--reading the data from test file and storing into array. Further each line is stored as a different value in different arrays.

arrayval = #()

opfl = openfile "C:\\Users\\comp-2\\Desktop\\3ds max script\\realtest5.txt"

while (not eof opfl) do

(

append arrayval (readline opfl)

)

close opfl

val1 = filterstring arrayval[1] ", []"

val2= filterstring arrayval[2] " []"

val3= filterstring arrayval[3] " []"

val4= filterstring arrayval[4] " []"

val5 = filterstring arrayval[5] " []"

val6 = filterstring arrayval[6] " []"

val7 = filterstring arrayval[7] " []"

val8 = filterstring arrayval[8] " []"

val9 = filterstring arrayval[9] " []"

val10 = filterstring arrayval[10] " []"

val11 = filterstring arrayval[11] " []"

val12= filterstring arrayval[12] " []"

val13 = filterstring arrayval[13] " []"

val14 = filterstring arrayval[14] " []"

val15 = filterstring arrayval[15] " []"

val16 = filterstring arrayval[16] " []"

val17 = filterstring arrayval[17] " []"

val18 = filterstring arrayval[18] " []"

val19 = filterstring arrayval[19] " []"

val20 = filterstring arrayval[20] " []"

val21 = filterstring arrayval[21] " []"

--construcing the polygon, extruding it and hence creating walls.

--assigning the position to the start of the polygon

ss = line pos: [(val1[1] as integer), (val1[2] as integer), (val1[3] as integer)]

addNewSpline ss

posit = 1

while posit < val1.count do

(

addKnot ss 1 #corner #line [(val1[posit] as integer), (val1[posit+1] as integer), (val1[posit+2] as integer)]

posit += 3

)

--closing the curve

addKnot ss 1 #corner #line [(val1[1] as integer), (val1[2] as integer), (val1[3] as integer)]

updateShape ss

ss

--extruding the boundry

select $Line001

modPanel.addModToSelection (Extrude ()) ui:on

modPanel.setCurrentObject $.modifiers[#Extrude]

$.modifiers[#Extrude].amount = 2.8

clearSelection()

--creating tiles

importfile"C:\\Users\\comp-2\\Desktop\\3ds max script\\export\\tileblock1.3ds" #noprompt

for z in 0 to 6 do

(

for i in 0 to 14 do

(

instance $Box001 position:[0.1+(0.2\*i),0,0.15+(z\*0.3)]

)

)

for z in 0 to 6 do

(

for i in 0 to 14 do

(

instance $Box001 position:[0.1+(0.2\*i),2,0.15+(z\*0.3)]

)

)

select $Box001

toolMode.coordsys #view

rotate $ (angleaxis 90 [0,0,1])

for z in 0 to 6 do

(

for i in 0 to 9 do

(

instance $Box001 position:[0,0.1+(0.2\*i),0.15+(z\*0.3)]

)

)

for z in 0 to 6 do

(

for i in 0 to 9 do

(

instance $Box001 position:[3,0.1+(0.2\*i),0.15+(z\*0.3)]

)

)

delete $Box001

-- adding external files

importfile"C:\\Users\\comp-2\\Desktop\\3ds max script\\export\\wc.3ds" #noprompt position:[1.69,0.35,0.4]

importfile"C:\\Users\\comp-2\\Desktop\\3ds max script\\export\\WB with vanity.3ds" #noprompt position:[0.8,1.7,0.43]

importfile"C:\\Users\\comp-2\\Desktop\\3ds max script\\export\\mirror.3ds" #noprompt position:[0.798,1.87,1.875]

importfile"C:\\Users\\comp-2\\Desktop\\3ds max script\\export\\WB Faucets.3ds" #noprompt position:[0.499,1.86,.971]

instance $washfaucet position:[1.104,1.86,0.971] #noprompt

importfile"C:\\Users\\comp-2\\Desktop\\3ds max script\\export\\Towel Hang.3ds" #noprompt position:[1.45,1.94,1.28]

importfile"C:\\Users\\comp-2\\Desktop\\3ds max script\\export\\soap holder.3ds" #noprompt position:[2.78,1.885,0.736]

importfile"C:\\Users\\comp-2\\Desktop\\3ds max script\\export\\towels.3ds" #noprompt position:[2.61,0.192,1.313]

importfile"C:\\Users\\comp-2\\Desktop\\3ds max script\\export\\Bath Faucets.3ds" #noprompt position:[2.517,1.87,1.287]