XFormer v2.5.9 for 3Ds Max 2016-2025
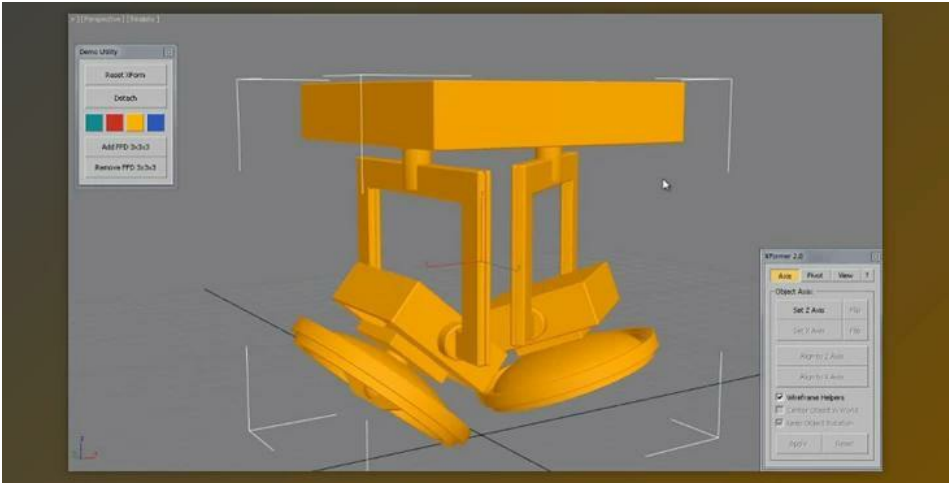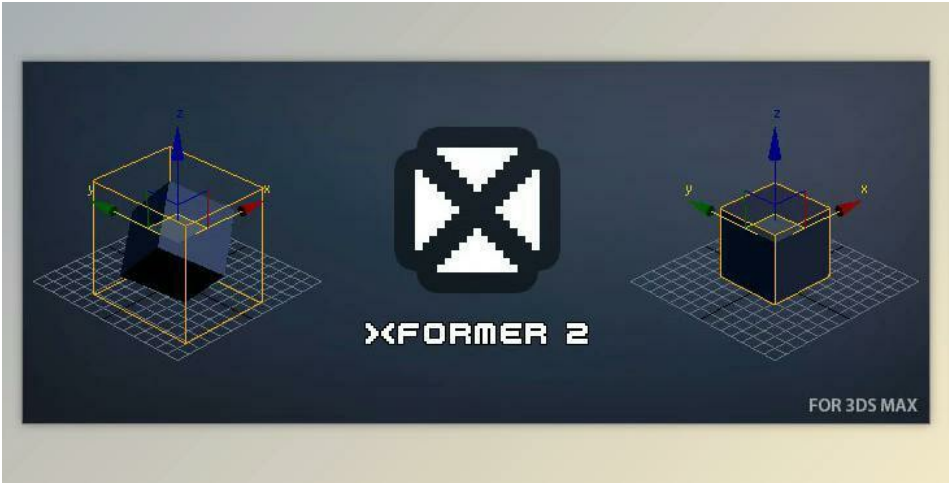
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XFormer is a utility designed to recover the transformation of objects in 3ds Max. This tool is useful in scenarios such as resetting a model transformation matrix, detaching parts of an object, or importing misaligned models.

What do we need to do to restore the transformation of objects in 3ds Max?

You can use "XFormer" to design your project.

XFormer supports Poly and Mesh objects and is compatible with 3ds Max versions 2016 to 2025.

"XFormer" Samples:

The latest update introduces several new features, including support for 3ds Max 2019, a Detach Utility, a display of Object Bounding Box, Axis Helpers Auto-size, and automatic preview alignment to the Z axis.

Additionally, it includes improvements like centering dialogs to the main window, remembering the last used position of the main UI dialog, and checking for updates. Some existing features have been enhanced, and bugs related to node transforms and axis redefinition have been fixed.

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