Unity 3DS Run-Time Mesh Importer

This script allows you to import simplified 3ds models into unity at runtime, currently will import textures using the unity **WWW.texture** method, but will not import material values

I hope the code is laid out in a readable and understandable way

Use the **Import3DSSample.cs** *for example usage code*

Basic Import Call:

`_3DSReader.` Import3DS (string sFilename);

Paths

Materials

Currently the 3DS importer doesn't import material information only texture information, this will be a future update.

Textures

This script uses the **WWW.texture** you can specify an alternative path for import of textures by changing the value of the static variable `_3DSReader.`TexturePath.

Sample

Provided is a very crude sample head_test.3ds with 3 geometries (Head, and eyes)

Feel free to contact me with issues or suggestions,
contact email: sys.nuex@hotmail.com