Steps to Construct a vox model
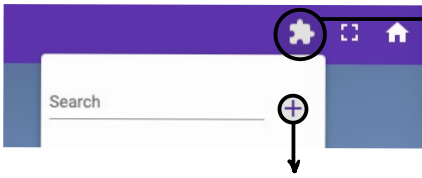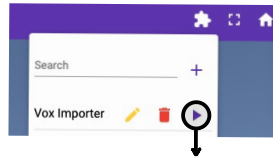
This icon appears when game finishes loading and is in playing state. Press it to view your imported Scripts.
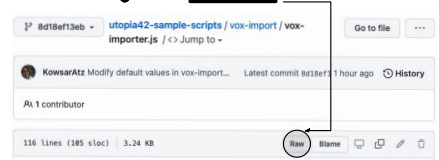
Name *
Vox Importer

Script URL *
https://raw.githubusercontent.com/Utopia42-club/plugins/77707036a4759aaf24da578d15f487915b9b0d71/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.

Save   Cancel

Search

Vox Importer

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/vo

Starting Position
-2827   32   -1032

Zero point of Coordinate for the vox model

Total Voxels Limit *
1000

Here if the vox model has more than 1000 voxels, it will not be constructed in the game. For now, It is recommended to leave this field to this default value to face memory issues less frequently.

Submit   Cancel

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   COPY

Vox Importer plugin
Please fill out input parameters

| Parser Script URL *	Voxel File URL *	Starting Position		
https://cdn.jsdelivr.net/gh/Navid-Fkh/u	https://cdn.jsdelivr.net/gh/ephtracy/vo	-2827	32	-1032

Total Voxels Limit *
1000

Submit   Cancel

Model appearance in MagicaVoxel

Vox Importer plugin
Please fill out input parameters

red_wool	bricks	bedrock	bricks
black_terracotta	red_wool	quartz	sand
stone	purpur	quartz	purple_wool
bedrock	bricks	sand	

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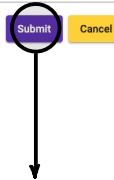
In this dialog, all the colors used in the model are displayed and you should choose the block type replacement for each.

DONE !