

## DOTXSI XCHANGE FOR MAX FAQ

*Q: Which 3dsMax features are supported by Version 1.7?*

### EXPORT (MAX→XSI)

Objects that do not appear in the following list are unsupported and are exported as NULL objects.

Supported Objects:

#### Polygon Meshes

- Geometry
  - Triangulated
  - Polygons (MNMesh)
- Envelopes
  - Native Skin
  - Physique Modifier
- UV co-ordinates
- Normals
  - Face or Vertex
- Shape Animation
  - Auto-detect
  - Force
  - MorphTargets Only

#### Nulls

- Dummy objects converted to Nulls

#### NURBS Surfaces

- Geometry
- Envelope

#### Inverse Kinematics / Character Studio Bipod

- Exported as Forward Kinematics with Nulls or geometric representation of the bones

#### Material

- Types
  - Ambient
  - Diffuse
  - Specular
  - Transparency
  - Emissive ("Self-Illumination")

#### 2D Textures

- UV mapping

#### Animation

- Baked FCurves (Standard or Compound)
- Convert to XSI Action Clips (Nameable actions)

#### Unsupported:

- Cameras
- Lights
- NURBS Curves
- Constraints

3ds Max 6 v1.7 Source Code: <http://sourceforge.net/projects/dotxsi4max/files/dotXSI4max/>

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