

Micro-D3-Edit Tips 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.

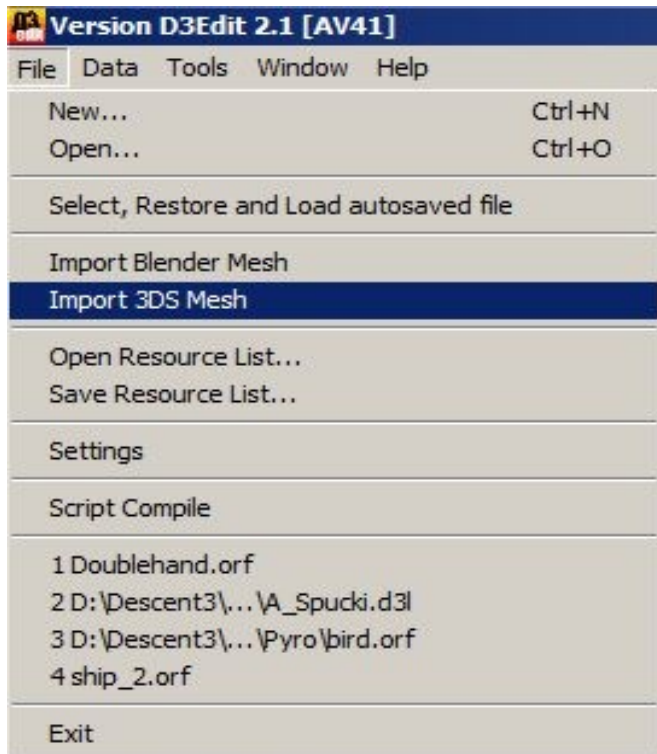
Max 10000 Vertices

Max 3000 Faces

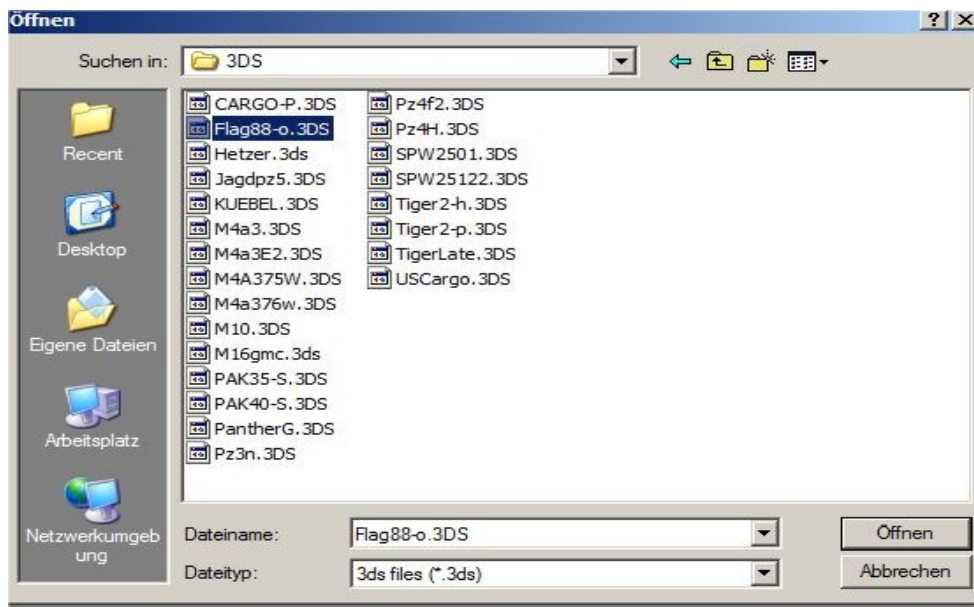
2. Don't use double-sided faces.
3. Set the size of the object to a value ≥ 20 .

Hint: Texturing and Materials are not imported.

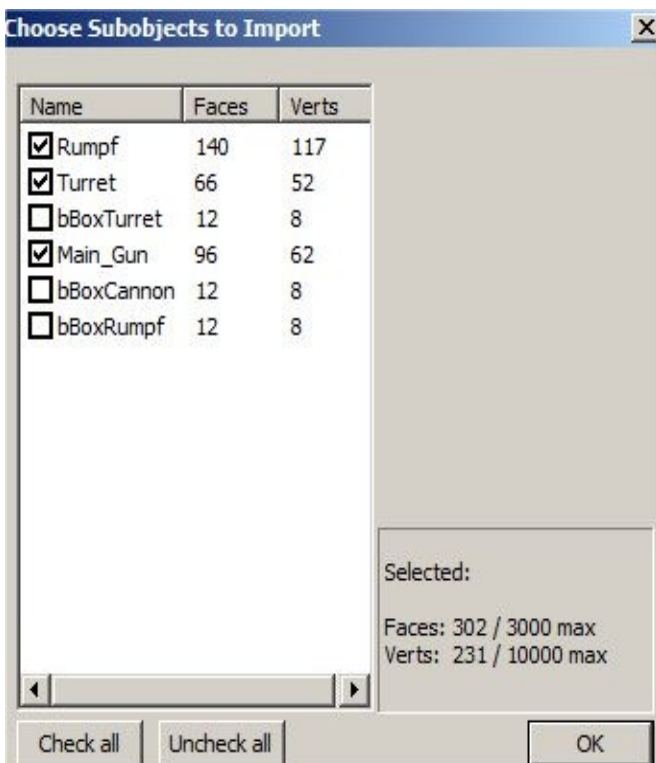
If all rules are observed the 3DS File (*.3ds) is ready for import.
Choose i.e. inside File-Menu - Import 3DS Mesh -



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.

Now fix all errors and go ahead with texturing.

