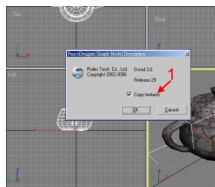


DSMD-Maker User Instructions



1. Select "Copy Textures": This is to enable the related mapping used on a model is saved to the same location as the dsmd file when saving the model, so when reading the dsmd file, the mapping will be easily found.

2. Note: FancyDesigner uses "cm" as the unit values for measurements in the scene, users must be careful on the ratio when building models from 3ds Max.

{comments on}