Lockheed Martin

Prepar3D v1.4

64-Bit Modeling Tools SDK Update Release Notes

May 2, 2013

What's New

- Added 64-bit version of 3dsMax 2012 plug-in to the Modeling SDK.

Features and Changes

3dsMax Plug-in (all versions):

- Resolved memory related crash while exporting from 3dsMax.
    - Users can now successfully export models from 3dsMax with little increase in system memory use.
- Improved performance while exporting from 3dsMax.
    - Performance increased due to previously mentioned fix.

XtoMDL:

- Users can now export more than 65k vertices on a single material.
    - Although model parts are still limited to 65k vertices a piece within Prepar3d v1.4, parts with the same materials are now only merged during export if their combined vertex count does not exceed the 65k vertex limit.
    - Note: Vertex counts in 3dsMax upon export may in fact not match the vertex count when exporting with XtoMDL. This is due to vertices that are shared becoming unique while being converted, for example, when using Bump Maps.
- Additional warning messages have been added to help guide developers to specific model parts with vertex and index limitation issues.
- Raised the maximum number of indices per model part.
    - Index limit has been raised to approximately 131k indices per model part.
    - Vertex limit remains the same at approximately 65k vertices per model part.
- Added additional command line flag, /WRITETOFILE.
    - The /WRITETOFILE flag is to be used with very large model conversions that have encountered the OutOfMemory error during export with XtoMDL. This error is usually encountered when intermediate .XML files have reached approximately 500 MB.
    - When the flag is used, instead of storing this intermediate .XML file in memory, it is instead written to the hard drive, and then converted into the MDL file format.
    - The export time while using this flag is significantly higher depending on the size and complexity of the model being converted.
    - The .XML file will remain on the hard drive after the export complete. It is up to the user to delete these files as necessary.

- o This flag should only be used if absolutely necessary due to the increased amount of time needed to export.

Installation

- For more information on the installation of the Modeling SDK Tools, please visit http://www.prepar3d.com/ and follow the links to the Prepar3D SDK. Then, under Environment Kit, select Modeling SDK, and finally click Using Modeling Tools.

Additional Notes

- Changes included in this beta release only affect the 3dsMax plug-ins and the XtoMDL tool. All other tools and file formats have remained unchanged.