

PSX Animation Save Sample Data  
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This is an HMD Axes MIME sample created using the PlayStation Library 4.1.  
It can be run by following the procedures below:

Sample Data Display

1. Load the HMD file at the PQBLOAD command.  
>pqbload orchid.hmd 80010000
2. Start the PlayStation Library 4.1 MIME tutorial viewer with the RUN command (CD-ROM: PSX\SAMPLE\GRAPHICS\HMD\MIME)  
>psymake all  
>run tuto0

Creating an HMD file based on a LightWave sequence file

1. Copy the orchid.lws and orchid.lwo sample files to the hard disk.
2. Start LightWave and access PSX AnimationSaver (PSXANIM.P, TIMIMAGE.P).
3. Load orchid.lws from Load Scene and start PSX Animation Saver from Options->Generic Plugins.
4. Set the Coordinate Scale to approximately "300".
5. Press the Bone Setting button and check "Keyframe To AxesMIME".
6. Press the "Apply To All Bones" button in order to use the same settings for the other bones.
7. Press "OK" on the Bone Setting panel and press "OK" on the plug in main panel.
8. File creation is complete when the "Mission Completed" message is displayed.

Postscript:

The model data [orchid.lwo] used in this sample was created using  
LightWave 3D MetaNURBS functions from Newtek Inc. (U.S.)