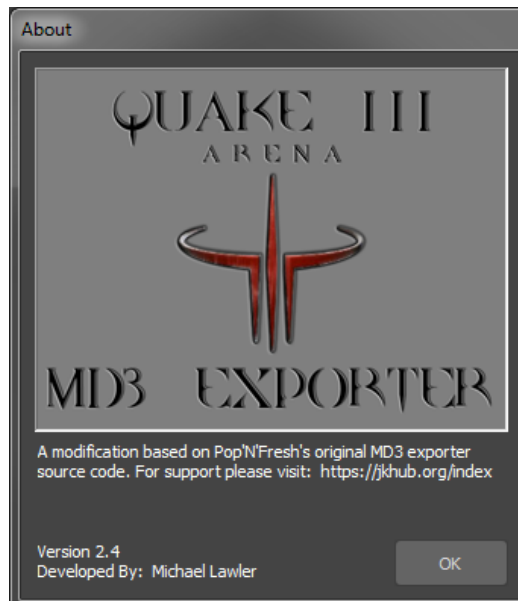


## 3ds Max – Quake III MD3 Exporter

The previous v2.3 release is superseded by v2.4 which includes various improvements described below. We encourage everyone to upgrade their exporter to the latest version.

**Version History:** This project is a modification of Kelvin (Pop'N'Fresh) McDowell's original MD3 exporter source code ( <https://forums.duke4.net/topic/1065-md3-exporter-for-3ds-max-2010-x86-and-x64/> ).

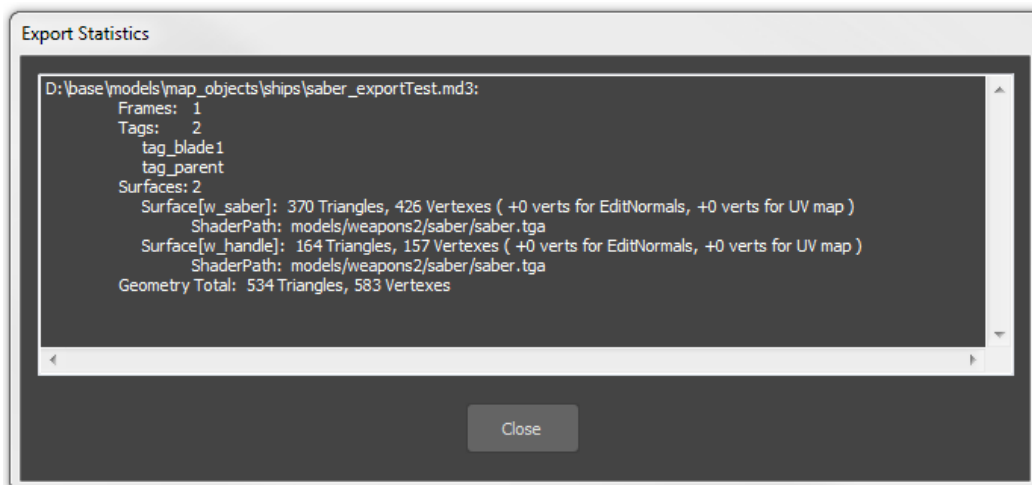
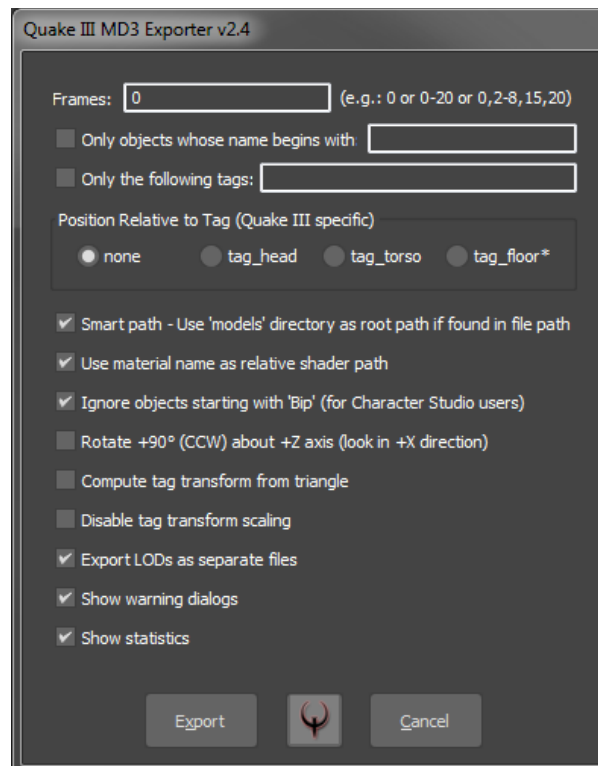
### Version 2.4



- Added support for 3ds Max 2021 - 2025.
- Resolve Function Publishing compilation errors for 3ds Max 6.
- Revised code to use Scooper's method to get the vertex normals and texture coordinates to fix a flaw in v2.3 that created unnecessary vertices resulting in undesirable texture seams (due to vertices having duplicate texture coordinates) when re-importing the MD3 file.
- Fixed support for allowing helpers (Dummy & Point Helpers, and Bones) to be used as tags.
- Fixed vertex indices ordering for triangles (so mesh faces are not flipped incorrectly).
- Added checkbox option to export dialog for disabling tag scaling.
- Added code to check for bad UV mapping (i.e., tvFaces with duplicate tvIndices) on geometry surfaces.
- Improved error handling when the exporter fails to open a file for writing; providing the user with a message and graceful exit of export process.
- Fixed potential issue of improper LOD filename (for embedded LODs).
- Modified behavior to write internal model name as 'relativePath+filename+ext' instead of the default full filepath (with drive letter, etc.). Changed wording in export options dialog for "Use material name..." and removed "Write filename only" export option (which now occurs now when 'smart paths' is unchecked, i.e., only 'filename+ext' is written for the internal filename).
- Give precedence to material slot name over 'smart paths' and provide a warning to the user if both material slot name and 'smart paths' fail, informing user that the full filepath will be used for the shader path.

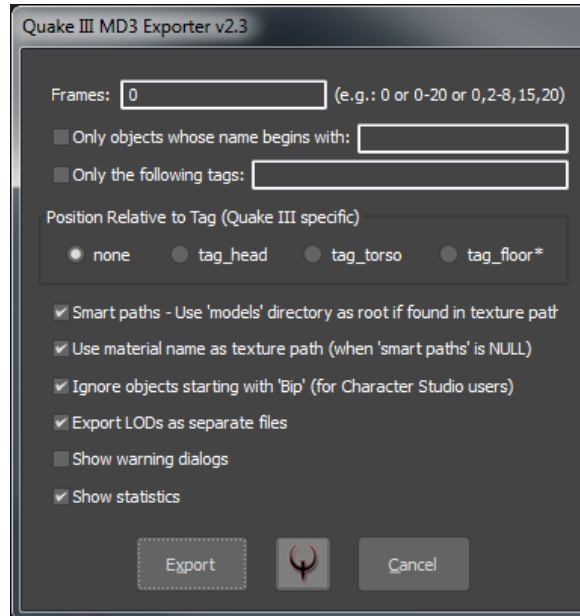
## 3ds Max – Quake III MD3 Exporter

- Fixed substring search bug that returns first instance of 'models' rather than the true 'models' folder.
- Finalized code changes regarding relative shader paths, checking length is MAX\_QPATH, modified user warnings, added shader name to output statistics.
- Updated code to add support for a config ini file.
- Updated statistics output to list exported tags.
- Fixed compile errors for Max2019+ SDK changes.
- Fixed "NonLocalizedClassName()" method for R2022 SDK changes.
- Fixed R2024 SDK changes regarding min/max functions.



# 3ds Max – Quake III MD3 Exporter

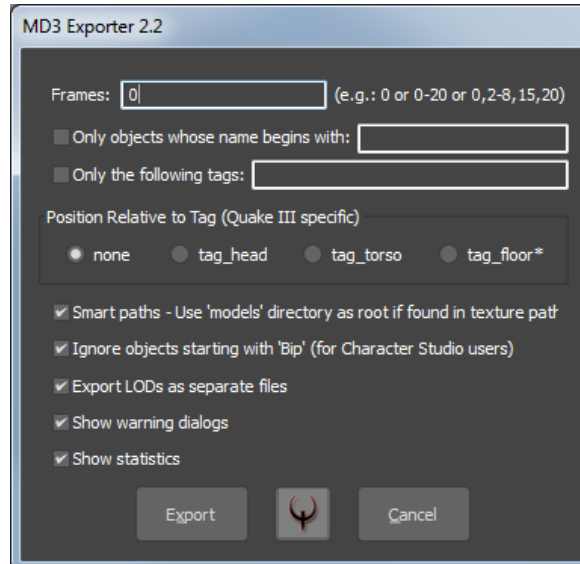
## Version 2.3



- Added support for 3ds Max 2018 - 2020.
- Removed the feature within the “Smart Paths” code to check the material name, and made it a new export option for using the object’s material name as the texture path (*when “Smart Paths” is either unchecked or returns NULL*). Using the material name still requires the artist to apply a proper bitmap material to the object and rename the material name to the relative path. One benefit of using the material name is that it does not require having “models” in the texture file path— therefore allowing usage of other level or system textures.
- Made the export dialog options “sticky” (*i.e., retain last used values*) for subsequent exports during a 3ds Max session. Upon exit/restart, the values will reset to their default values.
- Updated version number in the “Export” and “About” dialogs.

# 3ds Max – Quake III MD3 Exporter

## Version 2.2



- Clarified input for Frame ranges.
- Restored two original export options (*removed in v2.1*):
  - ☐ **Only objects whose names begin with:** This feature allows you to choose specific objects for export by prefixes or root names separated by commas only— NO SPACES! (e.g.: *Box,Sphere,Mesh,etc*).
  - ☐ **Only the following tags:** This feature allows you to choose specific tags (you must use the full name) for export separated by commas only— NO SPACES! (e.g.: *tag\_flash,tag\_weapon*).
- Added a feature within the "Smart Paths" export option that automatically checks the 3ds Max Material Editor's Material Slot Name for the relative texture image file path (e.g., *"models/map\_objects/ships/z95\_wing.jpg"*) in the event the texture image is not found in the game folder path structure. This feature allows you to choose your texturing workflow— either working from your base folder path, or choosing a directory outside of that rigid structure.
- Added an option to export Level of Detail (LOD) meshes to separate MD3 files. LOD mesh names must be correctly appended with an "\_1" or "\_2" suffix within 3ds Max. (Note: the MD3 format only supports 3 LOD levels (e.g., base [LOD0], base\_1 [LOD1], base\_2 [LOD2]). Note that in MD3View these are shown as LOD1, LOD2, and LOD3).
- Added a warning that checks if texture images are proper "Power of 2" size.
- Added a warning if a mesh exceeds the MD3 vertex limits.
- Added a warning if material type is anything but a Standard Material.
- Added an "Export Statistics" dialog giving accurate triangle and vertex counts for exported geometry.

## 3ds Max – Quake III MD3 Exporter

### Version 2.2 (Cont.)

- Added an "About" dialog:



### Version 2.1

- Various bug fixes & Unicode conversion (*required by 3ds Max 2013+*).
- Fixed vertex normals— supporting both SmoothGroups and the Edit Normals Modifier (*specified/explicit vertex normals*).

#### Installation:

- Copy the (\*.dle) exporter plugin, required for your version of 3ds Max, into your \plugins folder (*Make sure 3ds Max is not running!*).

#### Usage Notes:

- All tags are automatically exported— unless you check and use the *"following tags"* feature.
- Choosing to do an *"Export Selected"* :
  - ☐ Will not automatically export all tags (*you'll have to remember to select the ones you want*).
  - ☐ Will disregard the *"named objects"* and *"following tags"* export features.
  - ☐ Will not export LODs automatically (*if option is checked; However, LODs will export to separate files if selected*).
  - ☐ Will literally only export what you have selected (*as intended!*).
- Edit Normals Modifier:
  - ☐ Setting vertex normals to *"Explicit"* locks the direction during animation.
  - ☐ Setting vertex normals to *"Specified"* allows the normal direction to vary during animation.