

Viewpoint Experience Technology Exporter

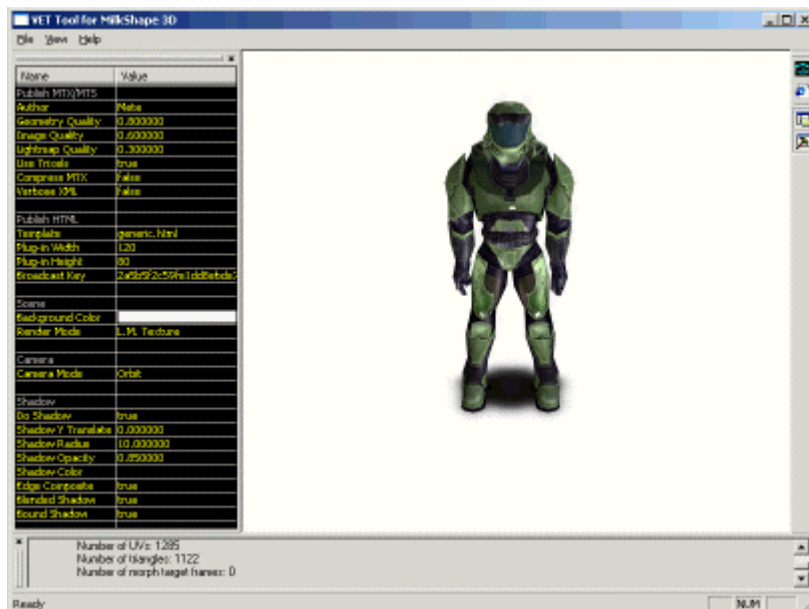
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Exporting your model to VET Tool

Load your model into MilkShape 3D and choose **File|Export|Viewpoint Experience Technology....** You will be asked for the **.mtx** filename. Please export into the same directory, where your **.ms3d** model is. This is important, that the relative path names of the textures stay intact. Otherwise you will loose the textures. You can move your **.mtx/.mts** files later to another location, because the textures will be included in the **.mts** file.

Using the VET Tool for MilkShape 3D

Click the **Save** button and the VET Tool will start with the content of MilkShape 3D.



The VET Tool comes with a preview. The final VET model will look as it looks in that preview. So zoom in/out, rotate and pan the model until it looks fine to you. The exported model comes with exactly the same camera settings as in the preview.

The **option bar** allows you to set some values and preview the effects. You can play with them to see the result. However, I will explain the most important ones.

Name	Value
Publish MTX/MTS	
Author	Mete
Geometry Quality	0.800000
Image Quality	0.600000
Lightmap Quality	0.300000
Use Trixels	true
Compress MTX	false
Verbose XML	false
Publish HTML	
Template	generic.html
Plug-in Width	120
Plug-in Height	80
Broadcast Key	http://www.swissquake.ch/chumbalum-soft/broadcastkey.mtx
Scene	
Background Color	
Render Mode	L.M. Texture
Camera	
Camera Mode	Orbit
Shadow	
Do Shadow	true
Shadow Y Translate	0.000000
Shadow Radius	10.000000
Shadow Opacity	0.850000
Shadow Color	
Edge Composite	true
Blended Shadow	true
Bound Shadow	true

In the **Publish MTX/MTS** section you can leave all values as they are. They are default values and give good results in most cases. You might want to change the **Author** name to your name.


In the **Publish HTML** section you can specify a template HTML file, which must be in the **./VET/html** folder relative to the ms3d.exe. There are already a few templates included. You might want to add your own templates. See the section templates below.

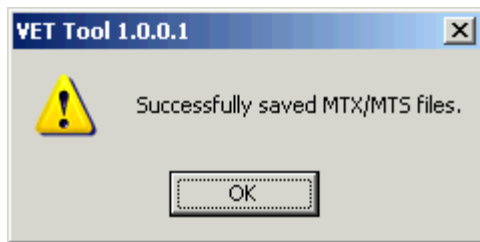
You also have to provide a broadcastkey, so that there's no watermark over your VET model, when you publish it on your site. The options bar screenshot shows the broadcastkey URL of my site. It is valid also for the forum.

The sections **Publish MTX/MTS** and **Publish HTML** are saved, so that you will start with the same values like that last time.


Section **Scene** has **Background Color** which has currently no effect. The VET plugin renders the model with the background color of your page anyway. More important is the **Render Mode**. You can change it to **Texture**, **Wireframe**, **L. M. Texture** (LightMapped Textured) and **L. M. Texture Mod.** (LightMapped Textured Modulated). If you want to remove the shiny effect of VET models, simply choose **Texture**.

Exporting the MTX/MTS pair

When all options are set, choose **File|Publish MTX/MTS Pair** from the menu or hit the  button. If everything goes fine, you will see this message box.



Exporting HTML

Then optionally choose **File|Publish HTML** from the menu or hit the  button. The exporter will use the specified HTML template and replace the Plug-in Width, Plug-in Height and Broadcast Key values. The HTML page is ready to be viewed (depending on your template).

Animations

Animations are not yet supported.

Templates

The HTML templates are used to export a HTML file ready to use. MilkShape 3D comes with a few templates, which must be in the **./VET/html** subfolder of MilkShape 3D. Add your custom templates into that folder.

Here is a sample HTML template. As you can see, there are for place holders, which will be replaced by the exporter with the appropriate values.

- ((VMP))FILENAME((VMP))
- ((VMP))Plug-in Width::400((VMP))
- ((VMP))Plug-in Height::400((VMP))
- ((VMP))BROADCASTKEY((VMP))

The value behind the :: is the default value. So the default values for width and height are 400.

```
<html>
<head>
<title>Title</title>
<script language="javascript" src="http://www.swissquake.ch/chumbalum-
soft/MTS3Interface.js"></script>
<script language="javascript">
<!--
        var vmp;
//-->
</script>
</head>

<body>

<script language="javascript">
    vmp = new MTSPlugin("((VMP))FILENAME((VMP))", ((VMP))Plug-in
Width::400((VMP)), ((VMP))Plug-in Height::400((VMP)),
"((VMP))BROADCASTKEY((VMP))", "popUp");
</script>

</body>
```

```
</html>
```

After exporting to HTML, it will turn into:

```
<html>
<head>
<title>Title</title>
<script language="javascript" src="http://www.swissquake.ch/chumbalum-
soft/MTS3Interface.js"></script>
<script language="javascript">
<!--
    var vmp;
//-->
</script>
</head>

<body>

<script language="javascript">
    vmp = new MTSPugin("test.mtx", 120, 80,
"http://www.swissquake.ch/chumbalum-soft/broadcastkey.mtx", "popUp");
</script>

</body>
</html>
```

Final Words

Ok, that's it. Upload your files and with the correct broadcastkey it will look like it looks locally in your disk.

- Mete