

Armada I / II SOD Importer V1.0.1 for 3dsMax

Thank you for downloading the SOD Import scripts for 3dsMax. The scripts were developed by Mr. Vulcan for the Armada community. Contact: tpankov (at) yahoo (dot) (ca)

Original release: August 27, 2013. Current release: August 30, 2013

WARNING!!

Use responsibly! Modding communities are built upon trust and respect for fellow modders. Please respect the work of those that came before you and seek permissions from authors before editing and releasing anything that is not personal work.

*By using these scripts, you agree to abide by the "Don't be a **** principle". Cheers :)*

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Version History

1.0	Original release	Aug 27, 2013
1.0.1	Bugfix	Aug 30, 2013

2. Running the Importers

Extract the script file(s) to a convenient folder and start up 3dsMax. A convenient folder might be `\scripts` or `\meshes` within the 3dsMax folder.

There are 3 script files in the download.

- SODImportBasic.ms – import SOD files for editing and exporting back to Armada.
- SODImportRender.ms – import SOD files for rendering in 3dsMax.
- SODImportSupport.ms – do not run. Contains common functions

Click **MAXScript** → **Run Script...** Alternatively, you can drag the script into the 3dsMax window. You will be prompted to select a SOD for import. If the textures for the model are already in one of the directories that 3dsMax will search in for missing files, you are all set. Otherwise, you may want to use the alternate method described below.

The scripts may also run through the MAXScript Listener window for additional options. Run the script as described above and click cancel when prompted for the SOD file. Ignore the resulting error dialog. Now open the Listener by clicking **MAXScript** → **MAXScript Listener...** or by pressing **F11**. On a new line at the very end of the white window, type:

```
ImportSOD FullFilePath:"F:\\Armada\\SOD\\fbattle.sod" TexturePath:"F:\\Armada\\textures\\rgb"
```

Please note the use of double backslash, `\\`, in path name. This is required by the MaxScript language. Replace the actual file path with the desired.

3. Known Issues

- At present, models with a large number of lighting materials (greater than 24) will not display the lighting materials in the materials editor. This in itself is not a bug, but a limitation in 3dsMax. However, there have been occasions when this issue caused an import error.
- The render script occasionally misinterprets self-illumination info from the SOD, using the alpha for transparency instead of self-illumination. Correct manually in the materials editor when encountering this problem.
- Some models may set the self-illumination level too low. Correct manually via materials editor.
- When using the importer multiple times during a single session, the following error may appear:

```
-- Error occurred in anonymous codeblock; filename:  
      D:\Taras\Dropbox\Armada\Transfers\Misc  
      Paperwork\Scripts\SODImportBasic4.ms; position:  
      678; line: 18  
-- Compile error: Can't find include file:  SODImportSupport.ms  
-- In line: include "SODImportSupport.ms"
```

The solution is to re-save the script by pressing ctrl+s while in the editor window (not the listener window):

Please report bugs any feature requests to the email address provided at the top, or on any of the official forum topics relating to these scripts (MSFC, AFC, FleetOps). Check back often for updates.