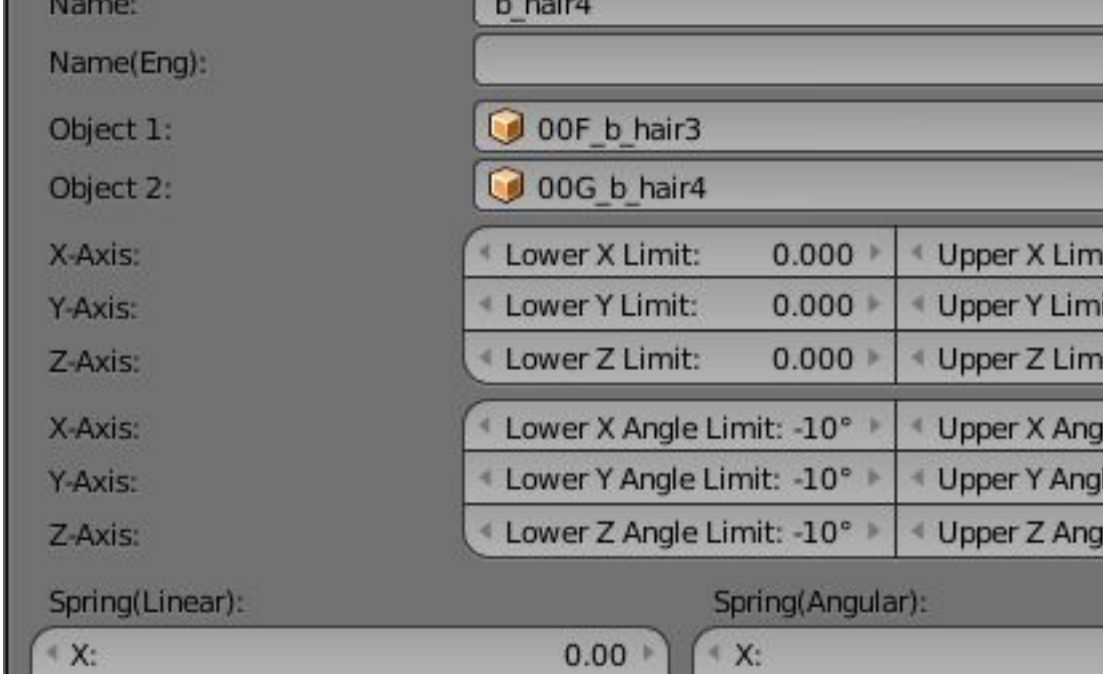
MMD Display panel and MMD Shading Panel (bottom right side of 3D view window)



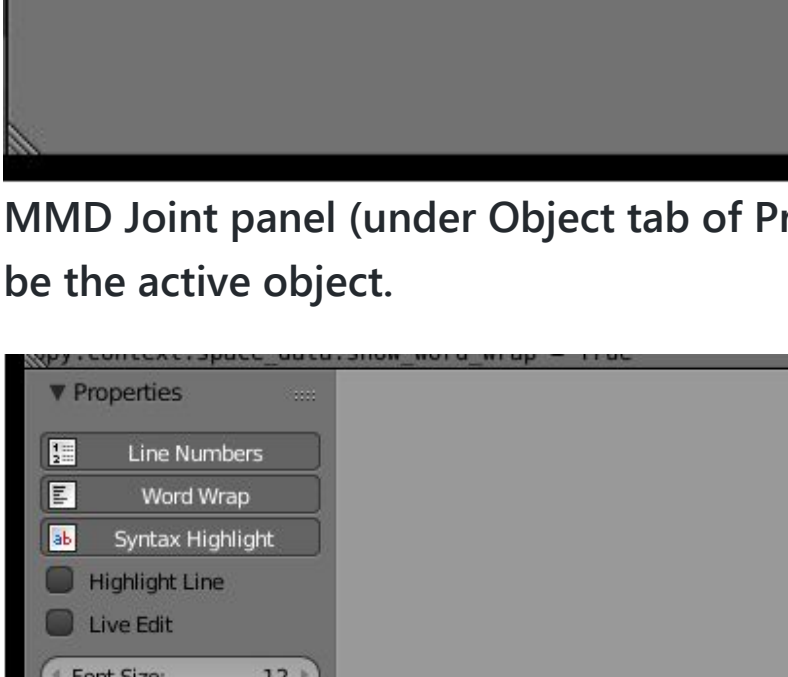
mmd_tools Morph Tools panel Bind and Unbind menu (to create or delete slider controls for morphs).



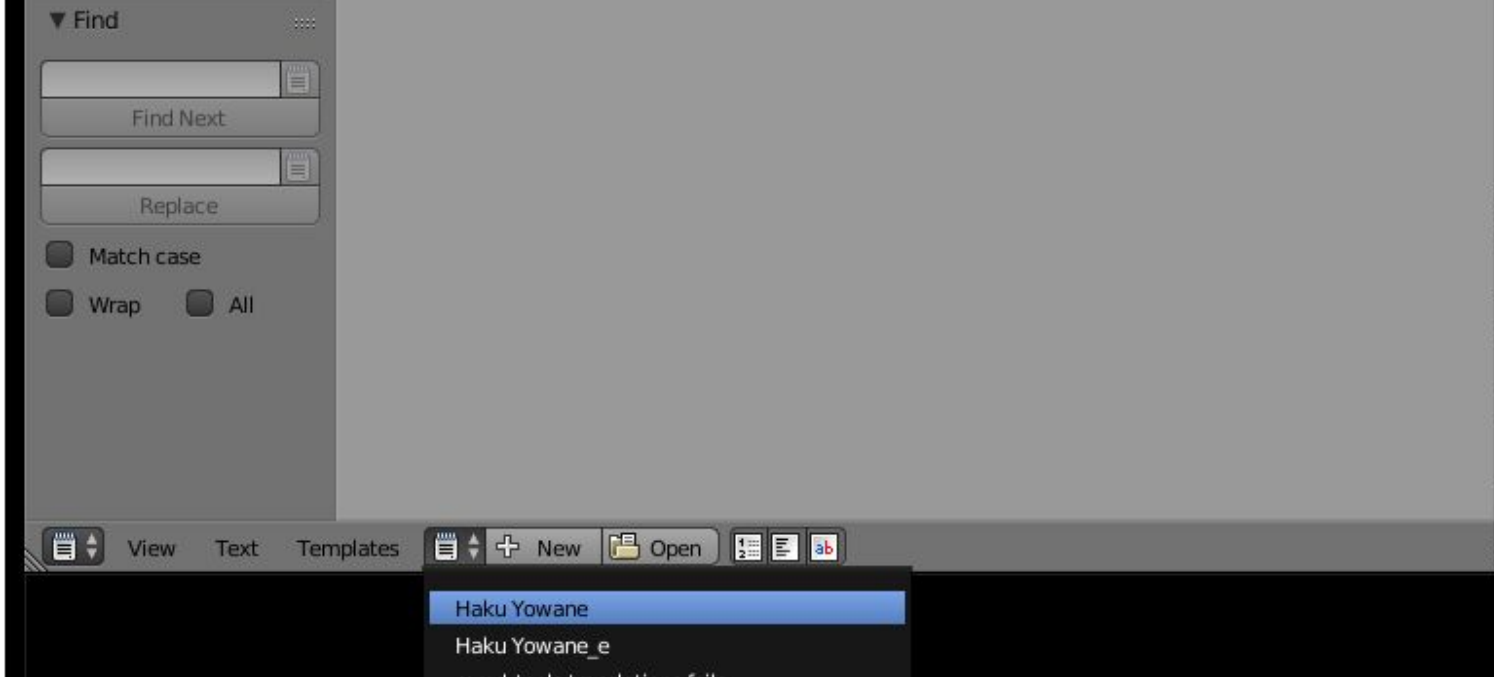
Add Rigid Body dialog box.



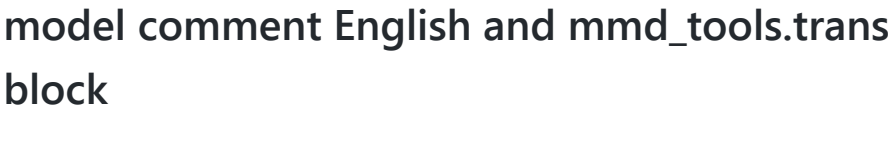
Add Joint dialog box.



Translate MMD Model options dialog box.



mmd_tools Preferences panel in Blender User Preferences, Add-ons.



MMD Rigid Body panel (under Object tab of Properties Window. A rigid body selected to be the active object.)

MMD Joint panel (under Object tab of Properties Window. A joint selected to be the active object.)

Blender text editor. Listed in the text editor menu are model comment, model comment English and mmd_tools.translations.fail diagnostic text block