

Overview

The Tools package for 3ds Max includes the 3ds Max Exporter plugins as well as [CryTools](#).

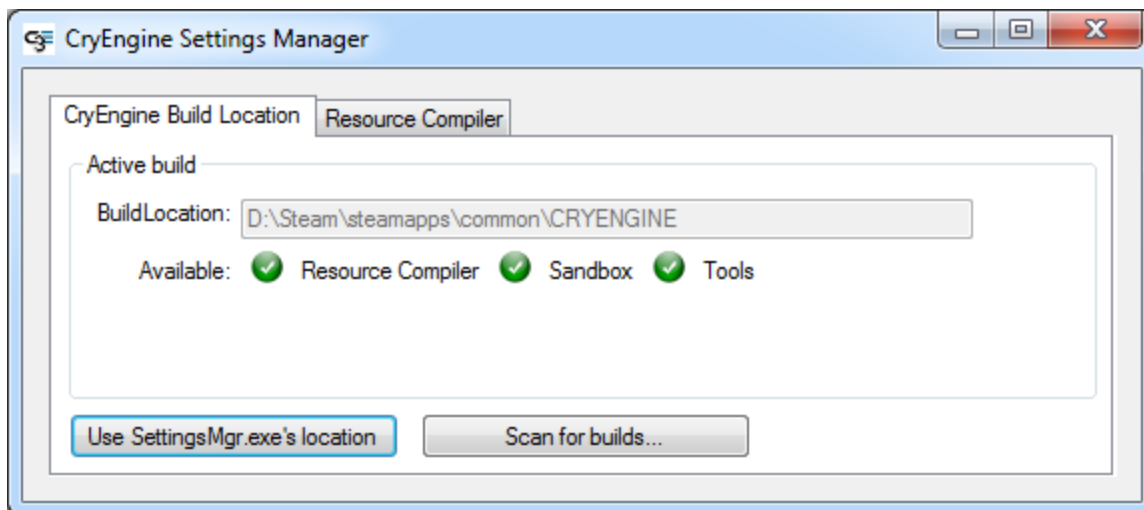
Plugin Files for different versions

Version		File
3ds Max 2010	32 Bit	CryExport12.dlu
	64 Bit	CryExport12_64.dlu
3ds Max 2011	32 Bit	CryExport13.dlu
	64 Bit	CryExport13_64.dlu
3ds Max 2012	32 Bit	CryExport14.dlu
	64 Bit	CryExport14_64.dlu
3ds Max 2013	32 Bit	CryExport15.dlu
	64 Bit	CryExport15_64.dlu
3ds Max 2014	64 Bit	CryExport16_64.dlu
3ds Max 2015	64 Bit	CryExport17_64.dlu
3ds Max 2016	64 Bit	CryExport18_64.dlu
3ds Max 2017	64 Bit	CryExport19_64.dlu

Automatic Installation via CryToolsInstaller

We recommend using the [CryToolsInstaller](#) to install all DCC tool packages, including 3ds Max. If you need to manually install it, follow the instructions given below in the Manual Install section.

Once you have the Plugins installed, run the [Settings Manager](#) from `<root>\Tools\SettingsMgr.exe` to point the Resource Compiler to the root of your CRYENGINE build.



Manual Installation

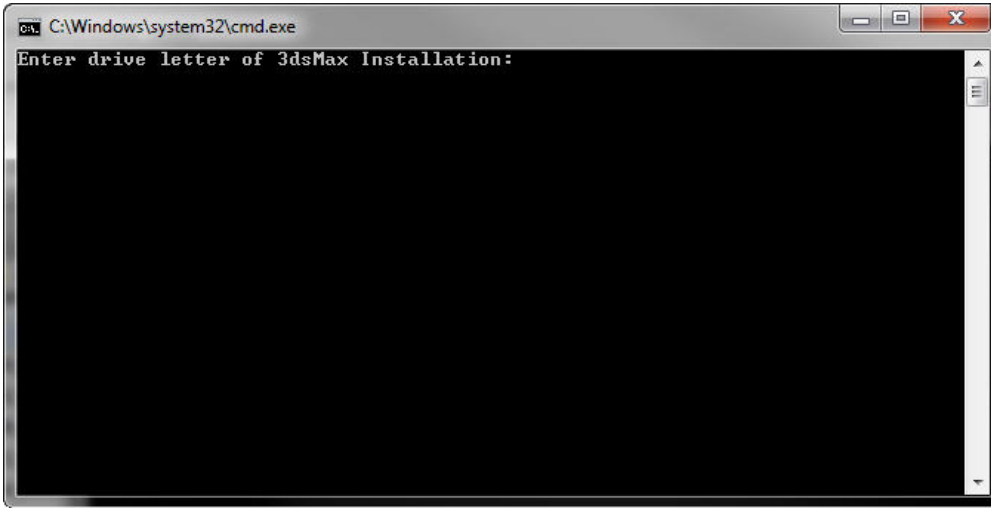
Plugin files can be found in the `<root>\Tools\3dsmax\plugins\` folder. Copy the relevant plugin files (see list above) to the `...\plugins` directory in the matching 3ds Max install folder (do not put it into the `stdplugins` Folder).

CryTools

The CryTools Maxscripts is a collection of tools coded in MAXScript for helping artists, modeling and animation to speed up their workflow.










The tools are separated into Animation, Artist, Morph and Rigging packages with user interface, menu entries and shortcuts.

CryTools MAXScripts are available the newest versions of Max and will be automatically choosing the right version to load.



Manual Installation

The script files can be found in the `\Tools\CryMaxTools` folder. The tools can be installed by copying the tools loader (`LoadCryMaxTools.ms`) into `\Scripts\Startup` of the 3ds Max root directory. After restarting 3ds Max, the tools should load automatically.

Name ^	Date modified	Type
 Animation	2014-01-22 12:02	File folder
 Basic	2014-01-22 12:02	File folder
 Character	2014-01-22 12:02	File folder
 Exporter	2014-01-22 12:02	File folder
 Icons	2014-01-22 12:02	File folder
 Logs	2014-05-09 19:41	File folder
 Model	2014-01-22 12:02	File folder
 Utilities	2014-01-22 12:02	File folder
 LoadCryMaxTools.ms	2011-04-29 12:47	3dsMax maxscript file

To uninstall the tools, delete the "LoadCryMaxTools.ms" file located in the `\Scripts\Startup` folder of the 3ds Max directory.