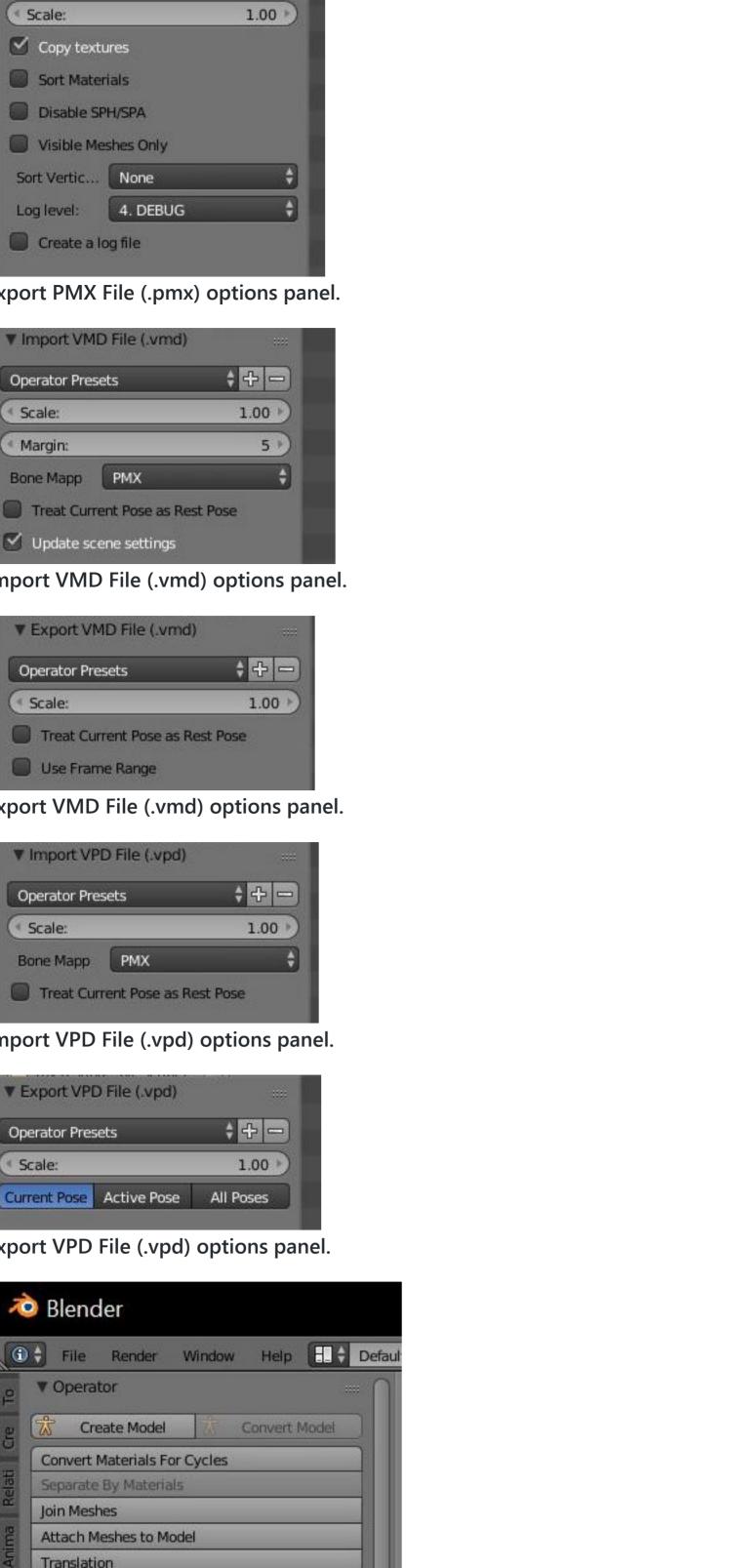
Toggle System Console. Blender 2.79 Traceback (most recent call last): File "\mmd_tools.py", line 7, in <module> File "\mmd_tools.py", line 4, in MMDModelImport RuntimeError: MMDCompleteGarbageModelError: The model which you tried to import is complete garbage and it is not my job to import this complete garbage model into Blender. ~signed powroupi Error: Python script fail, look in the console for now... Error messages and diagnostic information may be printed to the Blender system console. ▼ Import Model File (.pmd, .pmx) Operator Presets Mesh Armatur Physics Display Morphs 1.00 Scale: Clean Model Remove Doubles Fix IK Links Apply Bone Fixed Axis Rename Bones - L / R Suffix Rename Bones - Use Underscore Rename B... Disabled use MIP maps for UV textures influence of .sph textures: 1.00 influence of .spa textures: 1.00 Log level: 4. DEBUG Create a log file Import Model File (.pmd .pmx) options panel. ▼ Export PMX File (.pmx) \$中一 Operator Presets 1.00 | Scale: Copy textures Sort Materials Disable SPH/SPA Visible Meshes Only None Sort Vertic... 4. DEBUG Log level: Create a log file Export PMX File (.pmx) options panel. ▼ Import VMD File (.vmd) \$中一 Operator Presets Scale: 1.00 Margin: 5 **PMX** Bone Mapp Treat Current Pose as Rest Pose Update scene settings Import VMD File (.vmd) options panel. ▼ Export VMD File (.vmd) **中** Operator Presets Scale: 1.00 Treat Current Pose as Rest Pose Use Frame Range Export VMD File (.vmd) options panel. ▼ Import VPD File (.vpd) ++-Operator Presets 1.00 Scale: **PMX** Bone Mapp Treat Current Pose as Rest Pose Import VPD File (.vpd) options panel. ▼ Export VPD File (.vpd) \$ th --Operator Presets Scale: 1.00 Active Pose All Poses Current Pose

Guide to the mmd_tools Interface

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



Export VPD File (.vpd) options panel. Translation Physics: Bone Constraints: Build Apply Clean Clean Pose: & Motion: Model: Import Import Import Export Export Export ▼ Display Panel

a Root Root

0 Facial 表情 IK 体(上) Body[u] Hair ∇ 0

mmd tools ManuelBasti DAZ Run mmd tools ナセンター 0 center

Select Bone Morph ▼ Operator mmd_tool panel top. Blender (1) ¢ **38** \$ Default File Render Window Help ▼ Morph Tools Material UV Vertex Bone Group 🐶 真面目 serious Eye Bro → 困る sadness Eye Bro ₩ にこり cheerful Eye Bro ❷ 怒り anger Eye Bro → まばたき blink Eye V ☑ Miku Hatsune mesh (真面目: 0.000 ▼ Rigid Bodies (head u body1 u body2 u body3 u_body4 ▼ Joints + @ hair1_R @ hair2_R @ hair3_R @ hair4_R @ hair5_R ▼ Material Sorter Select a mesh object Meshes Sorter

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Ò Blender

File

▼ MMD Texture

Sphere Texture:

Sphere Map Type:

▼ MMD Display

Rigid Body

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▼ MMD Shading

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▼ Morph Tools

UV

Material

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Armature

Joint

window)

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Rigid Body Name

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

Group

4

X Delete All

Joint Name

Sphere Texture

Reset

Bone

serious

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Restitution

Add Joint

Operator Presets

Limit Linear Lower

Limit Linear Upper

Limit Angular Lower

Limit Angular Upper

Spring(Linear)

Spring(Angular)

Add Rigid Body dialog box.

Linear Damping

Angular Damping

OK

(De)select All

ction

oggle

▼ Joints

@ hair1_R

@ hair2 R

@ hair3_R

@ hair4_R

@ hair5_R

▼ Material Sorte

Select a mesh of

(De)select All

View

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Window

(head u body1 u body2 □ body3 u body4 ▼ Joints @ hair1_R @ hair2_R @ hair3_R @ hair4_R @ hair5_R ▼ Material Sorter ● 材質1 Material1 ∇ ₩ 材質2 Material2 → 材質3 Material3 砂 材質4 Material4 ● 材質5 Material5 ▼ Meshes Sorter 四 Miku Hatsune_mesh 23 mmd_tools panel Materials Sorter Meshes Sorter panels. ▼ MMD Model Information Name: 初音ミク Name (English): Miku Hatsune Miku Hatsune 83 Comment: 83 Miku Hatsune_e Comment (English): Change MMD IK Loop Factor Recalculate bone roll MMD Model Information panel (under Object tab of Properties Window) ▼ MMD Material Information: 材質1 Name: Name(Eng): Material1 Comment: Color: Diffuse Color: Alpha: 1.000 Reflect: Specular Color: 5.00 Ambient Color: Shadow: Double Sided Ground Shadow Self Shadow Map Self Shadow Edge: Toon Edge Edge Color: Edge Weight: 1.00

CB.

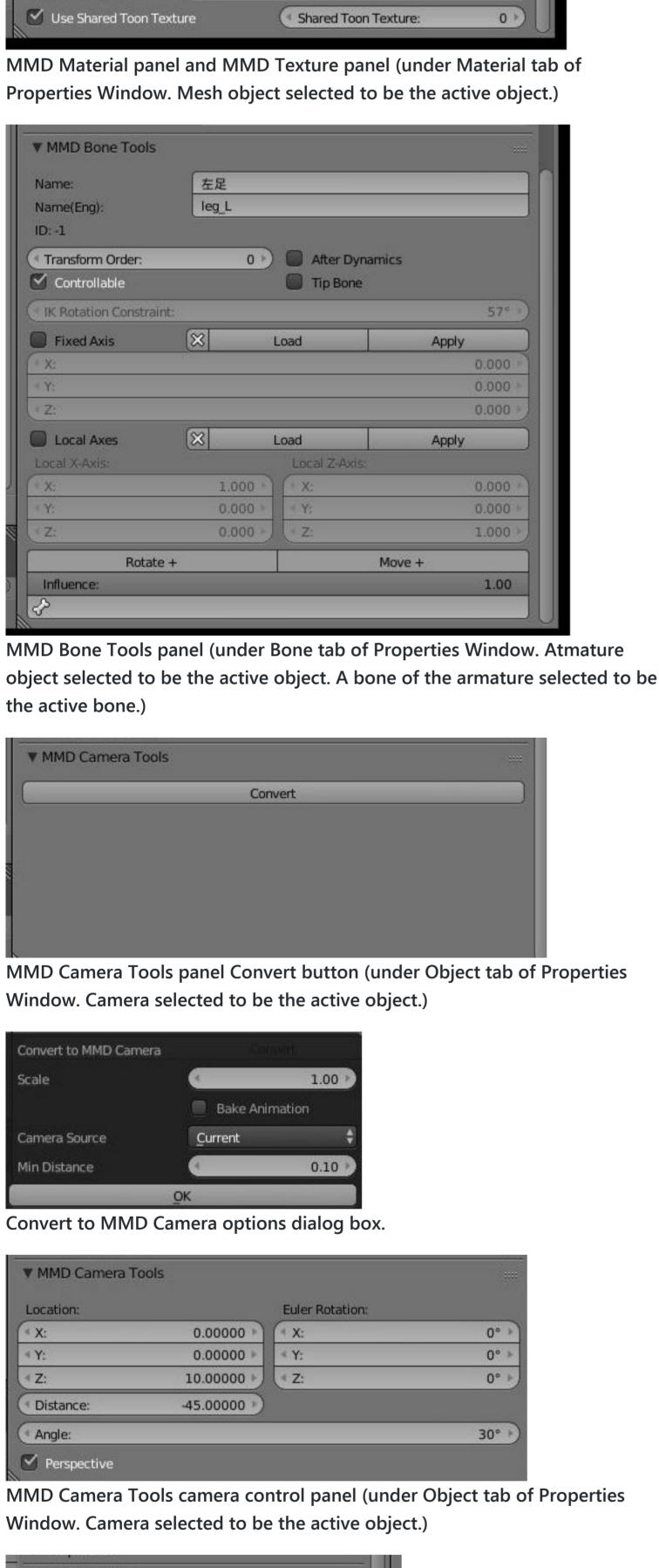
Add

Add

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

Help

⊕ † Defaul



まばたき blink Eye Create ک Bind Miku Hatsune mesh (真面目: 0.00 X Unbind ▼ Rigid Bodies ■ Move To Top ■ Move To Bottom (head u bodyl mmd_tools Morph Tools panel Bind and Unbind menu (to create or delete slider controls for morphs). ▼ Rigid Bodies Add Rigid Body (head +4u_body1 Operator Presets u_body2 \$name_j Name u body3 Name(Eng) \$name_e u body4 Collision Group 0 > Collision Group Mask ▼ Joints Rigid Type Bone @ hair1_R @ hair2_R Shape Sphere @ hair3 R 0.60 Size 4 X: @ hair4_R 4 Y: 0.60 > @ hair5 R 0.60 4 Z: Mass 1.00 ▼ Material Sorte 0.50 Friction Select a mesh ob

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Use Bone Rotation

4 X:

4 Y:

4 Z:

4 X:

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4 X: 4 Y:

4 Z:

4 X:

4 Y:

4 Z:

-50 -40 OK Add Joint dialog box. Translate a MMD Model Internal Dictionary Dictionary Types Bones Morphs Materials Display Physics Information **MMD Names** Modes Blender Names Use Morph Prefix Overwrite Allow Fails Translate MMD Model options dialog box. Blender User Preferences X Editing Interface Add-ons Themes File Input System mmd 🥟 ▽ ✓ Object: mmd_tools Supported Level Description: Utility tools for MMD model editing. (powroupi's forked version) Official View3D > Tool Shelf > MMD Tools Panel Location: Community C:\Program Files\Blender Foundation\Blender\2.79\scripts\addons\mmd_tools__init__.py Testing Author: Categories Version: ODocumentati... Report a Bug Internet: User Enabled Preferences: Disabled Shared Toon Texture Folder: 3D View Base Texture Folder: Add Curve Add Mesh Dictionary Folder: C:\Program Files\Blender Foundation\Blender\2.79\scripts\addons\mmd... Camera Characters Development Game Engine Import-Export Lighting Save User Settings Install Add-on from File... Refresh Online Resources mmd_tools Preferences panel in Blender User Preferences, Add-ons. ▼ MMD Rigid Body b_hair3 Name: Name(Eng): Physics + Bone Bone Physics ⟨♪ ポニテ3 83 Sphere Box Capsule 4 X: 0.80 « Y: 2.30 > ₹ Z: 0.00 Mass: 0.500 Restitution: 0.000 Collision Group: Friction: 0.000 Collision Group Mask: 5 6 7 8 9 10 11 12 13 14 15 Damping

Linear Dampin: 0.800 Angular Dampi: 0.900 MMD Rigid Body panel (under Object tab of Properties Window. A rigid body selected to be the active object.) ▼ MMD Joint b hair4 Name: Name(Eng): 83 Object 1: 00F b hair3 00G b hair4 83 Object 2: 0.000 > X-Axis: Lower X Limit: Upper X Limit: 0.000 0.000 Y-Axis: Lower Y Limit: Upper Y Limit: 0.000 Lower Z Limit: 0.000 Upper Z Limit: 0.100 Z-Axis: X-Axis: Lower X Angle Limit: -10° Upper X Angle Limit: 10° Upper Y Angle Limit: 10° Lower Y Angle Limit: -10° Y-Axis: ¶ Lower Z Angle Limit: -10° ■ Upper Z Angle Limit: 10° ▶ Z-Axis: Spring(Linear): Spring(Angular): 4 X: 0.00 4 X: 100.00 4 Y: 0.00 4 Y: 100.00 ∢ Z: 0.00 100.00 < Z: MMD Joint panel (under Object tab of Properties Window. A joint selected to be the active object. ▼ Properties Line Numbers E. Word Wrap Syntax Highlight Highlight Line Live Edit Font Size: 12 1 ◀ Tab Width: Show Margin Margin Column: ▼ Find Find Next

Replace

All

Text Templates ☐ ↑ ↑ New ☐ Open ☐ ■ ■

Haku Yowane Haku Yowane_e

mmd_tools.translations.fails

Blender text editor. Listed in the text editor menu are model comment,

model comment English and mmd_tools.translations.fails diagnostic text

Match case Wrap

■ † View

block