Model&Animation Import&Export

Version 5.38

(Script for 3DSmax and Gmax)

Update Notes

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Welcome Updaters. Please read these notes carefully, so as to make your update process flawless.

I have written these notes mainly because some issues are unavoidable. At least with my current knowledge. Please read them carefully.

Version 5.38

All Max/Gmax Versions:

1. Node Parameters have been heavily updated with this Version, which affects Crust ,Snappoint and Userpoint setups. Their setup has been removed from the Parameters entirely, and seperate Helper Objects are made to replace them. Any old settings saved under an older Version are still supported for a while.
   However you may use the Update function of the "Model Manager", to benefit from the updates. You will be prompted with a warning, if Crust/Snap/Userpoints are present, and you can choose to update them if you think that they arent animated (they usually arent) or arent having other user specific properties currently attached, except those related to these tools, since they will be lost after you use the Updater.

Gmax only:

1. Gmax Users trying to load a scene ,saved with an older Version will likely receive:
   "Unknown System Exception"
   This is due updates to the Dragon age Material Plugin. Unfortunately i cannot find a way to fix this issue, it seems an inherent Bug in Gmax. The current workaround is to remove the Dragon Age Material from the Model entirely, then save, then update the tools, then load the scene and reapply the Material again.

Copyright notes:

This Script was created in my free time as a modding hobby, and is free of charge.
Share it with your friends, but do not claim it as your own, nor sell it.

Visit my Projects site if u have questions at
http://social.bioware.com/project/2336/

..or visit Nexus
http://www.dragonagenexus.com/downloads/file.php?id=895

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Dragon Age, and the Game and all this stuff

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This software comes with the tool YAGG.

http://yagg.doubleshadow.wz.cz/