http://maniaplanet.github.io/documentation/importer/

The typical mp-program-directory is: C:\Program Files (x86)\ManiaPlanet\
The typical mp-user-directory is C:\Users\<username>\Documents\ManiaPlanet\

_____ has to be done once _____

1. Unzip the NadeoImporter.zip into your mp-program-directory (next to ManiaPlanet.exe).

2. Go into your mp-user-directory and create the folder-structure: Work\Items\
   (in the Items directory you can create subdirectories with any names you like, e.g. **myItems**)

3. fetch the Canyon-textures from:
   C:\ProgramData\ManiaPlanet\PacksCache\TMCanyon_HD.zip\Canyon\Media\Texture\Image\

4. unpack the Image-folder into your Work\Items-directory and rename it to **Texture**

_____

EXAMPLE: Creating a item named *arrow*

1. Create in **myItems** a subdirectory named **arrow**
2. Create in **arrow** a subdirectory named **Meshes**
3. Create in **arrow** a subdirectory named **Icon**

4. Put the arrow.tga-file in the **Icon** directory (max 64x64)
5. Put the arrow.fbx-file in the **Meshes**-directory
6. Put the arrow.meshparams.xml also into **Meshes**-directory

```
<MeshParams MeshType="Static" Collection="Canyon" Scale="1">
  <Materials>
    <Material
        Name="ArenaFloor"
        Link="ArenaFloor"
    />
    <Material
        Name="ArenaTransition"
        Link="ArenaTransition"
    />
  </Materials>
</MeshParams>
```
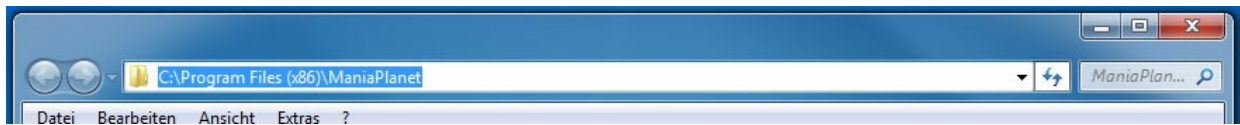
← arrow.meshparams.xml

7. Put the arrow.xml into the **arrow**-directory

```
<Item Type="StaticObject" Collection="Canyon" AuthorName="_enter_your_name_here_">
        <Phy>
        <MoveShape Type="mesh"
                File="Meshes/arrow.Shape.gbx"
                PhysicsId="Concrete"
        />

        <Vis> <Mesh File="Meshes/arrow.Mesh.gbx"/> </Vis>

</Item>
```

8. Open cmd.exe:
   - go to your mp-program-directory
   - click in the address-bar so that the path is selected

   - type: cmd
   - press Enter

9. Mesh-import:
   in the cmd-window type: NadeoImporter Mesh Items\myItems\arrow\Meshes\arrow.fbx

10. Item-import
   in the cmd-window type: NadeoImporter Item Items\myItems\arrow\arrow.xml

11. In the Canyon-Editor go to Finalising-Optionen → Experimentelle Funktionen freischalten and activate the embedding of items

If you put in your map some items (in Item mode [F4]) with the word "Custom" on its icon, the map will not be playable in Multiplayer or Local play modes, EXCEPT if you embed custom items in your map, by checking the box below.

Note that the embedding of items will fail if you do not follow these rules:
- The items placed on your map should use only textures from the game or from the title pack
- The size of embedded data must be lower than 150 Kb
- The map must not contain any custom bots

ITEM-EINBINDUNG AKTIVIEREN