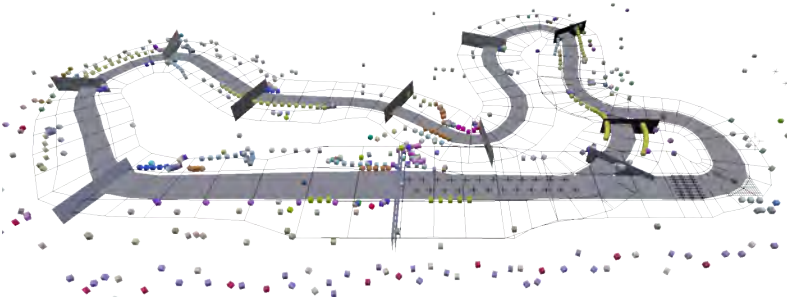


Blender SCNE Importer v0.9.0

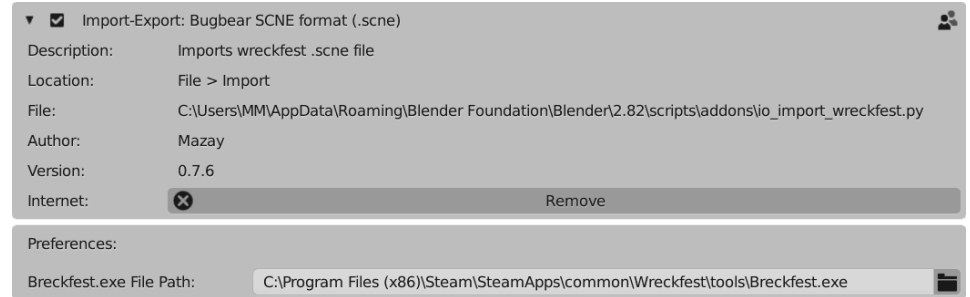
Importer



Imports:

- Models in low detail without UV mapping.
- Material references
- Subscenes with generated placeholder models.
- Subscenes, Airoutes, Startpoints and Checkpoints (BGO Exporter compatible)
- Antiportals
- **Material mapping will not be imported!**

Settings



After installing addon, make sure the path to Breckfest.exe is set correctly in Blender user preferences under the Bugbear SCNE format addon.

Unofficial #xref -style subscenes

"#xref" in beginning of any object name will make new BGO Exporter to export it as subscene and following text will be assumed to be the path.

Example object names to add fence as subscene:

#xref data/art/objects/prop_fence_wood1.scne

#xref ob/prop_fence_wood1.scne

#xref data/track/mytrack/myfence.scne

#xref //myfence.scne

Following shorthand paths can be used:

ob/ = data/art/objects/

le/ = data/art/levels/

// = current folder (folder of export)

Placing subscenes

Import > Bugbear Scene as Subscene – Option will add object as subscene to map and generate placeholder model.

Models from data/art/objects can be imported with this option.

File > Link – Option will also add subscene, but requires saving .blend file to be referenced.

Note:

Scene importer is build to always instance placeholders.
Import will by default update your existing placeholders.

Updating subscene placeholders

If your subscenes look incorrect or outdated you can do manual update.

File -> Import -> "Bugbear Scene as subscene" – Option will update existing subscene placeholders when "**Placeholder update only**" checkbox is selected.

You can update all objects placeholders from "data/art/objects" by selecting them with keyboard A.



Exporting

Export track with BGO Exporter and build_asset.bat

Collections

Scene Collection				
▶ Models		9	<input checked="" type="checkbox"/>	
▶ Subscenes		9	<input checked="" type="checkbox"/>	
▶ Airoutes		6	<input checked="" type="checkbox"/>	

Importer will group imports into collections.

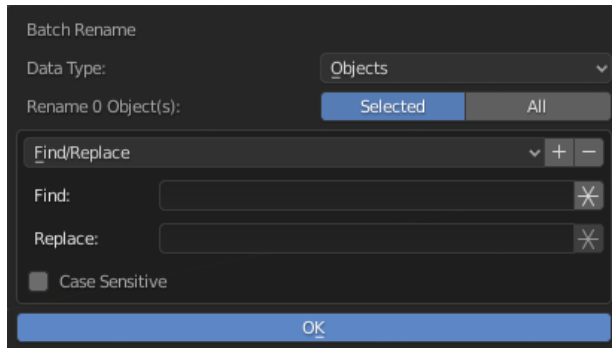
You can freely rename or delete collections without it affecting export.

Collections hidden with exclude checkbox will not export.

Problems: How to rename my 1000+ subscenes

Batch rename tool in Blender 2.81+

Edit > Batch Rename (Ctrl + F2):



Renaming with Python:

Following script can do text replacing in object names:

```
find = 'Camera'
replace = 'Camera2'
import bpy
objs = bpy.context.scene.objects
for obj in objs: obj.name = obj.name.replace(find, replace)
```

Open Blender text editor, Hit **New** - button at bottom, copy paste script in and run by clicking **Run Script** - button.

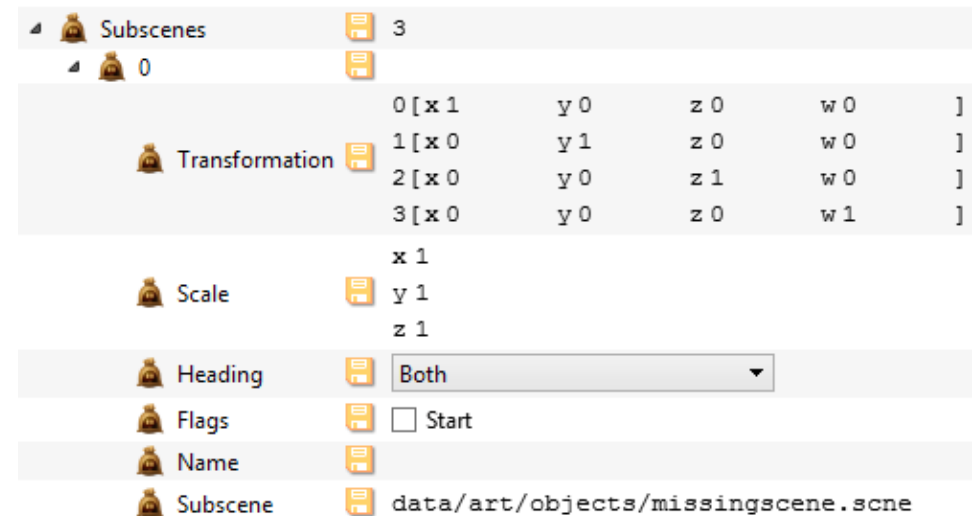
Adding subscene in BagEdit

Open your .scene file in **BagEdit**,

Right click **Subscenes** > Choose **Prepend First item**

New subscene will be created for you.

Add in the path to your subscene and type in following default transformation and scale:



Importing cars

Car importing is experimental. Cars can be exported again and they come out playable, but with low detail and missing materials. Graphics detail must be set to high to be able to see car, because the level of detail models does not import.

Note: Encrypted dlc files can't be imported.

Following files should be imported into same Blender scene:

- body.vhcl
- body_meta.vhcm
- All .vhcl files from the same art folder.

Exporting:

- Export to body.bgo
- Build_asset will create body.vhcl, body_meta.vhcm and all the part files.

Repairing imported track map

Most people don't want fully fix track imports, but here is list of what is needed.

List of things needed:

- Check that ground model have collision enabled (col = true)
- Reverse routes if needed (otherway = true)
- **UV map all the Models** (manually map texture placement)
- Delete or remake collision models (Models-collision)
- Remake antiportals
- Remake missing level of detail models (_lod2)