

# CXL Layout File Maker v1.2 beta

Layout文件生成工具的使用

首先感谢工具的作者，来自XLNation.net的Altiris，  
 创造了如此直观的工具，让枯燥的Layout文件编辑变得更有趣。  
 以下是作者对工具介绍的原文

# Layout File Creator (beta)

## Cities XL Layout File creator for 3ds Max

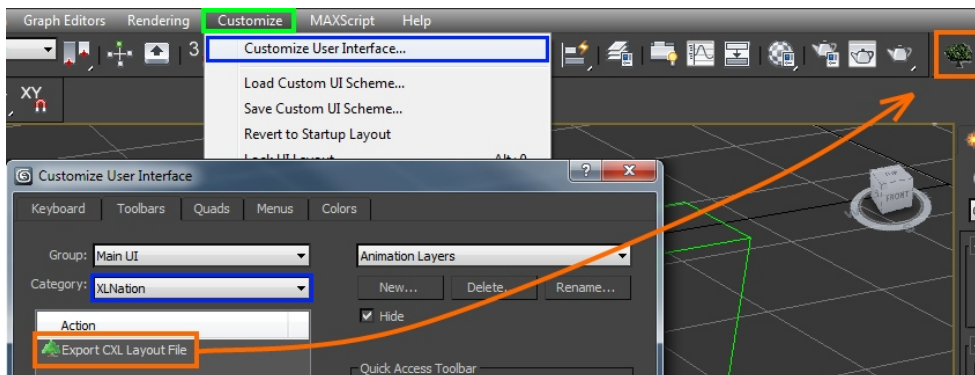
This is a scripted plugin and export utility for creating layout files in 3ds max by using custom dummy objects. Currently it has most of the default furniture, trees and vehicles available...

It should work with max 2008 or higher

Big thanks to Montoto for capturing the 100s of thumbnails.

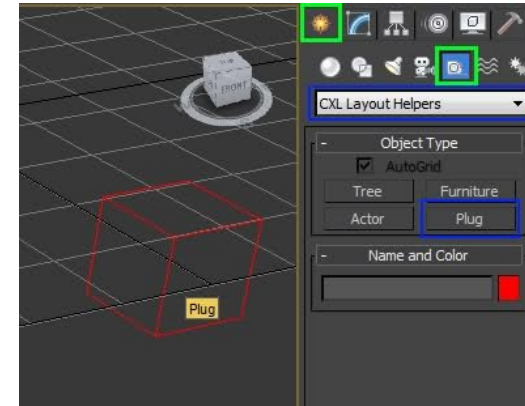
### Installation Instructions:

- 1) Copy the contents of the "3ds Max (2008 - 2013)" folder to your 3ds max installation folder. It should ask to merge the Scripts and UI folders.  
 eg. "C:\Program Files (x86)\Autodesk\3ds Max 2008"  
 eg. "C:\Program Files\Autodesk\3ds Max 2012"
- 2) Start max and go to Customize Menu -> Customize User Interface. Click on the Toolbar tab and change category to "XLNation"
- 3) Drag and drop "Export CXL Layout File" to a spare space on the toolbar. as shown below.

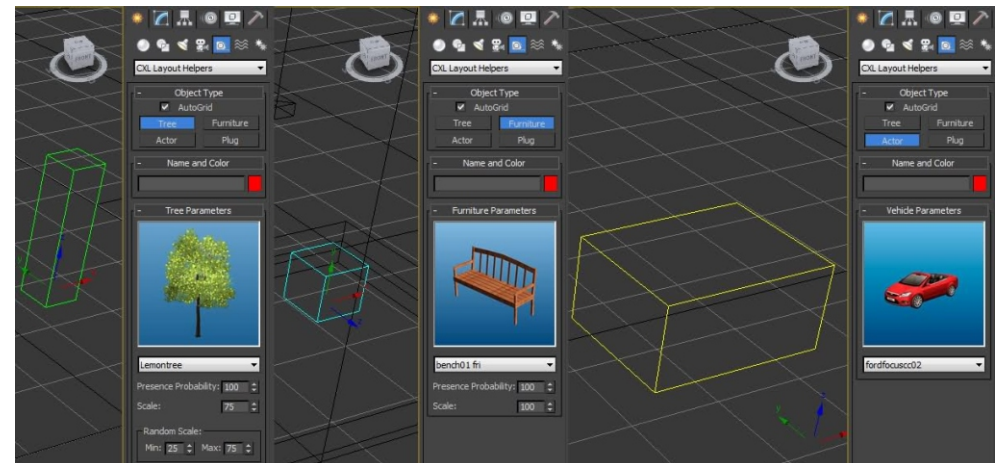


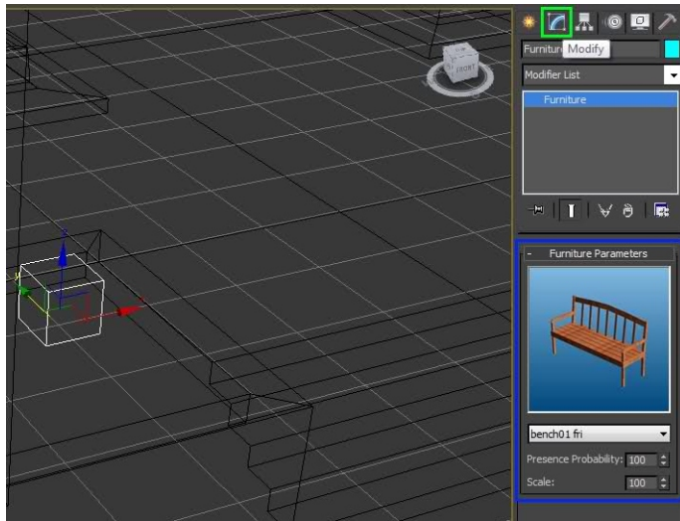
### Instructions:

- 1) Go to the Create rollout and select "Helpers", choose "CXL Layout Helpers" from the drop down list.  
 Create 1 Plug object at the front edge of your building carpet. (mandatory, there must be a plug in the scene for a layout file to be created.)



- 2) Create as many Tree, Furniture or Actor helpers as you need, setting the type for each one, if nothing is changed, default values will be used.  
 Each helper must have a unique name. the position and rotation is written to the layout file. The co-ordinates are taken from 0,0,0 of the max scene, so make sure your building is centered in the scene  
 Type is the most important setting, in most cases default settings will be fine, but you can adjust presence probability, scale, randomscale etc.  
 the Helpers can be created and copied around the scene like objects, hold shift drag. They can be modified by going to the Modify rollout and editing the parameters.





5) When ready click on the tree icon that was added before and browse to save the .layout file, it will automatically have a name ready, which will be the scene name and \_base.layout. like B\_ind\_suit01\_T2\_base.layout.  
you should get a success message, then the layout file is good to go.

you can modify and change around the helpers, and each time the tree icon is pressed it will generate a new layout file.

#### Vehicles with "NEXP VP" in the description need the NEXL Vehicle Pack installed

Please test and comment, it's only beta and my first crack at MaxScript so it will probably need fixing and what not.  
Thanks.

#### Changes:

- 1.2 - Fixed the gembeach bicycle actor (one that doesn't have a pedestrian attachment.) requires NEXL vehicle pack v1.7
- 1.1 - Fixed comments in xml file to prevent dotnet system exception.
- 1.0 - Beta Release.

原文地址以及插件下载地址：

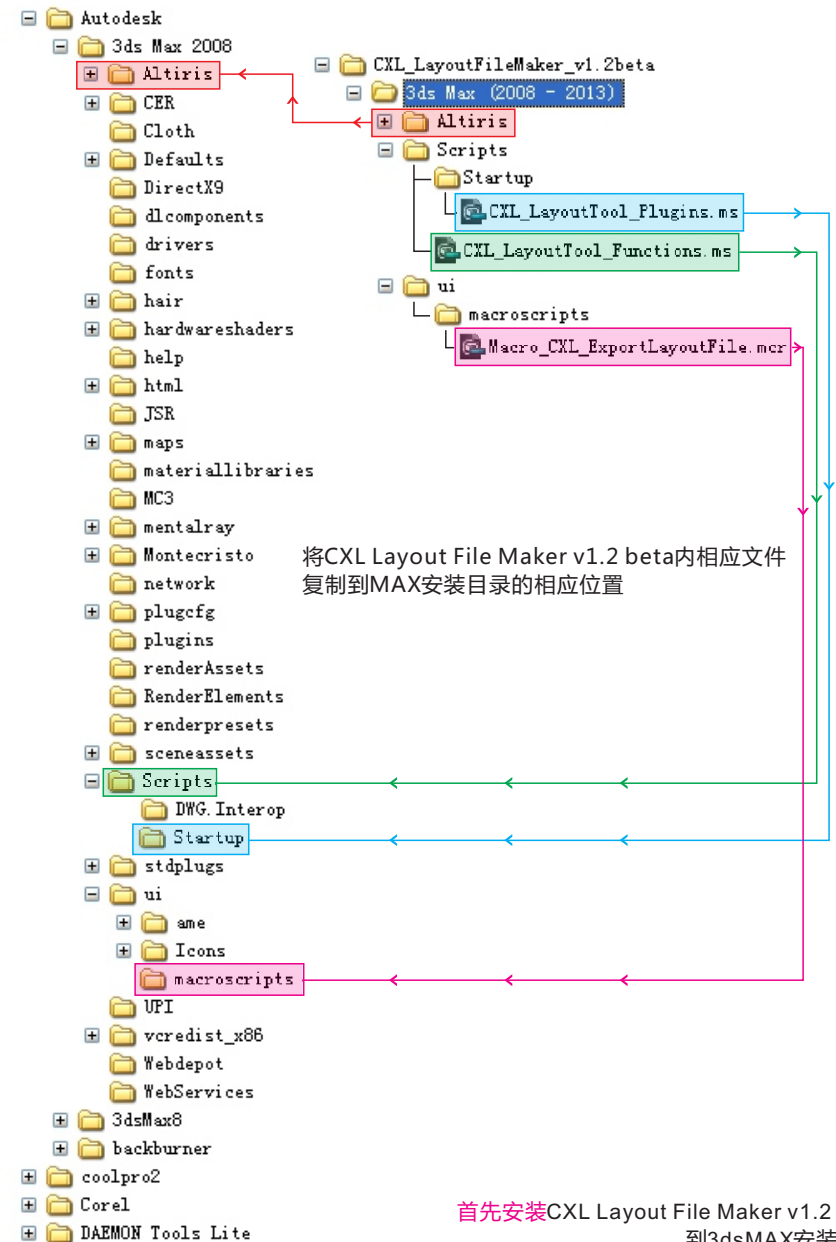
<http://xlination.net/content/layout-file-creator-beta>

Uokiok网站下载

以下为个人操作的方式，仅作参考

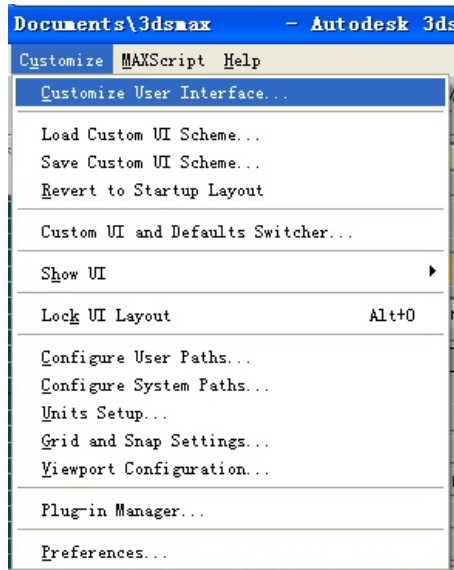
3ds MAX 2008 安装目录

CXL Layout File Maker v1.2 beta

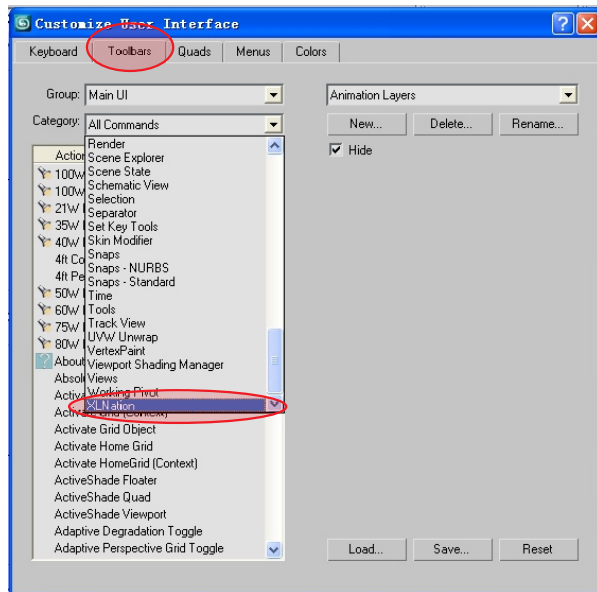
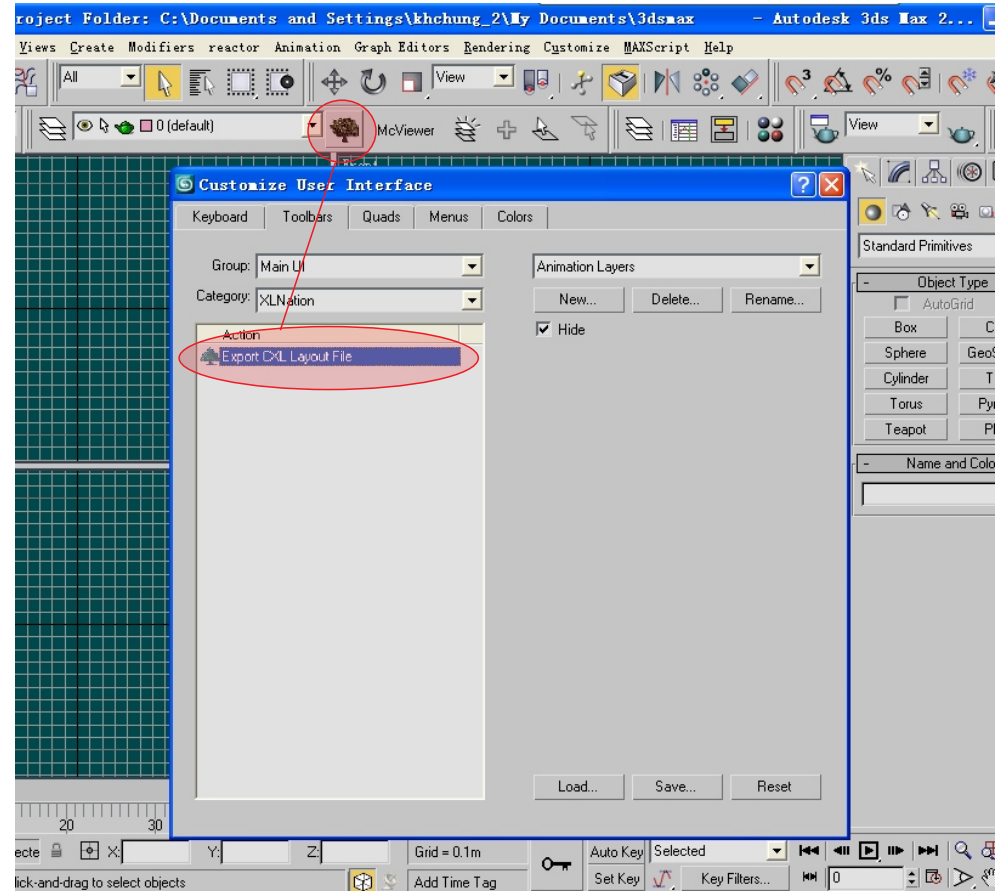


首先安装CXL Layout File Maker v1.2 beta  
到3dsMAX安装目录

进入3ds MAX 2008，打开菜单Customize，进行设置



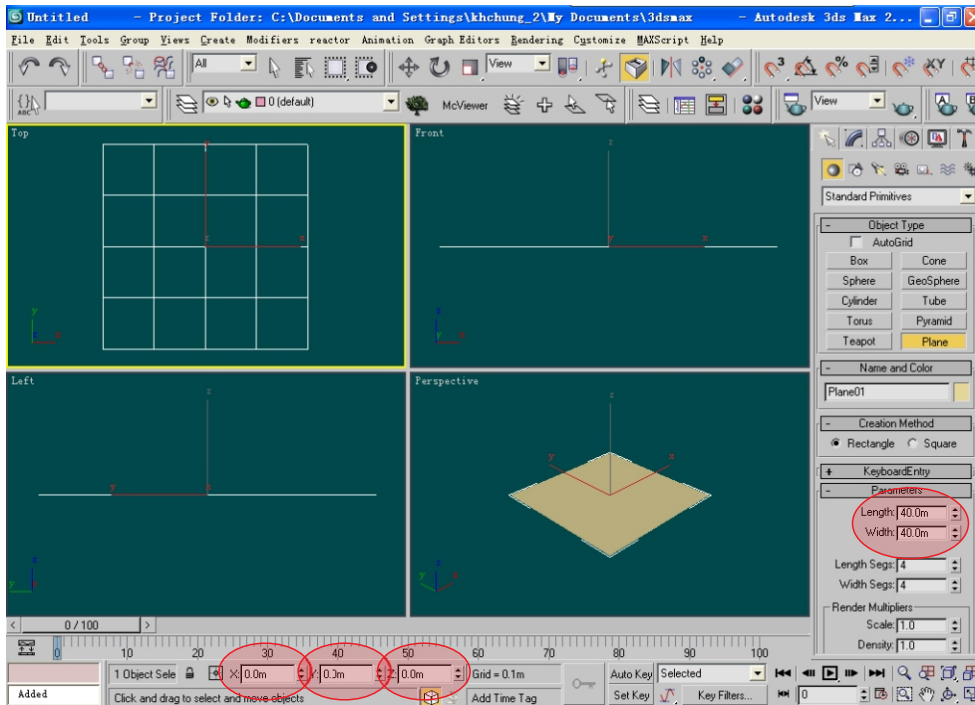
选择Export CXL Layout File树形图标，  
拖拽到自己方便使用的地方



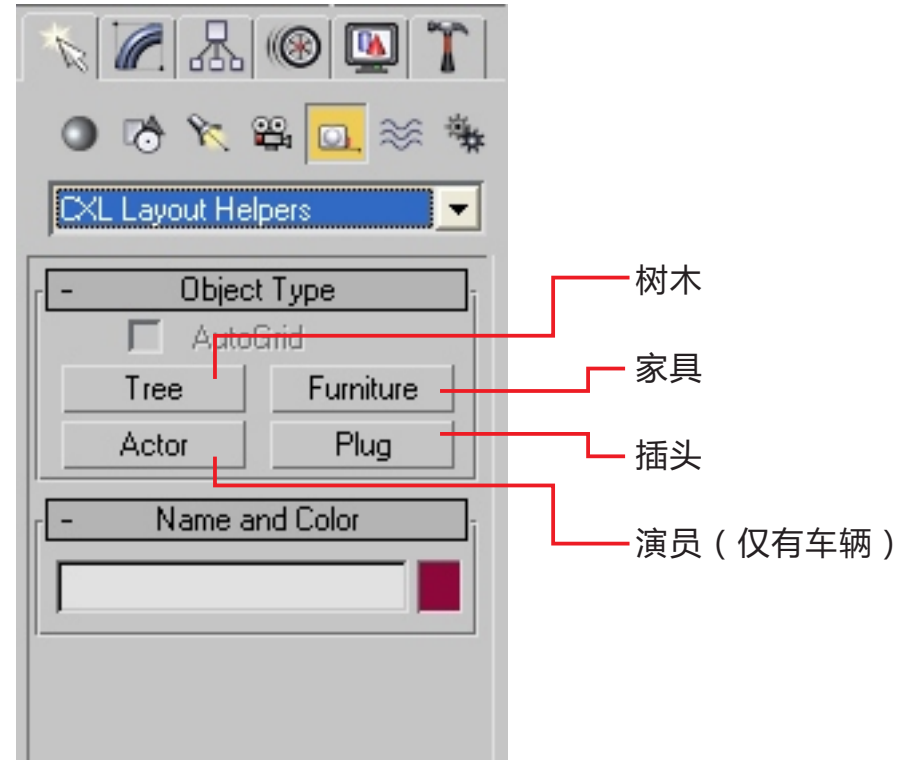
在弹出的窗口选择Toolbars标签，  
选择下拉列表，选中XLNation，如图

打开MAX右侧Helpers（助理工具），  
点开下拉列表，选择CXL Layout Helpers。  
分别有4个选项按钮，如图

使用Plane建造一片简易的地皮，设置尺寸为40x40米  
(注:此地皮仅为教程所用，各位可以用建筑来代替)



地皮坐标归零



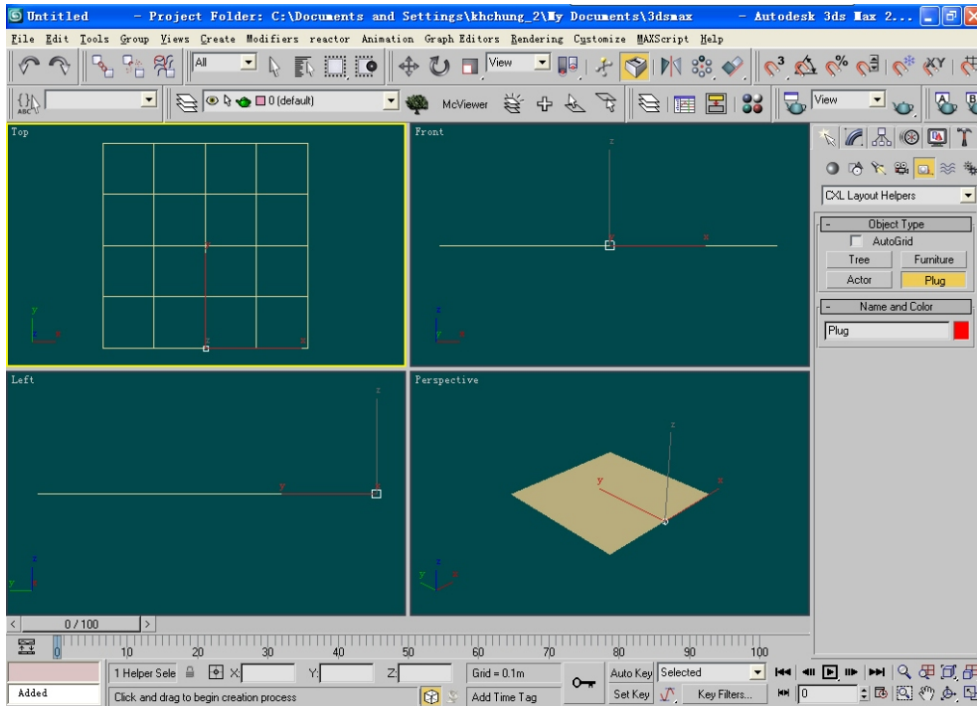
树木：很明白,不说了

家具：在XL中主物体可以通过layout文件调用一些特定的物体，被调用的物体文件就是家具。  
家具可以是路牌、椅子、招牌文字等 sgbn 文件，有家具专用贴图项。

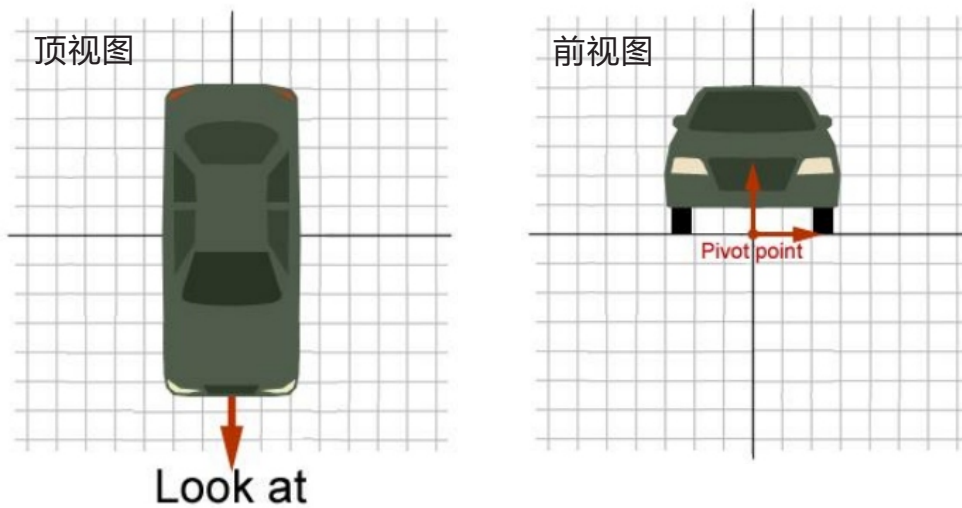
插头：非常重要的选项。场景中必须有一个Plug 插头 layout 文件才可以被输出。  
Plug 插头的作用是定位建筑与道路连接的口，如果有动画路径就必须设置两个插头。

演员：演员囊括所有的动画运动物体，如：人、车辆等。  
在 layout 文件生成器里面只提供停放的车连接。

回到刚才的场景，点选Plug 插头，  
在TOP 顶视图中建筑物的下方点一下，生成一个模拟物体，

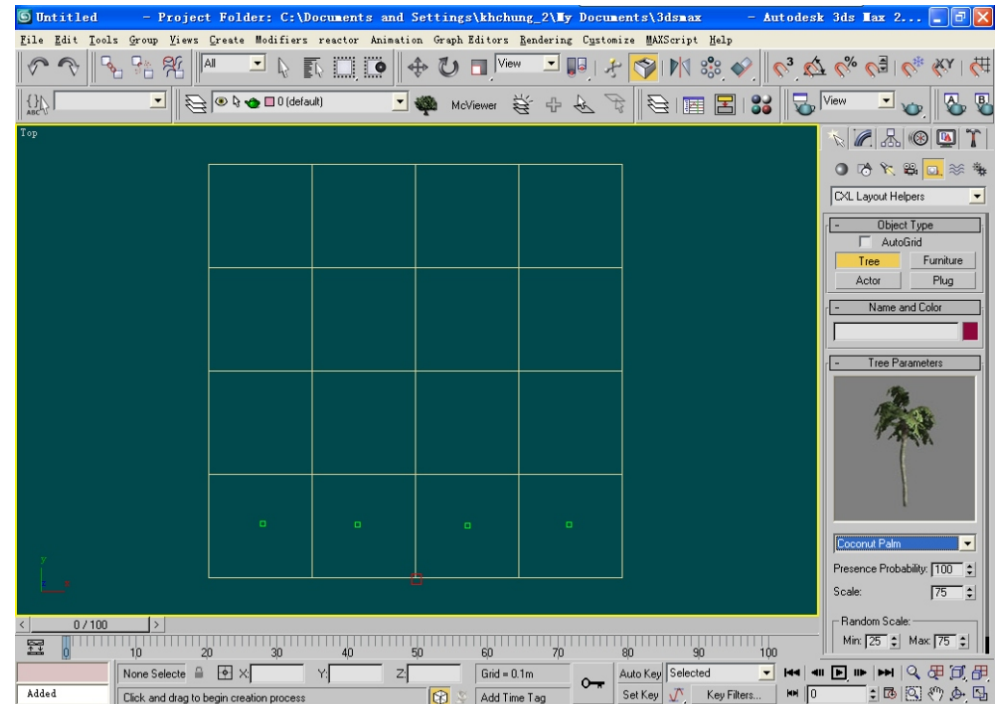


默认情况下模拟物体的坐标指向如下图



## 以在建筑中添加树木为例

点中Tree 树木按钮，在缩略图片下方选择树的类型，  
然后在场景中需要添加树木的地方单击生成一棵虚拟树



在场景中我点了4个位置来装置树木  
树木放置后可通过max的放大缩小工具、移动工具  
和旋转工具等来调节位置和大小以及角度

也可以通过 modify 修改面板来修改

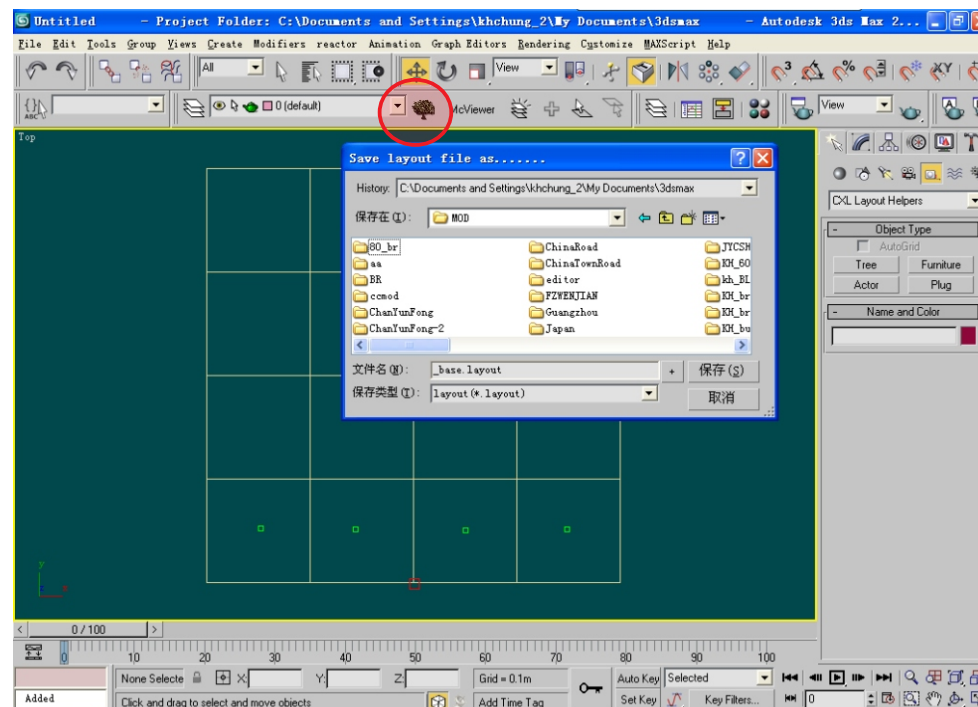


虚拟树木面板解释

树木、家具、车辆缩略图  
可选择项目（变换选择树木）

树木出现的概率  
树木的大小尺寸  
树木的随机尺寸  
Min最小值，Max最大值

设置完成后点击树形图标输出Layout文件



输出保存后，检查一下layout文件

用记事本打开输出的Layout文件，看到以下一堆英文  
下面我简单的做一些标注

```
<?xml version="1.0" encoding="Windows-1252"?>
<!--Layout file generated with 3ds Max scripted plugin by Altiris 2012-->
<Layout>
  <Type>BASE</Type>
  <BaseFileName>""</BaseFileName>
  <Tag>""</Tag>
  <FilterType>MAXIMUM</FilterType>
```

Xml文件信息版本代码

```
<LayoutEntry>
  <ID>Plug</ID>
  <Type>PLUG</Type>
  <PrototypeFile>data/design/editor/plug.class</PrototypeFile>
  <Position>0.1,-20.11,0.0</Position>
  <Rotation>0.0,0.0,0.0,1.0</Rotation>
  <Scale>1,1,1</Scale>
</LayoutEntry>
```

Plug插头

```
<LayoutEntry>
  <ID>ParkingJunction</ID>
  <Type>JUNCTION</Type>
  <PrototypeFile>data/design/editor/track/trackjunctionparking.class</PrototypeFile>
  <Position>0.1,-20.11,0.0</Position>
  <Rotation>0.0,0.0,0.0,1.0</Rotation>
  <Junction>
    <PlugID>Plug</PlugID>
    <IsAddress>1</IsAddress>
  </Junction>
</LayoutEntry>
<LayoutEntry>
  <ID>ParkingTrack</ID>
  <Type>TRACK</Type>
  <PrototypeFile>data/design/editor/trackparking.class</PrototypeFile>
  <Position>0,0,0</Position>
  <JunctionStart>ParkingJunction</JunctionStart>
  <JunctionEnd>ParkingJunction01</JunctionEnd>
</LayoutEntry>
<LayoutEntry>
  <ID>ParkingJunction01</ID>
  <Type>JUNCTION</Type>
  <PrototypeFile>data/design/editor/track/trackjunctionparking.class</PrototypeFile>
  <Position>0,0,0</Position>
  <Rotation>0,0,1,0</Rotation>
</LayoutEntry>
```

停车插头的开始结束和中间位置

刚才放置的树木

```
<LayoutEntry>
  <ID>Tree01</ID>
  <Type>TREE</Type>
  <PrototypeFile>data/design/decoration/tree/tree.class</PrototypeFile>
  <Position>-5.57612,-14.8288,0.0</Position>
  <Rotation>0.0,0.0,0.0,1.0</Rotation>
  <Scale>0.75,0.75,0.75</Scale>
  <Tree>
    <ResourceFile>data/gfx/trees/forest/t_coconutpalm/coconutpalm.spt</ResourceFile>
    <PresenceProbability>1.0</PresenceProbability>
    <ScaleRandom_Min>0.25</ScaleRandom_Min>
    <ScaleRandom_Max>0.75</ScaleRandom_Max>
  </Tree>
</LayoutEntry>
<LayoutEntry>
  <ID>Tree02</ID>
  <Type>TREE</Type>
  <PrototypeFile>data/design/decoration/tree/tree.class</PrototypeFile>
  <Position>5.05728,-14.9213,0.0</Position>
  <Rotation>0.0,0.0,0.0,1.0</Rotation>
  <Scale>0.75,0.75</Scale>
  <Tree>
    <ResourceFile>data/gfx/trees/neighborhood/all/californiabuckeye/californiabuckeye_rt.spt</ResourceFile>
    <PresenceProbability>1.0</PresenceProbability>
    <ScaleRandom_Min>0.25</ScaleRandom_Min>
    <ScaleRandom_Max>0.75</ScaleRandom_Max>
  </Tree>
</LayoutEntry>
<LayoutEntry>
  <ID>Tree03</ID>
  <Type>TREE</Type>
  <PrototypeFile>data/design/decoration/tree/tree.class</PrototypeFile>
  <Position>-14.7301,-14.7363,0.0</Position>
  <Rotation>0.0,0.0,0.0,1.0</Rotation>
  <Scale>0.75,0.75</Scale>
  <Tree>
    <ResourceFile>data/gfx/trees/neighborhood/all/californiabuckeye/californiabuckeye_rt.spt</ResourceFile>
    <PresenceProbability>1.0</PresenceProbability>
    <ScaleRandom_Min>0.25</ScaleRandom_Min>
    <ScaleRandom_Max>0.75</ScaleRandom_Max>
  </Tree>
</LayoutEntry>
<LayoutEntry>
  <ID>Tree04</ID>
  <Type>TREE</Type>
  <PrototypeFile>data/design/decoration/tree/tree.class</PrototypeFile>
  <Position>14.8585,-14.8288,0.0</Position>
  <Rotation>0.0,0.0,0.0,1.0</Rotation>
  <Scale>0.63,0.63,0.63</Scale>
  <Tree>
    <ResourceFile>data/gfx/trees/neighborhood/all/californiabuckeye/californiabuckeye_rt.spt</ResourceFile>
    <PresenceProbability>1.0</PresenceProbability>
    <ScaleRandom_Min>0.25</ScaleRandom_Min>
    <ScaleRandom_Max>0.75</ScaleRandom_Max>
  </Tree>
</LayoutEntry>
</Layout>
```

至此，Layout生成工具生成的文件结束，  
可以将你的建筑Class文件与生成的文件连接了





**CXL Layout File Maker v1.2 beta**

Layout文件生成工具的使用

**UOKIOK.WEEBLY.COM**