Blender Exporter
(Python Addon)

1. Installation

a. Decompress io_scene_xsg.zip into io_scene_xsg folder & copy into :

[blender]\scripts\addons_core directory

Or (legacy)

[blender]\scripts\addons directory

... where [blender] is where you have blender installed

b. Start Blender.

File -> User Preferences

i.   Select Community from Supported Level
ii. Select Import-Export from Categories
iii. Check Infinity 3D Web Browser Exporter
iv. Click Save User Settings.
v.   Close Blender User Preferences window.

2. Test

Download Infinity Blender tutorial from : http://advance-software.com/download/tools/blender

Work through Infinity Blender tutorials.

3. Avatar Replacement

You can use this exporter to replace the default Infinity avatar.

The avatar is stored in the following directory :

C:\Users\[User]\AppData\Local\Infinity_library\avatars\default which we refer to as [avatar].

… where [User] is your user directory.

1. Create an animated skinned mesh in blender with a walk cycle. Ensure there are no lights in the avatar scene unless this is intended.

2. Export with "Export Animation" ticked to [avatar]/walk.xsg and another to [avatar]/fast.xsg

3. Edit [avatar]/config.txt using a text editor – change the version to "0". This tells infinity you have a custom avatar that you don't want it to replace with its standard default.