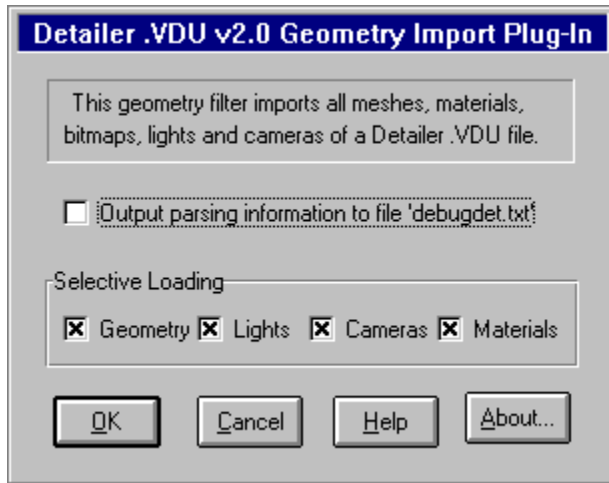


Detailer Geometry Import Converter

This geometry import converter reads in Fractal Designs **Detailer** binary files in their entirety, including all mesh data, bitmaps, materials, texture projection methods, lights and cameras.

CONVERTER OPTIONS:



The following information explains the various options on the dialog box:

Output parsing information to the file debugstr.txt

If this checkbox is check-marked then the contents of the Detailer file will be verbosely described and output to the file **debugdet.txt**.

Selective Loading

The following checkboxes allow all or only some parts of the Detailer file to be loaded:

Geometry

If checkmarked, then load in all of the object geometry.

Lights

If checkmarked, then load in the lights.

Cameras

If checkmarked, then load in the cameras.

Materials

If checkmarked, then load in the materials and textures.

