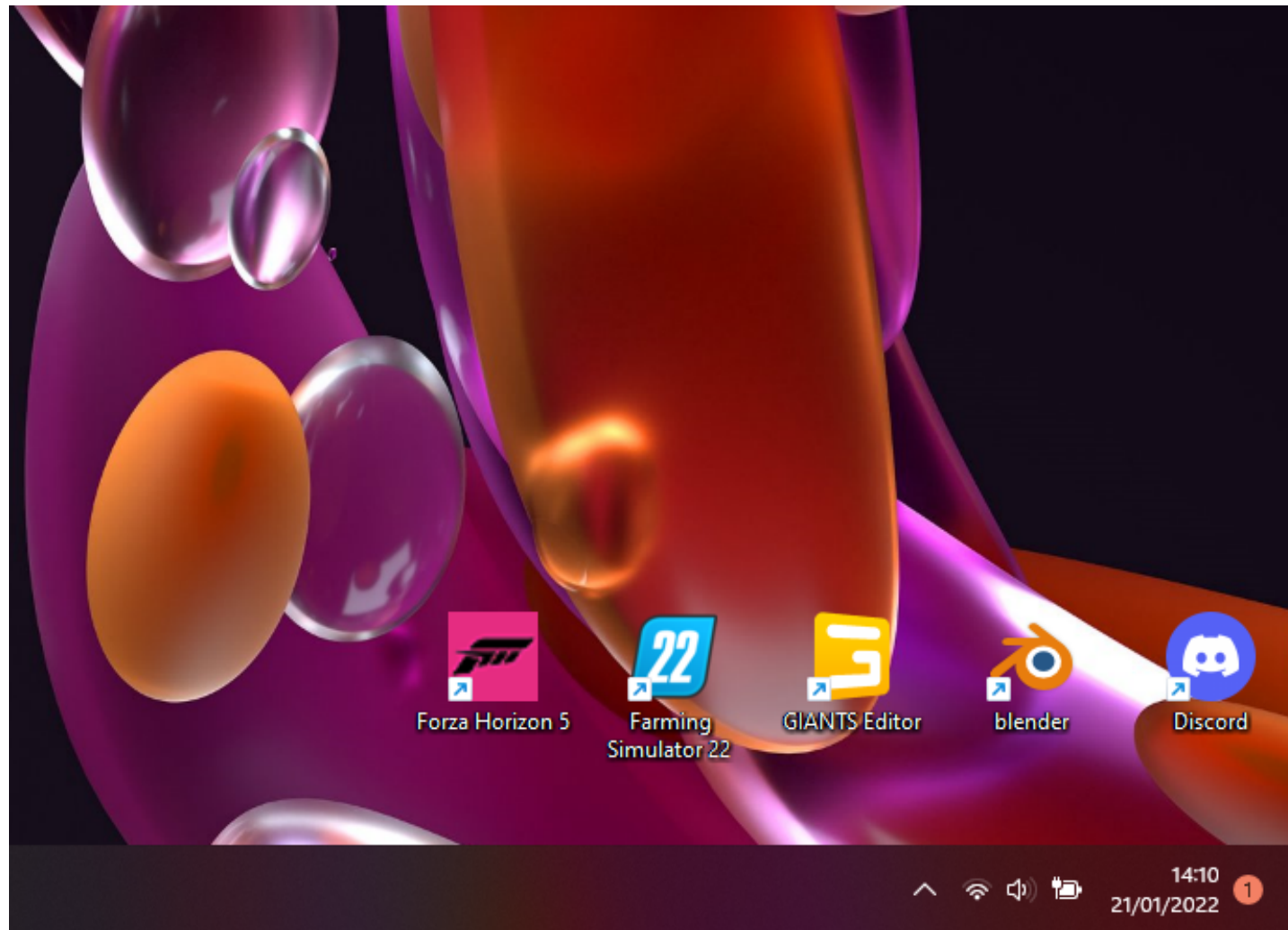


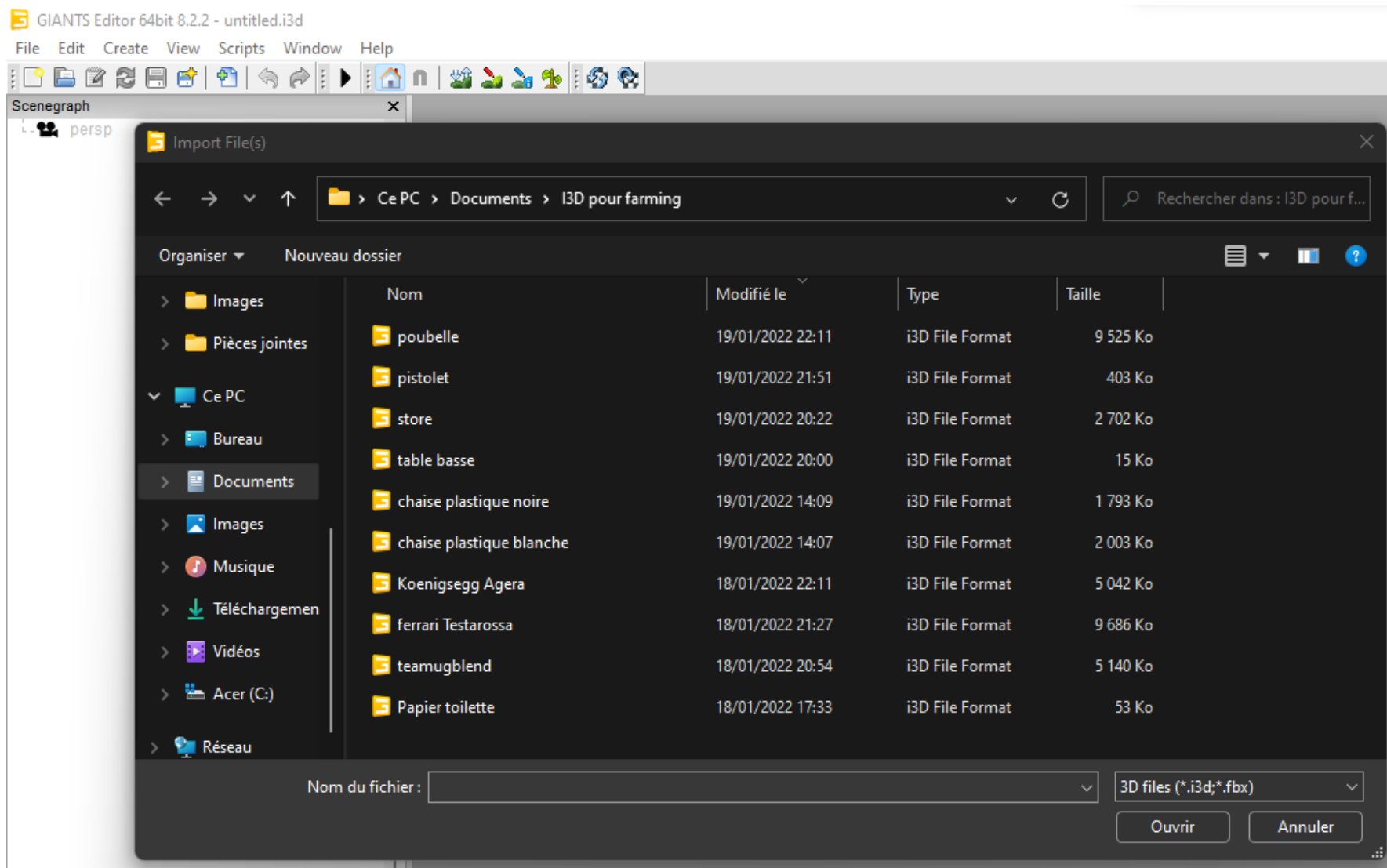


Procedure for i3D files under Giants Editor (FS19)

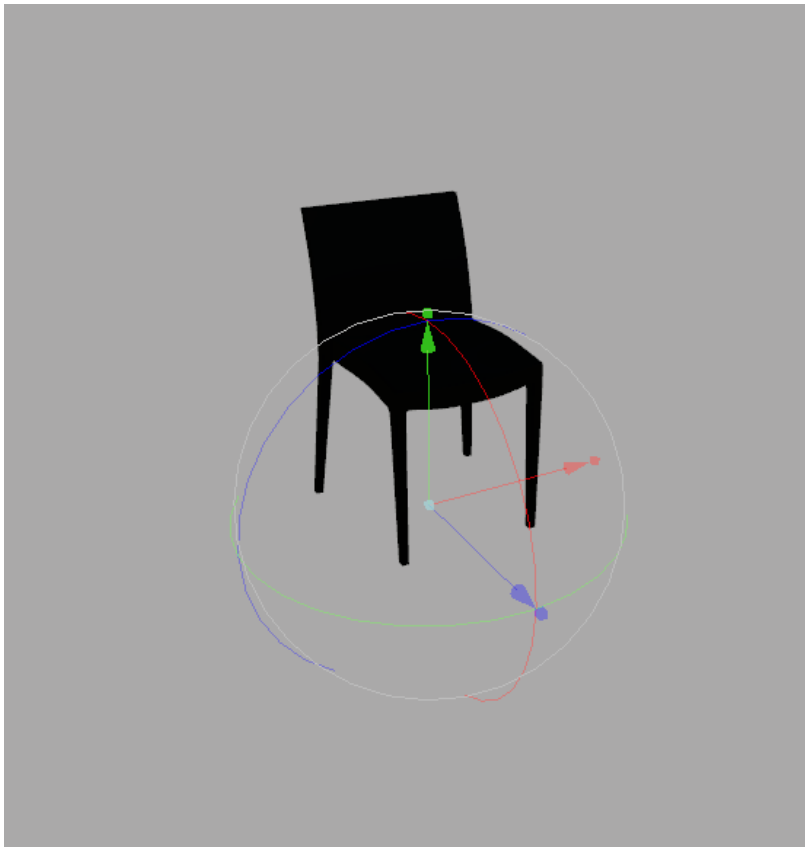
1.First, open the Giants Editor available on your desktop or in your computer's root files.



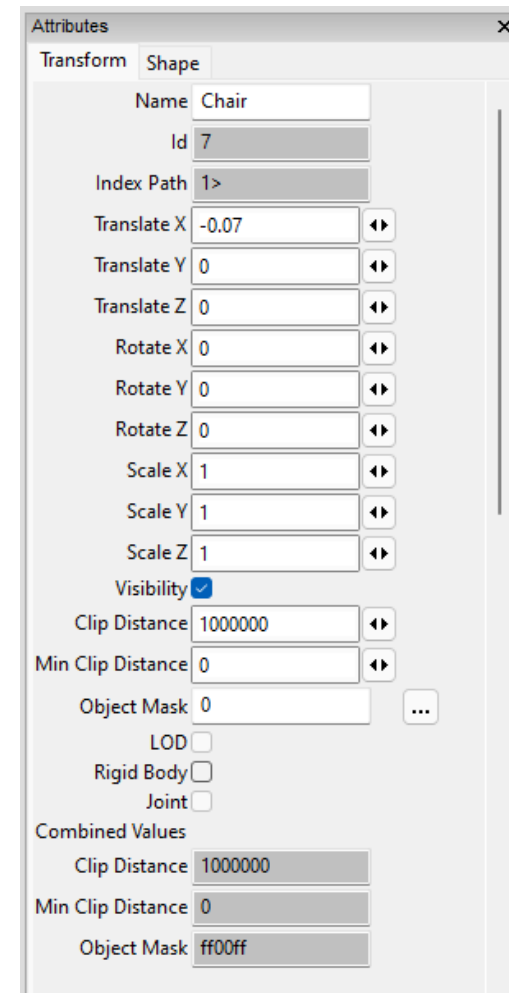
2. In Giants Editor go to FILES/IMPORT/(your file).i3d tab



3.The i3D will appear under Giants Editor and you can move it around with the colored arrows (blue/red/green).
Then on frame #2 we see TRANSLATE;ROTATE;SCALE, which allows to move it.

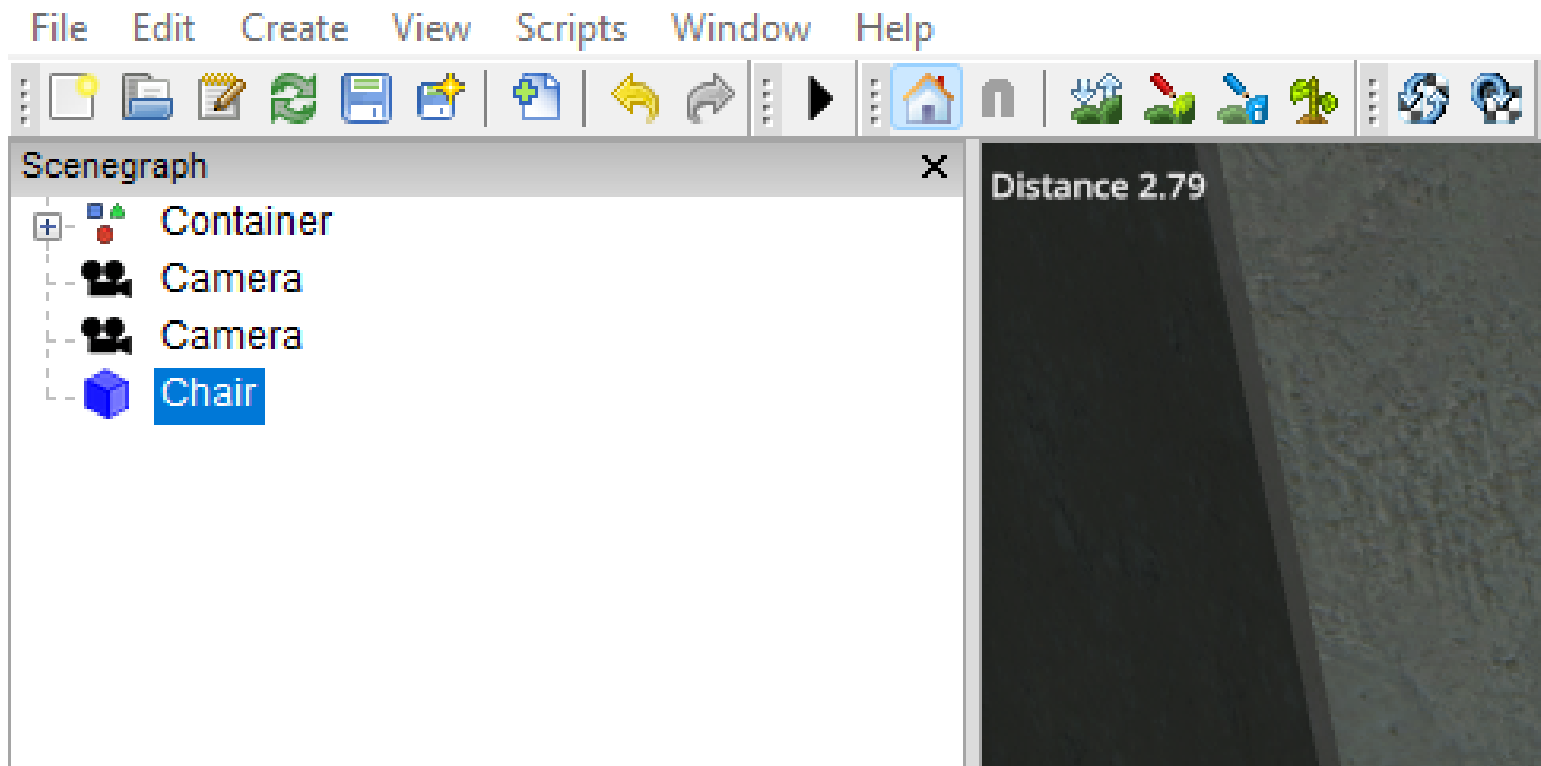


4.You now have your i3D, now you can do whatever you want with it :-)

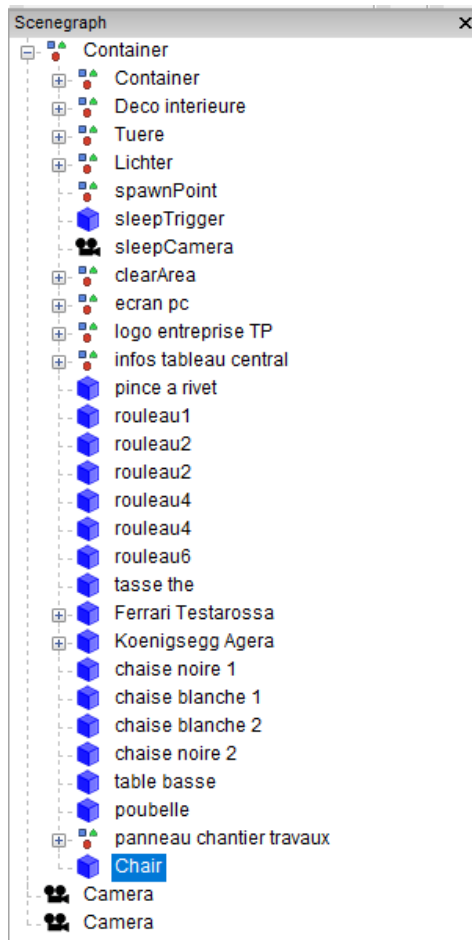


/!\ IF YOU WANT TO ADD IT IN AN EXISTING MOD, FOLLOW THIS PROCEDURE:

1. Once you have imported your i3D it will appear at the very bottom in the "Transform Group" (colored shapes)



2. Do CTRL + X to move your i3D to your mod's main transform group, in my case to "Containers" | It therefore appears under the name "Chair"; You can rename it, then voila, your i3D is ready to be visible in game!



NB: Some useful features to know about Giants Editor v8.2.2:

- to duplicate an object: CTRL+D
- To move an object: CTRL+X / CTRL+V to paste it

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