

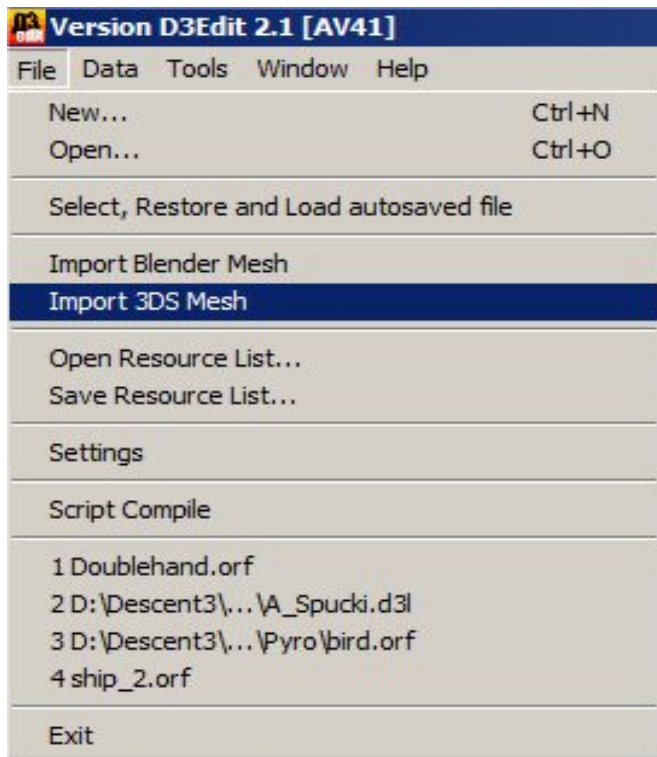
## Micro-D3-Edit Tipps 6 ( v1.0 ) ATAN

We need to keep in mind a few simple rules to import a 3DS Mesh into D3Edit.

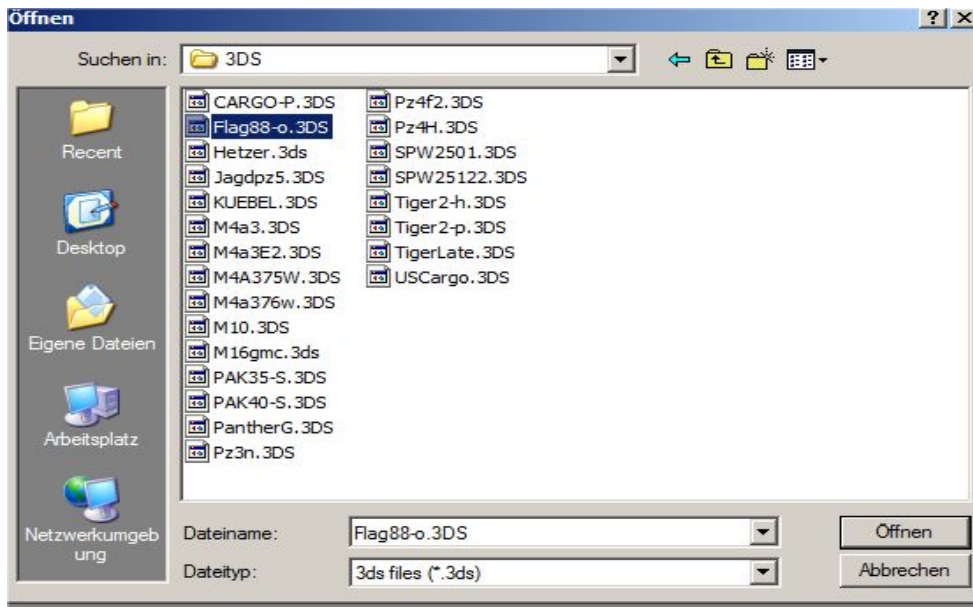
1. Follow the Descent3 ORF Specs.  
**Max 10000 Vertices**  
**Max 3000 Faces**
2. Don't use double-sided faces.
3. Set the size of the object to a value  $\geq 20$ .

*Hint: Texturing and Materials are not imported.*

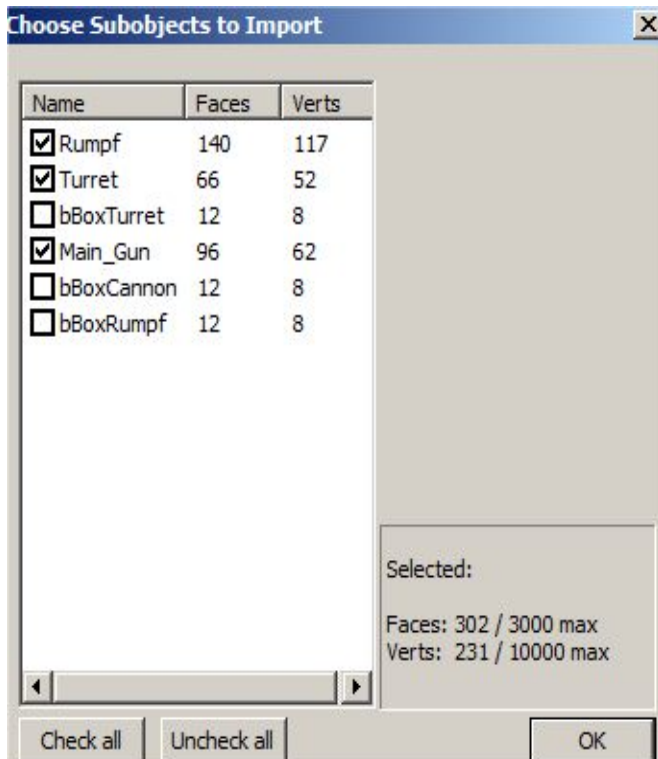
If all rules are observed the 3DS File (\*.3ds) is ready for import.  
Choose i.e. inside File-Menu - Import 3DS Mesh -



File Dialog opens and we can choose the wanted \*.3ds file.



The 3ds-Importer will start and open a new Dialog.



All subobjects are checked for import if the dialog opens. Choose the subs you want to import now. The values shown on the right will change during check/unchecking.

After pressing the OK-Button we will see the progress inside the Status Bar including some information about the import process. D3Edit will throw out messages if it run into trouble while importing. If all fine we will see a new ORF-window inside D3Edit.

We must do a Verify Room then!

Now fix all errors and go ahead with texturing.

