

GBXModel Importer

for 3ds max v5.0+ and gmax 1.2

by TheGhost

What started as a node/marker importer that would correctly import biped nodes turned into a full-blown .gbxmodel tag importer for 3ds max and gmax. Two weeks and 1,200 lines of code later, this max script is able to fully import any exported .gbxmodel tag. The features include...

- Import any piece of geometry from any gbxmodel tag
- Import model with perfect UVW coordinates and material ID's
- Setup the max material library for the model's shaders
- Import any model's nodes and markers with correct position and rotation
- Import biped nodes as bone objects
- Import vertex weights for a fully-rigged model

You can do all of this with many options and at the touch of a few buttons! In seconds you can import any of the following...

Import Biped:



Import Human Vehicles:



...or Covenant Vehicles:



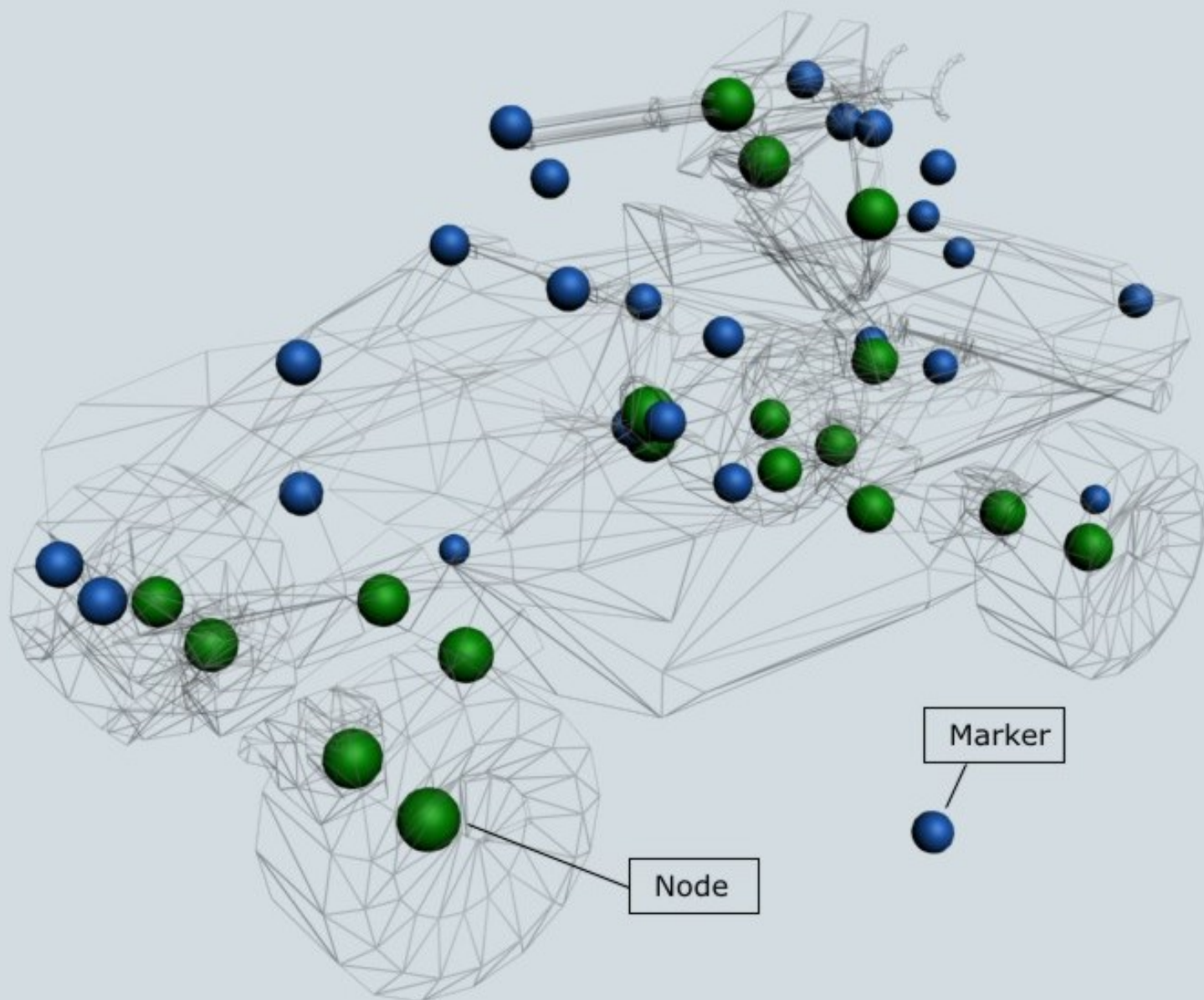
Import Weapons:



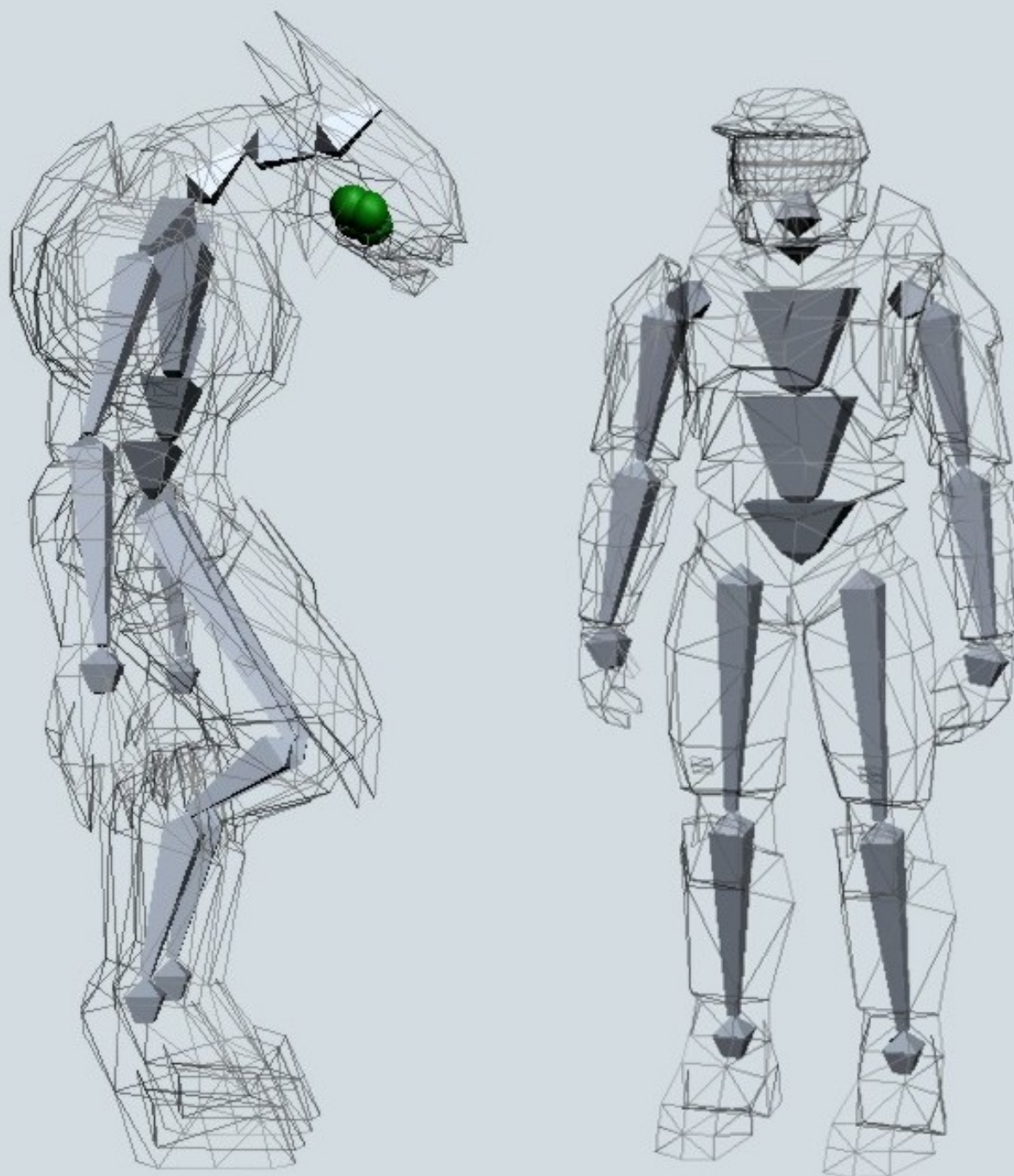
Import Device Machines and Other Scenery:

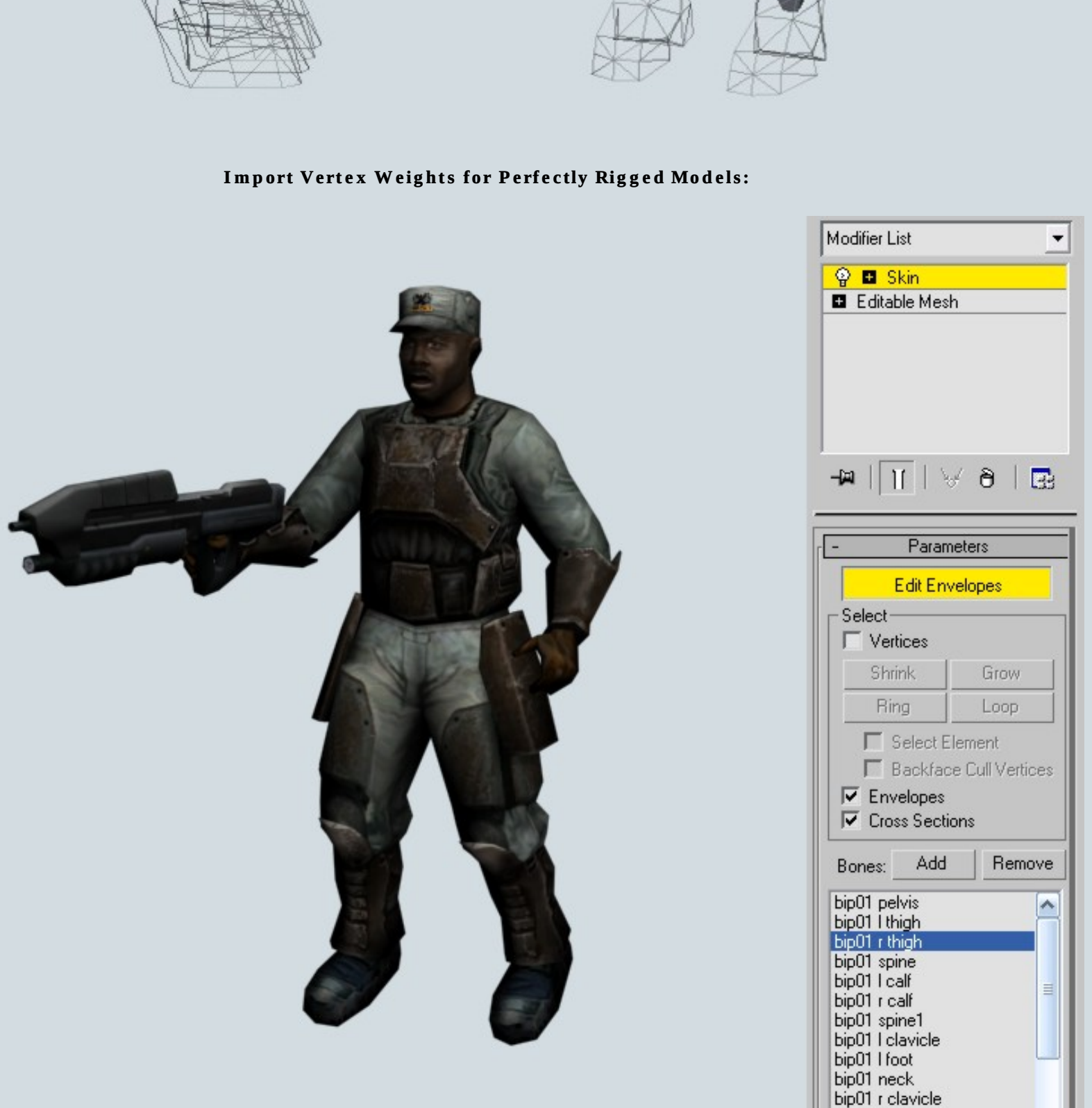


Import Nodes and Markers:

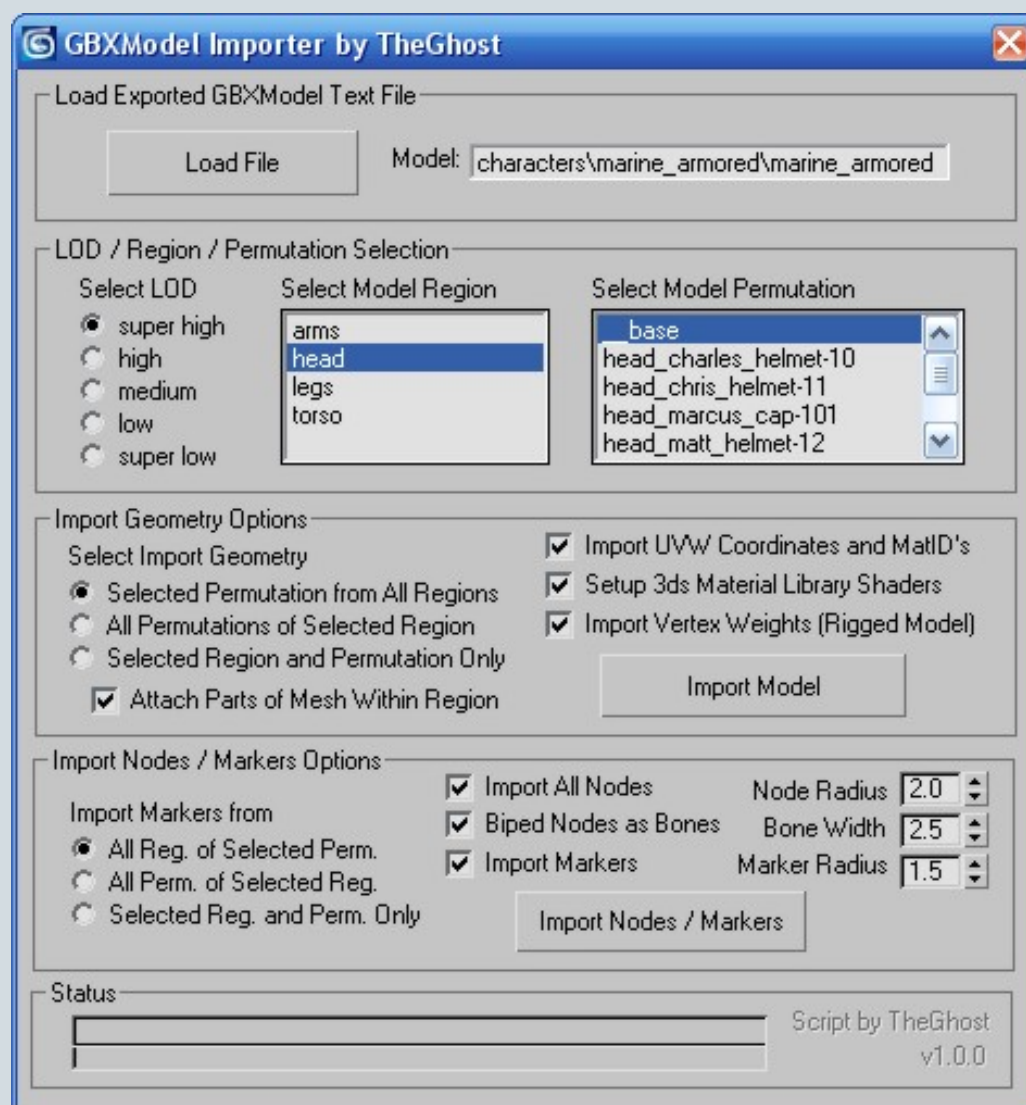


Import Biped Nodes as Bones:





The script runs *fully functional* in both 3ds max and gmax!



As you can see, there are many import options and it's pretty user-friendly. Download v1.0.1 of the script [here](#).

How to Import a Model:

- Open up the desired .gbxmodel tag in Guerilla.
- Go to File > Export Tag, and save the .txt file in a memorable location. (It may take your computer a few seconds to do this.)
- In 3ds max or gmax go to MAXScript > Run Script and locate the downloaded GBXModel_Importer_v1-0-0.ms script.
- The GUI should appear. Click the "Load File" button and navigate to the .txt model file exported from Guerilla.
- Select the LOD, region, and permutation you wish to import.
- Click "Import Model" to import the geometry or "Import Nodes/Markers" to import the model's nodes/markers.
- For more information on general usage and advanced features, see video tutorial #1 below.

Frequently Asked Questions:

Q: How do I select the "Import Vertex Weights (Rigged Model)" checkbox? It's greyed out.

To import a rigged model, you must first import the model's nodes. Do this by clicking the "Import Nodes/Markers" button before clicking the "Import Model" button. Once you click the "Import Nodes/Markers" button, the checkbox to import the rigged model should be selectable. You may select it if you have not deleted any of the model's nodes from the scene. Then click "Import Model" to import the rigged model. You must first import the nodes because when the script adds the skin modifier to the mesh, it must have the model's nodes available in the scene to weight the vertices.

Q: What do the "Select Import Geometry" options do? Which should I use?

The default option "Selected Permutation from All Regions" radio button searches for the selected permutation in all of the model's regions. If it is found in multiple regions, it will import the geometry from all of those regions as well. For example, if you have selected the "__base" permutation in the arms region, it will search the legs, head, and torso region for a permutation named "__base", and if it is found in those regions, that geometry will be imported as well. The second radio button "All Permutation of Selected Region" will import all of the permutation in the region that's currently selected. This is typically not a good idea as it has very little practical application. The third radio button "Selected Region and Permutation Only" will import only the highlighted permutation from the highlighted region. You would use this option if, for example, you were importing the Sgt. Johnson permutations from the marine_armored model. You would go to the arms region and select "sgt_johnson-100", then go to the head region and select "sgt_johnson-100", and then in legs and torso regions select the "__base" permutation as Sgt. Johnson does not have specific permutations in those regions.

Q: What does the "Attach Parts of Mesh Within Region" checkbox do?

Each geometry block is broken down into "parts" blocks which are essentially grouped by the shaders which make up the region. If this checkbox is not checked, each material will be imported as a separate mesh. It is not necessary to break up the regions into their shaders because the "Import UVW Coordinates and MatID's" checkbox will automatically assign proper material ID's within the region mesh. Thus if this checkbox is checked the parts will automatically be attached into one mesh for the region.

Q: What does the "Biped Nodes as Bones" checkbox do?

A model's nodes are usually represented with spheres to indicate their translation and rotation. However, if this checkbox is checked, any node that begins with "bip01" instead of "frame" will automatically be created as a bone object in 3ds max and gmax. Bone objects are much easier to use with bipeds for skinning and animating. Consider adjusting the spinners for nodes and bones depending on the scale of the model. For example, Cortana is a small model and will require considerably thinner bones in order that the rig looks correct.

Q: How would I set up a biped for animations?

Because the bone objects are bones and not a biped system, you may be unfamiliar with how to manipulate bone positions and create animations. To do this, it is wise to set up IK Limb Solvers as described in video tutorial #2.

Video Tutorials for General Usage and Advanced Features:

1. Basic Overview of Usage (Importing a rigged Ghost model). Download it [here](#) (.wmv) or a Flash version [here](#).
2. Importing a Rigged Biped for Animations (Importing and animating the Master Chief). Coming very soon.

Version History:

- Version 1.0.0 - first public release.
- Version 1.0.1 - revised the "offset magic" for uncompressed vertex block to make it more conservative. Caused read past end of file error in version 1.0.0 when importing some models (such as the fp arms).

To-do List :

- Properly rig models with local nodes defined in parts block.
 - This currently causes improper rigs in the Elite, Cortana, Jackal, Cyborg's FP arms, the Captain (and more?) models.
- Assign face selection sets for regions (for re-exporting regions).