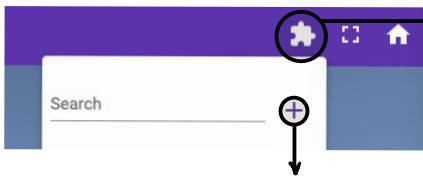


Steps to construct a vox model

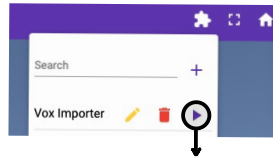
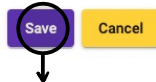


This icon appears when game finishes loading and is in playing state. Press it to view your imported Scripts.

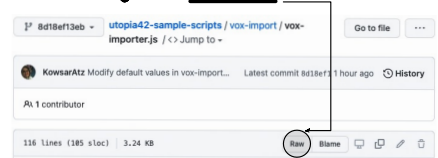
Name *
Vox Importer

Script URL *
<https://raw.githubusercontent.com/Utopia42-club/plugins/4c750ea9d92ab7a53a0b9a0100861730545ea6dc/vox-import/vox-importer.js>

Description



Copy and paste above URL into the Script URL Field. Note that for any script, if you want to use a github URL, you should copy the raw link.



Vox Importer plugin

Please fill out input parameters

1 Parser Script URL * <https://cdn.jsdelivr.net/gh/Navid-Fkh/u> 2 Voxel File URL * https://cdn.jsdelivr.net/gh/ephtracy/voxel-model/blob/master/vox/character/chr_mom.vox

Starting Position: -2827 32 -1032

Submit Cancel

Zero point of Coordinate for the vox model

1 The URL of the vox parser JS library. You can leave this field to its default value.

2 The URL to the .vox File. Again here, you cannot use a direct github URL; instead you can paste the link here to get a usable URL: <https://www.jsdelivr.com/github>

GitHub

https://github.com/ephtracy/voxel-model/blob/master/vox/character/chr_mom.vox

JSDELIVR

https://cdn.jsdelivr.net/gh/ephtracy/voxel-model@master/vox/character/chr_mom.vox



Vox Importer plugin

Please fill out input parameters

Parser Script URL * Vox File URL * Starting Position -2827 32 -1032

Total Voxels Limit *

1000

Submit

Cancel

Vox Importer plugin

Please fill out input parameters

<input type="text"/> red_wool	<input type="text"/> bricks	<input type="text"/> bedrock	<input type="text"/> bricks
<input type="text"/> black_terracotta	<input type="text"/> red_wool	<input type="text"/> quartz	<input type="text"/> sand
<input type="text"/> stone	<input type="text"/> purpur	<input type="text"/> quartz	<input type="text"/> purple_wool
<input type="text"/> bedrock	<input type="text"/> bricks	<input type="text"/> sand	

Submit

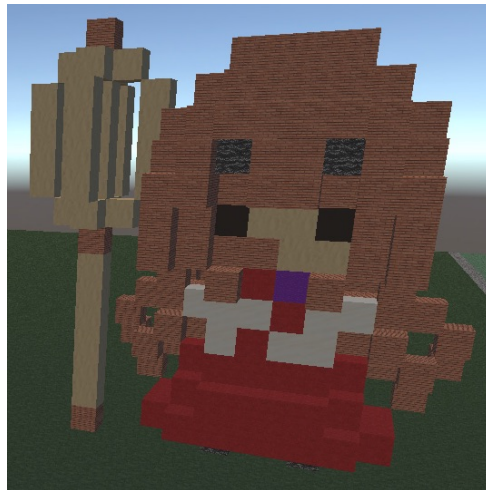
Cancel



Model appearance in Mayaview



In this dialog, all the colors used in the model are displayed and you should choose the block type replacement for each.



DONE!