Subject: Re: 3D Ripper DX
Posted by Epicalyx on Thu, 10 May 2007 11:39:06 GMT
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A good idea that would be helpful when you first import whatever you ripped into 3DSM is to select the entire thing (CTRL A?) and scale it up anywhere from 10 to 100 to 1000 times its size so that it wouldn't be too difficult to navigate around. Incase you don't know, using the import feature will import the 3DR files into the same file or document that you already have open, so just remember this.

It'd be nice to get a listing of FOVs for different games. It seems that if you have the incorrect FOV that whatever you took a 3D Screenshot of will be slanted (side view) or diagonal on the grid. For example, the terrain might have a slope of 3 or 5/2, and everything on it would be aligned to it but also actually those would be slanted (like making a slanted cube or rectangular prism).

So far I have tried ripping content from Shadowgrounds (works), C&C Tiberium Wars (didn't work, game crashed upon EXE launch), and Halo (works).

EDIT :: For information on importing 3D Studio Max correctly, see http://www.deep-shadows.com/hax/3DRipperDX.htm and scroll down for a fully illustrated guide on importing your 3DR or OBJ file.