WORKING ON EDITOR:

- 1. Prepare the necessary file. Check mesh and skeleton file is in your model folder. It's in FBX format.
 - Name
 - RohaniMai.bmf
 RohaniMai.FBX
 RohaniMai.mdl
 RohaniMaiSkeleton.FBX
- 2. Back on Serious Editor. Go to Mesh Editor



3. Now "Import Mesh" and Import the mesh fbx only (Not skeleton). Go to Common tab at right side of window > Import Mesh

i)	Common Import mesh Export amf Import mesh (Ctr +1) Export rbx Export obj Export raw Reimport Set mesh source				
	Content/SeriousSamSM/Models/Cha	aracters/RohaniMai/			-
	Name	Ext Size	Date		
		<dir></dir>			
	RohaniMai RohaniMaiSkeleton	FBX 2109856	2023/07/15 23:59:47	-	
	File name: RohaniMai.F8X				Open

iii) Un-tick Skip problematic UV maps and those Auto Rename. Then OK



iv)

- 4. Save the file
- 5. Now we need to save the skeleton into our own custom model folder, or else it will save into Serious Sammy bone. To do that, go into Model Editor



6. Click at Config tab below



7. Under Skeleton, click at little arrow besides SeriousSammy.skl > Save As into our own character folder

Config				
Name	Value			
Filter:	×			
CModelConfiguration				
Skeleton	SeriousSammy.skl 🗸 🔻	1		
Meshes [1]	New	2		
🛨 Anim host	Browse			
Mechanisms	Belead			
Destructions	Reioad			
🛨 Children holder	Locate			
Schemes	Open in external application	•		
Addon host	Unshare			
🛨 Edit	None			
Threshold override	Same			
Render state precaching flags	Save			
Use as instance	Save As <			
	Edit note			
	Additional	•		
	Templates			
	Hickory			
	history			
	Recent files	•		

Save Skeleton as				×
F:/ 🔻 🖻 🔁 💠 ★ 🕚 🖩	P 🗊	HE Filter		
Content/SeriousSamSM/Models/Chara	acters/R	ohaniMai/		•
Name	Ext	Size	Date	
<u> </u>		<dir></dir>		
File name: RohaniMaiSkeleton.skl				Save
Skeleton (*.skl;CSkeleton)			•	Cancel

8. Now to import bones, Go to Skeleton Editor



9. Now "Import Skeleton" and Import the skeleton fbx only (Not mesh). Go to Common tab at right side of window > Import



a.

-						
~	Name	Ext	Size	Date		
]] PohaniMai	ERV	<dir></dir>	2023/07/15 23:50:47		
H	RohaniMaiSkeleton	FBX	181904	2023/07/15 23:51:06		

c. Just Ok with default Settings

Import preferences	×
Name	Value
Filter:	×
CFbxImportPreferences	
Show preferences on import	
Delete extracted media after import	v
Import meshes into layers	
Merge vertices in all maps	
Reimport preserves custom animation channels	
Reimport preserves IK constraints	
Remove common prefix and postfix in weight names	
Skip problematic UV maps	
Show reimport warning	
Auto rename Blender UVMap	
Auto rename Houdini UVMap	
Auto rename normal map	
4	
	OK Cancel





- 10. Save the file.
- 11. Now to test if the model is sync with animation; Go to Model Editor.



12. View > List. This will List all animation

🕏 Serious Editor - [64-bit] - [Sam4_dev] - [SeriousSamSM] - [Beti

Ionfig					
Name	G	roups			
Filter:	Propercy group	AIC+ HIDE			
	Output group	Alt+2			
	Command bar gro	oup Alt+5			
Heshes [1]	App toolbar group	p Shift+Alt+9			
🗄 Anim host	App status bar group Shift+Alt+0				
Mechanisms	Individual				
Destructions	 Application statusbar 				
H Children holder	 Player action recording explorer 				
Addon bost	Scenel inhts	1			
F Edit	Entity list	Alt+3			
Threshold over	Eavorite celection	ne			
Render state p	PCop: Local	0			
Use as instance	Databoard	CHLARID			
	Databuaru Databuaru	ofia Shift Alt 17			
	 Debug service co 	nng Snirc+Alc+7			
	 Journal history 	Ctrl+Alt+H			
	 Masked materials 				
	 Bot marker setup explorer 				
	 Bot test log explorer 				
	VBS explorer	Shift+Alt+3			
	ATS explorer				
	Explorer	Alt+4			
	Tools	Q			
	Config	Alt+1			
	Instance	Shift+Alt+2			
	 List 	Shift+Alt+4			
	Queue	Toggle node List			
	Selection	Shift+Alt+5			
	CommandBar				
	Configure DevEn	v			

13. Select any animation in list and see if the animation is working and sync with the model.

ist 🛛	X	C Perspective Selection
Filter:	Idle X	
	Animations	5
Ð	CombineHarvester_SingleWielding [1]	
3	MAS_NoTool [4]	
	1. MAS_Crouch_Idle [0,200]	
Г	2. MAS_Dive_Idle [0,118]	
P	3. MAS_Stand_Idle [0,200]	
	4. MAS_Swim_Idle [0,70]	
Ð	PA_NoTool [9]	
Ŧ	MAS_AssaultRifle_Ready [4]	
Ŧ	MAS_AssaultRifle_NotReady [5]	
Ŧ	PA_AssaultRifle_Ready [9]	
•	PA_AssaultRifle_NotReady [9]	
Ŧ	MAS_Minigun_Ready [4]	
•	MAS_Minigun_NotReady [4]	C TT .
Ŧ	PA_Minigun_Ready [9]	
•	PA_Minigun_NotReady [9]	
Ŧ	MAS_Pistol_NotReady [4]	
•	MAS_Pistol_Ready [4]	
Ŧ	PA_Pistol_NotReady [9]	
Ŧ	PA_Pistol_Ready [9]	
Ŧ	SetPiece [1]	
•	Bored [5]	
Ŧ	Dual_Wield [18]	TTHE ST
•	Riding [9]	
Ŧ	MAS_Sign [2]	
Ŧ	PA_Sign [18]	
Ŧ	Gadgets [1]	
÷.	Parachute [1]	
÷.	Bored_NoTool [4]	
Ð	Finishing_SM [1]	
•	Menu [1]	

- 14. If not, check back all your export files starting from 3dsmax. Check with the issues of size and rigging.
- 15. Done