

Overview

The Tools package includes the CryExporter plugins for 3ds Max as well as **CryMaxTools**. The CryExporter enables you directly export engine ready assets from within 3ds Max.

Installation via CryToolsInstaller

We recommend using the [CryToolsInstaller](#) to install all DCC tool packages, including 3dsMax. If you need to manually install them, follow the instructions in the sections below.

Before the installation of any plugins via CryToolsInstaller make sure to have setup your build information via the **Settings Manager** tool.

Manual Installation CryExporter

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

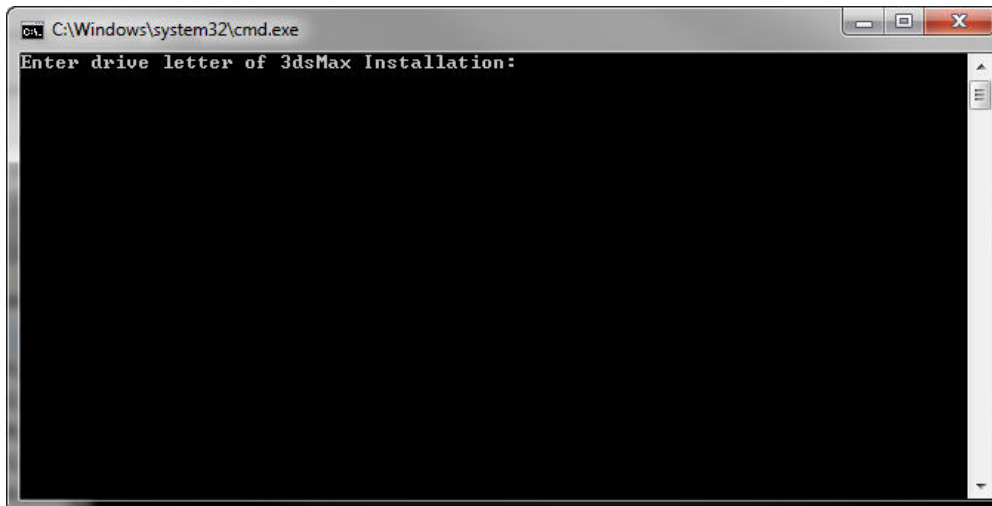
Version		File
3dsMax 2010	32 Bit	CryExport12.dlu
	64 Bit	CryExport12_64.dlu
3dsMax 2011	32 Bit	CryExport13.dlu
	64 Bit	CryExport13_64.dlu
3dsMax 2012	32 Bit	CryExport14.dlu
	64 Bit	CryExport14_64.dlu
3dsMax 2013	32 Bit	CryExport15.dlu
	64 Bit	CryExport15_64.dlu
3dsMax 2014	64 Bit	CryExport16_64.dlu
3dsMax 2015	64 Bit	CryExport17_64.dlu
3dsMax 2016	64 Bit	CryExport18_64.dlu
3dsMax 2017	64 Bit	CryExport19_64.dlu
3dsMax 2018	64 Bit	CryExport20_64.dlu

Manual Installation CryMaxTools










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

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

CryMaxTools MAXScripts are available for the most recent versions of 3dsMax and will automatically choose the right version to load.



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 3dsMax root directory. After restarting 3dsMax 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.