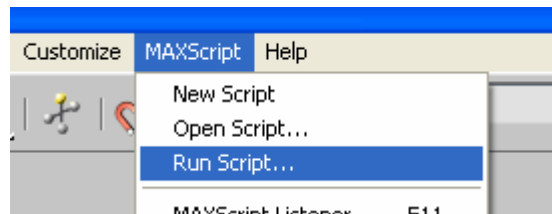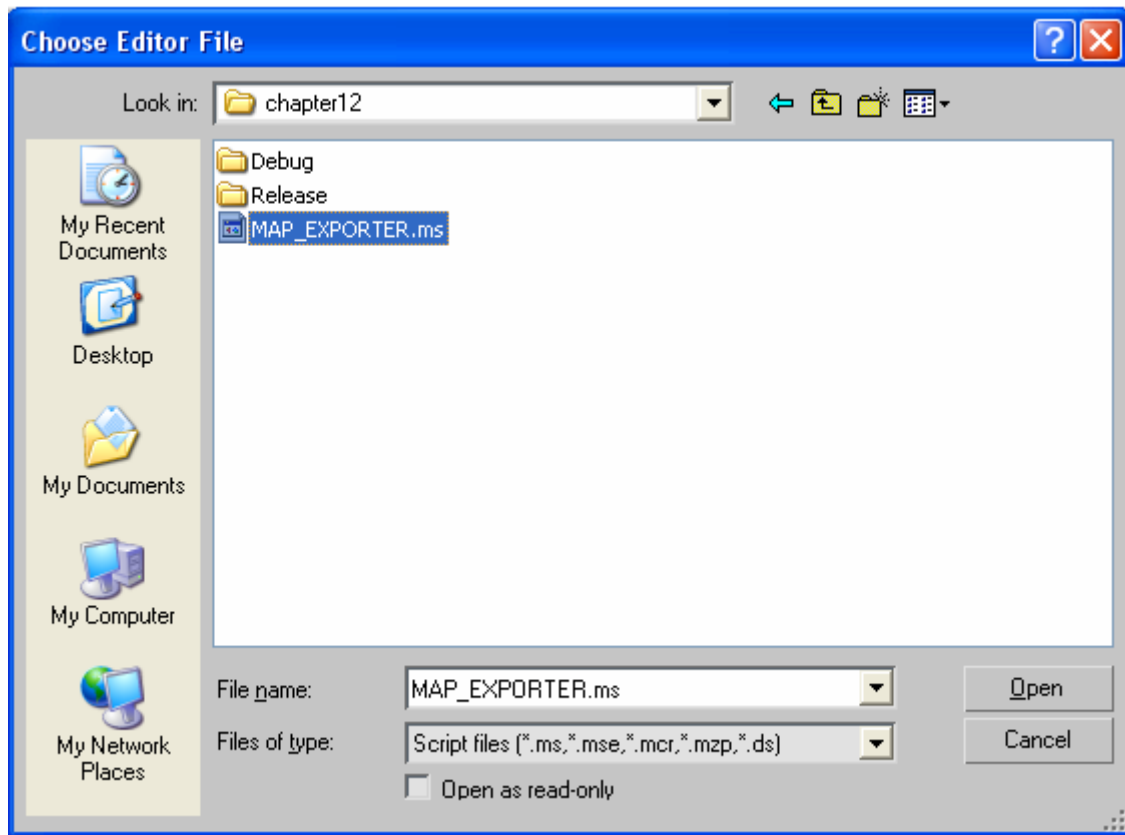# Scene Management Code

This code is free and presented in the hope it'll be helpful, however it comes without warranty.

The code is divided into 4 parts: **framework**, **math**, **map/scene** management and finally **script**.
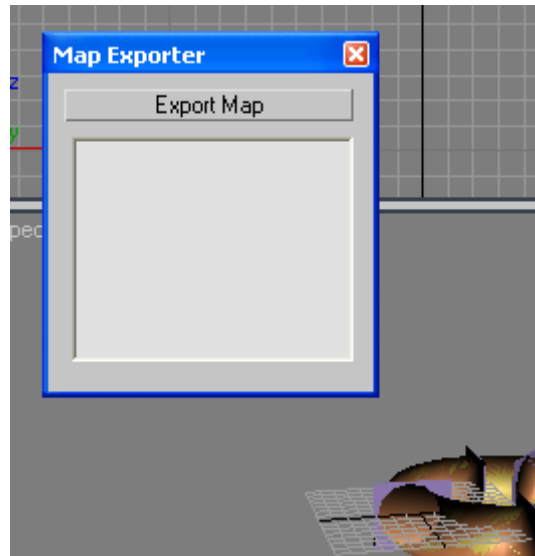
To run the script and export maps, go to **MAXScript** menu in 3D Studio Max and then Run Script…

Choose the **MAP_EXPORTER.ms** file in the code folder:

You'll get something like the following picture. Just click on the Export Map button and you'll be asked about where you want to put your map, just choose the directory and save.

Making Maps/Scenes

The script would be looking to mesh names PORTAL_ with prefix to use them as portals, and mesh names with prefix OCCLUDER_ are exported as occluders.

Portals: To make portals I think it's better to make boxes and make the height of the box around 0.01m. Place portals wisely as we said in the chapter.

Occluders: Any closed mesh will make a good occluder. Remember the hollow and solid mesh discussed in the chapter. To make solid meshes hollow and vice versa we invert the normals and to do that we use the normal modifier in Max.

Finally, if you have comments, some bugs fixes or critics you are welcome to send an email to eloraiby@gmail.com and I ll try to reply when I have free time.

Have fun reading the book and coding…