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# Blender NifTools Addon

*Release v0.0.6*

**NifTools**

**Apr 24, 2021**



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**Warning:** Documentation is incomplete and is still a work in progress.

The Blender Niftools Addon is a Blender addon that adds support for import and export NIF files. The addon allows the user to create custom content for a variety of games which use the nif format.

**Features:**

- Native support for reading & writing of .nif files.
- Integration with Blender modules: Mesh, Texture, Armature, Animation & Collision Systems
- Custom UI to expose Nif specific data
- Utility scripts

**This is one of the many nif-related projects developed by Niftools, our open source community.**

- For more projects see [www.niftools.org](http://www.niftools.org)
- For the latest news follow us - [@niftools](https://twitter.com/niftools)
- For support check out [Forums](#)

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## USER DOCUMENTATION

**Warning:** User documentation is still rather incomplete.

Contents:

### 1.1 Installation

#### 1.1.1 Install Blender

##### Fedora

Blender 2.8.x is available via yum or dnf (depending on your Fedora release)

```
sudo [yum|dnf] install blender -y
```

##### Debian and its Derivatives (Ubuntu, etc.)

Blender is available from apt

```
sudo apt-get install blender
```

##### Windows and MacOS

Builds for Windows and MacOS (and non-Fedora Linux distributions) can be found at <https://blender.org/downloads>.  
**Be sure to get 2.83 LTS or newer**, NifTools is not compatible with older versions of Blender.

Unsure if your operating system is 32-bit (i386) or 64-bit (x86\_64)? Choose the 32-bit version of Blender to be safe.

### 1.1.2 Install and Register the Addon

1. Download the latest [Blender Niftools Addon .zip](#) release.
2. Start Blender.
3. In the menu bar, go to **Edit > Preferences > Add-Ons**.
4. Click **Install Addon...** (top-right in the Add-Ons dialog).
5. Select the Blender Niftools Addon .zip file downloaded earlier. Click **Install Add-On**.
6. If **Import-Export: NetImmerse/Gambryo nif format** doesn't automatically appear in the search bar of the Preferences window, type "nif", and press enter.
7. Tick the empty box next to **Import-Export: NetImmerse/Gambryo nif format**. (You may have to scroll down to find it.)  
  
If you want to enable Niftools each time you start Blender, click the hamburger stack overflow menu (bottom-left) and select **Save Preferences**.
8. Close the **Blender Preferences** window.
9. The NifTools importer and exporters should now be available under **File > Import** and **File > Export**. If you saved your user preferences, the importers and exports should be available on every launch of Blender!

## 1.2 Workflow

This section explains the general workflow used to import and export `.nif` files using Blender.

- The nif importer and exporters are available in **File > Import** and **File > Export**, respectively.

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**Note:** If you need an introduction consider reading [the Blender Manual](#). The documentation below assumes that you have at least beginner level skills with Blender.

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### 1.2.1 Import

You now can import the nif directly into Blender! These settings are explained at [I/O Settings Section](#).

### 1.2.2 Export

The following section covers various model components, each required to export 3D objects to the `.nif` format.

Section	Description
<a href="#">Base Model</a>	Create your base model and configure the object's settings
Nif Info	Add in the required general information to identify the <code>.nif</code> file
Shaders	Create and configure shaders for each selected object
<a href="#">Materials</a>	Create and configure materials for each selected object
Textures	Add different texture types for each material
Exporting	Now you're ready for export! Check the link to learn about all of the export settings!



### 1.2.3 Advanced Modeling

The following are advanced topics and optional for *most* models. You should only attempt the following when you are comfortable with the basics.

Section	Description
Collisions	Create collision objects and update collision settings
<i>Armatures</i>	Create a rigged model and configure the flags for each selected bone
Animations	Currently Unsupported

## 1.3 User Interface

The Blender Niftools Addon both integrates and expands Blender's UI. This section of the document outlines which sections of the default options are used and any custom UI components added by the add-on.

### 1.3.1 Import and Export Operators

When the Blender Niftools Addon is enabled via the addon system it adds new options in the main File menu. The nif importer and exporter will be accessible via the corresponding **File > Import** and **File > Export** menus. Selecting **NetImmerse/Gamebryo (.nif)** option will open the Main UI window.

For a detailed breakdown of all the settings see [io-settings](#)

### 1.3.2 UI Logging

The Blender Niftools Addon outputs the progress of Import/Export execution via the Information View.

There are 3 logging levels:

- **Information:** General progress information
- **Warning:** An issue occurred that did not cause the execution to fail, but probably something the user needs to resolve. The full set of warnings will appear at the end in a pop-up window.
- **Error:** There was an issue encountered that caused the execution to fail.

## 1.4 Features

All the features of our Blender Niftools addon are described here.

If in need of a guide to make sure your model is complete please visit the [workflow page](#).

**Warning:** Please note that some are still being ported from Blender 2.49b and are marked appropriately.

### 1.4.1 Import and Export Settings

This section explains the import and export settings.

#### Common Settings

There are some common settings shared between the import and export operators.

**Warning:** Only a subset of these settings is currently supported even though they have been documented. This is due to the fact that they are ported directly from the old addon and as such, will functionally remain the same.

#### UI Logging

The Blender Niftools Addon outputs the progress of Import/Export execution via the Information View.

There are two Loggers with options; one for the Blender Niftools Addon, a second for pyffi the library used to read & write the various file formats.

#### Log Level

The level at which a log entry is generated to the console window. This is used mainly used for debugging and error checking.

There are 3 levels of logging information \* Information: This is for general progress information \* Warning: An issue that did not cause the execution to fail, but probably something the user needs to resolve, eg missing texture.

The full set of warnings will appear at the end in a pop-up window.

- Error: Logs an issue that caused the execution of the import/export to fail.

As a user you will only need to alter this setting if you experience an issue during the import it and a developer asks for more detailed logs that are produced with the default logging level.

#### Import Settings

This section explains the import and export settings.

**Warning:** Only a subset of these settings are currently used or fully supported even though they have been documented here. This is due to the fact that they are ported directly from the old addon and as such, will functionally remain the same.

## Scale correction

This value is used to globally re-scale the input Nif data to map correctly to Blender's unit of the measurement system. The default setting ensures the imported model fits into the view Blender viewport.

When importing large-scale nif models, such as structures, a user can edit this value so that the nif is easier to work with.

- The Unit of measurement in Blender is the Blender Unit (BU). The default value is 1 BU = 1 meter but can be remapped to any measurement system.
- The ratio of a Nif Units (NU) to Blender Units (BU) is 1Nu:10Bu, so we need reduce the nif by a factor of 10.
- The Blender Niftools Addon applies a default correction of 0.1

## Override Scene Information

Overrides any existing niftools scene information with the data from the nif that is about to be imported. See :ref:`Scene Settings<user-features-scene>` for information on what settings are available.

## Keyframe File

Keyframe File ( .kf ) is an animation file using keyframe markers A more complex animation file introduced with Skyrim ( .hxx ) is a havok based animation file, not supported by the addon.

## EGM File

EGM files are a vertex morph animation file, most commonly used for facial animations and lip synch.

## Animation

Animation option, when selected, will import the *keyframe* and/or the *EGM* files listed in the file selection entries.

## Align

Align selects how to align the tail position of non-parented bones to the root location.

Options are:

- Re-Align Tail Bone - Aligns the tail of non-parented bones to a uniform direction.
- Re-Align Tail Bone + roll - Sets a 90-degree roll to the tail after aligning.

### Process

Determines what parts of the file to import.

Import options include \* Everything - This will import geometry, armature, (keyframe, and EGM if set). \* Geometry only - Imports geometry and skips all other parts of the file. \* Skeleton only - Imports the armature and skips all other parts of the file.

### Combine Shapes

Select this option if you want all parts of a nif file to be imported as a single multi-part object.

This is useful for keeping nifs organized when they contain several parts. As well as allowing for easier exporting of the nif.

### Combine Vertices

This options will combine vertices that contain the same x,y,z location and normal data into a single vertex.

- Select this when vertex ordering is not critical, non-animated objects or animated objects that use a skeleton for the animations, but do not contain morph animations.
- **Do not** use this for any object that uses morph type animations.

### Export Settings

This section explains the import and export settings.

**Warning:** Only a subset of these settings is currently supported even though they have been documented. This is due to the fact that they are ported directly from the old addon and as such, will functionally remain the same.

### Scale correction

This value is used to globally re-scale the Blender system of measurement units to the Nif Format units.

- The ratio of a Nif Units (NU) to Blender Units (BU) is 1Bu:0.1Nu. or each NU is about 10x larger than a BU.
- The Blender Niftools Addon applies a default correction of 10
- The default setting ensures the imported model fits into the view Blender viewport.

### Game

A list of supported games which the addon will export working nif files.

## **Process**

Determines how to export the data in the blend file.

Export options include \* All (nif) - Geometry and animation to a single nif. \* All (nif, xnif, xkf) - Geometry and animation to a nif. Generates an xnif, and xkf. \* Geometry only (nif) - Only geometry to a single nif. \* Animation only (kf) - Only animation to a single kf.

## **Smooth Inter-Object Seams**

This option combines the normals data for all vertices containing the same XYZ location data along an edge and uses the same normal tangent and bi-tangent values for all affected vertices.

## **Use NiBSAnimationNode**

NiBSAnimationNode is specific to “The Elder Scrolls - Morrowind” and should only be used when exporting animated items for that game.

## **Flatten Skin**

This option does something to the thing, no really it does, but I can’t tell you because it’s a sekret.

## **Pad & Sort Bones**

Adjusts the number of bones in a given partition to match the total number of bones used for the dismember instance.

## **Max Partition Bones**

The maximum number of bones that a single dismember partition can use before starting a new partition.

## **Max Vertex Bones**

The maximum number of bone weight values that can be applied to a single vertex.

## **Force DDS**

Changes the suffix for the texture file path in the nif to use .dds

### 1.4.2 Scene

The following section outlines Scene settings which is mainly related to Nif Header information.

Changing the setting also alters what is displayed by the UI.

The setting can be viewed in the Niftools Scene Panel. This is visible in the Scene Tab of the Properties Editor View.

#### Nif Version

Property	Description
Game	Select the game you're working on. This will be set to a suitable game on import, but can't always be resolved. A single version number may map to multiple games.
Nif Version	The base version, typically related to a single game or company. Check out the Nif files included with the game you're modding for the correct version. <i>Example:</i> Nif Version 335544325 is used for Oblivion
User Version	2-digit integer value for the Nif file. <i>Example:</i> 11 designates <i>Fallout 3</i> as the specific game
User Version 2	Another 2-digit integer value for the Nif file. <i>Example:</i> 34 designates <i>Fallout 3</i> as the specific game

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#### Note:

- Select the **Game** from the dropdown - **Nif Version**, **User Version** and **User Version 2** are updated accordingly.
  - All three values are used to verify which data should be attached to a file during the export process.
  - The scene version is checked at export and compared with the intended export format's version.
  - Mismatches will trigger an error and alert the user so that corrections can be made.
- 

#### Scale correction

This value is used to globally re-scale the input Nif data to map correctly to Blender's unit of the measurement system. The default setting ensures the imported model fits into the view Blender viewport. When importing large-scale nif models, such as structures, a user can edit this value so that the nif is easier to work with.

- The Unit of measurement in Blender is the Blender Unit (BU). The default value is 1 BU = 1 meter but can be remapped to any measurement system.
- The ratio of a Nif Units (NU) to Blender Units (BU) is 1Nu:10Bu, so we need reduce the nif by a factor of 10.
- The Blender Nif Plugin applies a default correction of 0.1
- The Blender Nif Plugin applies a default correction of 10

### 1.4.3 Geometry

#### Mesh Geometry

- The following section deals with `Object` which are of type 'MESH', containing Mesh Data(Mesh-Object)
- Each `Object` is exported as a combination of `NiTriShape` and `NiNode`.
- The Mesh is exported to a `NiTriShape`'s `NiTriShapeData`.

#### Example:

1. Start Blender and empty the scene.
2. Create any Mesh-Object to the scene, eg. cube primitive:
3. Give the Object an appropriate name.
  - In the **Object Tab**
  - Generic names are automatically generated, unique names help distinguish objects,
  - The Nif format only supports triangle based geometry.
  - Blender quads and n-gons are exported as triangles, which may lead to differences in rendered geometry.
  - Strips (`NiTriStrips`) are available but not developer supported as they are unnecessary for current hardware.

#### Double-Sided Mesh

- Each triangle is composed of 3 vertices, edges and a face.
- To decide which way the face is pointing a vector(normal), perpendicular to the face is used.
- This normal vector can be flipped to either side of the triangle; a common source for triangles appearing to not render.

Sometimes you want to allow the mesh to ignore the normal and render both sides, eg a cloak.

- In the **Properties** Editor, in the **Material Properties** Tab
- Enable/Disable **Backface Culling**, see notes for more detail.

#### Double Sided Mesh

- Adds a `NiStencilProperty` or similar, see *Properties - Stencil Property* for more info.

#### UV Unwrapping/Mapping

- UV-unwrapping is the process of unfolding all the faces onto a flat plane, see [Cube Unwrap](#).
- The UV-unwrapping process creates a UV Map layer.
- The UV Map Layer is used to layer connect a `Texture` to `Mesh` and allows visual representation of where each face is located on texture.
- Each `TextureSlot` requires that the user select the UV Map Layer that was generated by unwrapping, See Textures Section.

#### Example:

1. *Create a mesh-object.*
2. In **Edit Mode**, select the faces you want to unwrap.

3. Press U, select **Unwrap > Smart UV Project** or an unwrapping algorithm of your choice.

**Notes:**

- UV-unwrapping adds a `MeshTextureFaceLayer` to the Object.
- Although Blender allows multiple `MeshTextureFaceLayer`, most versions of the Nif format only support one UV layer

**Vertex Color & Alpha****Example:**

1. *Create a mesh-object.*
2. Switch to Vertex Paint mode, this automatically adds a base vertex colour layer. Make sure you name this layer 'RGBA'
3. Apply the desired vertex colours evenly to the vertex.
4. You can alter the alpha channel using the 'Add Alpha' and 'Erase Alpha' brushes.

**Notes:**

- The Nif format only supports a single colour per vertex, whereas Blender vertex colour per face vertex.
- Blender treats the vertex as if the faces had been split apart, each face can have a different colour for that vertex.
- [This image should clarify per-face vertex colouring](#)
- On export, the scripts will take an average of colours.

**1.4.4 Object Settings**

This section will take you through the base settings required for your model.

**BSX**

**BSX** is a flagging variable that determines how havok will interact with the object:

Setting	Value
Havok	1
Collision	2
Is armiture (?)	4
Enable Animation	8
Flame Nodes	16
Editor marker present	32

**Example:** To enable havok and collision the value would be 3.

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**Note:** The value is equal to the sum of all items that are enabled.

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## BS Inventory Marker

*BS Inv Marker*\* sets the x, y, z rotation and zoom level of objects for the in-game inventory display in games that \*support the property.

1. With Blender in Object mode, open the BS Inv Marker property window and click “+”.

---

**Note:** This should only be applied to the Root object.

For rigged meshed this should be applied to the armature. For non-rigged objects it should be applied to the Mesh object.

---

2. Apply desired values to x, y, z to set the preferred rotation.
  - a. Set view to back view and use rotation to achieve the preferred object orientation.
  - b. Copy the values from the rotation display into the x, y, z lines for BS Inv Marker.
  - c. Delete the decimal and remove any numbers to the right of the fourth digit.
  - d. Press **Alt + R** to reset the object rotation back to 0
3. Apply desired value to zoom
  - a. A value of 1 for zoom is the default, lower values .99 to .01 decrease the item size in the menu.

---

**Note:** Rigged objects that use this value may also use *InvMarker Bones*.

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## UPB

The **UPB** is a group of values contained in a single data string. Its use is unknown at this time.

Niftools uses the following values as default for this item:

Setting	Value
Mass	0.000000
Elasticity	0.300000
Friction	0.300000
Unyielding	0
Simulation_Geometry	2
Proxy_Geometry	<None>
Use_Display_Proxy	0
Display_Children	1
Disable_Collisions	0
Inactive	0
Display_Proxy	<None>

## Settings

First, we complete the object panel:

1. The **Nif Root Node** determines the kind of block used at the nif's root.  
Select one from the drop-down box.
2. The **BS Num UV Set** is ???????. Set it to an appropriate number.
3. The **UPB**'s use is currently unknown. It is recommended you leave it at the default value.
4. Set your **BSX Flags**.
5. The **Consistency Flag** is ???????. Select one from the drop-down box.
6. The **Object Flag** is ???????. Set it to an appropriate number.
7. The **Nif Long Name** is ???????. Set it to an appropriate string.

## Node Types

Blender empties can represent various NIF node types, and are selected according to the following criteria:

- In the 'Object Constraints Panel', add a 'Track To' object constraint to create a 'NiBillboardNode' that always faces the camera.
- Add a custom property to create a 'NiLODNode'. Set Near extent and far extent as properties on the Lod controller's children.
- Select the root node type from the dropdown menu.

### 1.4.5 Properties

The following section describes how Blender object properties/settings map to their Nif counterpart.

## Mapping

- *Read NiProperty*. to see what Blender settings are mapped for Nif versions using NiProperty blocks.
- Nif versions which are BSLightingShaderProperty

## Material Based Properties

- The following section goes through those Blender material settings and how they relate to corresponding nif blocks or attributes.
- Unless otherwise stated your mesh needs to have a material.
- The nif format only supports a single material per NiTriShape.
- A Mesh which contains multiple -materials will be exported as multiple NiTriShape.
- Giving the Material an appropriate name helps distinguish materials and encourages reuse, eg. Metal, Glass, plastic etc.

## Example

1. *Create a mesh-object* as explained before.
2. In the **Properties** panel, in the **Material** tab click **New** to create a new material.
3. Assign the Material an appropriate name.
  - *See material settings* to see what material settings we use.

## Blender Materials Settings

The following section describes which Blender Material setting we actively use. Depending on the nif version you are exporting to, they will be mapped to different Nif block types or block attributes.

### Ambient

This is a global scene value; even if you use several materials they all share the same value.

1. In the **World Tab** -> **Ambient Color**.
  - The diffuse colour dynamically calculated, so the value is not actually used.
  - If you have found a nif that actually uses these values **please contact the devs** and we can enable per-material ambient.

### Diffuse

1. In the **Diffuse** panel, click on the colour to bring up the colour widget
  - Blender defaults is 0.800, which is off-white.
  - See notes above why this value is defaulted on export.

### Emissive

This value sets how much light the material emits.

1. In the **Shading** panel is the Emissive colour
2. Set the **Intensity** value,
  - Blender uses the diffuse colour for emission, viewable in the viewport.

### Gloss

This value sets how diffuse the specular highlight across the material. Higher values of gloss(iness) mean that the highlight is sharper/smaller.

1. In the **Surface** panel, deactivate the “Use Nodes” setting (setting the roughness of the BSDF node does nothing at the moment).
2. Set the **Roughness**. This is roughly the inverse of the gloss, calculated via  $\text{roughness} = 1/(\text{gloss} + 1)$
3. Reactivate the “Use Nodes” setting. This is needed because otherwise the exporter needs nodes for textures etc.

## Specular

The Specular value creates the bright highlights that one would see on a glossy surface.

1. In the **Specular** panel, use the colour widget to set the highlight colour.
2. Set **Intensity** to whatever value you prefer.

## Alpha

The alpha component of the material is how much you can see through the material.

1. In the **Transparency** panel, **Enable Transparency**
2. Ensure **Z Transparency** is selected. (It should be by default).
3. Alter the **Alpha** setting.

## NiProperty

The following is an overview of what the addon will export Blender settings are mapped to.

### NiMaterialProperty

The following section is for nifs which use NiMaterialProperty.

- Every Material is exported to a NiMaterialProperty.

### NiSpecularProperty

- Setting the **Intensity** to 0 will disable specularity; a NiSpecularProperty will not be exported.

### NiAlphaProperty

- An NiAlphaProperty is exported for Materials or Texture have Alpha value.

### NiWireFrameProperty

NiWireframeProperty

### NiStencilProperty

The NiStencilProperty ignores the face normal and renders both sides of the mesh.

1. In the **Object Tab > Double-Sided**, enable or disable as appropriate

This will export a NiStencilProperty

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**Todo:** Document these bad boys once implemented:

- NiVertexColorProperty

## 1.4.6 Collision Systems

The following section deals with the various collision systems that the Blender Niftools Addons supports.

### Collision Object

The following section deals with creating an object which will physically represent our collision object.

### Collision Object Mapping

- The following section describes the most appropriate primitive object to represent the desired collision object type.
- The suggested shapes are the same objects generated through import by the addon.
- Upon export, a collision object is created from data pulled from the Collision object.
- Start by choosing a shape adequate to your model and follow the steps below the appropriate section.

### NiCollision

- Morrowind:

The following type use the collision bound type and the name to decide what to map to:

Blender	Object Name
<i>Mesh Collision</i>	RootCollisionNode
<i>Bounding Box</i>	BSBound
<i>Bounding Box</i>	BoundingBox

### BhkShape

- Oblivion, Fallout 3, and Fallout NV;

Blender	Nif
<i>Box Collision</i>	bhkBoxShape
<i>Sphere Collision</i>	bhkSphereShape
<i>Capsule Collision</i>	bhkCapsuleShape
<i>Convex Hull Collision</i>	bhkConvexVerticesShape
<i>Mesh Collision</i>	bhkMoppBvTreeShape

## Bounding Box

This is used as the bound box.

1. Create an Object of Mesh type to represent the bound box, a Cube is recommended.
2. Name the object BSBound or BoundingBox, depending on which version you need to be exported.
3. *Refer to the Collision Settings to add physics to our collision object.*

Visualisation

1. In the Object Tab, under the **Viewport Display** section update the **Display As** to *BOUNDS*.
2. Check the **Bounds** tickbox.
3. Select *BOX* from the **shape** dropdown.

## Mesh Collision

1. *Create your mesh-object.*
2. Create a convex hulled mesh-object. See *Notes*
3. Rename the polyhedron-mesh, eg. 'CollisionPolyhedron' via the Object panel.
4. Scale the 'CollisionPoly' to the size wanted.
5. *Refer to the Collision Settings to add physics to our collision object.*

Visualisation

1. In the Object Tab, under the **Viewport Display** section update the **Display As** to *BOUNDS*.
2. Check the **Bounds** tickbox.
3. Select *BOX* from the **shape** dropdown.

**Notes:**

- Often a duplicate object can be used, simplified by decimating, then triangulated(**Ctrl + T**).
- A *Convex Hulled Object* can also be used.

## Havok Collision

This is used by the havok system for collision detection.

### Warning:

- For Cylinder Export, we need to fix them to show how the user would create the objects. We are using a Meta Capsule
- Some of the collision types lack viewport rendering, see the workaround for visualisations below.

## Notes

- Collision Bounds are represented by a dashed line, unlike Bounds which are by solid lines.

## Box Collision

1. *Create your mesh-object.*
2. Create a second mesh-object to represent our collision object, a primitive cube(prim-cube) is recommended.
3. Rename the prim-cube via the Object panel, eg. 'CollisionBox'
4. Scale the 'CollisionBox' uniformly to the size wanted.
5. *Add physics to our 'CollisionBox'.*

## Sphere Collision

1. *Create your mesh-object.*
2. Create another mesh-object to represent our collision shape, a primitive sphere(prim-sphere) is highly recommended.
3. Rename the prim-sphere, eg. 'CollisionSphere', via the Object panel
4. Scale the 'CollisionSphere' object as needed, ensuring all vertices are enclosed by the sphere
5. *Add physics to our 'CollisionSphere'.*

## Capsule Collision

1. *Create your mesh-object.*
2. Create a second mesh-object to represent our collision object, a primitive cylinder(prim-cylinder) is recommended.
3. Rename the prim-cylinder via the Object panel, eg. 'CollisionCapsule'.
4. Scale the collision cube 'CollisionBox' to the size wanted.
5. *Add physics to our 'CollisionCapsule'.*

### Notes:

- If the length is less than or equal to the radius, then a `bhkSphereShape` is generated instead.
- Currently Capsule bounds lack viewport preview, awaiting Bullet Physic integration
- The following is a workaround; **Prone to user error, Ensure to reset setting after visualising!**
  - In the **Object Tab**, under the **Display** section. Enable **Bounds**
  - Set the **Type** to **Cylinder**.
- This shape best represents the capsule, but visually missing the end caps which are hemispheres.

## Convex Hull Collision

1. *Create your mesh-object.*
2. Create a convex mesh. See *Notes*
3. Rename the hulled-object, eg. 'CollisionHull' via the Object panel.
4. Scale the collision cube 'CollisionBox' to the size wanted.
5. *Add physics to our collision cube 'CollisionBox'.*

### Notes:

- It is advisable to use a convex hull generator to create the collision mesh.

## Collision Settings

The following section details the setting which need to be applied to the collision body to react appropriately in the collision simulation.

A lot of these setting are Havok-specific. We've mapped them to Blender's collision simulation wherever possible.

## Enabling Rigid Body Collisions

First, we enable Rigid Body Collision for the selected collision Object:

- In the **Physics** tab, click on **Rigid Body** to enable.
  - Meshes with collision enabled will be exported as a collision object rather than a `NiTriShape`.
1. Go to the **Physics** tab in the **Properties** area.
  2. Click on **Rigid Body** to enable this modifier.

## Rigid Body Panel

The Rigid Body Panel is contains the properties to define how the object will react in the physics simulation.

## Settings Section

**Mass** property used to give the collision object some weight

## Collision Section

**Shape** is used to map to various collision types. The following table shows what they will map to. A combination of the type and Blender object name is used to define the output type.

Blender	Blender Object Name	Nif
<b>`Triangle Mesh Collision`_</b>	RootCollisionNode	bounding_box
<b>`Box Collision`_</b>	BSBound	BSBound
<b>`Box Collision`_</b>	BoundingBox	NiNode

- Oblivion, Fallout 3, and Fallout NV use bhk-based shapes



Blender	Nif
`Box Collision`_	bhkBoxShape
`Sphere Collision`_	bhkSphereShape
`Capsule Collision`_	bhkCapsuleShape
`Convex Hull Collision`_	bhkConvexVerticesShape
`Triangle Mesh Collision`_	bhkMoppBvTreeShape

## Surface Response Section

In the **Surface Response** section the following are mapped to nif properties

- **Friction** : How smooth its surfaces is and how easily it will slide along other bodies
- **Restitution** : How “bouncy” the body is, i.e. how much energy it has after colliding. Less than 1.0 loses energy, greater than 1.0 gains energy.

## Sensitivity Section

In the **Surface Response** section, enable the collision margin.

- **Margin** : This is an area around the mesh that allows for quick but less accurate collision detection.

## Dynamics Section

In the **Surface Response** section, the following are mapped to nif properties:

- **linear\_damping** : Reduces the movement of the body over time. A value of 0.1 will remove 10% of the linear velocity every second.
- **angular\_damping** : Reduces the movement of the body over time. A value of 0.05 will remove 5% of the angular velocity every second.

Enable the **Deactivation** checkbox to access the following settings:

- Deactivate Linear velocity : Linear velocity
- Deactivate Angular Velocity : Angular velocity

## Custom Niftools Settings

The following describe custom Nif-specific settings that don’t map directly to Blender settings currently:

---

**Todo:** A lot of the items below need to be better-defined.

---

The **Havok Material** decides how the material should behave for collisions, e.g., sounds, decals, etc.

- Select a **Havok Material** from the drop-down box.

The **Collision Filter Flags** determines... things.

- Set the **Col Filter** to the appropriate number.

The **Deactivator Type** determines... things

- Select a **Deactivator Type** from the drop-down box.

The **Solver Deactivator** determines... things.

- Select a **Solver Deactivator** from the drop-down box.

The **Quality Type** determines... things.

- Select a **Quality Type** from the drop-down box.

The **Oblivion Layer** determines... things.

- Select an **Oblivion Layer** from the drop-down box.

The **Max Linear Velocity** determines the maximum linear velocity this collision object may have.

- Set the **Max Linear Velocity** to the appropriate number.

The **Max Angular Velocity** determines the maximum angular velocity this collision object may have.

- Set the **Max Angular Velocity** to the appropriate number.

The **Motion System** determines... things.

- Select a **Motion System** from the drop-down box.

## Workflow

Here it is explained how to add collision to your mesh.

1. Go to *Collision Object* and follow the steps indicated there:
  - a) Choose between a *Bounding Box* or *Havok Collision*.
  - b) The bounding box is complete. If you have chosen Havok Collision proceed to choosing an appropriate shape for your collision.
  - c) Add a Rigid Body modifier.
2. Go to *Collision Settings* and follow the steps indicated there:
  - a) Start by *enabling collision bounds*.
  - b) Define the the Havok Settings for your collision bounds.

## 1.4.7 Armature

### Armatures

#### Armature Bones

- The following section deals with Armatures

## Bone Flags

- These are set upon export if left at 0.
- Only change the value in very specific cases:
- Oblivion Clothing uses 0x000F

## Dismember Flags

- Currently does nothing - in testing.

## Inventory Marker

- This is a special type of bone which is used to position an object in the inventory display.
- It may also be used for animation placement involving multiple NPCs
- The InvMarker bone should only be used in engines that can support them.

### Example:

1. Create this item in the same manner as you would for a standard armature bone.
2. Parent must be Armature root.
3. Naming must start with InvMarker and can only be appended with .000

A model with 4 inventory marker bone items should be named as `InvMarker`, `InvMarker.001`, `InvMarker.002`, `InvMarker.003`

### Notes:

- **Games known to support this include:**
  - The Elder Scrolls - Skyrim.

**Warning:** Exporting this type of bone into engines that do not support it will cause crashes!

## 1.5 Blender Niftools Addon Support

For more information and further support, please contact us at:

- [Wiki](#)
- [Forum](#)
- [Report issues via Github Issues](#)



## DEVELOPER DOCUMENTATION

Contents:

### 2.1 Developer Design Documentation

This section provides a high-level overview of the design of the Blender Niftools Addon. It is geared towards anyone interested in delving into developing the Blender Nif Addon or knowing more about the development process.

Contents:

#### 2.1.1 Development Overview

This section outlines various principles which govern how we develop the Blender Niftools Addon and why.

##### Development Methodology

A development methodology describes the principles we want as part of the development process.

For the latest series of development, we decided to develop a Feature-Oriented, Test Driven Development (TDD) methodology to suit both current and future needs.

Test-driven development in a nutshell means:

- We write a test for some functionality we want. We run the test, initially it will fail. We code the feature. We re-run our tests, changing the code until it passes.

The advantages of TDD is:

- It gives us quick feedback when changes arise. Constantly testing the code to ensure that it is doing what is meant to do, no assumptions.
- When things break, it narrows the search; allowing fixes to be developed more quickly.
- Ensure that the changes haven't broken any other existing functionality.

The focus of our TDD methodology is 3 main areas:

1. **Develop maintainable code** - Ensure good foundation for stable development and improvement
2. **Constant feedback** - Testing features ensuring they work and remain working
3. **Documentation** - Ensure that people can actually use the tools, think about user perspective

### Code Development & Maintenance

The initial proposal was to port all the current code directly to the new Blender Python API. See *Code Porting Strategy*. Additionally,

- It was decided that as the code was ported that the conventions as described in the next section would be introduced to keep the code consistent and improve readability.
- Refactored of code into modular components when working on features sets; collisions, texture, armature, etc.

### Modularisation

During the code porting process it became apparent that the code was monolithic. All of the import code was in one class, all export code in another.

Initially, we planned to hold off large-scale refactoring until the code was ported and do it as part of the 3.0.x series. It was decided to separate out common areas of functionality into submodules which would be responsible for that specific areas.

---

**Note:** Some systems are still highly coupled, such as geometry generation within the material system. These will remain in place.

---

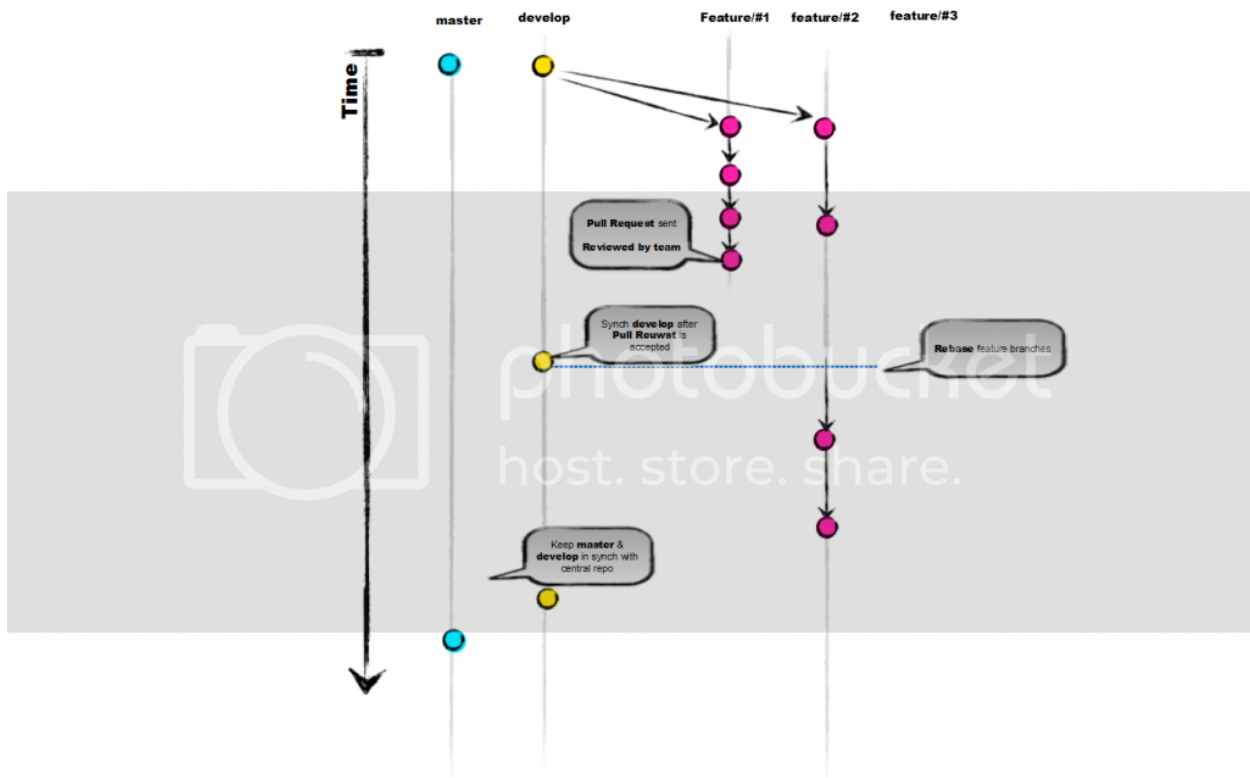
Modularisation of code makes it much easier to add on new functionality, such as new collision type, when the code is localized. This will also make the refactoring process easier as we can target specific areas.

### Git Development Model

We use `git` as our version control system. In order to facilitate parallel development of a single code base, we developed a git workflow based on the popular nvie gitflow model.

The goals were:

1. A central clean repository which everyone forks from, avoids new developer cleaning up unwanted branches
2. Developers create feature branch off develop, rebase if develop is updated
3. A central repository to accept pull requests, for peer review.
4. Merge code into develop, developers synch with central.
5. When a develop forks from the central repo, their repo will have only 2 branches, **master** and **develop**.
  - Their primary use is tracking updates from central; only changes should be those pulled from the central repo.
  - Develop is used as the base to create feature branches.
  - If develop is updated, then all feature branches should be rebased. This reduces conflicts for pull requests sent to the central repo.



When a developer feels that their feature branch is ready they can start the review process: \* A pull request needs to be sent to the central repo against the develop branch. \* A review for that specific project will review the pull request. If they are happy with the changes it will be merged \* into develop and all active developers will be notified to pull the changes into their local repos. \* If additional changes are required then the pull request is left open and the developer can add commits to their repo which get automatically added to the pull request.

## Test-Framework

In Test Driven Development, tests are the core of ensuring software quality. Before any production code is written, a test should be written to check to see that the code does what it does. Initially, the tests will fail. As the code is developed, then more tests should pass until all tests do. At this point, a feature is deemed to be implemented.

Some points of note:

- It is up to the developer to create tests which are appropriate in the level of testing.

Previously, tests were created ad-hoc, based often on bug fixes, so did not extensively test the code. It was decided that we would develop a test-framework to standardise testing in parallel to the porting process.

The current goal of the test-framework is to provide integration level testing to ensure features function as required.

The Test Framework has several purposes:

- Standardise testing through the use of the template pattern.
- Provide functionality testing as features are ported to the newer API.

- Act as a regression suite so that future changes to the API will be detected.
- Provide a list of supported addon features by testing features and asserting that they are known to be working.
- Provide documentation of features by recreating user interaction.

### Feature Tests Creation

Supporting features is detailed workflow is detailed in the *Test Framework Section*.

### Documentation

Documentation forms the final core principle of development. Without documentation that enable users to understand how to use the addon, there is not much point in development.

### 2.1.2 Workflow

The aim of this section is to describe the desired workflow for a developer

#### Porting Strategy

We are following the following strategy for porting the addon:

1. Write a regression test for the desired feature.
2. Run the test.
3. Fix the first exception that occurs, and commit the fix.
4. Go back to step 2 until no more exceptions are raised.
5. Do the next release.
6. Listen to feedback from users, and go back to step 1.

The 0.x series is designated as purely experimental.

Once enough features have and pass their regression test—i.e. as soon as the new addon can be considered on par with the old scripts—the code will be refactored and cleaned up, possibly moving some bits out to separate addons (hull script, morph copy, etc.). The refactor is reserved for the 1.x.x series.

#### Generate Documentation

Run the following in a buildenv (Windows) or terminal (Fedora)

```
make html
```

from within the `blender_niftools_addon/docs` folder. The generated API documentation will correspond to the currently installed addon (*not* your checked out version!) so usually you would install it first.

To view the docs, open `docs/_build/html/index.html` in a web browser of your choice.



## 2.1.3 Development Issues

This document lists a few non-trivial issues that we have come across while porting the addon from the Blender 2.4x API to the 2.6x+ API.

### Matrices

OpenGL - RHS				DirectX - LHS		
1	0	0		1	0	0
0	cos(x)	-sin(x)	->	0	cos(x)	sin(x)
0	sin(x)	cos(x)		0	-sin(x)	cos(x)

OpenGL - RHS				DirectX - LHS		
cos(y)	0	sin(y)		cos(y)	0	-sin(y)
0	1	0	->	0	1	0
-sin(y)	0	cos(y)		sin(y)	0	cos(y)

OpenGL - RHS				DirectX - LHS		
cos(z)	-sin(z)	0		cos(z)	sin(y)	0
sin(z)	cos(z)	0	->	-sin(z)	cos(z)	0
0	0	1		0	0	1

Memory Map Comparison																
Mem-ory	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Di-rectX	m11	m21	m31	m41	m12	m22	m32	m42	m13	m23	m33	m43	m14	m24	m34	m44
OpenGL	0,0	1,0	2,0	3,0	0,1	1,1	2,1	3,1	0,2	1,2	2,2	2,3	0,3	1,3	2,3	3,3

Access				Reciprocal				Access				Reciprocal			
m11	m12	m13	m14	1	0	0		00	01	02	03	1	0	0	X
m21	m22	m23	m24	0	cos	sin		10	11	12	13	0	cos	-sin	Y
m31	m32	m33	m34	0	-sin	cos		20	21	22	23	0	sin	cos	Z
m41	m42	m43	m44	X	Y	Z		30	31	32	33				W

## Matrix Multiplication

For a given matrix  $[A \ B \ C]$  where  $A * B * C \rightarrow D$ , the equivalent  $D'$  in the alternate handed system is  $C' * B' * A'$ .

## Objects

- Vertex groups are accessible via `bpy.types.Object.vertex_groups`, instead of via `bpy.types.Mesh`

## Meshes: Index Mapping

**Warning:** `bpy.types.MeshFace.vertices` does not return a list of the type `bpy.types.MeshVertex`. Rather `ints` are returned which are index values mapping `bpy.types.MeshFace.vertices` to `bpy.types.Mesh.vertices`

If you need to map actual vertex coordinates of a `bpy.types.MeshFace`, use:

```
(b_mesh.vertices[b_vertex_index].co for b_vertex_index in b_face.vertices)
```

This index mapping is also used by attributes such a vertex color, vertex weight, vertex UV

## Meshes

- Beware of the **eeekadoodle dance**: if face indices end with a zero index, then you have to move that zero index to the front before feeding the faces to Blender. For example (assuming every face is a triangle):

```
faces = [face if face[2] else (face[2], face[0], face[1])
         for face in faces]
```

- It appears that we have to use `bpy.types.bpy_prop_collection.add()` (undocumented) and `bpy.types.bpy_prop_collection.foreach_set()` on `bpy.types.Mesh.vertices` and `bpy.types.Mesh.faces` to import vertices and faces.

```
from bpy_extras.io_utils import unpack_list, unpack_face_list
b_mesh.vertices.add(len(verts))
b_mesh.faces.add(len(faces))
b_mesh.vertices.foreach_set("co", unpack_list(verts))
b_mesh.faces.foreach_set("vertices_raw", unpack_face_list(faces))
```

After this has been done, UV and vertex color layers can be added and imported.

```
b_mesh.uv_textures.new()
for face, b_tface in zip(faces, b_mesh.uv_textures[0].data):
    b_tface.uv1 = uvs[face[0]]
    b_tface.uv2 = uvs[face[1]]
    b_tface.uv3 = uvs[face[2]]
```

To import say vertices one by one, use:

```
b_mesh.vertices.add(1)
b_mesh.vertices[-1].co = ...
```

---

**Note:** This can be improved by batch importing vertices instead of creating verts one by one.

---

## Animation

- Ipos have been replaced by `bpy.types.Object.animation_data` (see `bpy.types.AnimData`).

## Collision

- Beware of the difference between `bpy.types.Object.display_bounds_type` and `bpy.types.GameObjectSettings.collision_bounds_type` (accessible via `bpy.types.Object.game`)
  - There is no 'CONVEX\_HULL' `bpy.types.Object.display_bounds_type`.
  - To identify the collision type to export, we rely exclusively on `bpy.types.GameObjectSettings.collision_bounds_type`. This also ensures that collision settings imported from nifs will work with Blender's game engine.

## Bones

- Setting up the parent-child relationship is difficult for a number of reasons:
  - The `bpy.types.Bone.parent` is a read-only value, only writable by through a `bpy.types.EditBone`.
  - Assuming that `bpy.types.Bone` 's have been created and added to an `bpy.types.Armature`
  - `bpy.types.EditBone` 's are access via the collection attribute `bpy.types.Armature.edit_bones`, which only exists while in Edit mode.
  - EditBones are accessed through `int` indexed rather `str`

```
index b_armatureData.edit_bones[b_child_bone.name].parent =  
      b_armatureData.edit_bones[b_bone.name]
```

## Strings and Bytes

Generally, we use `str` everywhere, and convert `bytes` to `str` whenever interfacing directly with the nif data.

---

**Todo:** Add an encoding import/export option.

---

## Error Reporting

With the older Blender 2.4x series, scripts could report fatal errors simply by raising an exception. The current Blender series has the problem that *exceptions are not passed down to the caller of the operator*. Apparently, this is because of the way the user interface is implemented.

From a user perspective, this makes no difference, however, for testing code, this means that **any raised exceptions cannot be caught by the testing framework!**

The way Blender solves this problem goes via the `bpy.types.Operator.report()` method. So, in your `bpy.types.Operator.execute()` methods, write:

```
if something == is_wrong:
    operator.report({'ERROR'}, 'Something is wrong.')
    return {'FINISHED'}
```

instead of:

```
if something == is_wrong:
    raise RuntimeError('Something is wrong')
```

When the operator finishes, Blender will check for any error reports, and if it finds any, it will raise an exception, which will be passed back to the caller. This means that we can no longer raise *specific* exceptions, but in practice, this is not really a problem.

Following this convention makes the operator more user-friendly for other scripts, such as testing frameworks, who might want to catch the exception and/or inspect error reports.

The `io_scene_niftools.import_export_nif.NifImportExport` class has a dedicated `error()` method for precisely this purpose.

The list of reports of the last operator execution can be inspected using `bpy.ops.ui.reports_to_textblock()`.

## Blender API Mysteries

- What is the difference between 'CAPSULE' and 'CYLINDER' `bpy.types.Object.display_bounds_type` (and similar for `bpy.types.GameObjectSettings.collision_bounds_type`)?
  - We are using 'CYLINDER' at the moment because 'CAPSULE' is lacking visualization.
- How do you get the set of all vertices in a `bpy.types.VertexGroup`?

## Solved

- What is the difference between `bpy.types.MeshFace.vertices` and `bpy.types.MeshFace.vertices_raw`?
  - `vertices` is a collection, accessible in the form `vertices.co[0] -> 7`
  - `vertices_raw` returns a list of values `-> (7, 2, 0)`

## 2.1.4 Naming Conventions

- Stick to the official Python style guide ([PEP 8](#)).
- Instances of Blender classes start with `b_` whilst instances of nif classes start with `n_`. Examples:
  - `n_obj` for a generic `pyffi.formats.nif.NifFormat.NiObject`
  - `n_geom` for a `pyffi.formats.nif.NifFormat.NiGeometry`
  - `b_mesh` for a Blender `bpy.types.Mesh`
  - `b_face` for a Blender `bpy.types.MeshFace`
  - `b_vertex` for a Blender `bpy.types.MeshVertex`
  - `b_vector` for a Blender `mathutils.Vector`

- `b_obj` for a Blender `bpy.types.Object`
- `b_mat` for a Blender `bpy.types.Material`
- `b_bone` for a Blender `bpy.types.Bone`

---

**Todo:** These conventions are not yet consistently applied in the code.

---

## 2.2 Addon Development Setup

The following documentation is targeted towards anyone who is interested in building the latest version of Blender Niftools Addon.

This will guide those new through the process of setting up the requirements to build the addon.

For those interested in developing the addon; fixing bugs, adding new features, tests or improving documentation.

Contents:

### 2.2.1 Setting Up the Build Environment

**Warning:** The following instructions are currently a work in progress.

#### Create a Workspace

First, create a directory to be used as your coding directory.

- `C:\Users\<username>\workspace` (Vista/Win 7/Win 10).
- `C:\Documents and Settings\<username>\workspace` (XP).
- `/home/<username>/workspace` (Linux).

#### Source Code

Once you have created the directories, time to grab the source code. See [source code](#) to setup source control and download the code repositories. You will also need to download `buildenv`, it used to manage dependencies, needs to be updated for Linux platforms. ————— Install Python 3.7 —————

#### Windows

1. Download [Python 3](#).
2. Pick the installer appropriate for your platform, and follow the instructions.
3. Use the default install location. (recommended)

#### Fedora

```
sudo yum install python3.7
```

**Ubuntu** .. code-block:: shell

```
sudo apt-get install python3-minimal
```

---

**Note:** This is installed by default on versions 14.04 or later

---

### Environment Variables

#### Windows

```
set BLENDER_ADDONS_DIR=<path_to_blender_addons>
set BLENDER_HOME=<path_to_blender_exe>
```

#### Linux

```
set -X BLENDER_ADDONS_DIR=<path_to_blender_addons>
BLENDER_HOME="<path_to_blender_executable>"
```

#### Mac

```
export BLENDER_ADDONS_DIR="/Users/<user>/Library/Application Support/Blender/2.82/
↳scripts/addons"
export BLENDER_HOME="/Applications/Blender.app/Contents/MacOS"
```

### Install Blender

See [user docs](#). Alternatively, you can build Blender from source *Building Blender from Source*

### Install Develop Dependencies

#### Using the provided script:

The script will install developer dependencies in the install directory. This enables debug support and nose documentation.

#### Windows (run in buildenv)

```
install_deps.bat
```

#### Linux

```
install_deps.sh
```

#### Using software management:

##### Ubuntu

Run the following in a Bash terminal:

```
sudo apt-get install python3-nose python3-sphinx
```

##### Fedora

---

**Note:** Use `yum` or `dnf`, whichever is appropriate for your release of Fedora

---

```
sudo [yum|dnf] install python3-nose python3-sphinx
```

### Check Installation

To verify everything is installed correctly, start Blender, open the internal Python console, and type:

```
import sphinx
import nose
```

You should not get any import errors.

## 2.2.2 Downloading the Source Code

This section will guide new developers through the process of downloading the source code.

We use git as to manage and version our source control. This project is hosted on GitHub, a popular git hosting platform.

### Install Git

The code is maintained with git. If you are not yet familiar with git, read [progit](#).

#### Windows

We use git bash. Download [git bash](#) installer and follow the instructions.

#### Fedora

```
sudo yum install git
```

#### Ubuntu

```
sudo apt-get install git
```

### Auto CLRF

- We need to ensure consistency of end-of-file(EOF) markers between Unix & Windows platforms.
- Locally it will keep your platform specifics EOF, but when you go to push it will update files as necessary
- This avoids unnecessary commits when your environment is different to the remote.
- Without this option, Git will see the different markers and think that the whole file has been edited.
- Read [EOF](#).

For Windows-style line endings, use:

```
git config --global core.autocrlf true
```

For Unix-style line endings, use:

```
git config --global core.autocrlf input
```

Either option ensures that all commits in the git history will be stored using Unix-style endings, and that all checkouts (i.e. actual files) will have consistent line endings according to your operating system.

### Setup SSH Keys

Follow the instructions at [Github's SSH Page](#).

---

#### Note:

- If you run into errors while starting the ssh-agent or adding the keys to the ssh-agent try running

```
"eval `ssh-agent -s`".
```

---

### Create a Github Fork

If you intend to work on the Blender Niftools Addon, first, you should clone the code on GitHub.

1. If you do not have one yet, [create a GitHub account](#).
2. Set up your [git environment](#).
3. [Log in](#) on GitHub.
4. Visit the [Blender Niftools Addon repository](#).
5. Click **Fork** (top right corner).

Be sure to read the remaining [GitHub help pages](#), particularly the beginner's guides.

### Get the Source Code

To get the code, run in a terminal (linux) or in git bash (windows):

```
cd ~/workspace
git clone --recursive git@github.com:<username>/blender_niftools_addon.git
cd blender_niftools_addon
```

We use submodules to maintain external dependencies.

This allows us to update to a version of the dependency independently of the corresponding project's release cycle.

Fetching the submodules:

```
git submodule update --init
```

If you get the following error,

```
fatal: Needed a single revision
Unable to find current revision in submodule path 'pyffi'
```

run,

```
rm -rf pyffi
git submodule update --init
```

Optional remote tracking of other developers

```
git remote add <developer> \
  git://github.com/<developer>/blender_niftools_addon.git
```



### 2.2.3 Building Blender from Source

As a developer, there are a number of advantages that come from building from source: \* Avoid having to wait for bug fixes from full releases \* Building the latest version to test compatibility early \* Testing new features and how we can integrate with them \* Blender can be built as a python module, which can improve IDE integration.

The Blender code repo is also managed by git, allowing ease of integration into our workflow. There are some additional prerequisite utilities that need to be installed first.

See - [https://wiki.blender.org/wiki/Building\\_Blender](https://wiki.blender.org/wiki/Building_Blender)

The repo comes with scripts which will package up the addon for use

### 2.2.4 Building the Blender Niftools Addon

The Blender Niftools Addon is a python project which can be manually put into the Blender add-ons directory. The repo provides a set of scripts which allows creating of a zip file which can be loaded into Blender Addon Manager.

---

**Note:** Ensure that you have installed the prerequisite dependencies using install\_deps scripts

---

#### Build Zip

To build the addon from a git checkout, run the following in the Command Prompt (Windows):

```
cd ./blender_niftools_addon/install
makezip.bat
```

or from a Bash terminal (Linux):

```
cd ./blender_niftools_addon/install
makezip.sh
```

#### Install

To install the addon from a git checkout, run the following in the Command Prompt (Windows):

```
cd ./blender_niftools_addon/install
install.bat
```

or from a Bash terminal (Linux):

```
cd ./blender_niftools_addon/install
sh ./install.sh
```

## 2.2.5 Interactive Development Environment

Developers are open to use their own IDE of preference, but the repo is configured towards JetBrains IDEs such as PyCharm or IntelliJ Ultimate. This IDE allows us to maintain a unified workflow for general file manipulation, repo management, python scripting, and hooks into Blender's debugging server.

### Install PyCharm

#### Windows

1. Download [PyCharm](#)

#### Fedora

```
sudo yum install eclipse eclipse-egit eclipse-pydev
```

#### Ubuntu

```
sudo snap install [pycharm-professional|pycharm-community] --classic
```

When starting pycharm, Open the workspace folder. If you followed the instructions, you should have cloned the code into `/home/<username>/workspace` PyCharm will automatically recognise this as a Git repo.

### Debugging

The Blender Niftools Addon code comes with built-in pydev hook to allow connection by a Remote Python Debug Server. This allows run-time debugging; watching the script execute, evaluate variables, function call stack etc.

### Debugger

The following ENV variable is used to pick up the location of *pydevd* which is installed via the `install_deps.sh` script.

```
export PYDEVDEBUG="${BLENDER_ADDONS_DIR}"
```

In the IDE, create a new configuration of type *Python Debug Server*, update the port as per the `util_debug.py` settings. This can then be launched and should wait for the debug thread to call back into the server.

```
Starting debug server at port 1234
Use the following code to connect to the debugger:
import pydevd_pycharm
pydevd_pycharm.settrace('localhost', port=1234, stdoutToServer=True,
    stderrToServer=True)
Waiting for process connection...
Connected to pydev debugger (build 201.6668.115)
```

Launching *Blender* via Terminal, it will suspend once it hits the trace call executes

```
settrace('localhost', port=port, stdoutToServer=True, stderrToServer=True,
    suspend=True)
```

It may help to provide the debugger with a source path so it can map the code being executed to the code in your IDE. This will allow you to put breakpoints in your code directly.

Happy coding & debugging!

## 2.3 API Documentation

The following document contains a high-level overview of components and submodules. The sub-module documentation is generated automatically using Sphinx. Contents:

### 2.3.1 User Interface

- The user first activates the addon via **File > User Preferences > Addons**.

---

**Note:** See `user_install` for detailed instructions to install the addon.

---

- This triggers the `register()` function, which adds the `NifImportUI` and `NifExportUI` operators to the **File > Import** and **File > Export** menus.
- These operators are integrated within the user interface, and their responsibility is to allow the user to configure the import and export properties.
- They delegate the actual import and export to the `NifImport` and `NifExport` classes.

### 2.3.2 Indices and tables

- [genindex](#)
- [modindex](#)
- [search](#)

## 2.4 Test Framework

The test framework is a series of tools to automate the verification process of the Blender Niftools Addon that aims to unify the various levels of testing that should be performed to release the addon:

- Unit
- Functional
- Integration
- Regression
- Performance

For an overview of each level see the design section

## 2.4.1 Prerequisites

The following environmental variables **must** be set.

We decided not to auto-detect file paths as devs may have many versions installed. This also allows switching between versions of Blender to run tests against.

### BLENDER\_HOME

Set to the folder the blender.exe installation is contained in, e.g.,

```
BLENDER_HOME=C:/Program Files/Blender Foundation/
```

or from a terminal (Linux):

```
BLENDER_HOME=~/.blender/
```

### BLENDER\_ADDONS\_DIR

Installs the Blender Nif addon and its dependencies.

Set the location of corresponding Blender addons folder:

```
BLENDER_ADDONS_DIR=%APPDATA%\Blender Foundation\Blender\<version>\scripts\addons
```

or from a terminal (Linux):

```
BLENDER_ADDONS_DIR=~/.blender/<version>/scripts/addons
```

## 2.4.2 Install

To install the addon from a git checkout, run the following:

```
cd blender_niftools_addon/install  
install.bat
```

or from a terminal (Linux):

```
./blender_niftools_addon/install  
sh ./install.sh
```

## 2.4.3 Running Tests

To run all tests, run the following in a buildenv (Windows):

```
blender-nosetests.bat
```

or from a terminal (Linux):

```
sh ./blender-nosetests.sh
```

from within the `blender_niftools_addon/testframework/` folder.

Each test resides as a python file in the `blender_niftools_addon/testframework/test/` folder. To run a particular test only, specify the file as an argument; for instance

```
blender-nosetests.[bat|sh] test/geometry/trishape/test_geometry.py
```

Actually, all command line arguments of `nosetests` apply. For example, to abort on first failure

```
blender-nosetests.bat -x
```

For more details, run

```
blender-nosetests.[bat|sh] --help
```

- The tests will run on the currently installed addon (*not* your checked out version!) so usually ensure you re-install after making edits to add-on files.
- Beware that the output can be rather verbose, so you may have to scroll quite a bit to see the relevant backtrace. Also, see the [nose manual](#).

## TestFramework Design Documentation

This section provides a high-level overview of the design of the Blender Niftools Addon. It is geared towards anyone interested in delving into developing the Blender Nif Plug-in or knowing more about the development process.

Contents:

## Integration Test Design

### Test Template

A test should be written for *every* feature.

1. Create a new python file to contain the feature test code.

For example, if the feature concerns `x_feature`, the test case would be stored in `testframework/test/../../test_x_feature.py`.

2. Derive the test class from `test.SingleNif` and name it `TestXFeature`.

`test.SingleNif` is designed upon the template pattern and takes care of all execution, loading of files and clean up.

---

**Note:** A template for a test class is available in `testframework/test/template.py`.

---

3. Each test needs to overwrite the following methods from `test.SingleNif`:

- The `n_create_data()` used to create the physical `.nif`
- The `n_check_data()` used to test the data of physical `.nif`
- The `b_create_data()` used to mimic how the user would create the objects.
- The `b_check_data()` check Blender data, used to check before export and after import.

These methods are intended to be delegate function, calling external methods in either `n_gen_xxxx` or `b_gen_xxxx` files.

---

**Note:** We move all the code to external modules for code reuse code to avoid importing other tests, avoiding tests to be re-run unnecessarily.

---

### Test Implementation

Each test has two paths of execution one importing/export a python generated nif, the other exporting/importing a nif created by mimicking how a user would create it.

Each test can be comprised of multiple required features and a lego block-building approach should be taken to building the nifs.

1. Recreate the nif using python:

- Create a nif (say in nifscope, or with the old Blender nifscripts).  
Take care to make the file as simple as possible.
- Use PyFFI's `dump_python` spell to convert it to python code.
- The `n_create_data()` method of the class will call the methods from `n_gen_x_feature` module to construct the physical nif.

It may be required to call other reusable functions from other tests. Reusable functions should be created from the `dump_python` and stored in `testframework/test/../../n_gen_x_feature.py`.

- Write code to test the desired features of the physical.

The `n_check_data()` method will call the methods from `n_gen_x_feature` module to check the nif data.

2. Recreate the feature within Blender, using user functions:

- Write Python code which recreates the corresponding data in the Blender scene in `testframework/test/../../b_gen_x_feature`.
- Where possible make the test case as simple as possible.

For instance, use primitives readily available in Blender. This code goes in the `b_create_data()` method of the test class.

- Document the feature in `docs/features/x_feature.rst` as you write `b_create_data()`:

Explain what the user has to do in Blender in order to export the desired data, and wherein Blender the data ends up during import.

- Write Python code which tests the Blender scene against the desired feature: `b_check_data()` method of the test class.

3. Implement the feature in the import and export plugin, until the regression test passes.

That's it!

## Execution Order

The tests will run like this:

### User Export

1. `b_create_data()` to create the scene, saved to `test/autoblend/../../x_feature_userver.blend`
2. `b_check_data()` to check it before export
3. Export the nif to `test/nif/../../x_feature_export_pycode.nif`
4. `n_check_data()` to check exported nif.

### User Import

1. import the exported nif, saved to `test/autoblend/../../x_feature_userver_reimport.blend`
2. `b_check_data()` tests the imported scene.

If the above tests run, then we are in pretty good shape as we can verify import and export work in isolation

### Python generated Import / Export

1. Starts by `n_create_data()` creating a physical nif `test/nif/../../x_feature_py_code.nif`.
2. `n_check_data()` is called to ensure nif is correct before importing.
3. Nif is imported into Blender, the scene is saved to `test/autoblend/../../x_feature_pycode_import.blend`
4. `b_check_data()` is called on imported scene to verify scene data.
5. Nif is exported to `test/nif/../../x_feature_export_pycode.nif`
6. `n_check_data()` on exported nif to verify nif data.

This ensures data integrity both at Blender level and at nif level.

### TestFramework API Documentation

The following document contains a high-level overview of the test framework. The sub-module documentation is generated automatically using Sphinx.

Contents:

### Indices and Tables

- [genindex](#)
- [modindex](#)
- [search](#)

### Continuous Integration Build Server

The following section is both for internal reference for the build server used by the Niftools team. We encourage developers to build their own; it provides a fast feedback loop, encourages you to run a test and fix them when they get broken.

We use Jenkins as our build server

Installed Plug-ins:

- Git Client & Git Plugins: Used to grab the repo
- Hudson Build-publisher Plugin: Pre-installed
- Jenkins Cobertura Plugin: Used to publish coverage reports

Optional Plug-ins - IRC Plugin: IRC bot which allows you trigger builds remotely

### Jenkins Job Configuration

Jenkins Job Configuration	
Project Name	blender_niftools_addon
Git Repository	git://github.com/niftools/ blender_niftools_addon.git
Branches	develop
Build Triggers	<ul style="list-style-type: none"><li>• Poll SCM</li><li>• Build Periodically</li></ul>
Inject Env. Variables	.. <jenkins_path>/. jenkins/workspace/ bin/blender.properties

### Build Steps

#### Build:

Windows:

```
cd install
DEL *.zip
makezip.bat
```



## Unit Test:

Windows:

```
cd testframework
blender-nosetests.bat ^
  --with-xunit --xunit-file=reports\unit.xml ^
  --cover-xml --cover-package=io_scene_niftools unit
```

## Integration Tests:

Windows:

```
cd testframework
testframework\blender-nosetests.bat ^
  --with-xunit --xunit-file=testframework\reports\integration_test.xml ^
  --cover-package=io_scene_niftools ^
  --cover-xml-file=testframework\reports\integration_test_coverage.xml
testframework\integration
```

## Nightly:

Windows:

```
cd install
ren *.zip blender_niftools_addon_%BUILD_NUMBER%_%BUILD_ID%.zip
xcopy /K /F "*.zip" "%build_folder%\blender_niftools_addon\nightly\"
```

## Post Build Actions

Publish Cobertura Coverage reports:

```
testframework/reports/*.xml
```

Publish XUnit test reports:

```
testframework/reports/*.xml
```

## 2.4.4 Indices and Tables

- genindex
- modindex
- search

## 2.5 Documentation

Documentation of the Blender Niftools Addon is of equal importance to having a clean, functional code base and automated tests.

The addon is intended to be used by content creators. The main causes for inability to use it correctly are: - Functional bugs - Design and usability issues - Poorly documented features.

The first two issues can be fixed on a priority basis, unless the issue is caused by the user not reading documented known issues or workflow steps.

Good documentation helps reduce user friction and helps keep developers from responding to support questions.

### 2.5.1 Convention

This chapter outlines the convention for documentation based on the [Python style guide](#).

Section headers are created by underlining (and optionally overlining) the section title with a punctuation character, at least as long as the text.

Normally, there are no heading levels assigned to certain characters as the structure is determined from the succession of headings. We use the following conventions, based on the Python documentation:

# with overline, for parts

```
#####  
This is a document part  
#####
```

\* with overline, for chapters

```
*****  
This is a chapter  
*****
```

=, for sections

```
This is a chapter section  
=====
```

-, for subsections

```
This is a chapter sub-section  
-----
```

^, for subsubsections

This is a chapter sub-sub-section  
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

## 2.6 Indices and Tables

- genindex
- modindex
- search



## ADDITIONAL INFORMATION

**Warning:** This documentation is still a work in progress!

Contents:

### 3.1 License

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## 3.2 Changes

### 3.2.1 Version v0.0.6

- #426 Minor animation export bugs fixed
- #420 Minor bugs in Kf Export
- #428 Updated shader import/export, mostly for BSShaderProperty
- #404 Export to Skyrim nif missing Has\_Tangents bit

### 3.2.2 Version v0.0.5

- #411 Usability : Niftool addon fails to install
- #424 Bug/fix operator menu registration
- #423 Update the release workflow to include the new update instructions.

### 3.2.3 Version v0.0.4

- #410 Kf export
- #413 (Warped Mesh) Error on .nif import using Niftools Addon v0.0.3 in Blender 2.83 and Blender 2.91
- #417 Fix/export UI animation select registration
- #415 Added Kf export support for Skyrim
- #412 Re-enable animation export.

### 3.2.4 Version v0.0.3

- #401 Consolidate scale correction value to be shared.
- #398 Animation - Imported animations with 'blank' keyframes containing no transformation
- #399 Animation - Fix fcurve data path
- #396 Usability - Improve logs to be more user friendly, remove stack traces
- #395 Bug - Exporting mesh with weight would cause execution to fail
- Fixed issue with .nif extension not being set on export
- Fixed issue with .kf being mapped to .egm
- #389 Docs - Updating Sphinx Documentation

### 3.2.5 Version v0.0.2

- #390 Bug - Fixes bug where logging scale correction on export would cause execution to fail

### 3.2.6 Version v0.0.1

- Rename plugin to use new naming scheme
- Add in updated templates
- Add in auto-updater to allow addon to fetch releases and upgrade from within user preferences

---

**Note:** The following are older versions, using the old naming scheme

---

### 3.2.7 Version 2.6.0.adev4

#### Features

Ticket	Description
361	Feature: Import Pose
353	Automatically select suitable axis orientation
11	Billboard support
15	Vertex Alpha prop support
25	`` NiAlphaProperty`` detection for textures
288	material export: alpha
346	Port/collision game radius
342	Update documentation for 2.8 + mat sys improvements
337	Refactor/blender 2.8 ui registration
335	Merge/version string
329	Port to 2.8+
324	Addon enabled in Blender 2.82.7, Option to Import and Export .NIF Files not appearing under File``
310	Fix Morph Anims (NiGeomMorpherController)
311	Anim stuff
282	Documentation Improvement
287	Animation Import Support
289	New bone system (no extra matrices) & animation support
299	Format UI & Operator Modules
257	<ul style="list-style-type: none"> <li>• allow exporting of object while ignoring non-uv textures</li> <li>• Unable to export an object with non-uv textures without either deleting the textures or first creating a UV-map for them.</li> <li>• Updated NifError to NifLog.warn: nothing here should prevent you from exporting objects so long as the user is aware of what is happening.</li> <li>• The messages themselves were updated to be more helpful.</li> </ul>

## Bug Fixes

Ticket	Description
378	Bug fixes to zip generation, BSEffectShaderProperty export, and meshes parented to armature. Also game set on import.
377	Update transform.py
376	Update __init__.py
369	Fix to bhkBoxShape and bhkSphereShape translation export and documentation
368	Fix to bhkBoxShape and bhkSphereShape translation
365	Bug/export disable clamp mode
276	Error when exporting material with texture without UV
350	Cannot import Skeleton to Fallout New Vegas
363	Fix/bss shader node setup
357	Messed up skeleton weights & some vertices not loaded
362	Fix/bss shader reference
359	Fixes to BSLightingShaderProperty
354	ReferenceError: StructRNA of type Image has been removed
349	Collision fixes and stuff
172	Mesh Export : Unweighted vertices
328	ValueError: deepcopy: classes BSFadeNode and NiTriShape unrelated
331	Cannot Export Skyrim Skeleton
243	Assertion Error : f_numverts == 3 or 4
255	Ngon Fixes
341	Merge #340 to 2.8 Bug BSEffectShaderProperty shader controller
347	Merge/bs effect shader missing texture fix
344	Incorrect import of greyscale texture for BSEffectShaderProperty
343	Error when exporting BSEffectShaderProperty without textures
339	Error importing BSEffectShader without Controller.
336	Merge/bug fix collision bhk mopp list processing
333	Fix collision import processing for bhkMoppBVTreeShape & bhkListShape
330	Export Zoo Tycoon 2 Error
244	UI : Property not found: Shader-Props.slsf_1_greyscale_to_palettecolor
321	Fallout 3/new vegas materials import
320	can't import / export Skyrim nifs
325	Refactor Collision Export
242	Export : UV offset not found
260	Shaders : texprop.shader_textures[1] index error
312	Fix collision / havok materials & pyffi dev compatibility
308	Refactor/animation Bug Error
283	Fixed CONTRIBUTING.rst grammar mistake

continues on next page



Table 1 – continued from previous page

Ticket	Description
264	<ul style="list-style-type: none"> <li>• import and export Morrowind collision nodes properly</li> <li>• name of the node be RootCollisionNode to properly export it, but the importer called it instead just “collision”</li> </ul>
256	<ul style="list-style-type: none"> <li>• check that selected objects can be exported</li> <li>• UnboundLocalError: local variable ‘root_object’ referenced before assignment</li> </ul>
252	armature and version export Refactored code fails on armature export Value for version not assigned, fails export - AttributeError: ‘NifExport’ object has no attribute ‘version’
242	Export : UV offset not found
251	<ul style="list-style-type: none"> <li>• TypeError: load_nif() missing 1 required positional argument: ‘file_path’</li> <li>• AttributeError: ‘NifExport’ object has no attribute ‘set_object_matrix’</li> </ul>
275	Fix Addon Documentation and Bug Tracker links
274	Links in the addon direct to the wrong urls
265	Submodules not getting included by makezip.bat

**Internal**

Ticket	Description
355	Fixes to the installation bat files
152	Material code improvements
332	Change the version string
322	Refactor/shader code
319	Refactor/split import export modules
318	Refactor/object mesh heirarchy
316	Refactor/texture property
315	Refactor mesh code from nif_import
313	Refactor Object & Mesh property handling
307	Several fixes for refactor/object_type
306	Refactor/object type Improvement Restructure
305	Refactor/block registry Improvement
304	Refactor/pep pass Improvement
303	Refactor/utils Improvement
301	Refactoring / fixes for pyffi/nifxml upgrades
303	Refactor/utils
298	Refactor/build system
295	Formatting Animation & Armature modules.
296	Refactor/formatting collision modules
297	Update testframework with pep8 updates and new module structure
278	Remove external dependencies needed to build - Remove the reliance on buildenv - Remove need to install zip on windows
277	Migrated modules from root folder
273	Template updates
267	Hosted docs
270	Change submodule and sourceforge links
208	Pyffi submodule
217	Document update

**3.2.8 Version 2.6.0a3 (3 Jan 2015)**

- Migrated to Bmesh API
- Fix UV layer detection
- Additional material properties support (alpha, specular, stencil, wire).
- Add support for NiTexturingProperty (diffuse, bump, normal map, specular and glow).
- Fix crash when combine shapes are enabled (reported and fix contributed by Aaron1178)
- Fix issue with material texture blend type importing (reported and fix contributed by mgm101).
- Added experimental vertex color support.
- Collision support: - Basic BhkShapes Cube, Sphere, Cylinder. - Convex Vertex, NiPacked, NiTriStrips Shapes. - Bound Box support.
- Subsystem separation (collision, armature, material, texture).
- Bundle PyFFI with scripts.
- Distribute zip that can be used with Blender's built-in installer.

- Extensive work on the testing framework: - Tests created based on new features. - Re-organised tests into per feature, generated test nifs. - Inheritance based checks now functioning.
- **Documentation vastly improved.**
  - Feature documentation
  - Developer documentation, API auto-doc and workflow

### **3.2.9 Version 2.6.0a0 (20 Nov 2011)**

- Initial port to Blender 2.60a: - geometry (NiTriShape) - materials (NiMaterialProperty) - UV textures (NiTexturingProperty)
- Upgraded to sphinx to generate documentation.
- Upgraded to nose for testing.

### **3.2.10 Version 2.5.8 (30 Oct 2011)**

- Fix for collision objects that have no vertices (see issue #3248754, reported by rlibiez).
- Fix for export of convex collision shapes bundled together in a list (see issue #3308638, reported by Koniption).
- Updated installer to get the Blender 2.49b installer if Blender is not yet installed (this avoids confusion with Blender 2.5x+ being the default on the official download page).

### **3.2.11 Version 2.5.7 (26 March 2011)**

- added rubber material (reported by Ghostwalker71)
- havok material name bugfix
- fixed issue with dysfunctional havok constraints in ANIM\_STATIC, CLUTTER, and BIPED layers (reported and fix contributed by Koniption)
- also import BSBound bounding box on dummy scene node
- fixed BSBound import and export scale (see issue #3208935, reported and fix contributed by neomonkeus)

### **3.2.12 Version 2.5.6 (4 February 2011)**

- fix import in case skin instance has empty bone references (fixes PyFFI issue #3114079, reported by drakonnen)
- updated for PyFFI 2.1.8
- fix export of bezier curve animation (reported by arcimaestro)
- split multi-material mopps into different NiNodes so we only have single material mopps; this works around the usual mopp issues (reported by neomonkeus)
- new export option for Bully SE; sane settings are automatically selected
- improved support for Divinity 2 nifs (reported by pertinen)

### 3.2.13 Version 2.5.5 (18 July 2010)

- fixed bone priority import for L and R bones (reported by Da Mage)
- updated for PyFFI 2.1.5
- fixed NiCollisionData import (reported by LordOfDragons)

### 3.2.14 Version 2.5.4 (28 Mar 2010)

- fixed bone priority export for L and R bones (reported by Kilza)
- fixed morph base key name import (reported by LHammonds)
- fixed morph base key to having no float data (reported by LHammonds)
- improved export of controller start and stop times (reported by LHammonds)
- fixed consistency type on NiGeometryData to be CT\_VOLATILE when exporting morphs; this fixes for instance bow exports (reported and fix suggested by LHammonds, based on Nicoroshi and Windy's bow tutorials)

### 3.2.15 Version 2.5.3 (19 Mar 2010)

- import and export NiLODNodes as empty with LODs as children and properties to set extents
- added material colour controller import and export (request and test files by Alphax)
- added vis controller import and export (request and test files by Alphax)
- fixed some controller imports in case controller block had no data
- improved Fallout 3 skeleton.nif import
- fixed bhkCapsuleShape export with identical points by converting it to a bhkSphereShape (reported by ghost-walker71)
- warn if mopp is exported for non-static objects, as these may not function properly in-game (reported by mc.crab)
- added an option to use NiBSAnimationNode when exporting animated branches for Morrowind (suggested and tested by TheDaywalker)

### 3.2.16 Version 2.5.2 (20 Feb 2010)

- configurable game paths for test suite
- fixed display of alpha channel in textured faces (reported by vurt2, fixed by Alphax)
- The weight squash script can now limit the number of bone influences per vertex (requested by Growlf)
- disabling combine shapes import option results in xbase\_anim type nifs to import clothing slots as bones (fixes transform issue reported by Arcimaestro Anteres)
- added regression test and workaround for duplicate shape keys during import: only the first is read, and duplicates are ignored (e.g. Fallout 3 skeleton.nif HeadAnims:0)
- added regression test and workaround for corrupt translation keys in Fallout 3 interpolators (e.g. Fallout 3 h2haim.kf, reported by Malo)
- added experimental .kf export for Freedom Force and Freedom Force vs. the 3rd Reich

- fixed interpolator bug with bhkBlendControllers when exporting kf files for creatures with bones that have havok blocks attached (reported by Spiderpig)
- added alpha controller import; export was already implemented (requested and test files provided by Alphax)
- fixes/improvements to animation import and export - full support for import/export of animation priority - auto-set target name to bip02 if the armature has such a bone - new option to manually set the target name on export - new option to bulk set the animation priority - skip NiBSplineInterpolators on import; not fully supported and if not skipping was causing a fatal error
- fix for bhkNiTriStripsShape import
- added experimental import and export of Empire Earth II meshes
- fixed bhkCapsuleShape import with identical points (reported by ghostwalker71)

### **3.2.17 Version 2.5.1 (10 Jan 2010)**

- updated for PyFFI 2.1.0
- fixed stencil property export for Fallout 3
- Morrowind bounding box import and export
- import and export, via object properties per object, of havok object - material - collision layer - motion quality - motion system - mass - col filter
- import and export, via object properties per object, of havok constraint - min angle - max angle - friction
- object rotation animation import bugfix (reported by Arcimaestro Anteres, fixes, for instance, Morrowind animated creature imports)
- fix for Fallout 3 NiGeomMorpherController (shape key) export (reported by Bleolakri)
- pep8 fixes
- The installer detects Python 64 bit and complains about it
- increased resolution of vertex coordinates to 1/1000 (from 1/200) on import and export (fixes issue #2925044 reported by EuGENIUS).
- added support for Atlantica and Howling Sword import and export

### **3.2.18 Version 2.5.0 (22 Nov 2009)**

- attempt to fix invalid matrices in bone extra text buffer rather than raising a mysterious exception (reported by PacificMorrowind)
- import and export Oblivion morph controller animation data (reported by LHammonds, additional testing and bug reports by PacificMorrowind)
- import extra nodes as empties
- extra nodes are now imported by default (suggested by PacificMorrowind)
- various object animation import and export fixes (reported by LHammonds and Tijer)
- enable flattening skin in the export GUI when 'geometry only' is selected, for Oblivion and Fallout 3 (contributed by PacificMorrowind)
- civ4 and Sid Meier's Railroads NiNode and NiTriShape flags are now set to 16 (reported by Tijer)

- on import, set alpha to 0.0 if NiAlphaProperty is present (so it gets re-exported) even if no textures with alpha channel are found; this fixes an issue with Sid Meier's Railroads (reported by Tijer)
- export NiAlphaProperty threshold 150 for Sid Meier's Railroads (reported by Tijer)
- export RRT\_NormalMap\_Spec\_Env\_CubeLight shader for Sid Meier's Railroads (reported by Tijer)
- force TSpace flag to be 16 for Sid Meier's Railroads and Fallout 3 (reported by Tijer and Miaximus)
- fixed windows installer & installer scripts to install to the dirs currently expected by Blender (contributed by PacificMorrowind)
- import and export EGM morphs (with aid of Scanti and Carver13)
- added new experimental "morph copy" script (under scripts->mesh)
- stitch strips for Fallout 3 by default (reported by Miaximus)
- fixed texture path bug (reported by elitewolverine)

### **3.2.19 Version 2.4.12 (23 Oct 2009)**

- warn and ignore object animation on skinned meshes, instead of raising a mysterious exception (reported by vfb)
- added Zoo Tycoon 2 .kf export
- added dialogue requesting animation sequence name for .kf export (contributed by PacificMorrowind)
- added preset for Oblivion OL\_ANIM\_STATIC objects (see issue #2118370 exported by apwsoft; fix discovered by PacificMorrowind)
- Export XYZ rotations for object animations instead of converting to quaternions (reported by Artorp)
- set the bhkCollosionObject flag to 41 instead of the default 1 for animated (OL\_ANIM\_STATIC) objects (reported by Artorp)
- updated readme with detailed install instructions

### **3.2.20 Version 2.4.11 (28 Sep 2009)**

- added NeoSteam import and export support
- warn on corrupt rotation matrix, rather than raising an exception
- bug fix in case (corrupt) root block has no name attribute
- fix for collision export with very small mass (contributed by PacificMorrowind, see issue #2860536)

### **3.2.21 Version 2.4.10 (22 Jul 2009)**

- Windows installer updated for Python 2.6 and PyFFI 2.0.1.
- set affected node list pointer on Morrowind environment map (contributed by Alphax)
- use Blender's texture dir on import (contributed by puf\_the\_majic\_dragon)

### 3.2.22 Version 2.4.9 (20 Jun 2009)

- test and fix for NiKeyframeController target in Morrowind xkf files (reported by arcimaestro, see issue #2792951)
- test and fix for NiKeyframeController flags import and export: the nif cycle mode is mapped onto the Blender IPO curve extrapolation mode (reported by arcimaestro, see issue #2792951)
- test and fix for animation buffer out of range exception - the exporter will now only warn about it but continue with export anyway (reported by rcimaestro, see issue #2792952)
- fixed bug when importing extra bones which were parented on a grouping bone (for instance Morrowind atronach\_frost.nif, where Bone01 is parented to Weapon, which groups the geometry Tri Weapon)

### 3.2.23 Version 2.4.8 (3 Jun 2009)

- fixed bug in hull script (reported by DragOntamer, fixed by Alphax)

### 3.2.24 Version 2.4.7 (4 May 2009)

- fixed bug where “apply skin deform” would apply it more than once on geometries that are linked to more than once in the nif
- new option to import extra nodes which are not bone influences as bones (reported by mac1415)
- bugfix for Euler type animation import
- max bones per partition now default to 18 for civ4 (reported by mac1415)
- updated for PyFFI 2.0.0
- moved advanced import settings to the new column (reported by Alphax)
- inverted X and Y offset UV Ipo channels on import and export (reported by Alphax)
- added support for civ4 shader textures (reported by The\_Coyote)
- new option to control the export of extra shader textures for civ4 and sid meier’s railroads (reported by The\_Coyote)
- if extra shader textures are exported, then tangent space is generated (reported by The\_Coyote)
- fixed scaling bug if the scale was not 1.0 in certain cases (such as civ4 leaderheads, reported by The\_Coyote)
- realign bone tail only is now the import default (slightly better visual representation of bones in complex armatures such as civ4 leaderheads)

### 3.2.25 Version 2.4.6 (23 Apr 2009)

- import and export of Morrowind NiUVController/NiUVData i.e. moving textures (with help from Axel, The-Daywalker, and Alphax)

### 3.2.26 Version 2.4.5 (21 Apr 2009)

- another import fix for names that end with a null character
- warn on packed textures instead of raising an error (reported by augbunny)
- Morrowind: - rebirth of the ‘nif + xnif + xkf’ option for Morrowind (reported by axel) - improved import of nifs that have multiple skeleton roots (such as the official skin meshes, and various creatures such as the ice raider)
  - new import option to merge skeleton roots (enable!)
  - new import option to send detached geometries to node position (enable!)
- Fallout 3: - now imports and exports the emitMulti value in the shader emit slider (up to a factor 10 to accommodate the range) and stores the emissive colour as Blender’s diffuse colour (reported and tested by mushin)
  - glow texture import and export (reported and tested by mushin)

### 3.2.27 Version 2.4.4 (2 Apr 2009)

- import option to disable combining of shapes into multi-material meshes (suggested by Malo, and contributed by Alphax)
- Importing a nif with an unsupported root block now only gives an error message instead of raising an exception (reported by TheDaywalker)
- fixed Fallout 3 import of packed shapes (such as mopps)

### 3.2.28 Version 2.4.3 (7 Mar 2009)

- further fixes for Fallout 3 - new options in the export dialogue for shader flags and shader type (thanks to malo and nezroy) - new option to disable dismember body part export (sickleyield)
- text keys imported also if they are not defined on the scene root (reported by figurework)

### 3.2.29 Version 2.4.2 (15 Feb 2009)

- materials whose name starts with “noname” (such as those that are imported without a name) will have no name in the nif; this fixes some issues with Fallout 3 (reported by malo)
- import fix for names that end with a null character (reported by alphax)
- if not all faces have a body part, they will be selected on export to make it easier to identify them; error message has been improved too (reported by malo)
- meshes without vertices are skipped; so they no longer give a mysterious error messages (reported by malo)



### 3.2.30 Version 2.4.1 (2 Feb 2009)

- Fallout 3 BSShaderXXX blocks are no longer shared to avoid issues with the engine
- NiSourceTexture improvements: - pixel layout exports as “6” (DEFAULT) for versions 10.0.1.0 and higher - use mipmaps exports as “1” (YES)
- Sid Meier’s Railroads: - new regression test - fixed import and export of specular colour - fixed alpha flags export - automatic integer extra data export for shader texture indices - automatic export of RRT\_Engine\_Env\_map.dds and RRT\_Cube\_Light\_map\_128.dds shader texture slots - import of extra shader textures, using extra integer data to find the right texture slot - bump (i.e. normal), gloss (i.e. spec), and reflection (i.e. emsk) are exported into the extra shader slots  
instead of in the regular slots
- minor cleanups in the code

### 3.2.31 Version 2.4.0 (25 Jan 2009)

- switched to using the standard logging module for log messages
- improvements for multi-material mopp import and export (but not entirely functional yet)
- improved self-validating bind position algorithm - geometries are transformed first to a common bind pose (if it exists, a warning is issued if no common bind pose  
is found) - some misaligned geometry pieces will now be aligned correctly with the armature, this is most notably with Morrowind imports
  - bone nodes are transformed to bind position in two phases, to reduce rounding errors - some bones that were not sent to the bind pose with the older algorithm will now be correct
- better Fallout 3 export options
- added export of Fallout 3 tangent space
- added export of Fallout 3 BSShaderPPLightingProperty for textures
- body parts can now be imported and exported via vertex groups
- fixed RuntimeError when importing mesh without faces

### 3.2.32 Version 2.3.13 (18 Nov 2008)

- better error message if the mesh has bone vertex group but no weights
- improved Civ IV bone flags export (0x6 for intermediate bones, 0x16 for final ones)
- support for double-sided meshes via NiStencilProperty and Blender’s double sided flag
- NiAlphaProperty flags now defaults to 0x12ED (more useful to modders)
- load bone pose script now works again with saved poses from older blends
- fixed numControlPoints attribute error when importing some kf files such as bowidle.kf (reported by Malo)
- Fallout 3 import (very experimental)

### 3.2.33 Version 2.3.12 (24 Oct 2008)

- activated CivIV kf file export (uses Oblivion style kf, experimental!)
- added an option to disable material optimization (prevents “merging”)

### 3.2.34 Version 2.3.11 (19 Oct 2008)

- fix for fresh skeleton import into blends imported with the older script versions (again reported by periplaneta)

### 3.2.35 Version 2.3.10 (18 Oct 2008)

- fix for skin exports from blends imported with older script versions reported by periplaneta)

### 3.2.36 Version 2.3.9 (12 Oct 2008)

- improved installer to point to Python 2.5.2 instead of Python 2.6 if Python installation is not found
- improved the test suite - allow comparison between imported and exported nif data - exported skinning data is now tested against imported skinning data
- added common base class for importer and exporter, for code sharing
- fixed bone correction application which would fail under certain circumstances
- epydoc documentation can now be generated and is included with the installation

### 3.2.37 Version 2.3.8 (27 Sep 2008)

- convert Bip01 L/R xxx to Bip01 xxx.L/R on import, and conversely on export (contributed by melianv, issue #2054493)
- fix for multi-material geometry morph (shape key) import and export
- show versions of scripts, Blender, and PyFFI, in import/export dialogue (issue #2112995)
- new export dialogue options to determine Oblivion weapon location as NiStringExtraData Prn value (issue #1966134)

### 3.2.38 Version 2.3.7 (25 Aug 2008)

- fixed export of cylinder radius on scaled objects

### 3.2.39 Version 2.3.6 (19 Aug 2008)

- added import of bhkNiTriStripsShape collisions
- fix for an exception when mixing mopps with other primitive shapes
- updated deprecated IPO and curve methods in keyframe export code
- improved FPS estimation on import
- check IPO curve completeness on export (solves the “NoneType has no evaluate attribute” problem)

- fixed scale keys import and export

### **3.2.40 Version 2.3.5 (25 Jul 2008)**

- quick bug fix if you had multiple materials in your mopp

### **3.2.41 Version 2.3.4 (24 Jul 2008)**

- fix for megami tensei imagine collision import
- on merge, do not skip keyframe controller block if the controller is not found in original nif file; instead, add a controller to the node in the nif file
- installer fixes for Vista and Blender 2.46
- updated for PyFFI 1.0.0, which includes the new mopp generator based on havok's recently released SDK
- removed mopp option from export config dialogue (they are now always generated)
- preserve the "skin", "dynalpha", ... material names
- fixed material merge bug
- fix for nif imports with more than 16 materials per mesh (the materials will not be merged in that case)

### **3.2.42 Version 2.3.3 (May 27, 2008)**

- updated installer to make sure PyFFI 0.10.9 is installed

### **3.2.43 Version 2.3.2 (May 27, 2008)**

- B-spline animations are now also imported
- new scripts to save and load current pose of bones to a text buffer this is useful when changing existing animations and starting/ending pose must be copied over from an existing animation)
- transform controller and interpolator also exported on the Bip01 node on Oblivion skeleton exports
- exporter no longer creates a NiTextKeyExtraData block on skeleton exports

### **3.2.44 Version 2.3.1 (Apr 13, 2008)**

- new script to set bone priorities on multiple bones at once
- Oblivion skeleton import and export including havok and constraints
- also import collision on scene root
- new settings in export dialogue to set material and extra havok presets for creature and weapon
- support for NiWireframeProperty via material WIRE mode
- furniture marker export
- prevent merging of EnvMap2 materials with other materials
- import of type 2 and 3 quaternion rotations
- import and export of BSBound bounding boxes for creatures

- many other minor enhancements

### **3.2.45 Version 2.3.0 (Mar 30, 2008)**

- Import/Export: experimental support for Oblivion animation - added keyframe file selection to import dialogue
  - kf file is merged with nif tree on import - includes text keys import from kf file - length 1 animations are exported as interpolators without further transform data, and interpolators without further transform data are imported as length 1 animations
    - bone priorities via NULL bone constraint name (“priority:xx”)
    - fixed Euler rotation animation import (contributed by ahkmos)
    - bspline data is skipped on import
    - only tested on character animations (skeletonbeast.nif + any of the character/\_male keyframe animations that don’t contain bsplines)
- install.bat for quick windows installation

### **3.2.46 Version 2.2.11 (Mar 21, 2008)**

- Export: NiVertexColorProperty and NiZBufferProperty blocks for Sid Meier’s Railroads

### **3.2.47 Version 2.2.10 (Feb 26, 2008)**

- Export: fix for a bug in reflection map export

### **3.2.48 Version 2.2.9 (Feb 22, 2008)**

- Import/Export: support for billboard nodes via TRACKTO constraint
- Import: re-enabled embedded texture support (they are saved to DDS)

### **3.2.49 Version 2.2.8 (Feb 11, 2008)**

- Export: more informative error messages if the mesh has no UV data and if the texture of type image has no image loaded
- Export: fixed NiGeomMorpherController target

### **3.2.50 Version 2.2.7 (Jan 11, 2008)**

- Export: fixed exception when mesh used material with vcol flags enabled but without any vertex colours present
- Import: strip “NonAccum” from the name when checking for node grouping
- Import: fixed misaligned collision boxes (sometimes you still have to switch to edit mode and back to align them correctly, seems to be a Blender bug)

### 3.2.51 Version 2.2.6 (Jan 8, 2008)

- Installer: fixed required PyFFI version

### 3.2.52 Version 2.2.5 (Dec 18, 2007)

- Export: fixed bug in UV map export with smooth objects

### 3.2.53 Version 2.2.4 (Dec 10, 2007)

- Import: fixed face orientation of imported bhkPackedNiTriStripsShapes
- Import: also import collisions of non-grouping NiNodes

### 3.2.54 Version 2.2.3 (Dec 8, 2007)

- Import/Export: added support for gloss textures (use MapTo.SPEC)
- Import/Export: added support for dark textures (use MapTo.COL and blendmode “darken”)
- Import/Export: added support for detail textures (add a second base texture, that is, MapTo.COL)
- Import/Export: added support for multiple UV layers
- Import: removed broken pixel data decompression code, so recent nif versions with embedded textures can import (e.g. the copetech nifs)

### 3.2.55 Version 2.2.2 (Dec 2, 2007)

- Import/Export: support for Morrowind environment maps and bump mapping via NiTextureEffect blocks (set Blender Map Input to “Refl” for the NiTextureEffect texture, see release notes for more details)
- Import/Export: support for the bump map slot (Map To “Nor” in Blender)
- Import: fixed a bug which caused material duplication if materials were shared between more than one NiTriShape/NiTriStrips block
- Import: various small code improvements

### 3.2.56 Version 2.2.1 (Nov 27, 2007)

- Import: havok blocks (still experimental, but seems to work on most nifs)
- Export: use bhkRigidBody instead of bhkRigidBodyT
- new tester for Blender import and export of havok related blocks
- fixed a bug in the uninstaller (it would not remove the weightsquash script)

### 3.2.57 Version 2.2.0 (Nov 19, 2007)

- Export: new settings for Oblivion to control rigid body parameters and material
- Export: calculation of mass, center of gravity, and inertia tensor in rigid body, which is useful for non-static clutter
- Config: refactored the config GUI to get rid of most geometry parameters when drawing the GUI
- updated hull script for quickly creating approximate convex bounding shapes
- the hull script will only hull selected vertices when you run the script in edit mode

### 3.2.58 Version 2.1.20 (Nov 3, 2007)

- Import/Export: updated for PyFFI 0.6
- Export: ignore lattices when checking for non-uniformly scaled objects
- Export: ignore name when avoiding duplicate material properties
- Test: added babelfish and Oblivion full body import/export tests

### 3.2.59 Version 2.1.19 (Oct 26, 2007)

- Import/Export: emulate apply mode via Blender's texture blending mode

### 3.2.60 Version 2.1.18 (Oct 25, 2007)

- Export: recycle material, alpha, specular, and texturing properties

### 3.2.61 Version 2.1.17 (Oct 23, 2007)

- Test: unselect objects when running each test (prevents duplicate exports)
- Import: new option to import bones with original nif matrices (useful in some cases where you do not want to bother with the correction matrices)
- Import: some minor optimizations and code cleanups
- Import: changed some lists to generators to save on memory
- Import: fixed trivial bug in get\_blender\_object
- Export: improved progress bar
- Export: warn when skin partition settings could be improved on Oblivion export
- Export: check Blender objects on non-uniform scaling before export so you do not need to wait too long before the scripts complain about it

### 3.2.62 Version 2.1.16 (Oct 21, 2007)

- Import: inform about the name of Blender object and nif block when losing vertex weights
- Import: update scene even if the import fails
- Import: fixed error with parentship if you imported a skeleton without selecting anything
- Import: new experimental option for importing meshes and parenting them to the selected armature (it seems to work pretty well for Oblivion meshes but not so good on Morrowind meshes)
- Import: improved Morrowind skeleton import (for example via base\_anim files)

### 3.2.63 Version 2.1.15 (Oct 19, 2007)

- pycheck: added pychecker script (see <http://pychecker.sourceforge.net/>)
- test: added test script to automatically run importer and exporter on a range of selected nif and blend files
- Import/Export: PyFFI 0.5 is now required; the Blender scripts can now read and write a whole range of new nif versions (see PyFFI ChangeLog for details)
- Import/Export: small GUI improvements
- Import: ignore NiCamera root blocks instead of raising an exception on them
- Import: fixed a bug preventing animation import
- Import: fixed some progress bar issues
- Import: fixed bug in case of armature parents another armature (i.e. solstheim's ice minion raider), this is still not working perfectly but at least the import completes without raising exceptions
- Import: `IMPORT_` prefix for realigning option (in accordance with all other keys)
- Import: removed duplicate calculation of armature inverse matrix
- Import: replaced the deprecated method of linking armature to the scene
- Export: improved flatten skin so it works better in some cases

### 3.2.64 Version 2.1.14 (Oct 14, 2007)

- Import: fixed a transform bug which was introduced in 2.1.13, skinned geometries had their transform applied twice, so this fixes import of those skinned models that do not have a unit transform.
- Export: fixed a typo
- Import/Export/Config/GUI: restructured the scripts, in particular the import script has been transformed into an OOP class, so it requires no more globals for various settings. All gui and config related things have moved to a new `nif_common.py` library, as well as some common settings such as checking for Blender and PyFFI version. The result is that the code has been substantially simplified. The import and export script now also use exactly the same system to run the config gui.

### 3.2.65 Version 2.1.13 (Oct 13, 2007)

- Import: fixed transform error while joining geometries (this mostly affects the import of collision geometries)
- Import: optimized morph import yielding fewer array lookups and faster code
- Import: simplified texture searching and better Linux support by looking for lower case versions of names too
- Import: automatically remove duplicate vertices after joining Morrowind collision geometries

### 3.2.66 Version 2.1.12 (Oct 11, 2007)

- Import: provide sensible error message on kf import
- Export: set flags to 0x000E for Oblivion ninodes and nitrishapes/nitristrips
- Export: automatically set Blender collision type, draw type, and draw mode on old style (RootCollisionNode named mesh) Morrowind collision export

### 3.2.67 Version 2.1.11 (Oct 3, 2007)

- Export: complain about unweighted vertices and select them, instead of adding an extra bone (this is a better alternative to the Scene Root.00 “feature” which was pretty frustrating at times when you had to hunt down unweighted vertices)
- Export: switched to using Mesh instead of using the deprecated NMesh
- Export: fixed frame time bug
- Import: removing dummy index does not properly delete the vertex from the mesh (yielding errors in the vertex key data), so reverted back to shift checking algorithm to fix face index order; the vertex order is shifted in place yielding simpler code and faster performance
- Import: removed \_bindMatrix zombies, other minor cleanups
- Config: check Blender version and raise an exception if Blender is outdated

### 3.2.68 Version 2.1.10 (Sep 27, 2007)

- Export: fairly large restructuring of the code, the Python modules are only loaded once
- Export: fixed alpha controller export
- Export: removed disfunctional material color controller export
- Export: added a timer
- Export: new option to merge seams between objects, if you separated meshes in different parts then on export often seams could appear between the parts (the better bodies meshes are good examples of this problem), now there is an option to recalculate the normals on seams between objects on export (for better bodies the result is a seamless body on re-export)



### 3.2.69 Version 2.1.9 (Sep 21, 2007)

- Export: new option to force dds extension of texture paths
- updated hull script for quickly creating bounding spheres

### 3.2.70 Version 2.1.8 (Sep 17, 2007)

- Export: new padbones option which pads and sorts bones as required by Freedom Force vs. The 3rd Reich
- Export: automatic settings for Freedom Force vs. The 3rd Reich
- Export: compacter GUI
- new script for quickly creating bounding boxes

### 3.2.71 Version 2.1.7 (Sep 9, 2007)

- Import: trishapes/tristrips of grouping NiNodes are merged on import and the resulting merged mesh is named after the grouping NiNode
- Import: 'Tri ' prefix is no longer removed from the name
- Import: simplified UV import and vertex color import code
- Import: fix for import of nifs with trishape/tristrip root
- Export: a simplified heuristic for naming blocks
- Export: raise exception if bone names are not unique
- Export: fixed exception when the bone name or armature name was very long
- Import/Export: support for Morrowind collision shapes using a polyhedron bounds shape

### 3.2.72 Version 2.1.6 (Sep 5, 2007)

- Import: Morrowind - better skeleton only import for better bodies
- Import: Morrowind - better import for better bodies
- Export: make 'Bip01' root node also the root of nif tree

### 3.2.73 Version 2.1.5 (Sep 2, 2007)

- Export: mopps for packed shapes
- Export: always strip texture paths (except for Morrowind and Oblivion)
- Import: shared texture folder detection for CivIV
- Import: assume stub has the alpha channel if the texture was not found and alpha property is present; this will ensure that NiAlphaProperty is written back on export

### 3.2.74 Version 2.1.4 (Aug 29, 2007)

- Export: fixed more bugs in bhkConvexVerticesShape
- Export: NiVertexColorProperty and NiZBufferProperty blocks for CivIV

### 3.2.75 Version 2.1.3 (Aug 19, 2007)

- Installer: also check in HKCU for registry keys of Python and PyFFI (fixes rare installation issue, see bug #1775859 on the SF tracker)
- new script for reducing the number of influences per vertex, running this script before export helps if the skin partitioning algorithm complains about losing weights

### 3.2.76 Version 2.1.2 (Aug 17, 2007)

- Installer: make sure user is admin (“fixes” the Vista bug)
- Import: parent selected objects to armature when importing skeleton only
- Import/Export: Python profiler support (read Defaults.py for details)

### 3.2.77 Version 2.1.1 (Aug 14, 2007)

- Installer: open download page if dependency not found
- Export: make ‘Scene Root’ node scene root
- Export: quite a few bug fixes in Oblivion collision export, saner settings
- Export: option to toggle the use of bhkListShape
- Import: fix for skeleton.nif files
- Import: reverted to 2.0.5 bone import system if the bone alignment is turned off, looks much better for Oblivion imports

### 3.2.78 Version 2.1 (Aug 12, 2007)

- Export: added support for Oblivion collisions - bhkBoxShape (from Blender ‘Box’ bounding shape) - bhkSphereShape (from Blender ‘Sphere’ bounding shape) - bhkCapsuleShape (from Blender ‘Cylinder’ bounding shape) - bhkPackedNiTriStripsShape (from Blender ‘Static TriangleMesh’ bounding shape) - bhkConvexVerticesShape (from Blender ‘Convex Hull Polytope’ bounding shape); Note that many of the settings are not well understood, so you probably still have to tweak the collision settings in nifskope. But at least the collision geometries should be properly exported.
- Export: fixed another bind position transform bug (reported by Corvus)
- Export: fixed a few other minor bugs

### 3.2.79 Version 2.0.7 (Aug 8, 2007)

- Import: added support for multiple skeleton roots
- Import: better support for meshes/armatures parented to bones
- Import: added option to send bones to bind position
- Import: added option to control the application of skin deform
- Export: added option for stripification and strip stitching
- Export: fixed issue with non-uniform scaling on Freedom Force vs. 3rd Reich nifs
- Export: fixed issue with skin partition creation on older nif versions (such as Freedom Force vs. 3rd Reich nifs)
- Export: fixed problem with meshes sharing the same vcol lighting enabled material but not all having vertex weights (such as the Oblivion steel cuirass); the exporter now issues a warning rather than throwing an exception
- Export: fixed skin bounds calculation

### 3.2.80 Version 2.0.6 (Aug 6, 2007)

- Import/Export: fixed various transform errors
- Import: frames/sec detection
- Import: new and more reliable skinning import method
- Export: new options to control the export of skin partition

### 3.2.81 Version 2.0.5 (Jul 30, 2007)

- Import: new option to import skeleton only
- Export: new options to export animation
- Export: 10.2.0.0-style transform controllers (includes Oblivion)
- Export: Morrowind style .kf files
- Export: fixed morph controller and morph data export
- Export: fixed getTransform on Zoo Tycoon 2 creatures

### 3.2.82 Version 2.0.4 (Jul 23, 2007)

- Import: fixed a few skin import transform errors (Morrowind better bodies, Oblivion armour)

### 3.2.83 Version 2.0.3 (Jul 22, 2007)

- Export: fixed skin export in case some bones did not influence any vertices
- Export: fixed transform error in skinned meshes such as better bodies and Oblivion skeleton
- Export: support for 20.3.0.3 and 20.3.0.6 (experimental)

### 3.2.84 Version 2.0.2 (Jul 16, 2007)

- Import/Export: fix for config problem if nifscripts.cfg did not exist yet

### 3.2.85 Version 2.0.1 (Jul 14, 2007)

- Import: fix in transform of some skinned meshes
- Import/Export: simple local install script in .zip for Linux

### 3.2.86 Version 2.0 (Jul 12, 2007)

- Import/Export: switched to PyFFI, support for NIF versions up to 20.1.0.3
- Import/Export: GUI revamped
- Export: tangent space calculation
- Export: skin partition calculation
- Export: skin data bounding sphere calculation
- Export: flattening skin hierarchy for Oblivion

### 3.2.87 Version 1.5.7 (Jul 13, 2006)

- Import: further fix on zero length bones.
- Export: fixed export of unnamed objects.
- Export: fixed export of meshes parented to other meshes.

### 3.2.88 Version 1.5.6 (Jun 19, 2006)

- Export: fixed export of multi-material meshes.
- Export: fixed export of zero-weighted vertexes.

### 3.2.89 Version 1.5.5 (Jun 15, 2006)

- Import: fixed import of zero length bones.
- Export: fixed export of meshes with no parents.

### 3.2.90 Version 1.5.4 (Jun 12, 2006)

- Export: fixed a bug in `apply_scale_tree`

### 3.2.91 Version 1.5.3 (Jun 10, 2006)

- Export: fixed an issue with skinned models (clothing slots now no longer require to be applied transformation with NifSkopec)
- Import: fixed import of animation keys
- Export: no more empty NiNode at the end of bone chains
- Export: optimized the export of single material, non-animated meshes.
- Import/Export: bone names are restored

### 3.2.92 Version 1.5.2 (Apr 19, 2006)

- Export: new option `APPLY_SCALE` (on by default) which resolves TESCS selection box issue and a 1.5 incompatibility problem
- Import/Export: full Python installation no longer needed
- Export: keyframe data realigned as well (should allow us, in theory, to re-export base animation files)
- Export: transform fix on dummy tail NiNodes
- Import: if texture not found, a stub is created
- Export: bone optimization fix
- Import: realignment is now always automatic
- Import/Export: correction on 1.5.1 ChangeLog, you'll still need the Bip01 spell, but we're getting closer

### 3.2.93 Version 1.5.1 (Apr 13, 2006)

- Export: a 20.0.0.4 bug is fixed
- Import/Export: restoring bone matrices, no longer need for NifSkopec's Bip01 spell
- Import: animated nodes that aren't bones have their animation imported too
- Import/Export: scaling fix
- Import: initial attempt to use the original NIF bone matrices if auto-align is turned off

### 3.2.94 Version 1.5 (Mar 21, 2006)

- Import: fix for models that have a NiTriShape as the root block
- Import: added config option to retain bone matrices
- Import: full animation support, animation groups and keyframes
- Import: detects invalid / unsupported NIF files
- Export: bugfix in animation export
- Export: bugfix in vertex weight export
- Export: large model fix (now supports up to 65535 faces/vertices per mesh)
- Export: writes a dummy node on final bones to retain bone length when re-imported

### 3.2.95 Version 1.4 (Feb 12, 2006)

- Import: completely rewritten, uses Niflib now just like the exporter
- Import/Export: support for all NIF versions up to 20.0.0.4!!
- Import/Export: corrected specular import/export (thanks NeOmega)
- Import/Export: hidden flag via object wire draw type
- Import: full skinning support (but still no animation)
- Import: better bone length estimation, automatic alignment

### 3.2.96 Version 1.3 (Jan 21, 2006)

- Import/Export: Vertex key animation support (geometry morphing).
- Export: Bugfix in bone animation export (transformations sometimes wouldn't show up correctly before).
- Import: Improved bone length calculation.
- Export: Added NIF v10.0.1.0 support.
- Export: Skinning bugfix for multi-material meshes.
- Export: Vertex weight calculation optimized, and no more annoying console messages!
- Export: Embedded textures reestablished.

### 3.2.97 Version 1.2 (Dec 23, 2005)

- Import/Export: updated for Blender 2.40
- Export: now uses Niflib, which implies that it runs much faster, the code is much cleaner, and multiple NIF version support is in the making
- Export: replaced old crappy config file system with Blender's native Script Config Editor system
- Export: new feature - texture flipping
- Export: new feature - export of bones, armatures, and vertex weights (finally!!!)
- Export: packed texture feature has been temporarily dropped; this functionality is being transferred to Niflib

### 3.2.98 Version 1.1 (Oct 31, 2005)

- Export: Fixed bug pointed out by Sabregirl, on mesh\_mat\_shininess.
- Export: Applied m4444x's patches to the exporter (texture flipping), changed names, included exporter readme file.
- Import/Export: Changed the licensing to BSD.
- Import: Added support for texturing in the editor 3D view. Now the textures will show up in textured mode if loaded.
- Import: NiMorph Controllers that m4444x coded. Haven't tested it, but it doesn't break the previous functionality, so it should be fine
- Export: Added an option for stripping the texture's file path
- Export: Support for subsurfed meshes (display level).
- Export: Vertex export method improved, extreme speedup!
- Import/Export: Transparency support improved.
- Import: Small fix in the import of vertex colours.
- Import: Autodetect Morrowind style texture path; if you load a NIF from `..\meshes\..` then the importer will look in `..\textures\*` for the NIF textures.
- Export: Fixed animation group export.
- Import: Multiple texture folders.
- Import/Export: number of vertices and number of faces is unsigned short: fix in importer, and added range check in the exporter.
- Import/Export: Added glow mapping.
- Export: Fixed texture flipping
- Import/Export: Config file support.
- Import/Export: Now we have a GUI for setting various options.
- Import: Solved problem with textures embedded in NIF file; textures will not load but the script will still load the meshes.

### 3.2.99 Version 1.0 (Oct 12, 2005)

- Initial bundled release of the importer v1.0.6 and exporter v0.8 on SourceForge.

## 3.3 Contributing

### 3.3.1 Contributions Overview

The project is always looking for people to contribute to the project! The following rules are guidelines for the various forms of contributions.

### Code Contribution Process

Contributions should always be made through GitHub's Pull Request (PR) feature, branched from latest *develop* branch. This repo comes with a template for Pull Requests and should be fully completed.

Once the PR is submitted, the `@niftools/blender-niftools-addon-review` team is automatically notified and will start a discussion process. This can include ensuring the commit is beneficial to the project as a whole, is appropriately scoped, discuss any issues regarding the design, and ensuring all requirements are met. This is an iterative process; additional commits can be appended at any time based on PR discussion to the source branch and will be automatically included in the PR.

There are three conditions any contribution to the codebase should respect: - Clean, commented implementation that doesn't break existing functionality - Tests to prove the implementation works and regression is still green - Appropriate documentation updates

Merging of the PR is at the discretion of the `"@niftools/blender-niftools-addon-merge"` team. These are not exclusive conditions for a contribution to be accepted but generally enforced as close as possible to ensure quality.

### Code

The general rule of thumb is to see what has gone before, but if your way is better, ensure you demonstrate that to the review team.

- Adhere to the existing conventions, read main documentation for developers.
- Code should be as easy to read as possible.
- Comments should help break down complex behavior. If the behavior is too complex, group the code into logical chunks, or extract it into functions to make it easier to understand the code.
- Docstrings to describe the intention, not implementation, and are required.
- Self-describing code is good and may provide functionality, but it's useless if it doesn't do what is actually needed.

### Testing

Our template includes sections relating to ensure appropriate testing has been completed.

- If you change the behavior of part of the code, you should try to change the relevant tests to adapt to the new behavior.
- If a test fails, it *must* be fixed either in the test or the code.

Whenever possible, for every API additions add either unit or integration tests. The template requires documenting any tests changes in the Pull Request. Expect questions about any test updates or deletions.



## Documentation

Documentation is used by both users and developers and is published alongside the code.

- Any updates that add, remove or modify behavior require corresponding documentation updates to ensure that user is informed of all software functionality
- Supporting developer documentation should be updated with relevant changes, design decisions, etc.

## Reviewer Contribution

The review group is to ensure that contributions are openly discussed, people can participate in the development process and ensure the quality of development

- If you are interested in joining the review group to give your input on contributions, talk to the @nifttools/core team to be added as a reviewer. You will automatically receive notifications for any PR related to this repo.

## Release Process

When all issues in a milestone are complete, a release branch is created from the *dev* branch, tagged, log updates and PR done towards *master*.

- The project uses the ``Python versioning scheme <<https://www.python.org/dev/peps/pep-0440/#public-version-identifiers>>``\_
- A release will always include an accompanying version change, but the reverse is not true: the version can change without a release. After being merged, a release will be officially released using the GitHub release system.

## 3.4 Authors

### 3.4.1 Current developers

- neomonkeus
- Hendrix

### 3.4.2 Former developers

- Amorilia
- Brandano
- Ghostwalker71
- m4444x

### 3.4.3 Contributors

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- Pacificmorrowind
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## INDICES AND TABLES

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