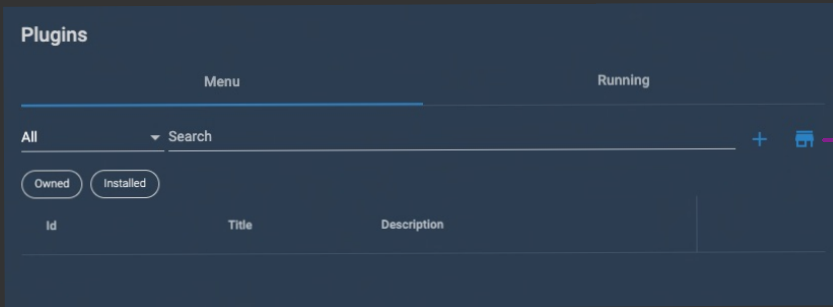# Steps to Construct a vox model
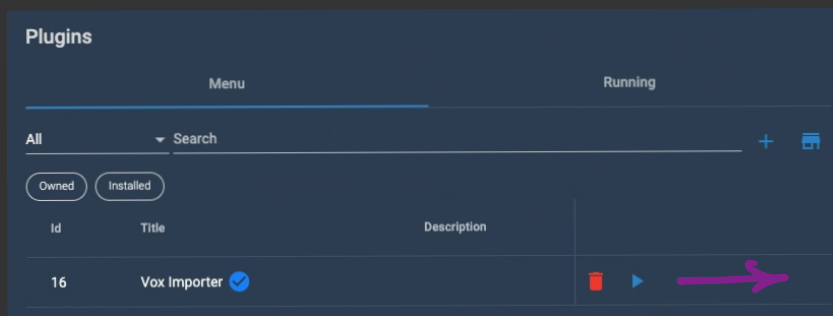
#1 In playing mode, double-press Ctrl to open the plugins dialog

Plugins

Menu		Running

All ▾ Search   + 🔲

(Owned) (Installed)

Id	Title	Description

#2 Press store icon to view public scripts.

Plugin Store

All ▾ Search

Id	Title	Description	
16	Vox Importer ✔		⬇

#3 Press install icon

Plugins

Menu		Running

All ▾ Search   + 🔲

(Owned) (Installed)

Id	Title	Description		
16	Vox Importer ✔		🗑 ▶	

#4 Run the script!

Vox Importer plugin
Please fill out input parameters

Parser Script URL *
https://cdn.jsdelivr.net/gh/Ut

Voxel File
chr_sword.vox 📁

Starting Position
-7084   35   -8.5 ▾

[Submit] [Cancel]
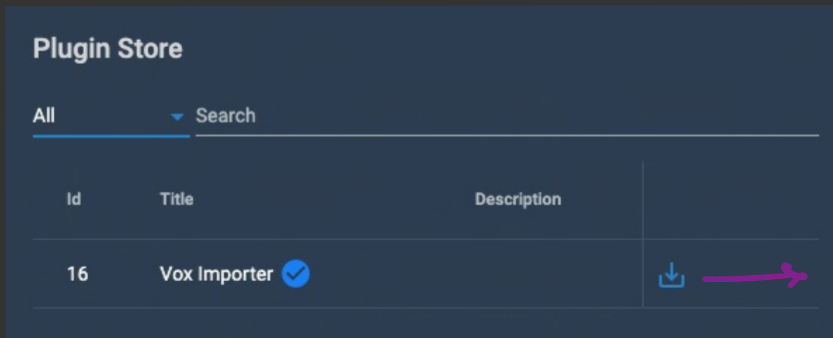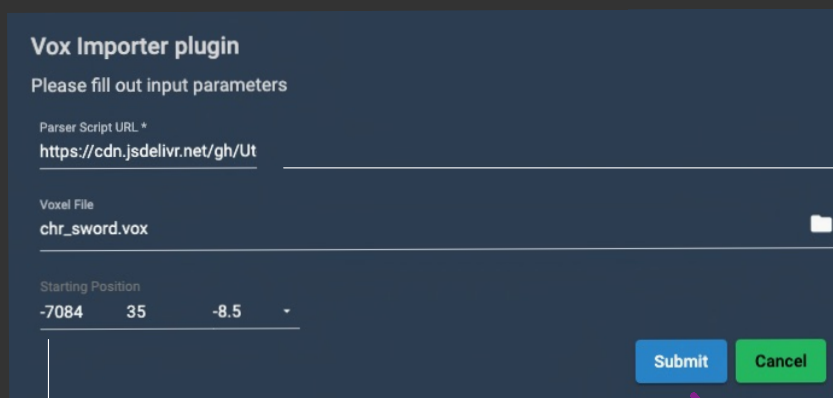
The url of the vox parser lib. You can leave this field to its default value.

Here you can choose your vox model file.

zero point of coordinate for the vox model

#5 ⟶

DONE !