

NITRO Intermediate File Plug-In for SOFTIMAGE|XSI

Installation

**The content of this document is highly confidential
and should be handled accordingly.**

Confidential

These coded instructions, statements, and computer programs contain proprietary information of Nintendo and/or its licensed developers and are protected by national and international copyright laws. They may not be disclosed to third parties or copied or duplicated in any form, in whole or in part, without the prior written consent of Nintendo.

Table of Contents

1	Introduction	4
2	Installing the Plug-In	5
3	Uninstalling the Plug-In	7

1 Introduction

The NITRO intermediate file plug-in for SOFTIMAGE|XSI is designed to be used with SOFTIMAGE|XSI versions 6.0.2, 6.5, 7, and Softimage 7.5 for the 32-bit editions of Microsoft Windows. The plug-in for XSI 7 can also be used with XSI 7.01, and Softimage 7.5. Only these versions are supported; use of this plug-in with other versions is not guaranteed.

The add-on file (`nns_xsi60_plugin.xsiaddon`) can be installed in versions 6.02, and 6.5 of SOFTIMAGE|XSI.

The add-on file (`nns_xsi70_plugin.xsiaddon`) can be installed in version 7, 7.01, and Softimage 7.5.

*This manual is written for XSI version 6.02's user interface.

2 Installing the Plug-In

1. Exit SOFTIMAGE|XSI (hereafter "XSI"), if it is running.

2. Delete old versions of the plug-in.

If no previous versions of the plug-in are installed, proceed to Step 3.

If a previous version of the plug-in is installed, first delete the plug-in by following the steps outlined in "Uninstalling the Plug-In" in the Installation Guide of the previous version, and then proceed to Step 3.

3. Copy the plug-in folder.

Copy the entire NNS_XSI60_Plugin folder to a location on your hard disk.

Note: NNS is an abbreviation for Nintendo NITRO-System.

4. Modify the startup batch file.

Using a text editor, open the startup batch file (NNS_XSI60.BAT) in the NNS_XSI60_Plugin folder, then change the following text in bold (red) to correspond to the NNS_XSI60_Plugin folder location where XSI is installed.

Note: When using XSI version 6.5 or later, or Softimage 7.5, specify SETENV.BAT for each.

```
@echo off
call C:\Softimage\XSI_6.02\Application\bin\SETENV.BAT ←Specify the SETENV.BAT file
set NNS_XSI_Plugin_ROOT=C:\NNS_XSI60_Plugin ←Specify the NNS_XSI60_Plugin folder
echo "Starting Softimage(R) XSI v6.02"
echo "with NINTENDO TWL-System Plugin for SOFTIMAGE|XSI"
xsi %1
echo on
```

5. Modify the batch export batch file.

Using a text editor, open the batch file for batch export (NNS_Batch_Export_XSI60.BAT), located in the NNS_XSI60_Plugin folder, then change the following text in bold (red) to make the SOFTIMAGE|XSI install destination correspond to the NNS_XSI60_Plugin folder location where XSI is installed.

Copy the NNS_Batch_Export.vbs batch export VBS file to the NNS_XSI_Plugin_ROOT directory.

Note: When using XSI version 6.5 or later, or Softimage 7.5, specify SETENV.BAT for each.

```
@echo off
call C:\Softimage\XSI_6.02\Application\bin\SETENV.BAT ←Specify the SETENV.BAT file
set NNS_XSI_Plugin_ROOT=C:\NNS_XSI60_Plugin ←Specify the NNS_XSI60_Plugin folder
set NNS_Batch_Export=%NNS_XSI_Plugin_ROOT%\NNS_Batch_Export.vbs
echo "Starting Softimage(R) XSI v6.02"
echo "with NINTENDO TWL-System Plugin for SOFTIMAGE|XSI"

xsi -script %NNS_Batch_Export% -main command_main -args -arg0 %1

echo on
```

6. Install the plug-in package.

To install, start XSI. From the **File** menu, select **Add-On** and then click **Install**, and then specify the `nns_xsi60_plugin.xsiaddon`, located in the `NNS_XSI60_Plugin` folder.

7. Verify installation.

From the **Application** menu, select **Toolbars** and then click **NINTENDO NITRO-System** to open the NITRO-System custom toolbar. To verify the plug-in version, from the **NITRO-System** menu, select **About NINTENDO NITRO-System**.

To start XSI, run `NNS_XSI60.BAT`, located in the `NNS_XSI60_Plugin` folder.

Note: If XSI is started without using `NNS_XSI60.BAT`, the option contents set with the intermediate file export dialog box will not be preserved the next time XSI is started.

3 Uninstalling the Plug-In

1. Uninstall the plug-in package.

To uninstall, start XSI. From the **File** menu, select **Add-On**, click **Uninstall**, and then specify `nns_XSI60_plugin`.

2. Delete the `NNS_XSI60_Plugin` folder.

Windows is either the trademark or registered trademark of the Microsoft Corporation in the United States and internationally.

Softimage, SOFTIMAGE|3D, and SOFTIMAGE|XSI are either the trademarks or registered trademarks of Autodesk Inc. in the United States and other countries.

The other company and product names contained in this document are the trademarks or registered trademarks of their respective companies.

© 2004-2009 Nintendo

The contents of this document cannot be duplicated, copied, reprinted, transferred, distributed, or loaned in whole or in part without the prior approval of Nintendo.