

N I N T E N D O
NITRO-System
3D Tools Release Notes

Version 04/17/2006

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1 Introduction

This package contains the NITRO-System 3DTools (Version 04/17/2006).

This document is the release notes for the NITRO-System 3DTools.

2 Package Contents

This package consists of the following folders:

NitroSystem_3DTools	
— Nitro-System-3Dtools_ReleaseNote.pdf	... Release Notes
— IntermediateFileFormat/	... NITRO Intermediate file format Version 1.6.0 (Version 02/02/2005)
— Maya/	... NITRO Intermediate file plug-in for Maya version 1.6.0 (Version 04/17/2006)
— Softimage3D/	... NITRO Intermediate file plug-in for SOFTIMAGE 3D version 1.6.0 (Version 11/28/2005)
— SoftimageXSI/	... NITRO Intermediate file plug-in for SOFTIMAGE XSI version 1.6.0 (Version 04/17/2006)
— Photoshop/	... Photoshop plug-in version 1.0.4 (Version 11/28/2005)
— 3DMaterialEditor /	... 3D Material Editor version 2.8.0 (Version 06/20/2005)
— n3beFileFormat/	... n3be file format version 1.0.0 (Version 01/14/2005)
— n3esFileFormat/	... n3es file format version 1.0.0 (Version 02/02/2005)

2.1 NITRO Intermediate File Format Version 1.6.0 (Version 02/02/2005)

This is the intermediate file format used by NINTENDO NITRO-System.

For details on the format, refer to `NITRO_IntermediateFileFormat.pdf`.

2.2 NITRO Intermediate File Plug-in for Maya Version 1.6.0 (Version 04/17/2006)

This is the plug-in that outputs the NITRO intermediate file format from Maya.

To install it, refer to `Setup_MayaPlugin.pdf`. For operating instructions, refer to `NITRO_MayaPlugin.pdf`.

2.3 NITRO intermediate file plug-in for SOFTIMAGE|3D Ver 1.6.0 (Version 11/28/2005)

This is the plug-in that outputs the NITRO intermediate file format from SOFTIMAGE|3D Ver. 4.0.

For installation, refer to [Setup_Softimage3D_Plugin.pdf](#). For operating instructions, refer to [NITRO_Softimage3D_Plugin.pdf](#).

2.4 NITRO Intermediate File Plug-in for SOFTIMAGE|XSI Version 1.6.0 (Version 04/17/2006)

This plug-in is for making outputs from SOFTIMAGE|XSI to NITRO Intermediate File Format.

For installation, refer to [Setup_SoftimageXSI_Plugin.pdf](#). For operating instructions, refer to [NITRO_SoftimageXSI_Plugin.pdf](#).

2.5 Photoshop plug-in Version 1.0.4 (Version 11/28/2005)

This is the plug-in that creates the texture file for the 3D graphics tools in the Windows versions of Adobe Photoshop 6.0.1 / 7.0.1 / CS (8.0.1) / CS2 (9.0) and Macintosh versions of Adobe Photoshop 6.0.1 / 7.0.1 / CS (8.0.1). It has two components: the filter plug-in, which simulates in Photoshop the image quality of the retail product, and the file format plug-in, which saves and loads the texture files that include the additional information used by the NINTENDO NITRO-System.

For installation, refer to [Setup_PhotoshopPlugin.pdf](#). For operating instructions, refer to [NITRO_PhotoshopPlugin.pdf](#).

2.6 3D Material Editor Version 2.8.0 (Version 06/20/2005)

3D Material Editor is a Windows application. It reads the intermediate files created by the 3D graphics tools using the plug-ins, and allows the user to check the structure of the models and edit the material settings. The resulting material settings are rewritten to the intermediate file.

By communicating with the NITRO-Viewer via the NITRO-Viewer controller, it is possible to preview models and animation loaded into the 3D Material Editor on the NITRO retail product, in real time.

For details, refer to [NNS_3DMaterialEditor.pdf](#).

2.7 NITRO 3D Batch Export (n3be) File Format Version 1.0.0 (Version 01/14/2005)

This is the file format for batch exporting intermediate files. For more information on this format, refer to [NITRO_n3beFileFormat.pdf](#).

2.8 NITRO 3D Export Settings (n3es) File Format Version 1.0.0 (Version 02/02/2005)

This is a text file containing the option configuration items of the NITRO intermediate file for the 3D CG tools.

For more information on this format, refer to [NITRO_n3esFileFormat.pdf](#).

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