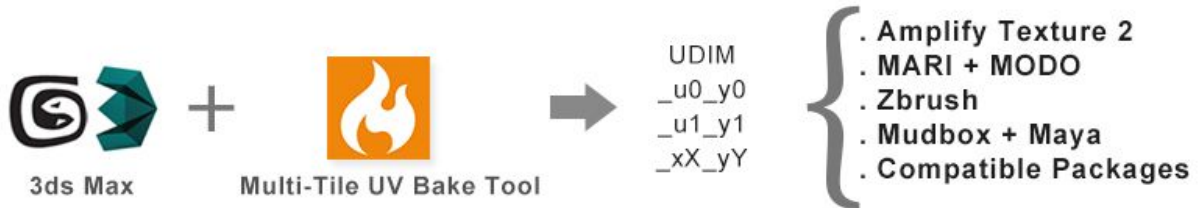


Multi-Tile Bake Tool - Manual Installation



Use this method if you're unable to run 3ds Max with administrator rights.

1. Close 3ds Max and open *Macro_BakeTextures.mcr*
(*Your_3dsMax_Folder/MacroScripts/ or, if necessary, UI/MacroScripts/*).
2. Add the following function around line 1660, before "on bRender pressed do if workingObjects.count != 0 do".

```
//Custom Function
function myBakes objList =
(
    print "myBakes Begin"
    selectedObjects = objList
    print objList
    selection = objList
    OnObjectSelectionChange()
    print workingObjects
    BatchBake workingObjects
    print "myBakes End"
)
```

3. Save *Macro_BakeTextures.mcr* and open 3ds Max.
4. You can now use the tool by simply dragging and dropping *MultiTileUVBake.mse*, or *MultiTileUVBakeTrial.mse* when using the trial version, into the viewport. Alternatively, you can place the script in your 3ds Max script folder and setup a Toolbar shortcut.