TWL-System NITRO Intermediate File Plug-In for 3ds Max

Installation

> **The content of this document is highly confidential and should be handled accordingly.**

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1 Introduction

This package contains plug-ins for the Windows 32-bit versions of 3ds Max 2008, 3ds Max 2009, 3ds Max 2010, and 3ds Max 2011. Operation is not guaranteed for any other versions.

The plug-in for each version of 3ds Max is stored in a separate file.

These plug-in files are located below the `%TWLSYSTEM_ROOT%\tools\3DPlugins\3dsmax` folder.

At times this manual refers to the numbers that designate the versions of 3ds Max (2008/2009/2010/2011) with an asterisk (`*`).

Table 1-1 Supported Versions of 3ds Max

3ds Max Version	Supported Plug-In
3ds Max 2011	Use the plug-in for 3ds Max 2011 in the `NNS_3dsmax2011_Plugin` folder.
3ds Max 2010	Use the plug-in for 3ds Max 2010 in the `NNS_3dsmax2010_Plugin` folder.
3ds Max 2009	Use the plug-in for 3ds Max 2009 in the `NNS_3dsmax2009_Plugin` folder.
3ds Max 2008	Use the plug-in for 3ds Max 2008 in the `NNS_3dsmax2008_Plugin` folder.

All versions use `IGame.dll`, which is in the 3ds Max main unit package.

2 How to Install Plug-Ins

1. Shut down 3ds Max if it is running.

2. Copy the following 3ds Max * file to the (3dsmax * installation directory)`/Scripts/` folder.
   - `NITROSetRenderPriority.mse`

3. Copy the following 3ds Max * file to the (3dsmax * installation directory)`/Scripts/Startup/` folder.
   - `NITROConvMat.ms`

4. Copy the following 3ds Max * files to the (3dsmax * installation directory)`/plugins/` folder.
   - `NITROMenu.dlu`
   - `NITROExporter.dle`
   - `NITROStdMat.ms`
   - `NITROMorphMat.ms`

3 Visual Basic Runtime Library

NITRO Set Render Priority requires the Visual Basic 6.0 SP6 runtime library to run. If NITRO Set Render Priority fails to run, install the Visual Basic 6.0 SP6 runtime library.

4 How to Uninstall Plug-Ins

1. Shut down 3ds Max *.

2. Delete the following 3ds Max * file from the (3ds Max* installation directory)`/Scripts/` folder.
   - `NITROSetRenderPriority.mse`

3. Delete the following 3ds Max * file from the (3ds Max* installation directory)`/Scripts/Startup/` folder.
   - `NITROConvMat.ms`

4. Remove the following 3ds Max * files from the (3ds Max* installation directory)`/plugins/` folder.
   - `NITROMenu.dlu`
   - `NITROExporter.dle`
   - `NITROStdMat.ms`
   - `NITROMorphMat.ms`

5. Remove the following files from the 3ds Max * installation directory, if they exist.
   - `max.n3es`
   - `menusettings.bin`

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