

AGKS 3d. x Loader

For blender 2.79 or earlier tested.

Setup

Setup files and folder.

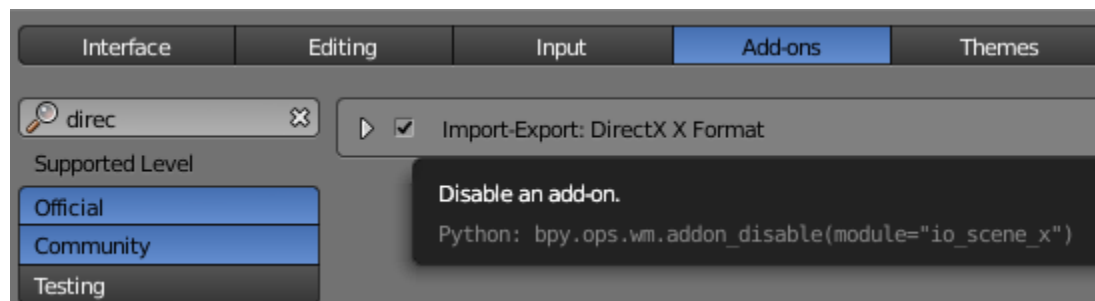
In order to automatically texture objects AGKS will need a file path where each and every texture is stored. The easy way around this is to name each texture file with its file path. For example if "red_rock.png." is in the folder "Textures/Rocks/red_rocks.png" it would be alot of work to manually load each image every time and navigate directories. The easy way is to name each texture after its folder rock_red.png would be the rock folder and the image would be of red rock or "Metal_shiny.png" would be in metal folder. Setting up materials this way allows effortless loading into your games since AGKS only has to know the image name which it pulls from the model file.



once your files are set up correctly its a walk in the park and onto production.

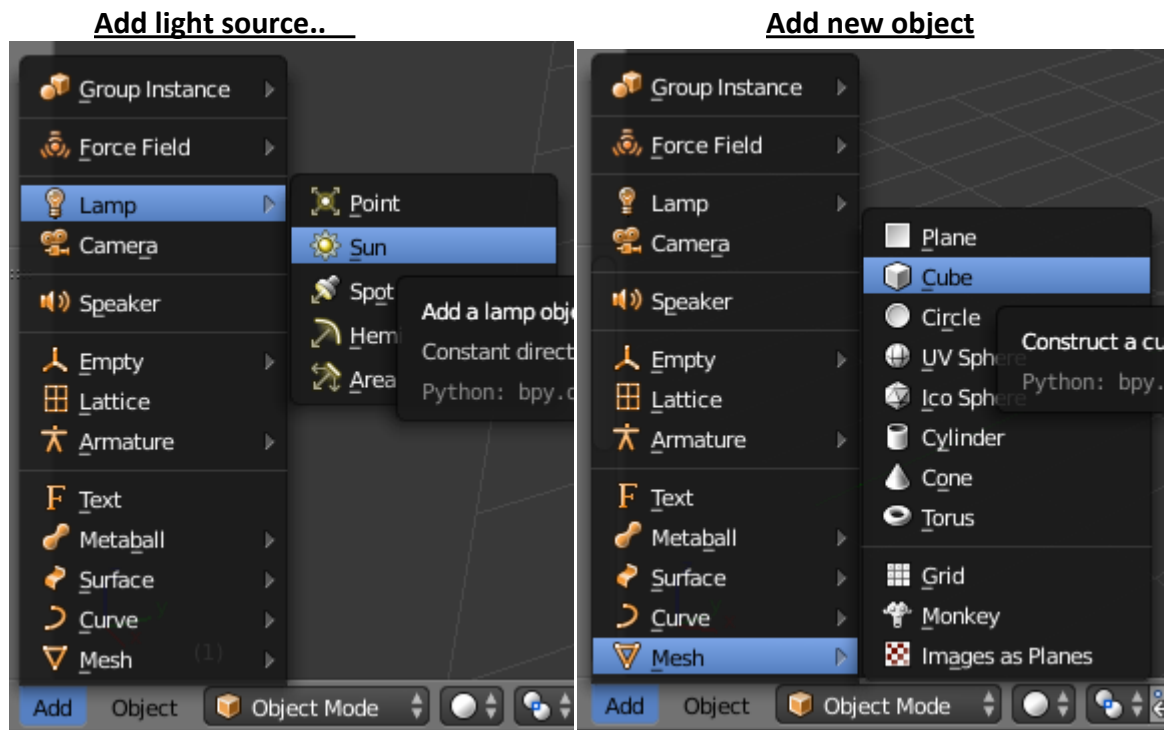
Enable DirectX export in blender

File->user Preferences-> add-ons. type "direct" in the search box and click the checkbox to enable.

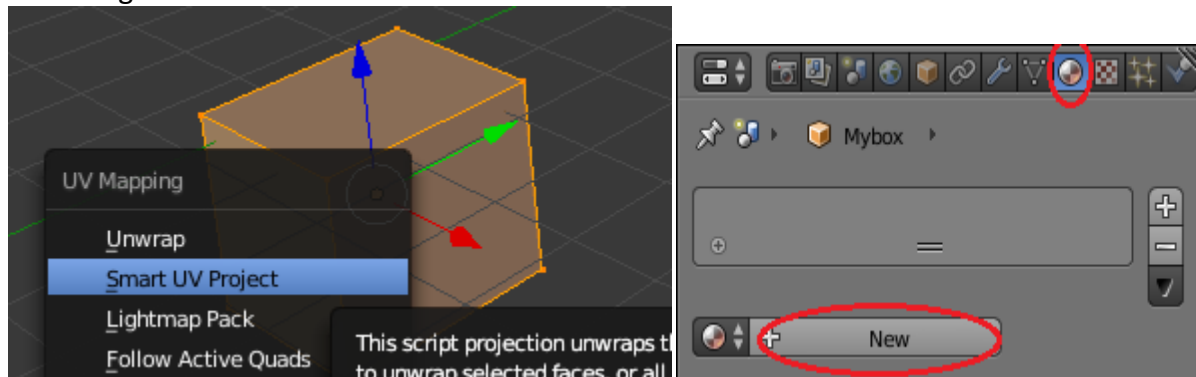


File->New. switch from cycles to blender render



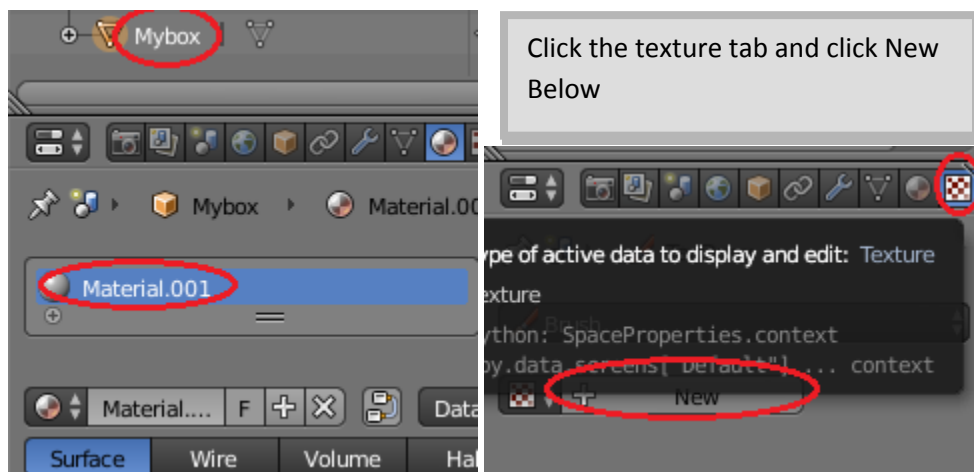


Select the object and press "**Tab**" for edit mode then press "**U**" and select smart uv project. On the right hand side select the materials tab and click new



Name your Object in the in the outliners tab "Top circle". and **name** your new material "bottom circle"

Note: To export object with multiple texture just add a second texture and image to the same object

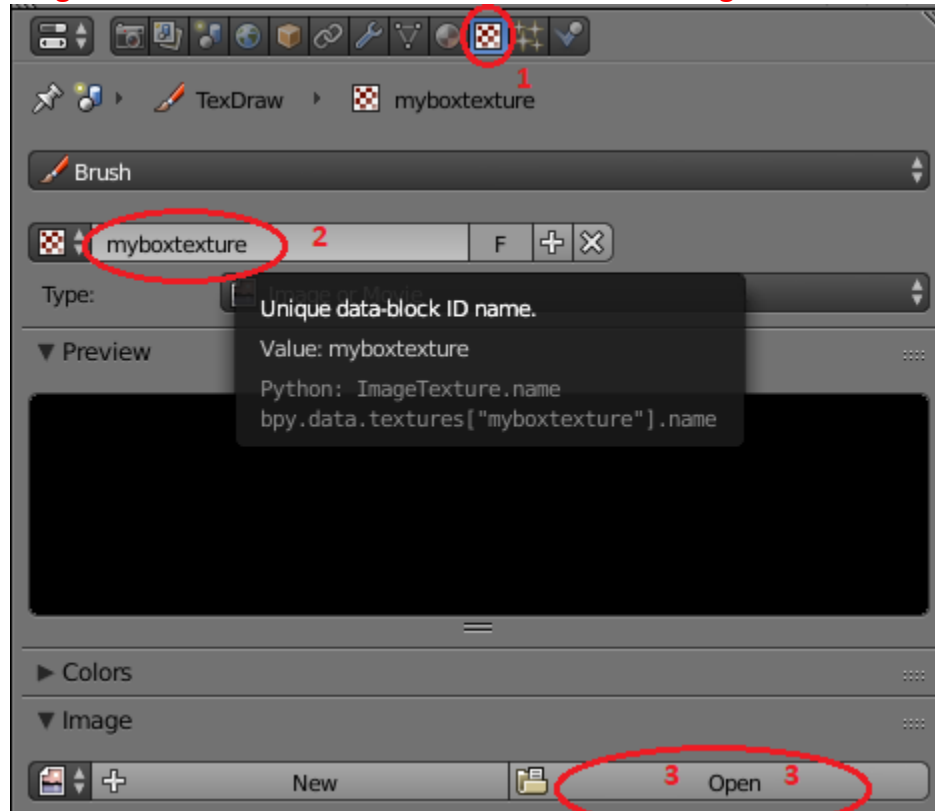


[1] select texture tab

[2] Name Texture

[3] click Open to add image

IMAGE MUST BE ADDED!! failure to add an image will result combined meshes without images. This will cascade down the mesh tree resulting in all meshes being out of order.



Multitextured objects must be separated in **edit mode**
press "P" and select **separate by materials**

Any object using multiple textures applied to the same surface **must have 4 copies of the uv map**. Stage 0 UV for default texture. stage 1 for light map and stage 2 for normal's stage 3 will be for your second texture. To make a uv copy

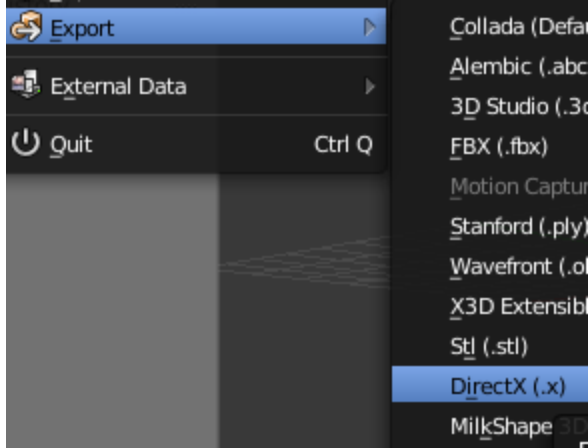
Select and image

can test your scene with a texture by pressing shift+z to preview. If your object is textured you are ready to export.

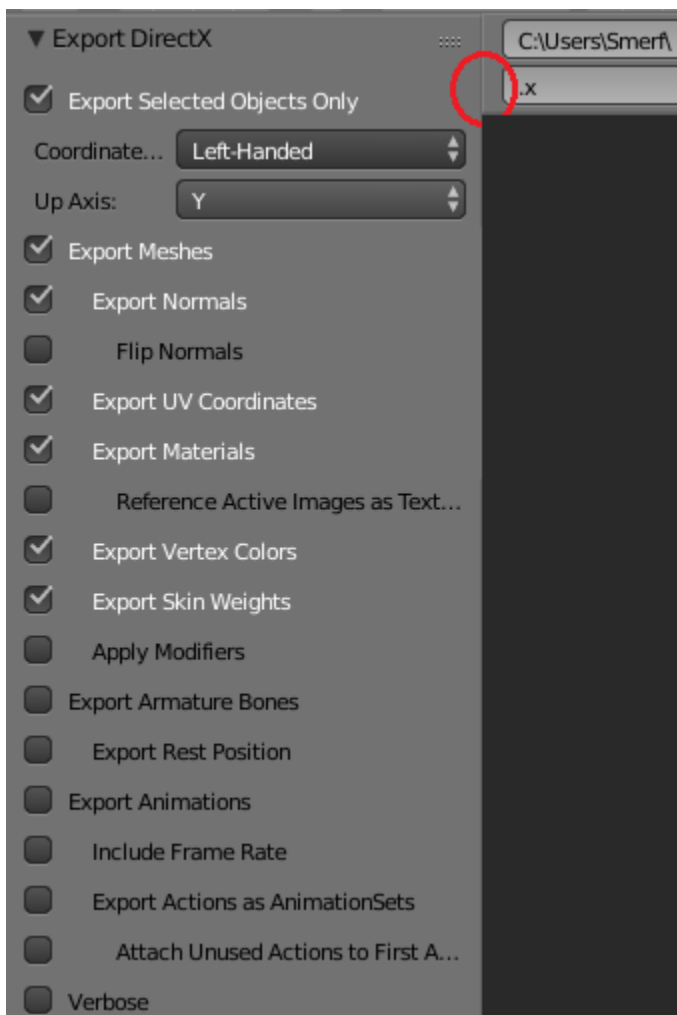
Export

Select your objects. with "ctrl+A" or individually

File->export->.x



Check the following export options and name your file **test.x** and save in desired location.



After your file is saved run Converter.exe in the same folder as your model this will transform the file into an agk compatible file.

After the file has been load it. add code to your project and run.

```
1
2
3 //just include the 2 lines below to load the importer
4 #include "import.agc"
5 LoadImporter()
6
7 // To Load your model
8 obj=loadmodel( "your_model_name_here.x")
9
10
11 DO
12     //optionally you can add these 2 lines in your loop
13     mouse_controls() //allows you too look around and move with keys
14     DisplayObjectInfo(1) //Displays object info on screen
15     sync()
16 Loop
17
```