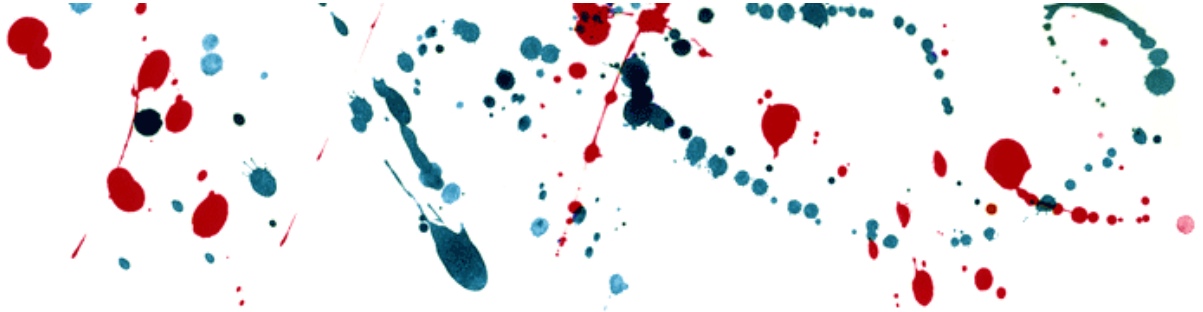


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# Using the Example Exporter

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For XNA 3.0

v3.0, (Last edited: May 2009)

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## 1. Install the plug-in

First, copy the modified Level Viewer folder to some place convenient on your disk.

You need Python to run the example exporter. If python is not installed, follow the following steps:

1. If XSI is open, close it.
2. Install Python (<http://www.python.org/download/>)
3. Install PyWin (<http://sourceforge.net/projects/pywin32/>)

To install the plug-in, copy everything in the folder XSI Plug-in into your XSI user root (usually C:/users/myName/) or a workgroup folder.

Open XSI, and open the **CodeSpot Level Editor Example** toolbar from the **View | Toolbars** menu.

## 2. Build your scene, and publish your models

You can now build your scene from XNA models (models created from the **XNA Game Studio** menu or toolbar). The exporter will only work if a model has the XNA\_Asset property sheet, and the AssetPath variable is filled in. All models should be published to the Content/Models folder in DynamicContent.

### 3. Set up your scene for level exporting

On the CodeSpot Level Editor Example toolbar, click **Add Export Properties**.

This will create a property set under your scene root. To access it, open your scene Explorer (press <8>), and search for the CodeSpot\_Export\_Properties property set under the scene root. Double click it, and fill in the fields:

- In the Level File field, you must specify the path where the level file should be copied. Using the file browser, locate the Level Viewer folder on your disk, select the DynamicContent folder, select the Content folder, and finally select the Levels folder. Type in the name level.xml – this is the name and location the level viewer will expect.
- In the XNA Project Path, you have to select the DynamicContent folder (in the Level Viewer folder).

### 4. Export your scene

Select all the models you want to export – the easiest way to do this is from the Explorer.

On the CodeSPot Level Editor Example toolbar, click Export Level. If all the paths are correct, your level.xml file should appear in the Content/Levels folder of DynamicContent.

### 5. Build your project

Open the file SOFTIMAGE\_XNAViewer.sln (in the LevelViewer folder) in Visual Studio. Build the project.

### 6. Run the Level Viewer

Run SOFTIMAGE\_XNAViewer.exe from the folder

LevelViewer\SOFTIMAGE\_XNAViewer\bin\x86\Release (or Debug). If everything worked, you should now see your models as you placed them in XSI.