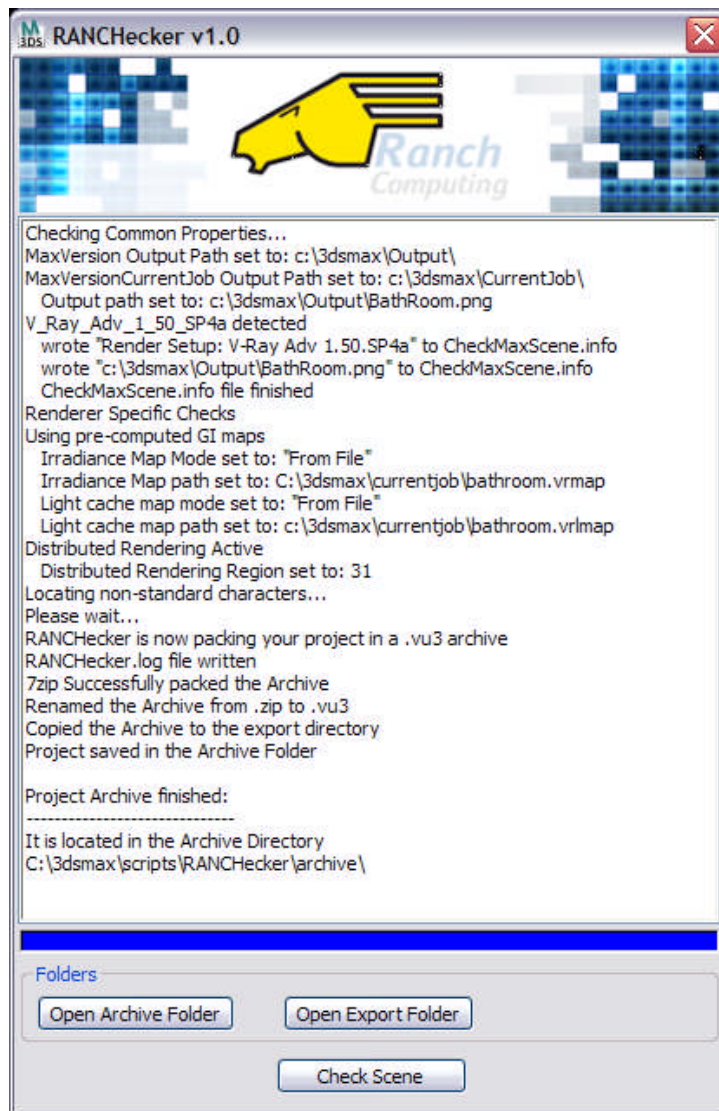


RANCHecker is a 3ds Max plugin developed by the RANCH to help you prepare your project before uploading it to the RANCH.

RANCHecker does all the dirty work for you: it gathers all the textures used by your scene, includes the GI maps if used, verify that you have correctly set up the rendering parameters, change file paths if necessary, asks you the right questions... and finally compiles your projects in a .VU3 archive file, ready to upload to the RANCH! With RANCHecker, sending a project to the renderfarm is a trivial task.



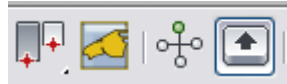
That is why we highly recommend you use RANCHecker. If you don't, the project preparation will need more time, with a higher risk of error. It is easy to forget to check a square, to set the correct file paths or to include a missing texture when you do everything manually... particularly if you are in a hurry. RANCHecker will do all that for you!

RANCHecker can run on most 3ds Max versions, except very old ones.

To install RANCHecker, follow these steps:

First of all, **if your operating system is Windows 7 or Windows Vista, make sure you launch 3ds Max as an Administrator**, otherwise the script may not be able to install itself properly (this is particularly true if you have installed 3ds Max in the default 'Program Files' directory).

1. Download [RANCHecker\\_3dsMax.zip](#) and unzip the archive on your hard disk.
2. In 3ds Max, select *MAXScript->Run Script* and browse to select [RANCHecker.mzp](#).
3. To create the RANCHecker button in the 3ds Max toolbar, select *Customize->Customize User Interface*, go to the *Toolbar* tab, *Category:"RANCHecker"*, and drag the name "RANCHecker" to the toolbar.



4. Click on the toolbar button you just created to run the plugin.

With the plugin launched and a scene loaded in 3ds Max, click on the *Check Scene* button to prepare the project for the RANCH. That's all!