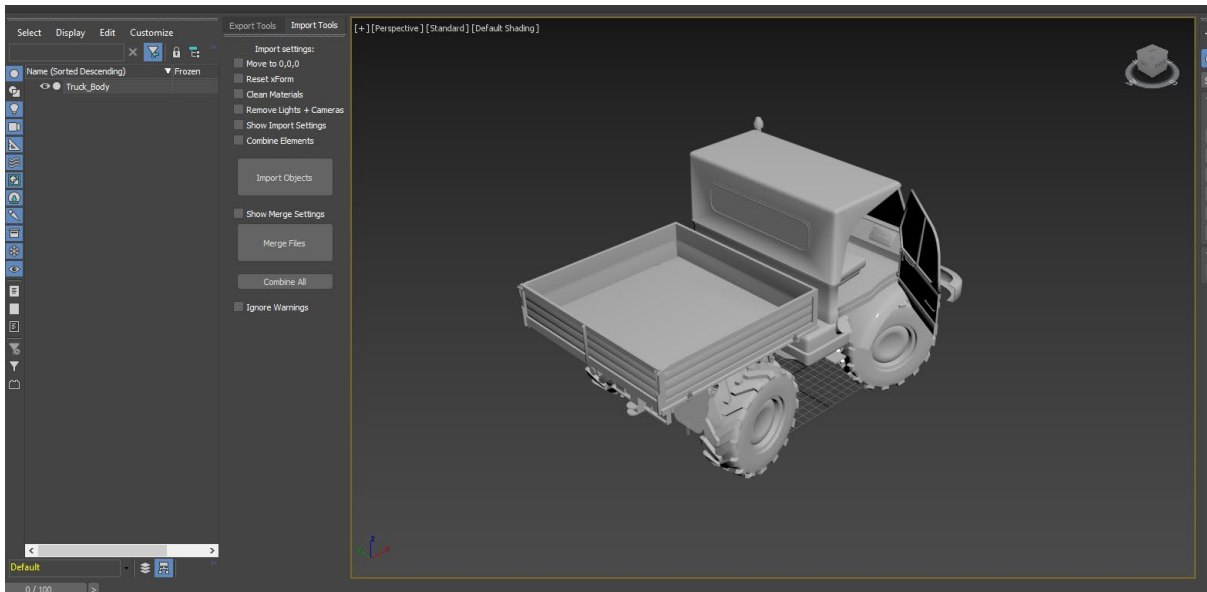
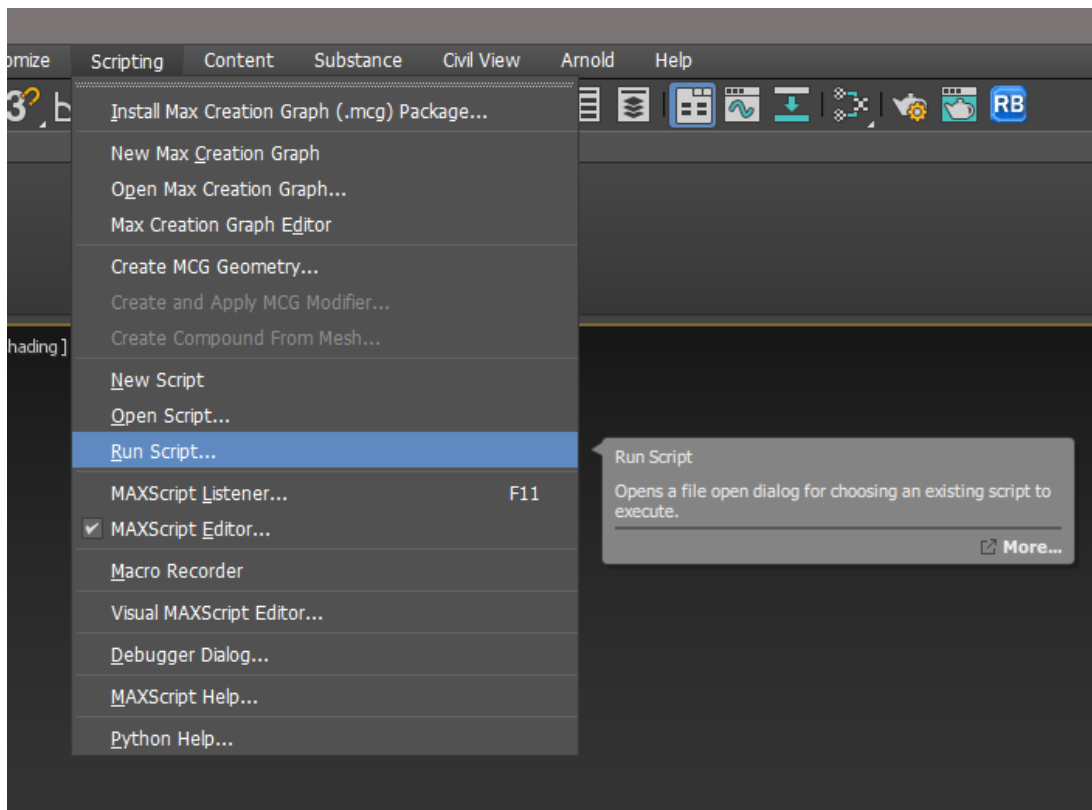


Import Tools



The *Import Tools* script is designed to make the process of importing object files into 3ds Max and merging max files faster. The tools included in the script help to automatically clean up imported files, but it's mainly designed as an easy way to import object files in bulk. This script is intended as a companion script to the *Export Tools* maxscript.

To run the script, select *Run Script* from the scripting menu and choose the *ExportTools.ms* file you downloaded from Dropbox.

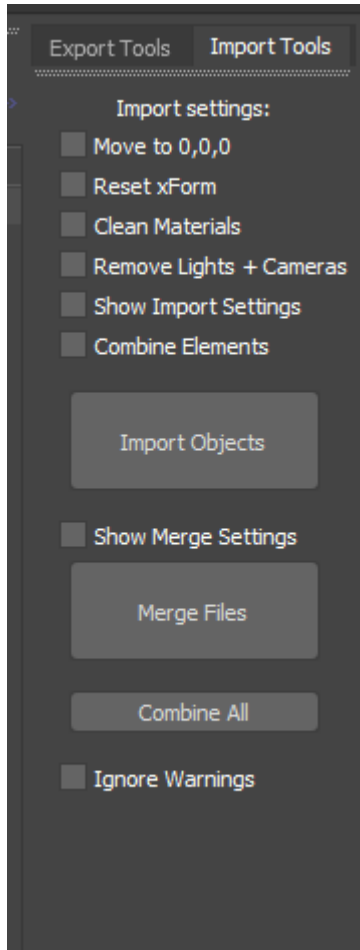


Alternatively, the script can be added to the following folder, allowing it to run automatically every time 3ds Max is loaded:

Program Files\Autodesk\3ds Max 2022\ 3ds Max 2022\scripts\Startup

Adding a file to this location will require admin permission, but it will only need to be done once.

By default, the Import tools script is docked on the left-hand side of the screen. It can be undocked and docked elsewhere.

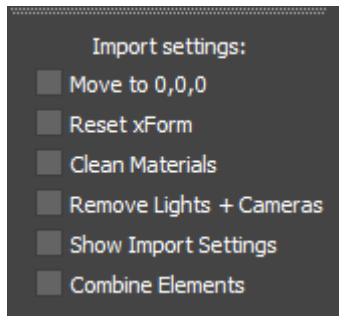


*Figure 1*The Import Tools dialog

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Import Settings



The import settings are optional functions that will run when importing a file via the Import Tools script. All functions will only affect the objects being imported in the current operation, and will not interfere with anything already in the scene.

Move to 0,0,0 – Checking this will move all imported files to 0,0,0 in the max scene when they are first imported.

Reset Xform – This will reset the Xform of all objects when imported. Checking this will display a warning message informing you that Xform will be reset which may have unintended affects on some objects, unless Ignore Warnings is turned on.

Clean Materials – This function will remove all materials from imported objects and replace them with a new standard (legacy) material, named after the object name and set to mid-grey.

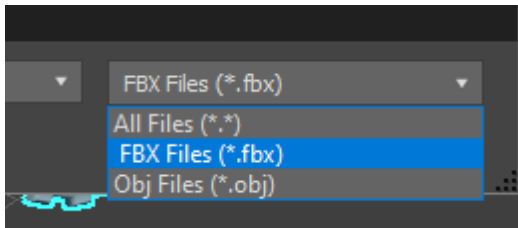
Remove Lights + Cameras – Checking this will automatically delete lights and cameras from imported files. Any cameras or lights already in the scene before importing won't be affected.

Show Import Settings – By default, the import settings dialog box is hidden when importing files via this script. Checking *Show Import Settings* will display the import settings dialog on your next import. Note that the dialog box will only display at the start of the import queue – all objects after the first one will use the same import settings.

Combine Elements – Checking this will combine all the elements of an FBX file into one object on import. Note that this will not combine objects imported from separate FBX files – please use the combine feature in the *Export Tools* script if you want to combine objects from different files.

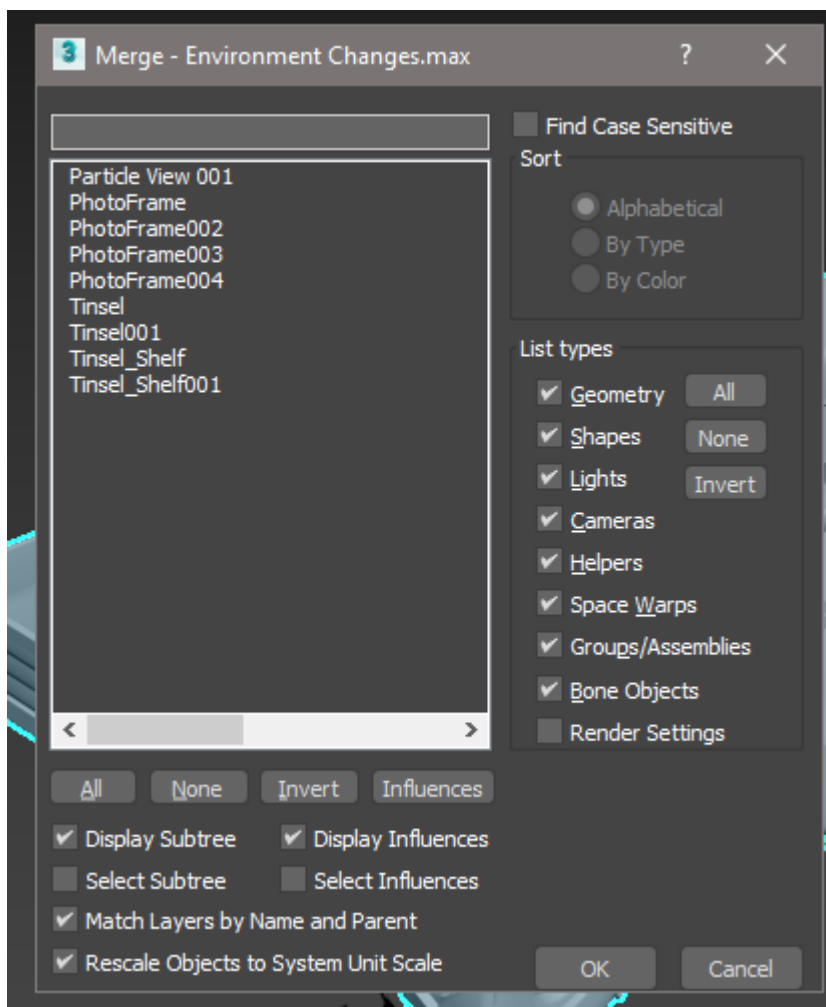
Import Objects

Clicking *Import Objects* will prompt you to select one or more mesh files from the windows explorer pop up. By default, the pop up expects an .FBX file, but any mesh file can be imported.



Merge Files

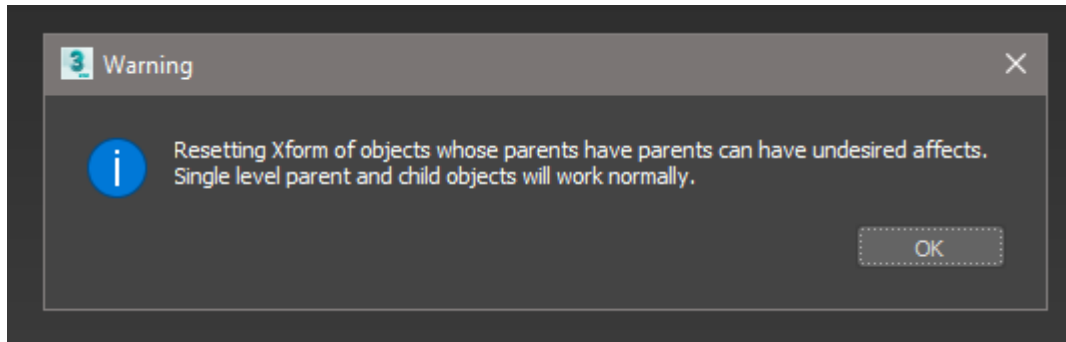
As well as importing object files, the script can be used to merge max files into the scene. The *Show Merge Settings* toggle above the Merge Files button will allow you turn on the merge dialog box, which will let you choose which objects from your selected max files you would like to merge.



By default, this is turned off and all objects from selected max scenes will be merged without any prompts.

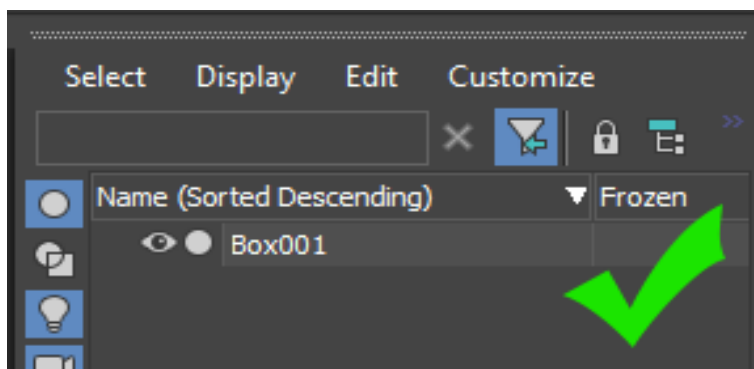
Warning Messages Explained

The *Import Tools* maxscript includes a warning message for the *Reset Xform* feature. When this setting is toggled on, this warning message will be displayed, unless Ignore Warnings is turned on.

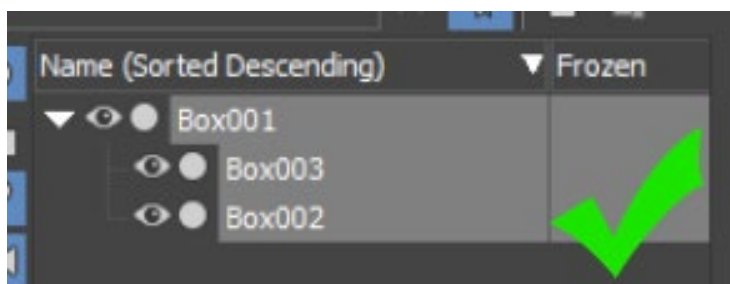


This warning message tells you that resetting Xform of certain objects – those that have parents with parents – can have undesired affects, namely rotation issues.

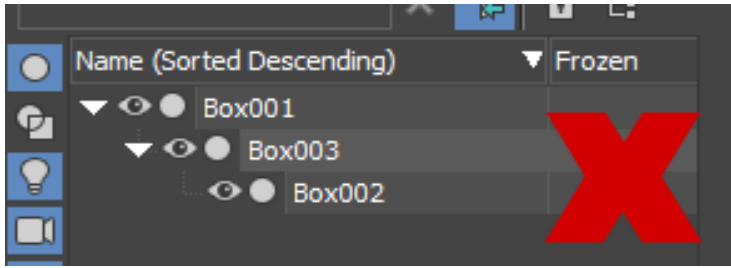
Resetting Xform of single level objects should never cause issues.



Resetting Xform of parent and child objects should also not cause issues. This is because the script will be applied to all objects equally.



Resetting the Xform of objects with a more complicated hierarchy, i.e. when a parent object is a child to another object, is very likely to cause rotational issues and isn't recommended.



It is not advised to turn on *Reset Xform* on importing objects with complicated hierarchies.