

**3D RIPPER DX**

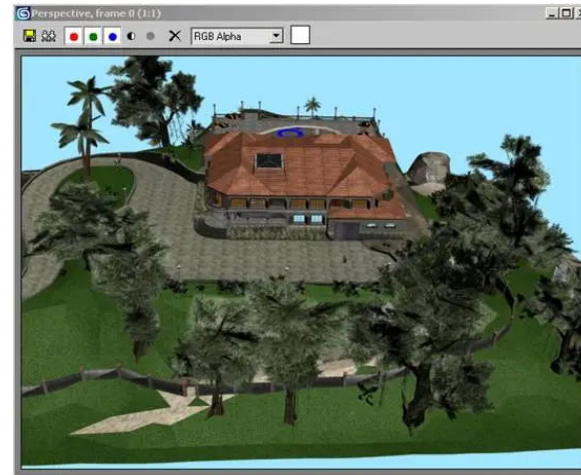
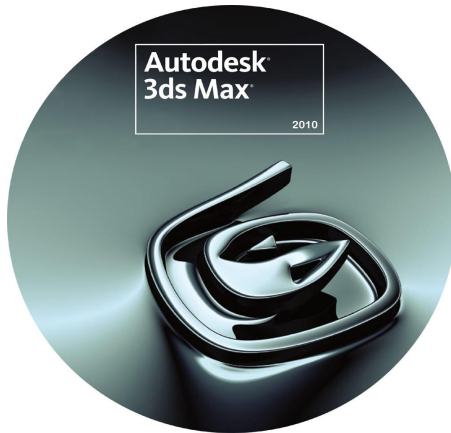
Professional tool for  
DirectX 6, 8 and 9  
applications analysis



# HOW TO INSTALL **3D RIPPER DX** AND IT'S DEPENDENCIES

# You will need:

- **3D RIPPER DX** ⇒ <http://www.deep-shadows.com/hax/downloads/3DRipperDXSetup.exe>
- **3DS Max 2010** ⇒ [https://archive.org/download/3ds-max-2010\\_full-cracked/3DS%20Max%202010.iso](https://archive.org/download/3ds-max-2010_full-cracked/3DS%20Max%202010.iso)
- **BX 2013.3 Converter** ⇒ [https://web.archive.org/web/20170711235253/http://images.autodesk.com/adsk/files/fbx20133\\_converter\\_win\\_x64.exe](https://web.archive.org/web/20170711235253/http://images.autodesk.com/adsk/files/fbx20133_converter_win_x64.exe)



# 1. Install 3DS Max 2010:

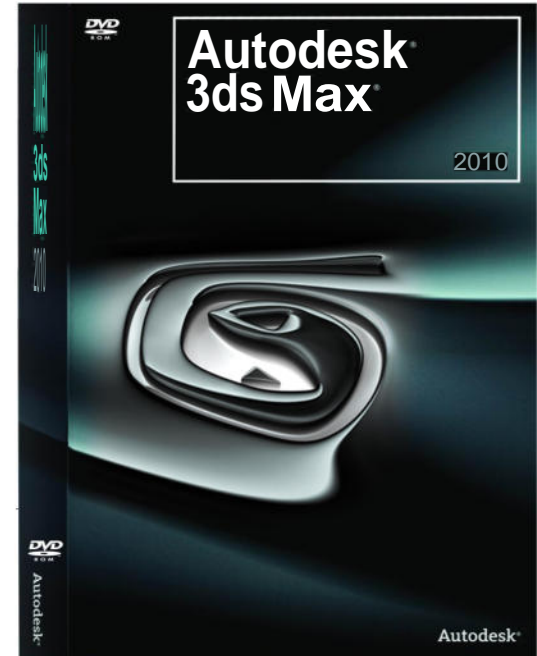
1. Install 3DS Max 2010.
2. Use one of these serials:
  - 666-69696969,
  - 667-98989898, or
  - 400-45454545.
3. Use this Product Key: 128B1
4. Finish the installation and start 3DS Max 2010.
5. When prompted to activate or start, choose Activate!

## AT THE ACTIVATION SCREEN:

6. Make sure you selected Enter activation code.
7. Start the keygen. If you started 32bit 3DS Max, you need to run the 32bit keygen even if you run 64bit OS.

If you win Windows Vista or Windows7, Run the keygen as Administrator!  
--- THIS IS VERY IMPORTANT! ---

8. In the keygen, click on "Mem Patch". You should get a succeeded-message.
9. Copy the Request Code from the activation screen, into the keygen.
10. Click on "Generate". You will now get a new activation-code. Copy this into the activation screen.
11. Hit "Next".



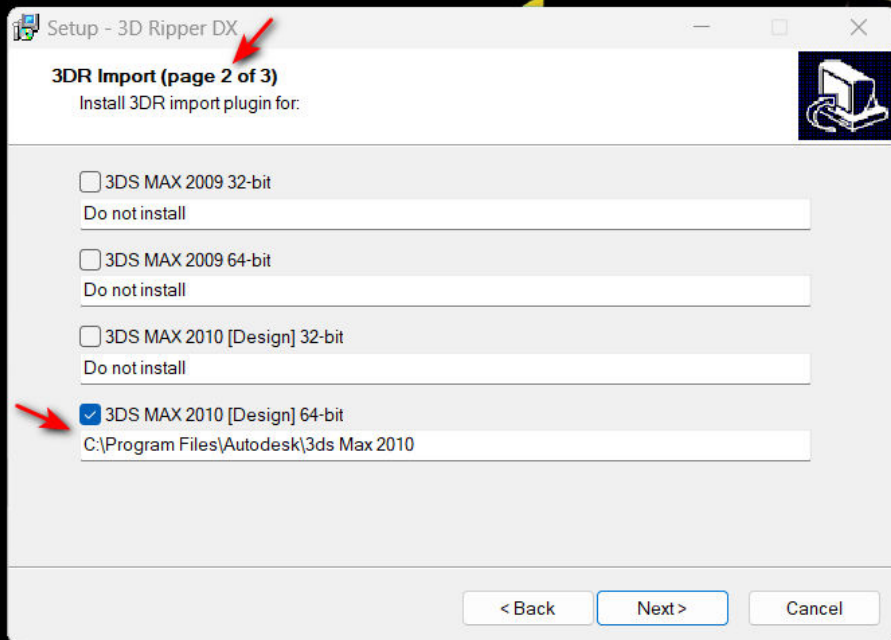
## 2. Install 3D RIPPER DX:

❖ Password: ripper

Now that 3DS Max 2010 is installed, we need to download and install 3D Ripper DX.

download the installer, and follow the instructions for installing the program.

When you get to this screen, make sure that the box next to 3DS MAX 2010 is checked. This installs the plugin we need. Once it looks like the screen on the right, you can finish installing the program as normal.





Shaye Bouffard



This PC




Network



Recycle Bin

Now for the interesting part! Open up 3D Ripper DX. You should see this window here. First, we need to select a compatible game. Any game that can run using **DirectX 6, 7, or 9** can be used with 3D Ripper DX. I'll be using Rayman M as an example. Navigate to either the game's executable or a shortcut leading to the game and select it. **Note that games that require you to launch the game from a launcher usually don't work**, though there may be ways around it. Next, set up the Options to match my settings to the right. You should use the default directory settings. Once you have everything set up, click **Launch**. This will open the game with 3D Ripper DX "attached" to it.

3D RIPPER DX v1.8
✕



**3D RIPPER DX**  
Professional tool for  
DirectX 6, 8 and 9  
applications analysis

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**Please select DirectX 6/8/9 application to analyze:**

Command line parameters:

Options:

Capture key:	<input type="text" value="F3"/>	<input type="checkbox"/> Capture all shaders	[?]
Wireframe mode key:	<input type="text" value="F11"/>	<input type="checkbox"/> Capture all textures	[?]
Disable textures key:	<input type="text" value="F10"/>	<input type="checkbox"/> Force windowed mode	[?]
Increment folders key:	<input type="text" value="F8"/> [?]	<input type="checkbox"/> Disable shader model 3.0	[?]
Frames (*.3DR) output directory:	<input type="checkbox"/> Also capture to Wavefront .OBJ	[?]	
	<input type="text" value="C:\Users\Shaye\Documents\3DRipperDX\Frames"/>		
Textures (*.DDS) output directory:	<input type="text" value="C:\Users\Shaye\Documents\3DRipperDX\Textures"/>		
Shaders (*.VSH, *.PSH) output directory:	<input type="text" value="C:\Users\Shaye\Documents\3DRipperDX\Shaders"/>		

Quick start guide
Start global system monitoring
Launch

[\[What is global system monitoring?\]](#)

Exit



To-Do



Games



Tools



Game Mining

Ready to capture.

You'll know it's working when you see the message **Ready to capture.** at the top-left corner of the game's window.



Ready to capture.

Now it's time to rip a model!  
Navigate to a scene in the game that contains a model you want to rip. Try to get as much on camera as possible. Once you're ready, press the key you set as the Capture Key to rip the scene. If you followed my example, you set this key as the F3 key. If the message at the top-left corner of the window has changed and the game has froze, you've done it right. If the game is lagging, you may have to press the Capture Key rapidly until it works. Once 3D Ripper DX is finished, you can quit the game.

Now, it's important that you understand culling. Different games handle scene rendering in different ways. Usually, things that are far away or are off-camera are hidden from view in a process called culling. Anything that is culled from view cannot be ripped. The general rule of thumb is this: the bigger the level or scene, the more likely culling will be used. In Rayman M, the character select screen does not use culling, nor do the battle stages. I can rip characters and whole stages in those modes easily. However, the race tracks do use culling, so I can only rip chunks of the tracks at a time. Keep culling in mind when ripping scenes.

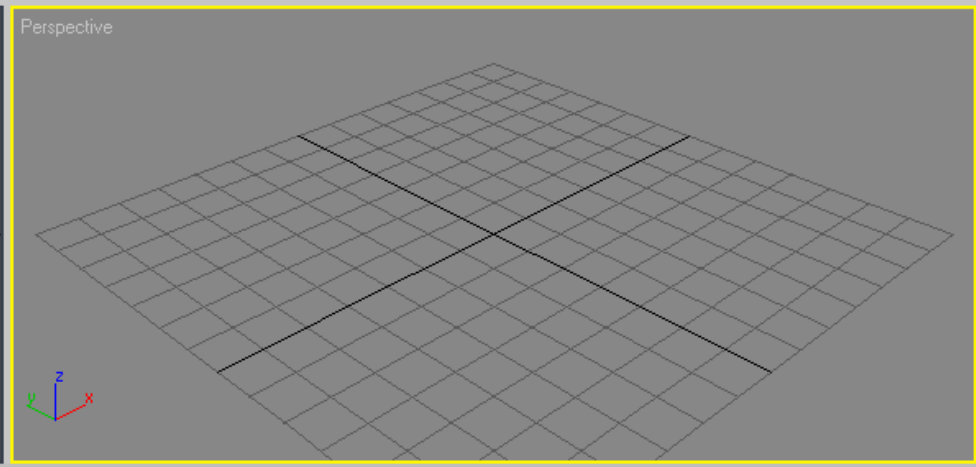
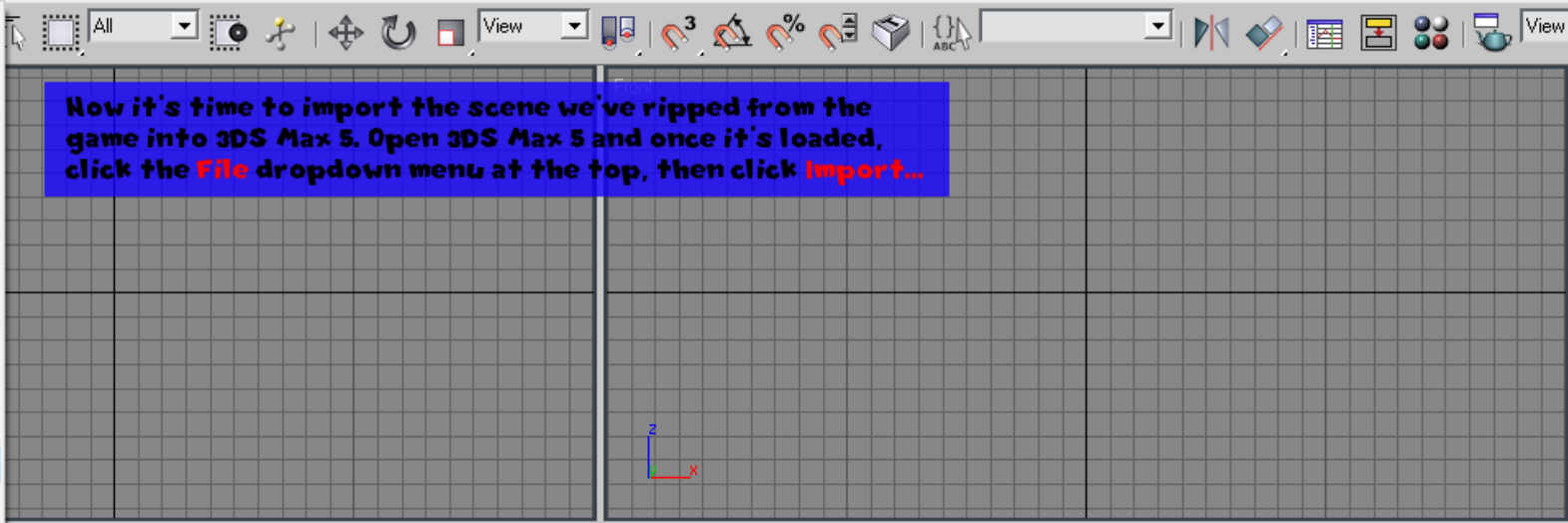
# Player 1 Character Selection



- [Enter] button = Confirm
- [Back] button = Back
- Mouse = Move

- New... Ctrl+N
- Reset
- Open... Ctrl+O
- Save Ctrl+S
- Save As...
- Save Selected
- XRef Objects...
- XRef Scene...
- Merge...
- Merge Animation...
- Replace...
- Import...**
- Export...
- Export Selected...
- Archive...
- Summary Info...
- File Properties...
- View Image File...
- Exit

**Now it's time to import the scene we've ripped from the game into 3DS Max 5. Open 3DS Max 5 and once it's loaded, click the **File** dropdown menu at the top, then click **Import...****



Standard Primitives

Object Type

AutoGrid

Box	Cone
Sphere	GeoSphere
Cylinder	Tube
Torus	Pyramid
Teapot	Plane

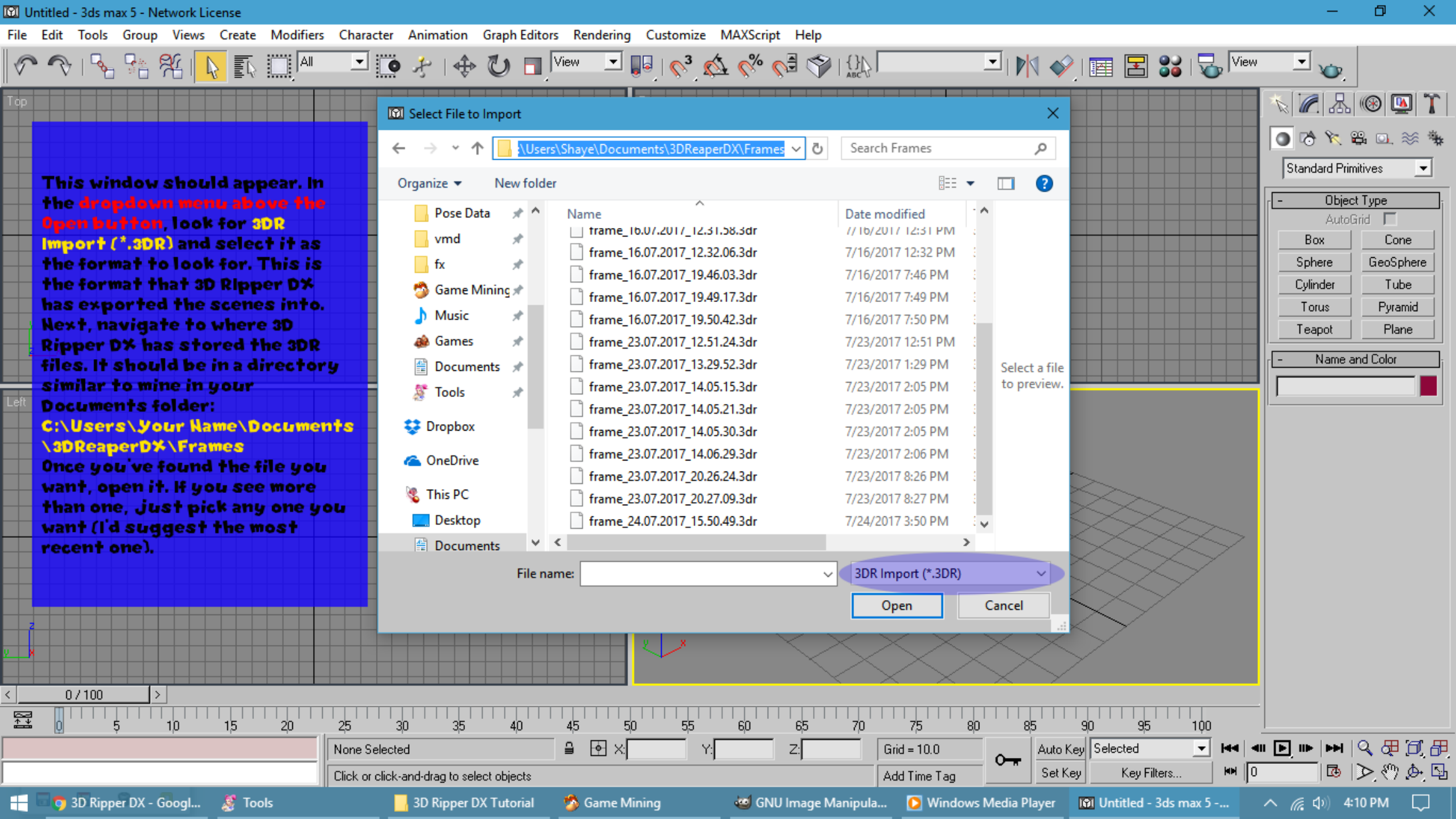
Name and Color

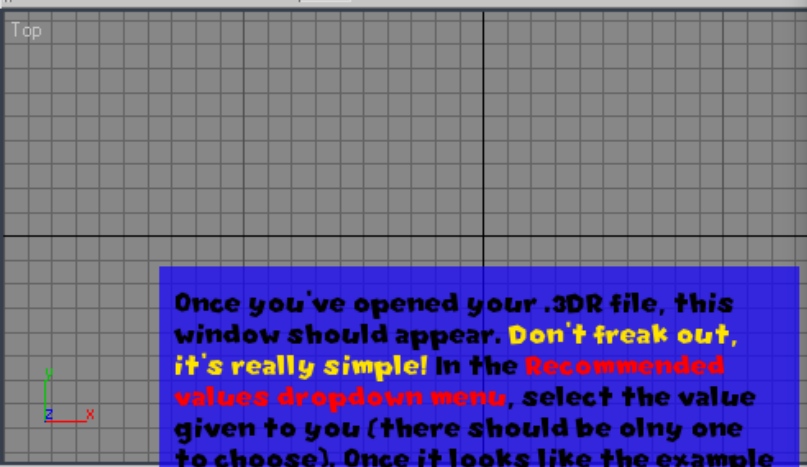
0 / 100

None Selected    X:    Y:    Z:    Grid = 10.0    Auto Key Selected    Key Filters...

Import File    Add Time Tag    Set Key







Once you've opened your .3DR file, this window should appear. Don't freak out, it's really simple! In the Recommended values dropdown menu, select the value given to you (there should be only one to choose). Once it looks like the example on the right, click OK.



None Selected  
Click or click-and-drag to select objects

3DR import options

Reverse projection parameters:

FOV:  for height

Monitor aspect ratio:

Recommended values:

Loading method:

1 object = 1 draw call

Merge into single mesh

Assign texture from stage:

Use texture coordinates from stage:

Remove double faces

Order:

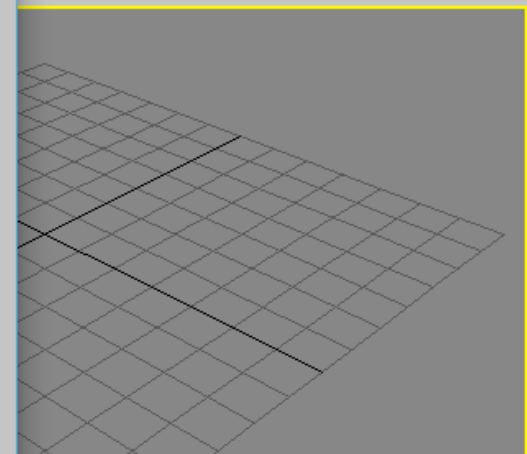
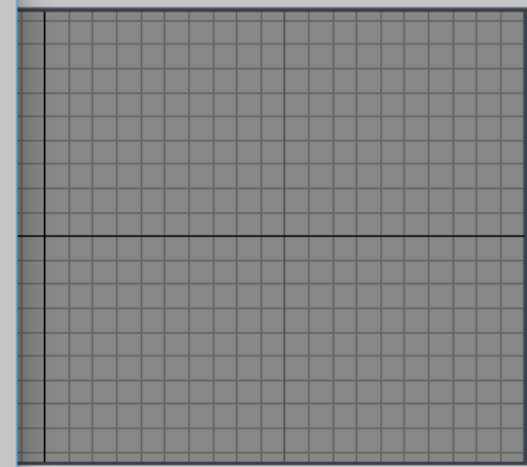
Remove faces drawn first

Remove faces drawn last

- Options:
- Remove degenerate faces (usually strip/fan connections)
  - Ignore ZENABLE=false meshes (usually HUD, 2D elements)
  - Ignore ZWRITEENABLE=false meshes (usually skybox)
  - Ignore thin meshes (usually orthogonal projections)
  - Ignore invalid meshes (not processed by 3D Ripper DX properly)
  - Ignore if rendertarget width does not match backbuffer
  - Ignore if rendered to rendertarget
  - Ignore if rendered to backbuffer
  - Ignore if RGBWRITE is disabled (usually z-prepass)
  - Enable texture display in viewports

OK

Cancel



Grid = 10.0  
Auto Key Selected  
Set Key Key Filters...  
0

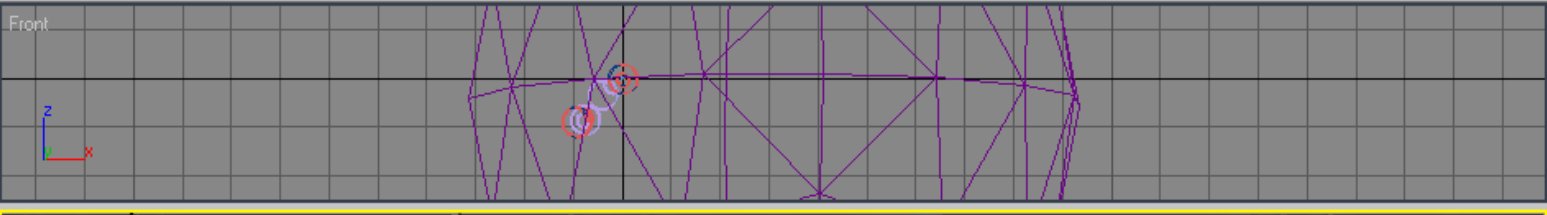
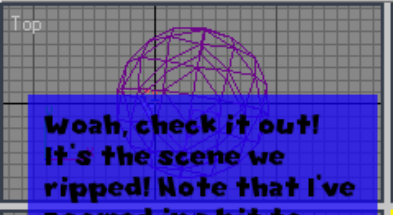
Standard Primitives

Object Type

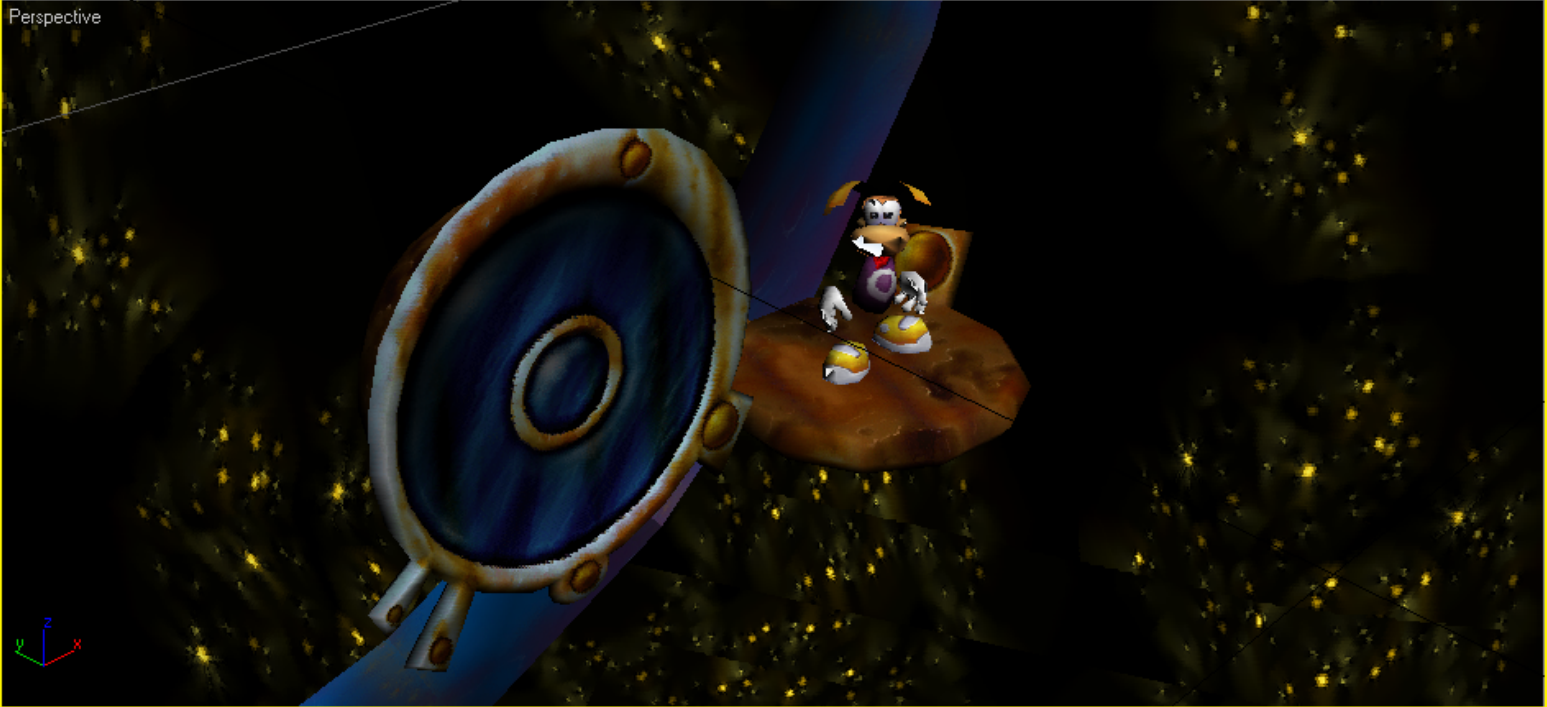
AutoGrid

Box	Cone
Sphere	GeoSphere
Cylinder	Tube
Torus	Pyramid
Teapot	Plane

Name and Color



Woah, check it out!  
It's the scene we  
ripped! Note that I've  
zoomed in a bit to  
give you a better  
look. Now that we  
have this ripped, you  
can export it to a  
different format. In  
the **Edit** dropdown  
menu, choose **Select  
All** (or just press  
**ctrl+A** on your  
keyboard). Once the  
whole scene is  
selected, click go to  
**File->Export...** and  
then export it to a  
format useful to you.  
I often use **FBX**  
format when doing  
this, since I can  
convert it to a newer  
format more easily.



Standard Primitives

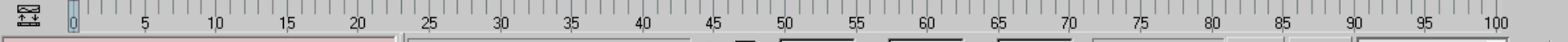
Object Type

AutoGrid

Box	Cone
Sphere	GeoSphere
Cylinder	Tube
Torus	Pyramid
Teapot	Plane

Name and Color

0 / 100



None Selected

Click or click-and-drag to select objects

Grid = 10.0

Add Time Tag

Auto Key Selected

Set Key Key Filters...

### 3. Install BX 2013.3 Converter:

And lastly, since the FBX files exported from older version of 3DS Max can't be imported into some newer programs like blender, use the BX 2013.3 Converter program to convert your FBX model to a newer version.

