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

# 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
- ▷ BX 2013.3 Converter ⇒ 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 3 -





1

3DRipperDXSetu... This PC



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, ake sure that the box next to 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.

🤹 Game Mining

J Si	etup - 3D Ripper DX 🏑	-		
3	DR Import (page 2 of 3) Install 3DR import plugin for:			
	3DS MAX 2009 32-bit			
	Do not install			5
	3DS MAX 2009 64-bit		11	
	Do not install			
	3DS MAX 2010 [Design] 32-bit		8	Jan .
	Do not install			
-	3DS MAX 2010 [Design] 64-bit			
	C:\Program Files\Autodesk\3ds Max 2010			1-
	<	Back Next>	Cancel	





Games





Game Mining

H





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 Direct% 6, 9, 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

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

#### 3D RIPPER DX v1.8

Professional tool fo

pyright (C) 2006 by Ron

Quick start guide

**3D RIPPER DX** Please select DirectX 6/8/9 application to analize: DirectX 6, 8 and 9

C:\Program Files (x86)\Ubi Soft\RaymanM\RaymanM.exe

#### Command line parameters:

Wireframe mode key:       F11        Capture all textures         Disable textures key:       F10        Force windowed mode         Increment folders key:       F8        [?]         Frames (*.3DR) output directory:       Also capture to Wavefron         C:\Users\Shaye\Documents\3DReaperDX\Frames         Textures (*.DDS) output directory:         C:\Users\Shaye\Documents\3DReaperDX\Textures         Shaders (*.VSH, *.PSH) output directory:         C:\Users\Shaye\Documents\3DReaperDX\Shaders	key: F3 💌 🗌 Capture all shaders	
Disable textures key: F10 File Force windowed mode Increment folders key: F8 F [?] Force windowed mode Disable shader model 3.0 Frames (*.3DR) output directory: Also capture to Wavefrom C:\Users\Shaye\Documents\3DReaperDX\Frames Textures (*.DDS) output directory: C:\Users\Shaye\Documents\3DReaperDX\Textures Shaders (*.VSH, *.PSH) output directory: C:\Users\Shaye\Documents\3DReaperDX\Shaders	me mode key: F11 💌 📃 Capture all textures	
Increment folders key: F8   [?] Disable shader model 3.0 Frames (*.3DR) output directory: Also capture to Wavefron C:\Users\Shaye\Documents\3DReaperDX\Frames Textures (*.DDS) output directory: C:\Users\Shaye\Documents\3DReaperDX\Textures Shaders (*.VSH, *.PSH) output directory: C:\Users\Shaye\Documents\3DReaperDX\Shaders	e textures key: F10 💌 📃 Force windowed mode	е
Frames (*.3DR) output directory:          Also capture to Wavefrom          C:\Users\Shaye\Documents\3DReaperDX\Frames         Textures (*.DDS) output directory:         C:\Users\Shaye\Documents\3DReaperDX\Textures         Shaders (*.VSH, *.PSH) output directory:         C:\Users\Shaye\Documents\3DReaperDX\Shaders	ent folders key: F8 - [?] Disable shader model	3.0
C:\Users\Shaye\Documents\3DReaperDX\Frames Textures (*.DDS) output directory: C:\Users\Shaye\Documents\3DReaperDX\Textures Shaders (*.VSH, *.PSH) output directory: C:\Users\Shaye\Documents\3DReaperDX\Shaders	(*.3DR) output directory: Also capture to Wavef	front .0I
Textures (*.DDS) output directory: C:\Users\Shaye\Documents\3DReaperDX\Textures Shaders (*.VSH, *.PSH) output directory: C:\Users\Shaye\Documents\3DReaperDX\Shaders	\Shaye\Documents\3DReaperDX\Frames	
C:\Users\Shaye\Documents\3DReaperDX\Textures Shaders (*.VSH, *.PSH) output directory: C:\Users\Shaye\Documents\3DReaperDX\Shaders	(*.DDS) output directory:	
Shaders (*.VSH, *.PSH) output directory: C:\Users\Shaye\Documents\3DReaperDX\Shaders	Shawal Decumental 20 Reaper DY Teutures	
C:\Users\Shaye\Documents\3DReaperDX\Shaders	vonaye volocuments voon eaperozy viextures	
	(*.VSH, *.PSH) output directory:	
	(*.VSH, *.PSH) output directory: \Shaye\Documents\3DReaperDX\Shaders	
	<pre>straye Occuments (3D ReaperDX \ rextrines s (*.VSH, *.PSH) output directory: (Shaye\Documents\3DReaperDX\Shaders</pre>	
Start global system monitoring	<pre>straye obcuments (3D ReaperDX \ Y exclusions) (*.VSH, *.PSH) output directory: \Shaye\Documents\3DReaperDX\Shaders</pre>	
	Shaye\Documents\3DReaperDX\Shaders  Start global sustem monitoring	

0

×

ŝ





Games

Tools

Game Mining

📙 3D Ripper DX Tuto... 🧌 🧐 Game Mining

🕶 GNU Image Mani...

🜔 Windows Media P... 🛛 🚷 3D Ripper DX

Strange 100 - 5

へ *信* (い) 3:35 PM

GREAT

TUF

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.



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 esily. 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

RAYMAN

button = Confirm button = Back Mouse = Move -

	🗌 🌀 3D Ripper DX - Go	oogl 🧏 To	ols	1	3D Ripper DX	Tutorial 🦿	Game Mining	g	🥶 GNU Image	Manipula	🖸 Windo	ws Media Pl	ayer 🕅	Untitled - 3ds	max 5	へ ((の)) 4	05 PM
				Import File				-1	<u> </u>	4	Add Time Tag		Set Key	Key Filters.	.   MM		D € (% ≤
<u></u>	0 5	1,0 1,5	20	25 30	) 35 H	40 4	5'''50'' F=1 × [	55''' 	60 65	70''	75 Grid = 10.0	80 8	5 90 Auto Key S	95 elected			ር መከጠጠ
	0 / 100															_	
2 X							۷.	Ž×		$\searrow$	$\sim$	$\ge$	X	$\geq$			
									>>	$\langle$	X	X	$\times$	X	7		
	Exit									$\ge$	X	X	X	R			
	View Image File									X	S	X	Ż				
	Summary Info File Properties										A A A A A A A A A A A A A A A A A A A		>				
	Export Selected						Per	rspective									
	Import Export							×								- Name a	and Color
	Replace							z								Torus Teapot	Pyramid Plane
	Merge Merge Animation															Sphere Cylinder	Tube
	XRef Scene															Box	Cone
	Save Selected	_														- Objec	t Type
	Save Save As	Ctrl+S	click	the File	dropdowi	n menu at	the top	, then cl	s loaded, ick Import	h						Standard Prin	🛱 🔍 💸 🐄
	Open	Ctrl+0	Now i	t's time	to impor	t the sce	ne we've	ripped f	rom the								
	New Reset	Ctrl+N	All	<u> </u>	*   ♣ (		v <u> </u>	💊 🏹	õ 🔊 🍫				1 🕎   🗄	∎ 🔳 🐉			
File	Edit Tools Group	Views Create	Modifiers	Character	Animation G	iraph Editors	Rendering C	ustomize M	AXScript Help	_							
🛛 Ur	ntitled - 3ds max 5 - Net	work License														—	

🕅 Unt	itled - 3ds max 5 - Network License					- 0 X
File I	dit Tools Group Views Create Modifiers	Character Animation Graph Edito	rs Rendering Customize MAXScript	Help		
	🔨 i 🗞 😪 🎇 i 🚺 🌆 🖓 💷	🖃 🕑 🧚 🕪 🕲 🗖	View 🔽 🎜   🗞 🐝 🔗		🖃 🕅 🎻 🖪 🗄	Se View 🔽 🍲
Тор		Select File to Import			×	<u> </u>
		← → · ↑ 📊 אַUser	s\Shaye\Documents\3DReaperDX\Frames	✓ ♂ Search Frames	۹	
	This window should appear. In	Organize 👻 New folde	r		· 🗆 🕐 💻	
	he dropdown menu above the	Pose Data  🖈 ^	Name	Date modified	•	
	pen button, look for ank	vmd 🖈	trame_16.07.2017_12.31.58.3dr	//16/2017-12:31 PIM		Box Cone
	mport ( .auk) and select it as		irame_16.07.2017_12.32.06.3dr	7/16/2017 12:32 PM		Sphere GeoSphere
	the format that 30 Pinner 0%		📄 frame_16.07.2017_19.46.03.3dr	7/16/2017 7:46 PM		Culinder Tube
	has exported the scenes into.	🌍 Game Mining 🖈	📄 frame_16.07.2017_19.49.17.3dr	7/16/2017 7:49 PM		Torus Puramid
	Next, navigate to where 3D	🎝 Music 🖈	📄 frame_16.07.2017_19.50.42.3dr	7/16/2017 7:50 PM		Teanot Plane
	Ripper D× has stored the 3DR	🚽 🖓 Games 🖈	irame_23.07.2017_12.51.24.3dr	7/23/2017 12:51 PM		
	iles. It should be in a director	🖞 🗄 Documents 🖈	iframe_23.07.2017_13.29.52.3dr	7/23/2017 1:29 PM	Select a file	- Name and Color
	similar to mine in your	🖉 Tools 🖈	irame_23.07.2017_14.05.15.3dr	7/23/2017 2:05 PM	to preview.	
Leit	Documents folder:		frame_23.07.2017_14.05.21.3dr	7/23/2017 2:05 PM		
	C:\Users\Your Name\Docume	Dropbox	frame_23.07.2017_14.05.30.3dr	7/23/2017 2:05 PM		
	Sukeaperus (Frames	ConeDrive	frame_23.07.2017_14.06.29.3dr	7/23/2017 2:06 PM		
	want open it. If you see more		irame_23.07.2017_20.26.24.3dr	7/23/2017 8:26 PM		
	than one just pick any one y	🐍 This PC	irame_23.07.2017_20.27.09.3dr	7/23/2017 8:27 PM		
	want (I'd suggest the most	Desktop	iframe_24.07.2017_15.50.49.3dr	7/24/2017 3:50 PM		
	recent one).	🛱 Documents 🗡	<	>		
		File na	ime:	SDR Import (*.3DR)		
				Open	Cancel	
y x				$\langle \rangle \rangle \rangle$		
				$\rightarrow$ $\times$ $\times$	$\times$ $\times$	
<u>↑</u> ¥	0 5 10 15 20	25 30 35 40	45 50 55 60	65 70 75 8	0 85 90 95	
		None Selected		Z: Grid = 10.0	Auto Key Selected	🗾 🚽 💷 🕒 🕪 🔍 🕀 🗊 🗗
		Click or click-and-drag to select objects		Add Time Tag	Set Key Key Fi	ters 🕨 🔽 🖾 🔀 🥙 🕭 🔤
	🌍 3D Ripper DX - Googl 🕺 Tools	3D Ripper DX Tutorial	🤣 Game Mining 🛛 🥶 GNU I	mage Manipula 🚺 Window	s Media Player 🛛 🕅 Untitled -	3ds max 5 ^ 🥢 රූා) 4:10 PM 💭

File

ited Ontitied - 5	ods max 5 - Network L	license													ч ^
File Edit To	ools Group Views	Create	Modifiers	Character	Animation	Graph Edit	ors Rendering Customi	e MAXScript Help		_					
P 💎	Sn ₽8 👫		All	-	⊀ । ♦	U ( <sup>30</sup>	OR import options		×	·	-   🕅 💞	) 🖪 🗄 ჽ	l 🕁 View	- v	
Тор							- Reverce projection paramete	s: .566.19 for height	<b>.</b>					``` ∕ ∕ ∕ ∕ ∕	® 💁 🍸
							Monitor aspect ratio: 1.	+1627 <b>•</b>						1 6	₽
							,							Standard Pri	mitives 💌
							Recommended values: JAS	ect=1.41627, FOV=51.56	o619 ▼					- Obje	ct Type
							-Loading method:			1				Auto	Grid 🗖
							I object = 1 draw call							Box	Cone
							Merge into single mesh							Sphere	GeoSphere
	Once you	ve ope	med yo	ur .3DR fi	ile, this		Assign texture from stag	:  0 <u> </u>						Cylinder	Tube
	window sł	10uld a	appear.	Don t fre	eak out,		Use texture coordinates	rom stage: 0						Torus	Pyramid
Y	it's really	simpl	e! In Th	e Kecom	nenaea		I Hemove double race:							Teapot	Plane
<b>ZX</b>	values or	opaow	nmenu	, select	rne value		C Remove faces drawn	i first						- Name	and Color
	tochoose	) Once	it lool	te like +1	e examp		Remove faces drawn	last							
l eft	on the rid	ht cli	K OK		ie enamp									I	
							- Options:			1					
							🔽 Remove degenerate fac	es (usually strip/fan connec	tions)	$\gg$					
							🔽 Ignore ZENABLE=false r	neshes (usually HUD, 2D el	lements)		$\rightarrow$				
							Ignore ZWRITEENABLE	=false meshes (usually skyt	box)		>>>	>			
							🔽 Ignore thin meshes (usua	lly orthogonal projections)			$\sim$	$\rightarrow$			
							🔽 Ignore invalid meshes (n	It processed by 3D Ripper I	DX properly)		$\leq$				
							🔽 Ignore if rendertarget wid	h does not match backbuf	fer		$\searrow$		$\rightarrow$		
							🔲 Ignore if rendered to rend	ertarget			$\sim$	~	$\sim$		
							🔲 Ignore if rendered to bac	kbuffer			<	$\times$	/		
7							Ignore if RGBWRite is di	abled (usually z-prepass)		$\gg$	$\sim$	$\succ$			
v ×							Enable texture display in	viewports		$\left \right\rangle$	$\times$				
									OK		$\checkmark$				
< 0/1	100 >														
	5 1,0	 1,5	20	2,5 3(	) 35	40			Cancel	80	85	90 95	100		
				None Selecter	ł		을 년 X	Y: Z:	Grid =	10.0	Auto K	ey Selected			Q. (#) (∄, (#)
				Click or click-a	and-drag to selec	et objects			Add T	ime Tag	Set Ke	ey Key Filters.		0	D (?) (D
🕂 🗖 👩 3D	Ripper DX - Googl	🥈 Too	ols		3D Ripper DX	(Tutorial	🤌 Game Mining	🥶 GNU Image M	1anipula [	🔰 Windows N	Aedia Player	🕅 Untitled - 3ds	max 5	へ ( 口) 4	:19 PM 💭



## 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.



