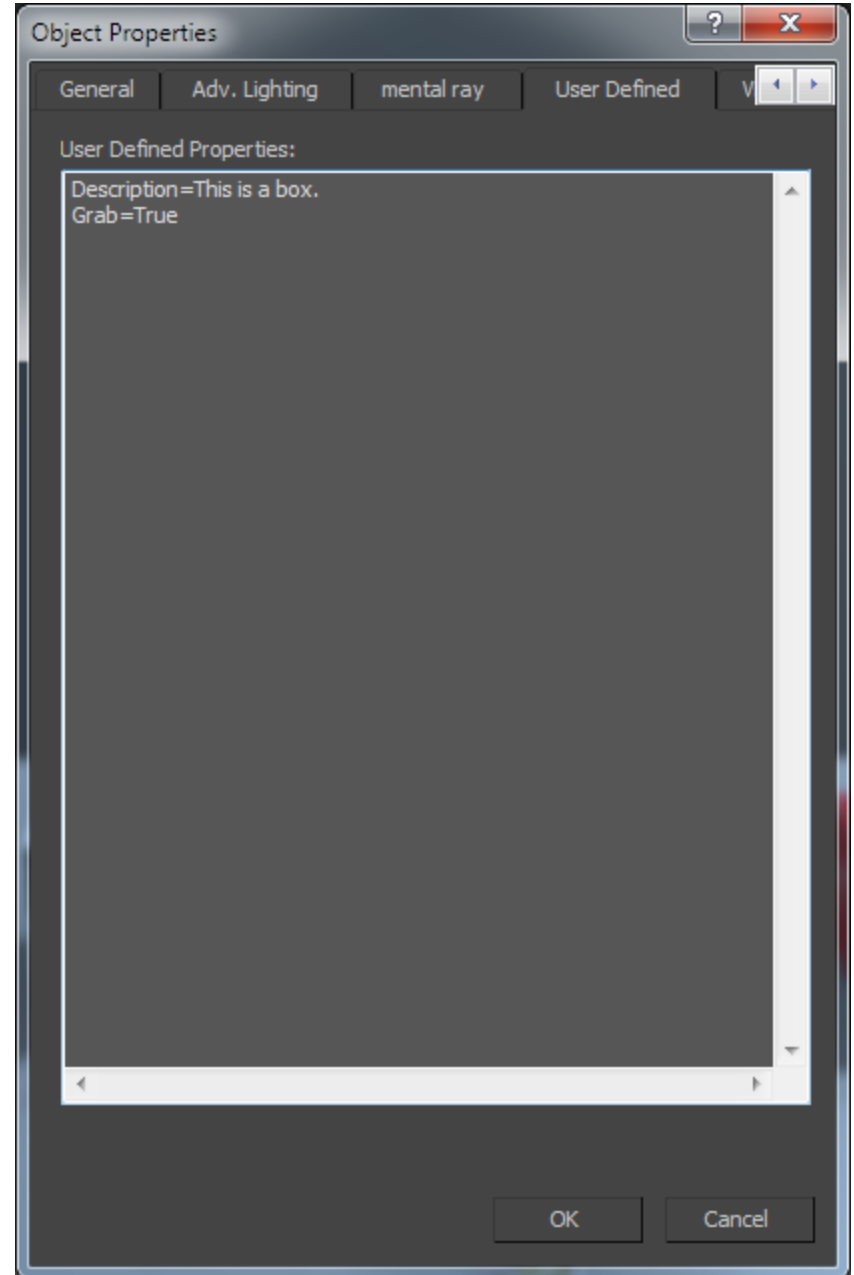


Tagging Models

Parameters tied to a specific object are often easier for an artist to set up through custom parameters than for a programmer to set up through an input file. Adding parameters are relatively easy.

Adding Custom Parameters

1. Select model
2. Right click -> Object Properties...
3. Pick the User Defined Properties tab
4. Type in tags, according to the convention agreed upon with your programmer.
5. Add an additional line after the tags, to prevent other plugins from adding to the same line.
6. Export the model. It will retain the tags.



Notes

- If you are creating your own tags, have your programmer maintain a clear and up-to-date list of tags and valid values available for your program. It is easy to lose track of things if any changes occur.
- If you are tagging for Architecture Interactive, the current syntax calls for the first letter of tags to be uppercase, no spaces before and after equal signs, and no putting values in quotes.
- Some plugins have a tendency to use User Defined Properties to store their own values. Try to avoid naming your tags anything another program is likely to use. This can be as simple as including some kind of prefix, eg. VZD_Grab=True
- Be sure to add in an extra blank line after your last tag to prevent plugins from writing to the same line.