CEMERMAXLIBRARY – 3DS MAX

USER GUIDE

Version 1.6.1 · 06.11.2026

1. Overview

CemerMaxLibrary is a product library that opens inside 3ds Max. You find **Cemer / Parkfit** products by category, search and filters, and bring the product's **3D model (FBX)** into your open scene with one click on the **Add to Scene** button on the card. Every card shows the product's **FBX file size** (MB), so you know how much data you are about to download.

Feature	What it does
Product catalog	More than 800 products (name, code, age range, fall height, safety area); search, category tree and filters.
One-click add to scene	The **Add to Scene** button that appears over a card downloads the product's FBX model and imports it into the scene; the new objects come in selected and one Undo (Ctrl+Z) removes them.
Click to place	After **Add to Scene** you put the product at the point you **click in the scene**; the product is placed once (right-click / ESC cancels). 3D snap is on.
Safety area outline	The product's safety area boundary comes along as an **orange closed line**; it is linked to the product and moves / rotates with it. It is on its own layer (**Cemer Güvenlik Alanı**), which you can hide.
V-Ray materials	The materials of the added products (colour, texture, glossiness, bump, transparency, emission) are converted to **V-Ray materials**; the box is on by default when V-Ray is installed.
FBX file size	A badge at the bottom right of the card image (e.g. **11.6 MB**); for products with several variants each variant's size is written next to its name.
Unit and scale	Choose the model's unit (auto / mm / cm / m) and a scale factor before adding.
Opening a Planner layout	All the products in a **.cemerzone** file saved by Cemer Planner (AutoCAD) or CemerZone are set up in the scene at their positions and orientations with one click.
Favorites	Build your own favorites with the card's star; the favorites on your cemer.com account also appear under **Favorites**.
Independent window	The library opens in its own window; when you click 3ds Max it stays behind, and you bring it forward from the Cemer "C" icon on the taskbar.
One-click installer	The installer needs no administrator rights and finds the installed 3ds Max 2025+ versions by itself; no drag and drop.
Automatic updates	When a new version is released an **Update** button appears at the top of the window; it updates without closing 3ds Max.
Turkish / English	Switch the interface language with one click; the choice is remembered.

Workflow

Step	What you do	Section
1	Run the installer and restart 3ds Max.	2
2	Open the library from the **Cemer → CemerMaxLibrary** menu and sign in with your cemer.com account.	2
3	Search for the product or find it in a category; add it to your favorites with the star if you like.	4
4	Hover over the card, press **Add to Scene** and click the point in the scene where the product should go (you can set the unit, scale and options at the bottom first).	5
5	Or set up a layout you prepared in Planner with all its products using **Open layout**.	6

2. Installation and first launch

Requirements

- Windows 10 / 11 (64-bit) and **3ds Max 2025 or newer** (the interface runs on the PySide6 that ships with 3ds Max 2025; it does not open in 2024 and earlier).
- An internet connection (for catalog images, FBX models, sign-in and updates).
- A **cemer.com corporate account** (e-mail and password).

Installation

1. Double-click **CemerMaxLibrary_<version>_Kurulum.exe** (e.g. **CemerMaxLibrary_1.6.1_Kurulum.exe**). No administrator rights are needed.
2. The installer finds the 3ds Max 2025+ versions on the computer and copies the menu script and the toolbar icon for each of them; the library itself is installed to a single folder. The finish screen lists the 3ds Max versions it was installed for.
3. **Close 3ds Max completely and start it again**. A **Cemer** menu appears in the main menu bar.
4. If an old drag-and-drop (Install_Cemer.ms) installation exists, the installer removes its copy by itself.

> **Note:** The installer only copies files; it does not run .bat / .ps1 / .ms files. If 3ds Max is installed but has never been started, the installer creates its user folder by itself.

> **Warning:** If the finish screen says “3ds Max 2025 or newer was not found”, install 3ds Max, start and close it once, and run the installer again.

Opening the library

- In the 3ds Max main menu: **Cemer → CemerMaxLibrary**.
- You can also assign the **CemerMaxLibrary** command in the “Cemer” category to a toolbar or a hotkey with **Customize → Customize User Interface** (it comes with the Cemer “C” icon).

Sign-in and language

- Sign in with your cemer.com e-mail and password; if **Remember me** is ticked you are not asked again next time. Your password is never stored. The session is shared with other Cemer applications (e.g. Cemer Planner).
- Error messages: “Wrong email or password”, “This account does not have corporate (isCorporate) access”, “Too many attempts” (wait a moment), “Could not connect to cemer.com”.
- If the session expires you get “Your session has expired, please log in again”.
- Change the interface language with **Türkçe / English** at the top right; the window reopens in the new language without asking you to sign in again.

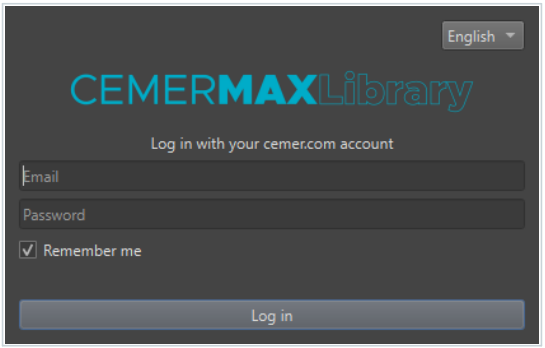


Figure 1 – Sign-in window

3. Interface tour

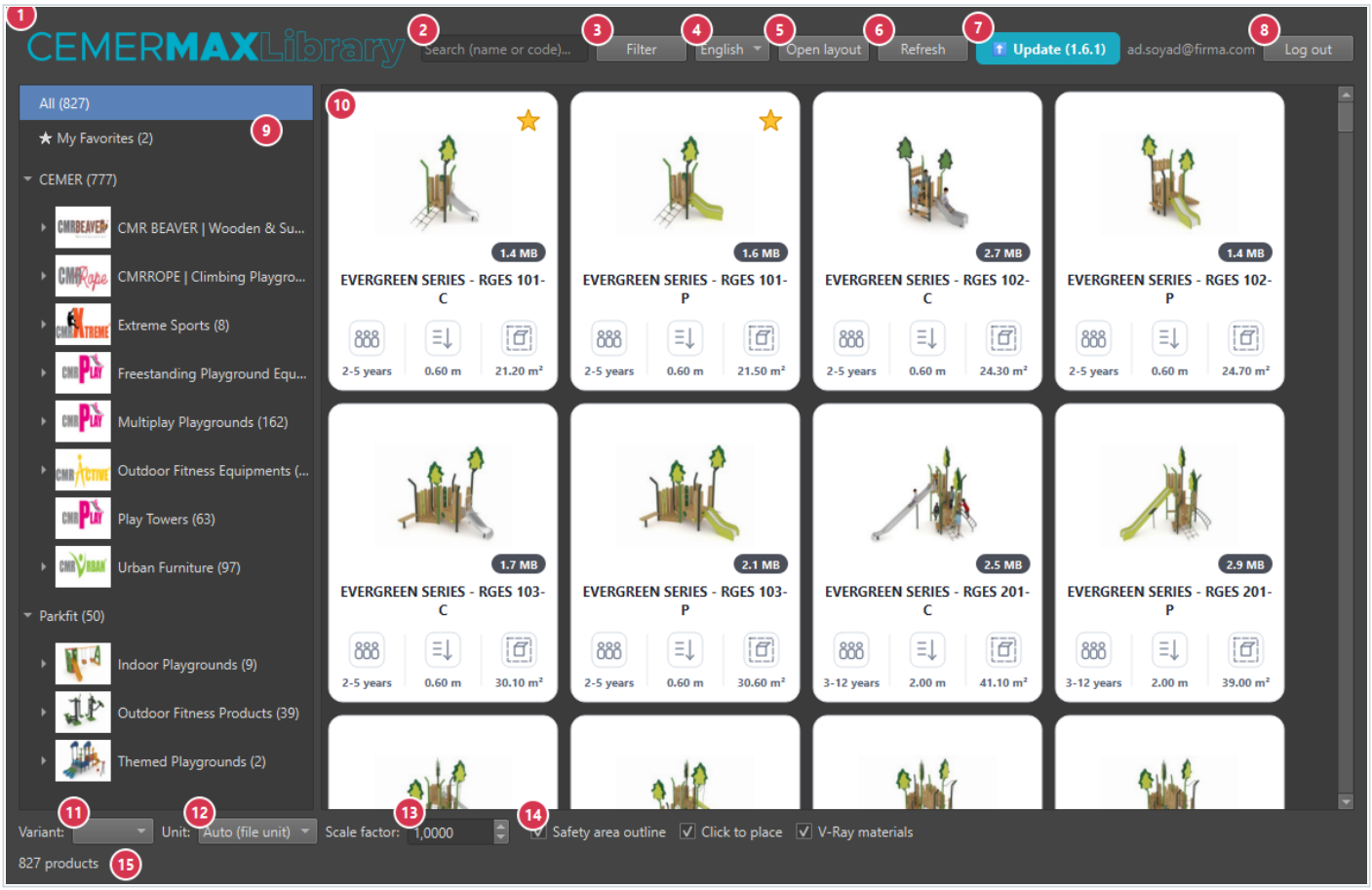


Figure 2 – Main window (numbers refer to the table below; the screenshot is an example)

No	Area	Description
1	Logo	The CemerMaxLibrary logo. The window title and the taskbar read **CemerMaxLibrary 1.6.1**; mention the version when asking for support.
2	Search	Instant search by product name or code.
3	Filter	Opens the filter panel: capacity, area, fall height, age range (Section 4).
4	Language	Türkçe / English.
5	Open layout	Pick a Planner / CemerZone layout file (.cemerzone) and set the products up in the scene at their positions and orientations (Section 6).
6	Refresh	Re-reads the catalog and fetches your cemer.com favorites again.
7	Update	Appears only when a new version is available (Section 7).
8	User · Log out	The signed-in account; **Log out** ends the session and returns to the sign-in window.

No	Area	Description
9	Category tree	All, Favorites, CEMER and Parkfit subcategories; the product count is written next to each.
10	Product cards	Image, name, age range, fall height, safety area (m^2); the FBX size at the bottom right, the favorite star at the top right. **Add to Scene** appears on hover.
11	Variant	The FBX variants of the selected product (the size is written next to the name).
12	Unit	Auto (file unit), Millimeters, Centimeters, Meters.
13	Scale factor	Enlarges / shrinks the added model (default 1).
14	Options	The **Safety area outline**, **Click to place** and **V-Ray materials** check boxes (on by default; the third is disabled without V-Ray; your choice is remembered) – Section 5.
15	Status bar	The number of listed products, download and add results.

4. Finding products and favorites

Searching and filtering

- The **search box** searches by product name or code (e.g. "RGSS 181"); the list narrows as you type.
- The **category tree** divides the products into groups (CEMER: Wooden Play Parks, Climbing Parks, Multiplay… · Parkfit: Indoor, Outdoor Fitness, Children's Playgrounds). Each category shows its product count.
- The **Filter** button opens the range filters: **Capacity** (people min / max), **Area** (safety area, m^2), **Fall height** (m) and **Age range** buttons. **Reset** clears them all.
- Search, category and filters work together; the status bar shows how many products remain.

The product card

- The product image on top, the name below it; at the bottom three values: **age range**, **fall height** (m) and **safety area** (m^2).
- The dark badge at the bottom right of the image is the product's **FBX file size** (e.g. "11.6 MB"). The size is known before downloading, so you can see very large models before adding them.
- When you hover over a card the tooltip shows the product name and (if any) the file size of each variant.

Favorites

- A **star** appears at the top right when you hover over a card; click it to add the product to your favorites (the star turns gold), click again to remove it. Favorite cards always show the star.
- **Favorites** is the union of two sources: the products you added yourself with the star (stored on this computer) and the favorites on your cemer.com account.
- Favorites that come from cemer.com cannot be removed in the library (they are managed on the website): pressing the star of such a product shows "This product is in your cemer.com favorites; remove it on the website".
- For favorites on cemer.com that have no 3D model in the library, the status bar tells you how many are not in the list.

5. Adding a product to the scene

Step by step

1. Hover over the product's card; the **Add to Scene** button and the star appear over the image.
2. (Optionally set the **Unit** and **Scale factor** at the bottom first; see below.)
3. Press **Add to Scene**. A progress bar and "Downloading… (11.6 MB)" appear at the bottom; the model is downloaded.
4. When the download ends the status bar says "Click in the scene where to place the product": **click a point in the 3ds Max viewport** and the product is placed there once. To cancel, **right-click or ESC**.
5. When done the status bar reads "'…' placed (n)"; the last placed product is **selected**. If it was a mistake, undo it with **Ctrl+Z** (each placement is its own step).

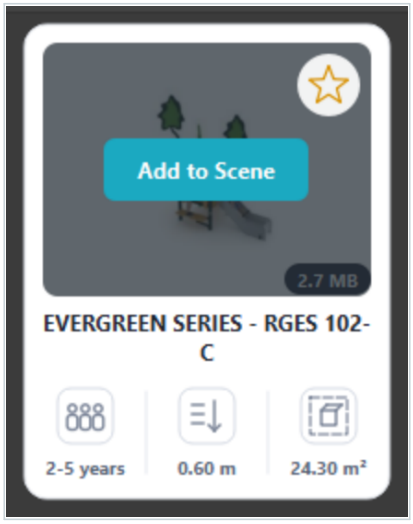


Figure 3 – The "Add to Scene" button and the favorite star that appear on hover

- **Double-clicking** a card also adds the product; a single click on the card only selects it.
- You cannot start a second add while a download or placement is running; press again when it finishes.
- Every product comes under a **Dummy** object named after the product code; move and rotate the product as one object from the Dummy. The objects go on the **Cemer** layer.
- Adding the same product a second time does not download the model again: downloaded files are kept on the computer (Section 10).

Safety area outline and click to place

The two check boxes at the bottom decide how adding works. Both are **on** by default; your choice is remembered.

Option	What it does
Safety area outline	Adds the product's safety area boundary (the same shape as the safety area drawing in Planner) to the scene as an **orange closed line**. The line is linked to the product's Dummy, so it follows when you move / rotate the product. The lines are on the **Cemer Güvenlik Alanı** layer, which you can hide and show.
Click to place	The product is put at the **point you click**, not at the scene origin. 3D snap is on, so clicking a corner / point puts it exactly there. The product is placed **once**; add it again for more of the same product. **Right-click or ESC** cancels and nothing is added.
V-Ray materials	Converts the product's materials to **VRayMtl** when importing (Physical and Standard materials): colour and texture go to **diffuse**, roughness to **reflection glossiness**, bump / normal map to **bump**, cutout to **opacity**, transparency to **refraction**, emission to **self-illumination**. Textures stay linked to the same files. If V-Ray is not installed the box is disabled and materials come in as they are. It works for Add to Scene, click to place and Open layout.

- With both off, the product comes in as before, at the position stored in the FBX (usually the scene origin).
- For products without safety area data no line is added; the status bar warns "no safety area data for this product" and the product is still added.
- The line is prepared so that it lines up with the safety sheet inside the product's own FBX. For products with no sheet or no match, Planner's data is used as it is; if a product's line does not match the product, report the product code to the support team.

Products with several variants

Some products have more than one FBX file (e.g. **AGTS AKS 05**: "3D" and "AGTS AKS 05"). For such a product **Add to Scene** opens a small menu with the file size written next to each variant; the variant you pick is added. The **Variant** list at the bottom shows the same information (a double-click adds the selected variant).

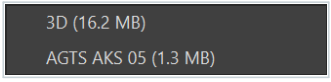


Figure 4 – Variant menu (example)

Unit and scale factor

Setting	Description
Unit	**Auto (file unit)**: the FBX's own unit is used (recommended). **Millimeters / Centimeters / Meters**: the chosen unit is passed to the FBX importer's "Convert Units" setting. If the model comes out far too large or too small in the scene, change the unit and add it again.
Scale factor	From 0.0001 to 10000; applied to the top-level objects of the added model (1 = no change). Use it for a one-off enlargement / reduction that the unit does not solve.

Tip: The unit and scale settings also apply to the next add (they are remembered while the window is open). The added objects are in 3ds Max's own undo stack; after adding several products, Ctrl+Z undoes each product separately.

6. Opening a Planner layout (.cemerzone)

You can set up the products you placed in an area with **Cemer Planner** in AutoCAD (or a project you built in CemerZone) in the 3ds Max scene **at the same positions and orientations**: you do not have to find, add and move the products one by one.

1. In AutoCAD make the layout with Planner and save the **.cemerzone** file with **CEMERZONE Export** (a file saved from CemerZone works too).
2. In 3ds Max press **Open layout** in the top bar of CemerMaxLibrary and pick the file.
3. The confirmation window shows the number of products and areas in the file and the **total size to download** (for the models not on the computer yet). Say **Yes**.
4. The models are downloaded and set up one after another; when it finishes the status bar reads "Layout set up: n products, m area boundaries".

- Every product comes under a **Dummy** object named after the product code; the Dummy is positioned and rotated, so you can move a product as one object. All objects go on the **Cemer** layer.
- The area boundary (the area you drew in Planner) comes as a closed **spline**; use it as a ground or boundary line.
- If the **Safety area outline** option (Section 5) is on, each product's safety area boundary also comes as an orange closed line linked to the product's Dummy (**Cemer Güvenlik Alanı** layer). "Click to place" is not used for layouts: products are set up at their Planner positions.
- Positions are read in meters and converted to your scene's unit (mm / cm / m); in Planner files the centre of the layout usually sits at the scene origin.
- The whole layout is **a single undo step**: **Ctrl+Z** removes it all. The new Dummies come in selected.
- If a product's model cannot be downloaded or imported only that product is skipped; the details go to the 3ds Max listener (MAXScript Listener).
- The FBX addresses inside the file are accepted only from the **cemer.com** and **parkfit.com.tr** servers; other addresses are skipped.

Warning: The file contains only the products that **have a 3D model (FBX)** (the same rule as Planner's CemerZone export). Orientation and position rely on Planner's calculation; if a product looks rotated or in the wrong place in 3ds Max, report it to the support team.

7. Automatic updates

- Shortly after the library opens it checks whether a new version exists. If there is one, an **Update (x.y.z)** button appears in the top bar. If the server cannot be reached no button appears and your work is not affected.
- Pressing it asks for confirmation together with the release notes. If you say **Yes**, the installer package is downloaded, verified with SHA-256 and installed silently; **3ds Max does not close**.
- When it finishes you see "Update installed. Close the library and reopen it from the Cemer menu". The new version takes effect when the library is reopened; restart 3ds Max if the menu name or the icon changed.
- Security: only https addresses are accepted; a downloaded file that does not match the SHA-256 in the notice is never run.
- The product catalog ships with the installation; when Cemer adds new products it is updated with a new version.

8. Privacy and usage information

CemerMaxLibrary records limited usage information to improve the service and to find errors quickly. It is sent in the background; it does not slow the library down, and without internet the library works normally and the information is sent later.

Recorded	Not recorded
Your e-mail address; library, 3ds Max and Windows version; language; how long the library stays open. Code, quantity and variant of the products added to the scene (the codes and quantities of the products set up when a layout is opened); whether the “Click to place” and “Safety area outline” options are on. Update events. Error records (with file paths and e-mail addresses removed).	Your scene content, file and folder names, coordinates, your password.

- Only authorised Cemer staff can access the data; it is used to see product usage and version distribution and to find errors.
- See the cemer.com privacy policy for details.

9. Troubleshooting

Symptom	Cause / solution
There is no “Cemer” menu	**Close 3ds Max completely** and start it again. If it is still missing, run the installer again and check that your 3ds Max version is listed on the finish screen (3ds Max 2025+ is required).
“CemerMaxLibrary requires 3ds Max 2025 or newer”	The add-in works from 3ds Max 2025 onward; older versions do not have the interface library (PySide6).
“cemer_library not found”	The library files were deleted or the installation did not finish: run the installer again.
“Wrong email or password”	Check your cemer.com details; you can reset the password on cemer.com.
“This account does not have corporate access”	The library needs a Cemer corporate account; contact Cemer about your account's access.
“Could not connect to cemer.com”	Check your internet connection and the firewall / antivirus permission.
Product images do not load / the catalog is empty	Check internet access; images are downloaded on first launch and kept afterwards. Press **Refresh**.
“Not a valid .cemerzone file”	The file must be a .cemerzone saved by Planner's “CEMERZONE Export” or by CemerZone (a ZIP containing project.json). Save it again and retry.
A product from the layout is rotated / in the wrong place in the scene	Orientation and position rely on Planner's calculation. Send the product code, the .cemerzone file and an AutoCAD / CemerZone screenshot to the support team.
The product does not appear right after pressing Add to Scene	With Click to place on, 3ds Max waits for you to click a point in the scene (the status bar says so). Click a point in the viewport (the product is placed once); right-click / ESC if you changed your mind. If you always want it at the origin, untick “Click to place” at the bottom.
The safety area outline does not match the product / is shifted	The line is linked to the product's Dummy and follows when you move it. If it still looks shifted from the black safety sheet in the product's FBX, report the product code to the support team (Planner's data is used for some products). If you do not want the line, untick “Safety area outline” or hide the “Cemer Güvenlik Alanı” layer.
“…no safety area data for this product”	There is no safety area boundary for that product; it is added without a line.
The “V-Ray materials” box is greyed out	V-Ray is not installed in this 3ds Max; materials come in as they are. Install V-Ray and restart 3ds Max.
No texture on a material / missing-texture warning	In some products' FBX the texture paths point to the computer of whoever prepared the model; if the file is not on this computer the texture stays missing after conversion too (visible in **Asset Tracking**). Report the product code to the support team.

Symptom	Cause / solution
“Could not set up the layout”	If a dialog is open in 3ds Max close it and retry; if it persists send the message to the support team. A partly set-up layout can be undone in one step with Ctrl+Z.
“Download error”	If the connection dropped, add the product again; partly downloaded files are not used.
“Import error”	The FBX could not be imported into 3ds Max: close any dialog open in the scene and try again; if it persists send the product code and the message to the support team.
The model is far too large or too small	Change the **Unit** at the bottom (e.g. Centimeters / Meters) or enter a **Scale factor** and add the product again.
“HTTP Error 404: Not Found” on Update	The update package has not been uploaded to the server yet or its address changed; try again a little later and tell the support team if it persists. Your work is not affected.
“Update failed… could not be verified”	The downloaded file failed the integrity check (interrupted download / proxy). Try again or run the latest installer manually.
After an update the menu name / icon is old	Menus and icons are loaded when 3ds Max starts: restart 3ds Max.
“MoveFile failed; code 5” during installation	Security software (e.g. Xcitium / Comodo) may be locking the new file while scanning it: press “Retry”; if that does not help add `%LOCALAPPDATA%\CemerLibrary` and the installer to its exclusion list.
The library stays behind 3ds Max	Normal: the library is an independent window. Bring it forward by clicking the Cemer “C” icon on the taskbar.
3ds Max commands run while typing in the search box	3ds Max hotkeys are disabled while the window has focus; if it happens click the window once, try again and tell the support team.

10. File locations and removal

What	Where
Library (Python)	`%LOCALAPPDATA%\CemerLibrary\max\cemer_library` (shared by all 3ds Max versions; updates change only this folder)
Menu script	`%LOCALAPPDATA%\Autodesk\3dsMax\2026 - 64bit\ENU\scripts\startup\CemerLibrary_startup.ms` (2026 and ENU are examples: they depend on the installed 3ds Max version and language folder)
Toolbar icons	`...\ENU\usericons\Cemer_16i.bmp, 16a, 24i, 24a`
Session (sign-in)	`%LOCALAPPDATA%\CemerLibrary\session.json` (shared with Cemer Planner)
Language setting	`%LOCALAPPDATA%\CemerLibrary\settings.json`
Your favorites and options (added with the star; safety outline / click to place)	`%LOCALAPPDATA%\CemerLibrary\max-prefs.json`
Downloaded images and FBX models	`%LOCALAPPDATA%\CemerLibrary\cache` (you can delete it to free space; files are downloaded again when needed)

Removing

No uninstaller is created (to avoid clashing with security software). Run this on the command line:
`CemerMaxLibrary_1.6.1_Kurulum.exe /REMOVE=1 /VERYSILENT`
This deletes the library and the menu script and icons copied into the 3ds Max folders; your session, favorites and cache files remain (delete them by hand from the folders above if you wish).

11. Limits and important notes

- The library works only in **3ds Max 2025 and newer**.
- The layout file (.cemerzone) sets up only the products written by Planner / CemerZone; products that are not in the file are not added.
- Models are imported as **FBX**; only products that have a 3D model (FBX) are listed. Safety-area DWG drawings are not provided; only the boundary line (a closed spline) is added, and the product must have safety area data for it.
- The safety area outline is a placement aid, not a measurement: use it by comparing it with the product's black safety sheet; for some products the line relies on Planner's data (Section 5).
- With "Click to place" off the model is added at the position stored in its file (usually the origin); you do the placement and dimensioning in 3ds Max.
- File sizes ship with the catalog; if Cemer updates a model the real size may briefly differ (it is corrected with a new version).
- Users without a Cemer corporate account cannot sign in.
- Favorites you add with the star are stored on this computer and are not moved to another one (cemer.com favorites are visible everywhere).

12. Recent release notes

Version	What's new
1.6.1	The safety area outline was added to 29 more products that have no Planner data (taken from the product's own FBX sheet); 686 products now have an outline.
1.6.0	**V-Ray materials** option: the materials of the added products are converted to V-Ray materials (VRayMtl).
1.5.5	**Click to place** now places the product in a single go (repeated copy placement was removed: a lot of accidental clicks could slow 3ds Max down).
1.5.4	Layouts (.cemerzone) exported by Planner with the corrected orientation data are set up as they are, without any correction; older files keep being corrected.
1.5.3	The **safety area outline** is now drawn from the edge of the product's own sheet (it matches the black sheet exactly). When opening a layout, products whose Planner orientation is wrong (e.g. GGJS 1019 came in rotated 180°) are turned the right way.
1.5.2	**Safety area outline fixed** (on products like CA 817 the line was shifted off the sheet). When opening a layout, products whose Planner position was off from their safety area (e.g. CA 112 stuck out of the area) are moved back inside.
1.5.1	The **safety area outline** is now aligned with each product's own FBX safety sheet (for some products, e.g. CA 112, the line used to come in hundreds of mm off the product).
1.5.0	**Safety area outline** (orange, linked to the product) and **click to place** (once at the point you click; right-click / ESC cancels) when adding to the scene. Opening a layout also adds the safety outlines.
1.4.1	Open layout: the products' **orientation** was fixed (the rotation was applied in the wrong direction); positions are unchanged.
1.4.0	**Open layout**: pick a Planner / CemerZone layout file (.cemerzone) and the products are set up in the scene at their positions and orientations, with the area boundary, in one step.
1.3.0	FBX file-size badge (MB) on the cards; the size in variant names, in the menu, in the tooltip and in the download status.
1.2.6	The white box behind the logo was removed in the sign-in window and the top bar; the logo follows 3ds Max's dark / light theme.
1.2.5	New CEMERMAX Library logo.
1.2.4	The product name "CemerMaxLibrary" in the menu, tooltip and messages.
1.2.3	Product name and version in the window title; the installer file name carries the version (CemerMaxLibrary_<version>_Kurulum.exe).
1.2.2	The library is an independent window: it stays behind when you click 3ds Max and comes forward from the taskbar.

Version	What's new
1.2.1	The “Add to Scene” and favorite buttons over the cards were fixed; the bottom “Add to Scene” button was removed.
1.2.0	“Add to Scene” button and favorite star over the card; Cemer “C” icon (menu, toolbar, window).
1.1.0	One-click installer (instead of drag and drop), automatic updates and the usage-information notice.

For questions and feedback contact the Cemer technical support team.