

Vue Installation Instructions

GameBox Vue packages are provided as a .zip file which allows easy transfer of several files as one and also transfer of a smaller sized file. As this package is compressed, you will need to uncompress it using a suitable utility. Windows systems have this facility as part of the operating system or you can download one of many free applications from the Internet.

Any Vue packages provided by GameBox do not 'self-install' allowing you to choose the location you want to install them. This makes it easier to find when using Vue and also to back up your purchased products.

All GameBox Vue packages consist of one or more 'object' file/s which are all self-contained. Because of this, the file/s can be installed in any suitable location or folder on your system. We would suggest installing (copying) the file/s to either :

- an appropriate folder within the standard Vue installation structure on your computer
- a separate folder to the Vue structure named appropriately

Before installing your purchased product/s, unzip the GameBox package to a suitable location.

For installing in the Vue folder structure :

- find the folder you installed Vue to eg. c:\Vue10
- within this folder is an 'Objects' folder
- within this folder are several folders as categories for the various objects eg. Architecture, Exterior, Vehicles etc.
- select one of these folders and copy your purchased GameBox .vob file/s to it
- or, create a new folder in the Objects folder such as GameBox then copy your purchased GameBox .vob file/s to it

- if you have purchased Materials or Atmospheres, select the appropriate folder rather than 'Objects'
- follow the above install instructions

For installing in your custom folder :

- create a new folder where you prefer and name it appropriately
- copy your purchased GameBox .vob file/s to this folder

In both cases, remember the folder where you installed your GameBox files.

Accessing your products from within Vue

To load a GameBox model from within Vue do the following :

- open a new or existing scene
- select Load Object option which will display a file browser showing the default Vue collections (folders)

If you used the standard Vue folder structure:

- select this collection/folder then select the model to load

If you created a new folder for your GameBox models:

- select the New Collection option
- this will show a listing of the folders on your system
- navigate to the folder you created and select it

- you will then have an option to rename this Collection if you wish
- select your required item and load it
- when you run Vue from now on, this Collection will be available for use

If you are having any installation issues contact support via our website
www.gameboxstudios.com.au/contact.aspx