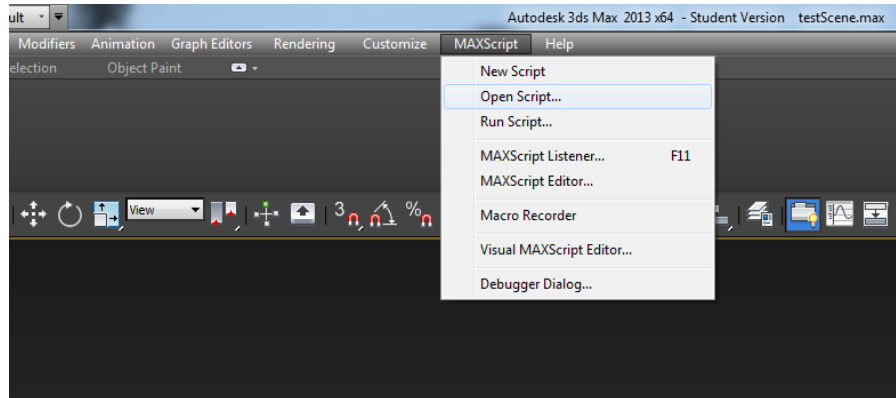## Batch Man: The batch exporter documentation

Batch Man is an easy to use batch export tool. Batch Man stores your selected export location on the objects in question stopping the need for redefining export locations multiple times!

How to install:

- Go to the Maxscript tab at the top of your 3ds Max window and click "New Script"
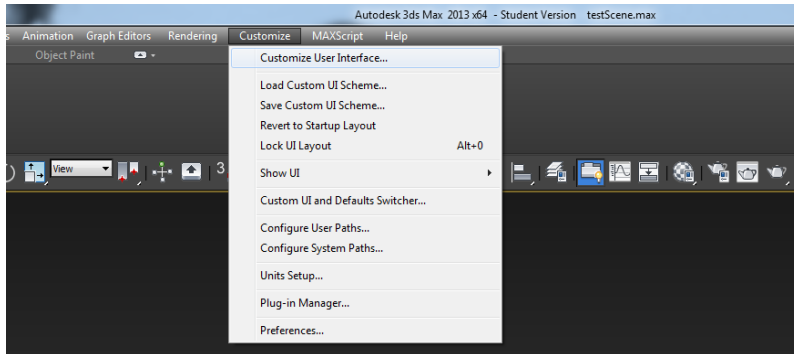

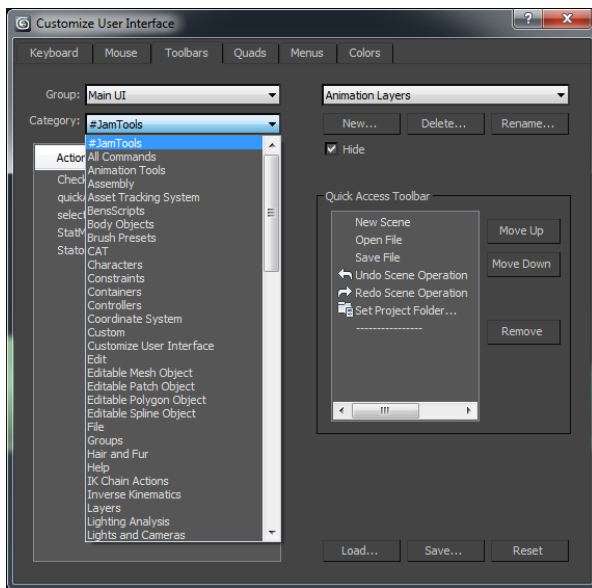- Copy and paste in the downloaded Maxscript code and press "CTRL + E"

- The script can now be assigned to a hotkey or a button ☺
- Go to the customize tab in 3ds Max and press "Customize User Interface"

- Go to the Toolbars tab and locate "#JamTools" in the category (It should be at the top)

- Simply drag the "Batch Man" action to the toolbar at the top of 3ds Max and press away!
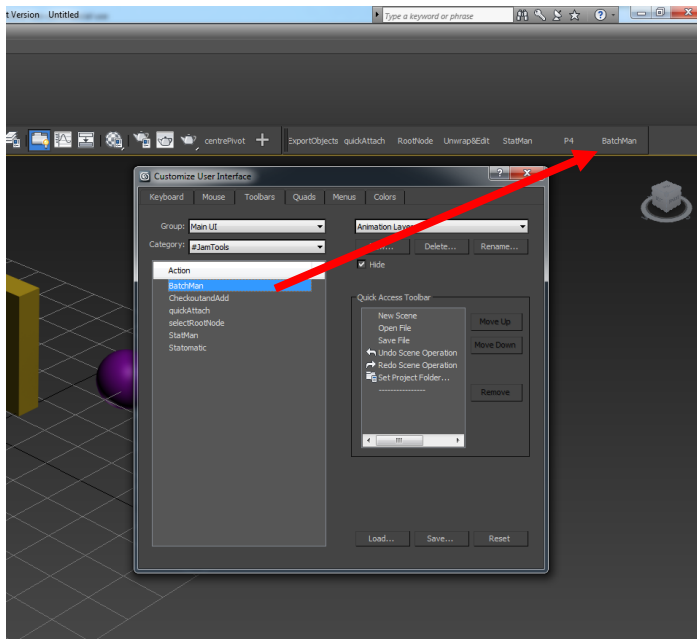
- To assign to a keyboard shortcut simply locate the keyboard tab in the Customize User Interface menu and click the hotkey box and put in your desired hotkey and press assign.

- BE SURE TO SAVE YOUR LAYOUT WHEN YOU ARE FINISHED!!
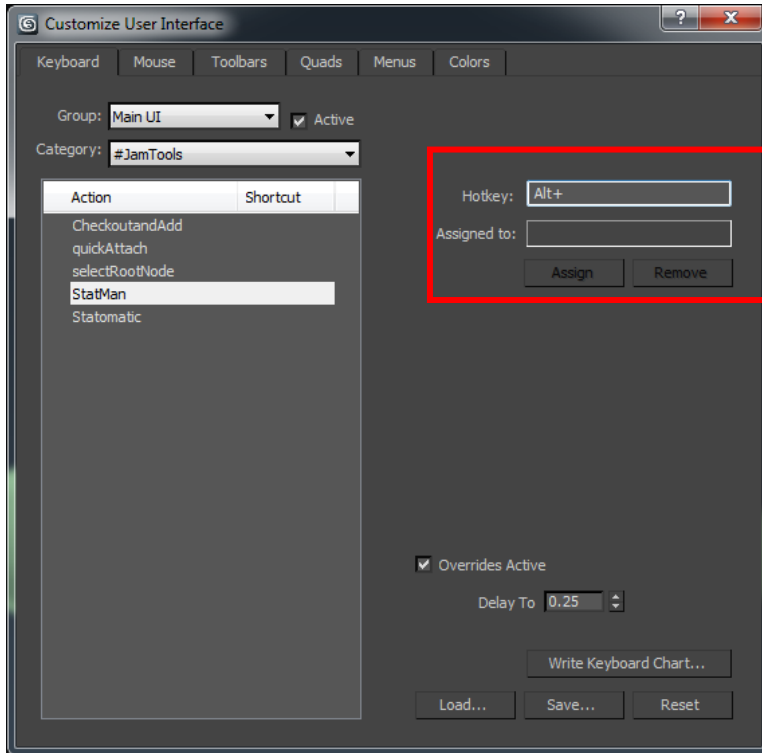
How to use Batch Man:

- To use the batch exporter click the export button and the tool opens up.
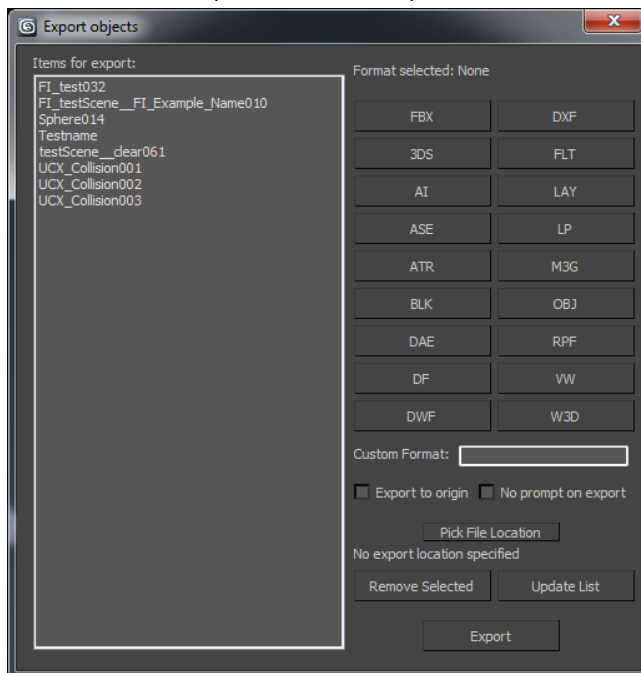
- The objects listed are the objects that you are about to export
- The formats to export in are listed on the right and a custom format box is also present to export in custom formats

- To remove items from the list simply select them and hit the remove selected button
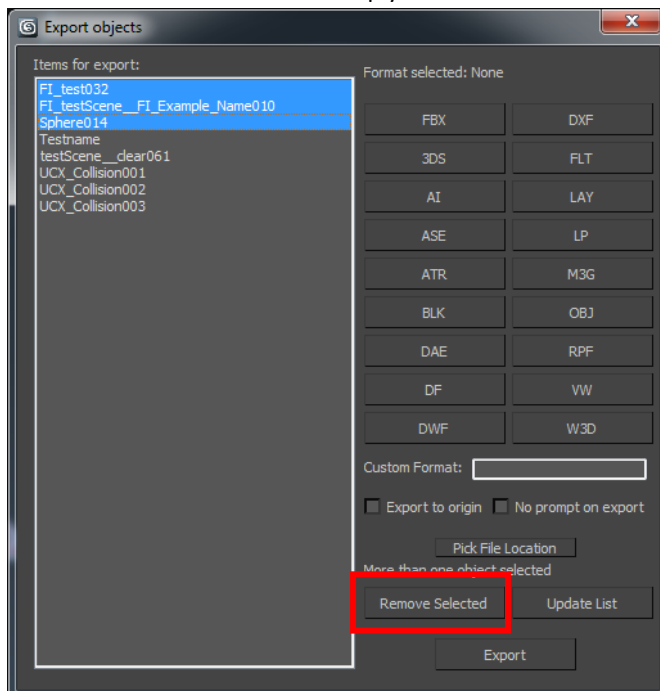
- To add items to the list, select them from the scene and press update list
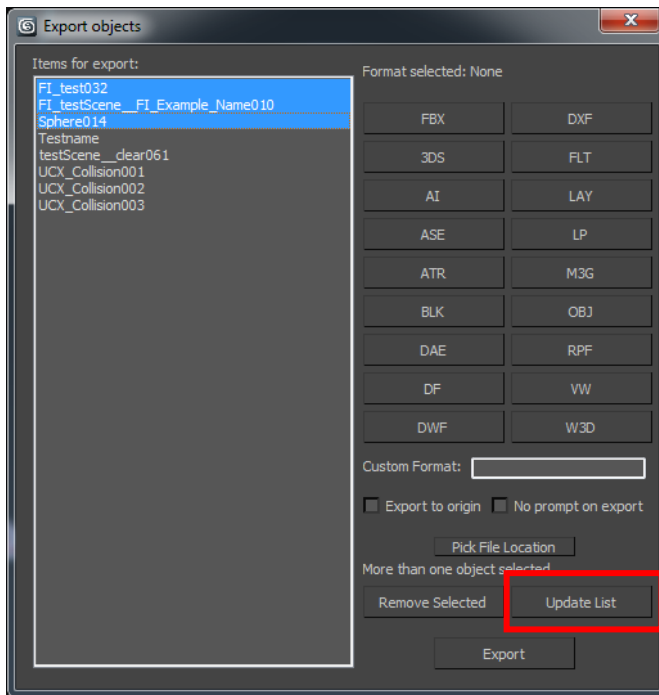
Exporting your objects:

- When you go to export your objects you will need to select a format from the right hand side and click the format you desire or enter a custom format
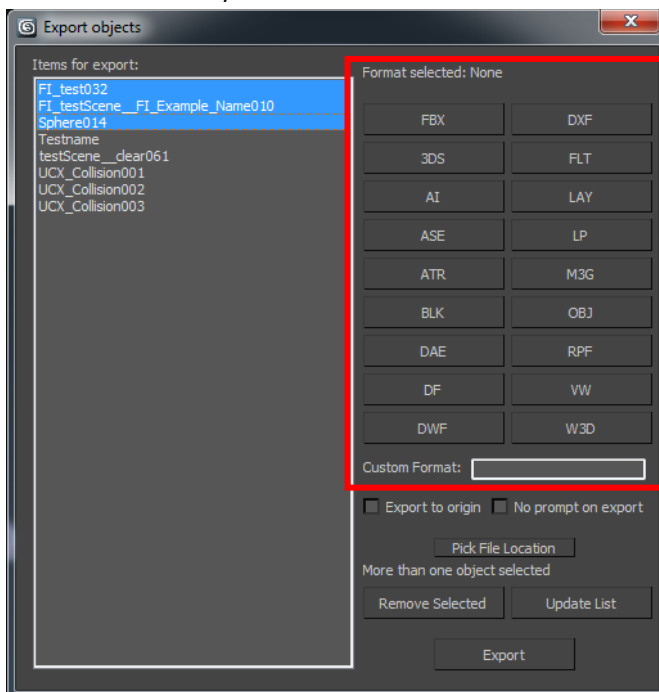
- You have the options to "Export to origin" and "No prompt on export"
- Export to origin will export your objects from world (0, 0, 0) and No prompt will stop the option boxes popping up for every object you export

- When you go to export your objects you have to pick an export location for your objects by pressing the "Pick File Location" button. This process is performed on the objects you have selected in your list allowing you to specify different file locations for each object if you so wish
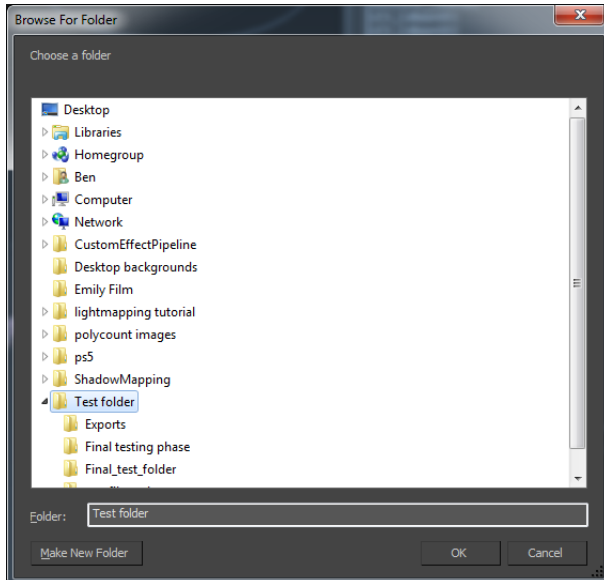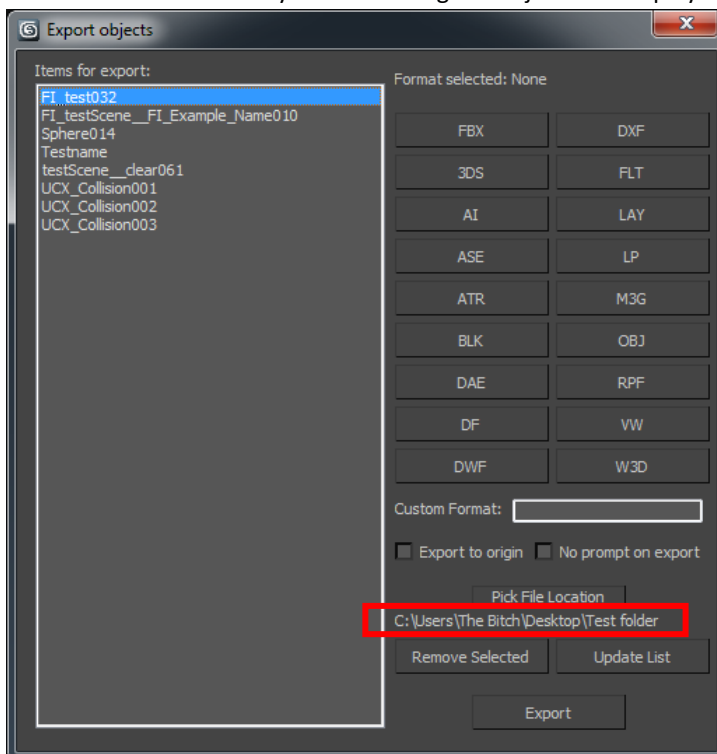- Select the export folder and hit ok
- When you do this the location you have specified is saved onto the object meaning you won't have to specify a new file location each time you export!!

- The file location you are sending the object to is displayed in the right hand corner

- When you are ready hit the export button and the objects in the list will be exported to the location you have specified

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I hope you find the tool useful, please enjoy! ☺

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