**Unity3D教程：Max2FBX换装模型批量导出插件**

Posted on 2013年07月26日 by U3d / [Unity3D 基础教程](http://www.unitymanual.com/category/manual/unity3d-%e5%9f%ba%e7%a1%80%e6%95%99%e7%a8%8b) /被围观 24 次

声明导出插件变量；

theClasses = exporterPlugin.classes

FBX导出插件参数设定；

FbxExporterSetParam “NormalsPerPoly” false

FbxExporterSetParam “Cameras” false

FbxExporterSetParam “Lights” false

FbxExporterSetParam “GeomAsBone” false

FbxExporterSetParam “Shape” false

FbxExporterSetParam “Skin” true

FbxImporterSetParam “SkinModifier” “physique”

FbxExporterSetParam “Animation” false

FbxExporterSetParam “ShowWarnings” false

FbxExporterSetParam “EmbedTextures” false

删除不含蒙皮信息的模型，将所有Editable\_mesh类型的模型对象添加到MeshObj数组；

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|  |  |
| --- | --- |
| 01 | MeshObj = **for** i **in** geometry **where** classof i.baseobject == Editable\_mesh collect i |
| 02 |  |
| 03 | EmptyObj = #() |
| 04 |  |
| 05 | **for** i = 1 to MeshObj.count **do** |
| 06 |  |
| 07 | ( |
| 08 |  |
| 09 | **if** MeshObj.modifiers.count == 0 **do** |
| 10 |  |
| 11 | append EmptyObj MeshObj |
| 12 |  |
| 13 | ) |
| 14 |  |
| 15 | delete EmptyObj |
| 16 |  |

查找场景中所有的骨骼对象，供导出蒙皮信息使用。

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|  |  |
| --- | --- |
| 01 | Thing1=$Bip\* **as** array |
| 02 |  |
| 03 | Thing2=$Bone\* **as** array |
| 04 |  |
| 05 | **for** i =1 to Thing2.count **do** |
| 06 |  |
| 07 | ( |
| 08 |  |
| 09 | append Thing1 Thing2 |
| 10 |  |
| 11 | ) |
| 12 |  |

计算骨骼数量，在导出FBX时的方式是全部骨骼+当前要导出的1个模型，所以countThing1的数量+1。

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| --- | --- |
| 01 | CountThing1=Thing1.count |
| 02 |  |
| 03 | DelThing=CountThing1+1 |
| 04 |  |
| 05 | 导出FBX数据。查找场景中所有需要导出的模型对象。 |
| 06 |  |
| 07 | MeshObj = **for** i **in** geometry **where** classof i.baseobject == Editable\_mesh collect i |
| 08 |  |
| 09 | 设定导出路径 |
| 10 |  |
| 11 | dir1 = @“d:\FBX\_Model\_02” |
| 12 |  |
| 13 | **for** i = 1 to MeshObj.count **do** |
| 14 |  |
| 15 | ( |
| 16 |  |
| 17 | 回收内存；不加此函数，在连续导出30~50个模型时程序会出错； |
| 18 |  |
| 19 | gc() |
| 20 |  |
| 21 | 将要导出的当前模型添加到骨骼的选择集。 |
| 22 |  |
| 23 | append Thing1 MeshObj |
| 24 |  |
| 25 | **select** Thing1 |
| 26 |  |
| 27 | 使用模型的名字作为导出时的文件名。 |
| 28 |  |
| 29 | FileNamed = MeshObj.name |
| 30 |  |
| 31 | 自动导出，#noPrompt是指不弹出对话框，全自动操作； |
| 32 |  |
| 33 | exportFile (dir1 + FileNamed ) #noPrompt selectedOnly:true using:theClasses[9] |
| 34 |  |
| 35 | 从骨骼选择集中删除本次导出过的模型； |
| 36 |  |
| 37 | deleteitem Thing1 DelThing |
| 38 |  |
| 39 | ) |