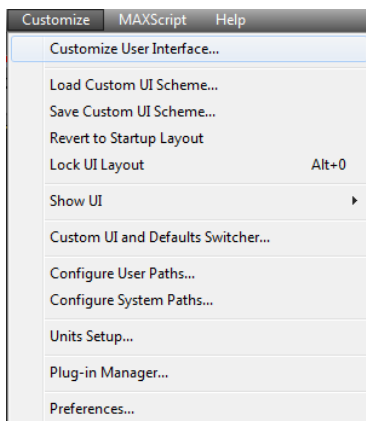


## Installation

After running the setup and installing XRayUnwrap on your 3dsmax version, you can setup your User Interface to open if from a toolbar, quad or menu.

### Launching from a toolbar

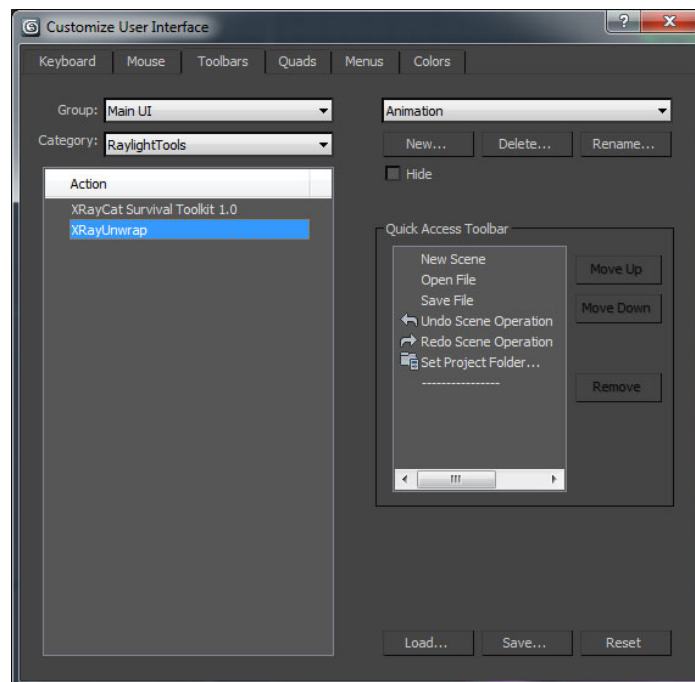


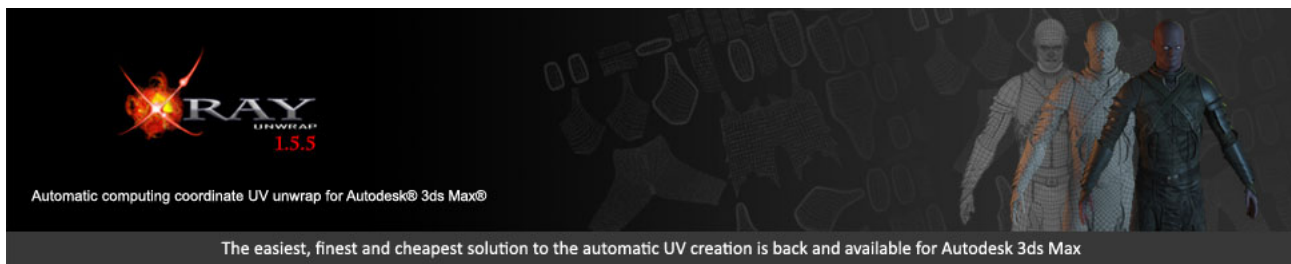
Under the “Customize” menu, select ”Customize User Interface”.

Select the “Toolbars” tab.

Under the “Main UI” group you can find the “RaylightTools” category, containing the “XRayUnwrap” macro script.

Drag the script and drop it to a toolbar. A button will be created, from which you can now launch the toolkit.

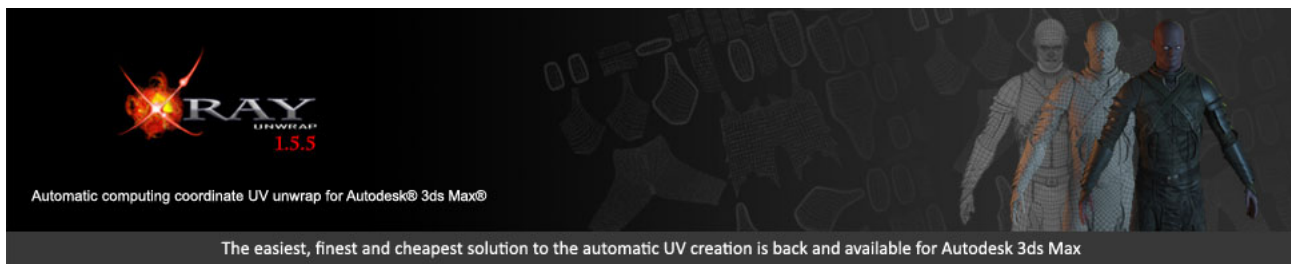




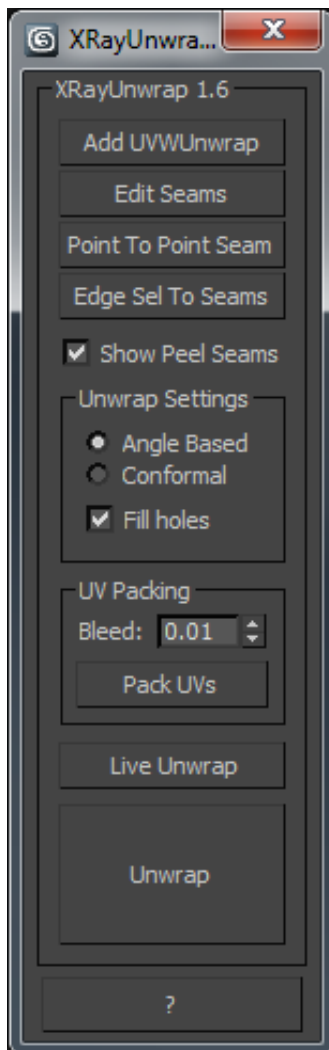
## XRayUnwrap 1.5.5

We introduced a lot of new features as follows:

- Redesigned interface
- XUnwrap at incredible speed
- Amazing Live Unwrap: select your edges and see the result realtime
- Works on any primitive. No more editable poly restriction
- Packing functionality added
- Seams can be edited inside uvwunwap modifier
- Subobject unwrapping
- Map seam flags are preserved within instanced unwrap
- Instanced unwrap over multiple objects
- Back compatibility with v1.0. Old seam flags are converted into unwrap seams



## User Interface



**Add UVWUnwrap:** adds UVWUnwrap modifier to selected object.

**Edit Seams:** allows to select the seams by clicking on the edge.

**Point to Point Seam:** advanced selection tool, also used in the 3dsmax pelt map. Allows to select a loop of seams within 2 vertexes.

**Edge Sel to Seam:** converts a selected group of edges into seams.

**Show Peel Seams:** hides or shows the seams.

**Angle Based / Conformal:** these are the two processes used by XRayUnwrap for the automated unwrapping. The process needs to be selected according to the structure of the meshes. Generally Angle Based works better with Soft Surfaces, while Conformal works better with Hard Surfaces.

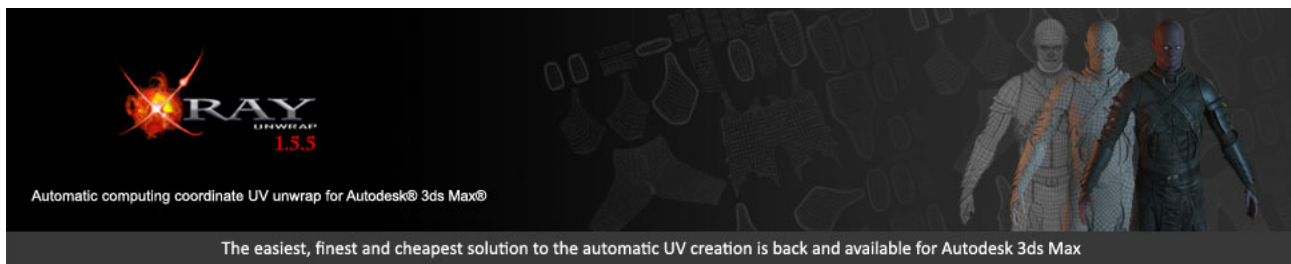
**Fill holes:** prevents from internal overlaps.

**Bleed:** since we introduced a tool for Packing, Bleed is very useful to manage the border space between different isles and better optimize the Packing process. Bleed can be used also with the Live option on, to check the best result realtime.

**Pack Uvs:** allows to arrange isles to maximize the number of pixels per polygon on a texture. This tool is very useful to arrange isles of different models on a single texture.

**Live Unwrap:** this is the real goody of this new XRayUnwrap 1.5.5. This useful tool allows to check results of the unwrap realtime, while tracing the seams. This algorithm computes the cut over the mesh allowing to check if the unwrap opens in the right way.

**Unwrap:** starts the computation.



XRayUnwrap 1.5.5 is currently under development and we need your help to improve it.

The following 3dsMax versions are supported:

- 3dsMax 2008 x86
- 3dsMax 2008 x64
- 3dsMax 2009 x86
- 3dsMax 2009 x64
- 3dsMax 2010 x86
- 3dsMax 2010 x64
- 3dsMax 2011 x86
- 3dsMax 2011 x64
- 3dsMax 2012 x86
- 3dsMax 2012 x64
- 3dsMax 2013 x86
- 3dsMax 2013 x64

XRayUnwrap 1.5.5  
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