

3DS Export for Alibre Design Help

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3DS Export for Alibre Design Help

Welcome to *3DS Export for Alibre Design* Help!

This help file provides all the information you need to understand and use *3DS Export for Alibre Design*. Click the links below or use the Contents tab on the left to browse help topics. You can also scroll the topics on the above right hand pane.

The *3DS Export for Alibre Design* help file is divided into the following sections:

- [Introduction](#) - Introduction to *3DS Export for Alibre Design*.
- [Command Reference](#) - Quick reference of all the commands added by *3DS Export for Alibre Design*.
- [Tutorial](#) - Tutorial to get you started in the shortest possible time.

If you need any additional information please [contact](#) SYCODE.

Note:

- If you have trouble loading the *3DS Export for Alibre Design* add-on file into the Alibre Design environment, please refer to the [ReadMe](#) file.
- Please read the [License Agreement](#) before using the software.

Introduction

3DS Export for Alibre Design is an 3D Studio 3DS file export add-on for Alibre Design®. This add-on gives Alibre Design the ability to export 3D solid data from a Alibre Design part and assembly document to 3D Mesh objects in a 3D Studio 3DS file.

3DS Export for Alibre Design tessellates the solid bodies in a Alibre Design part or assembly document into individual triangular meshes. These meshes are then exported to 3D Studio 3DS file mesh objects.

3DS Export for Alibre Design is designed to work with the following versions of Alibre Design:

- Alibre Design 12
- Alibre Design 11
- Alibre Design 10

3DS Export for Alibre Design is very easy to use. It adds new commands to Alibre Design. Once installed, it automatically loads itself into Alibre Design and adds a new submenu called "3DSEExport" to the Alibre Design menu containing these new commands.

3DS Export for Alibre Design comes with detailed documentation as well as a [tutorial](#) to get you started in the shortest possible time.

If you need any additional information please [contact](#) SYCODE.

The 3DS File Format

The 3DS file format is the native file format of 3D Studio. 3D Studio has now been replaced by 3ds Max whose native file format has a .max file extension. However, 3ds Max is still able to read and write .3ds files. 3ds Max is one of the most widely-used off the shelf 3D animation programs. It has strong modeling capabilities, a flexible plug-in architecture and a long heritage on the Microsoft Windows platform. It is mostly used by video game developers, TV commercial studios and architectural visualization studios. It is also used for movie effects and movie pre-visualization.

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ReadMe

This is the *3DS Export for Alibre Design* ReadMe file.

3DS Export for Alibre Design is an add-on for Alibre Design

Installation:

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The installer adds 3DS Export for Alibre Design to the list of available add-ons installed for Alibre Design. To verify whether 3DS Export for Alibre Design has been properly loaded into Alibre Design invoke the "Add-on Manager" by clicking on the "Tools" menu, then "Add-on Manager". Verify that "3DS Export for Alibre Design" is present in the list of available add-ons and make sure that its check box is checked.

Now 3DS Export for Alibre Design is ready for use.

Usage:

=====

3DS Export for Alibre Design adds new commands to Alibre Design. It also adds a submenu to the Alibre Design menu called "3DSExport" containing these new commands. Simply click on the menu items in this sub menu to run these new commands.

The new commands are:

- 1) Export - Exports a 3DS file
- 2) Help - Display the 3DS Export for Alibre Design help file
- 3) Register - Display the 3DS Export for Alibre Design product registration dialog box
- 4) About - Display the 3DS Export for Alibre Design about box

Support:

=====

For support, please E-Mail support@sycode.com

Contact

Mailing address	S1/116, Nova Cidade Complex, NH 17, Alto Porvorim, Goa - 403521 India
Phone	+91 9822689298
Fax	+91 832 2416615
E-Mail	info@sycode.com
Web Site	http://www.sycode.com

Command Reference

3DS Export for Alibre Design adds a new menu to Alibre Design called '3DSExport'. The '3DSExport' menu consists of the following commands:

Export	Exports a 3DS file
Help	Displays the <i>3DS Export for Alibre Design</i> help file
Register	Registers your copy of <i>3DS Export for Alibre Design</i>
About	Displays the <i>3DS Export for Alibre Design</i> about box

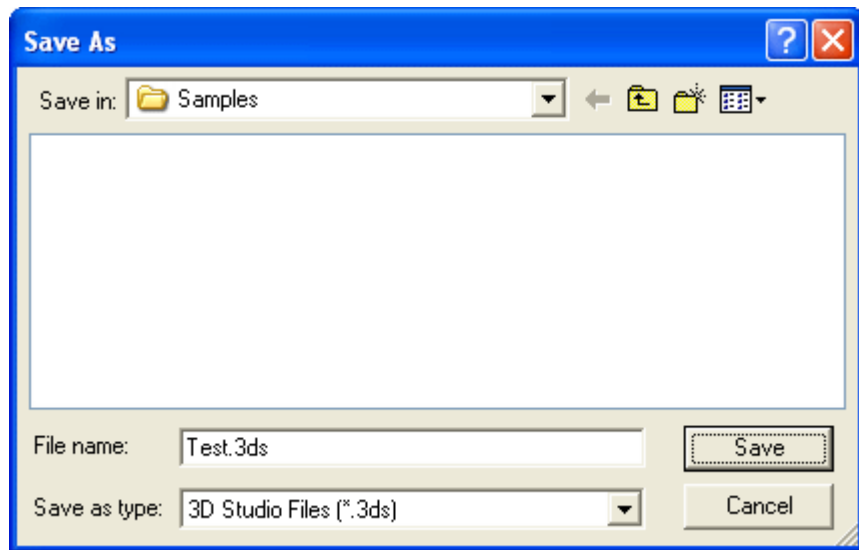
Export

Menu Button 3DSExport > Export

This command tessellates the active Alibre Design part or assembly and exports the resulting meshes to objects in a 3D Studio 3DS file.

To export to a 3DS file

1. Select *Export* from the "3DSExport" menu.
2. The Alibre Design "Save As" dialog box is displayed. Enter the output file name of a 3DS file and click *Save*.



Help

Menu Button 3DSExport > Help

This command displays the help file. The [Welcome](#) page is a good place to start.

About

Menu Button 3DSExport > About

This command is used to display the *3DS Export for Alibre Design* About box. The About box lists the product and its version.



Register

Menu Button 3DSExport > Register

This command is used to register your copy of *3DS Export for Alibre Design*.

You need a license key to start using the software. A license key can be of two types: Trial or Permanent. A trial key is issued to you instantly and completely free of cost so that you may try the software before you purchase a license. A permanent key is issued after you have purchased a license.

Product Name: 3DS Export for Alibre Design 11 version 1.0

Host ID: 00-1D-7D-FD-AD-1D

License Key: jSAn0D100C01p6c0F044D040AAAq2y308M
Fh707Gc1A57Q0D40A0ID71A0P93C160A1
4T5E75785U0BDtC1d07Bh50ijD8AvRcC3

Key type: Trial
Expires: 25-Jul-2009
Runs remaining: 10

How do I get a Trial Key?

Simply click the 'Request Key' button and select 'TRIAL KEY' as the type of key being requested. Fill the form and submit it. A trial key will be immediately sent to you by email.

How do I get a Permanent Key?

To get a permanent key you need to have already purchased a license. If you have not yet purchased a license you can do so by clicking the 'Buy Online' button. After you place your order click the 'Request Key' button and select 'PERMANENT KEY' as the type of key being requested. Fill the form and submit it. Your order will be verified and a permanent key will be sent to you by email within one business day.

IMPORTANT:

- (1) Please ensure that your computer is connected to the internet before you request for a key.
- (2) Please be sure to enter a valid email address as the key will be sent to you by email.

(3) To avoid disruption in your work-flow we urge you to place your order before the trial period ends.

If you need anything else please send an email to register@sycode.com

Tutorial

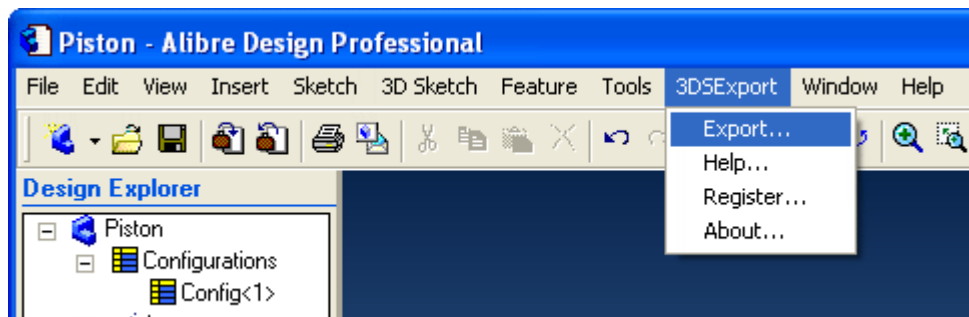
This tutorial provides the necessary information and hands-on experience to help you get started with *3DS Export for Alibre Design*.

Step 1: Start Alibre Design.

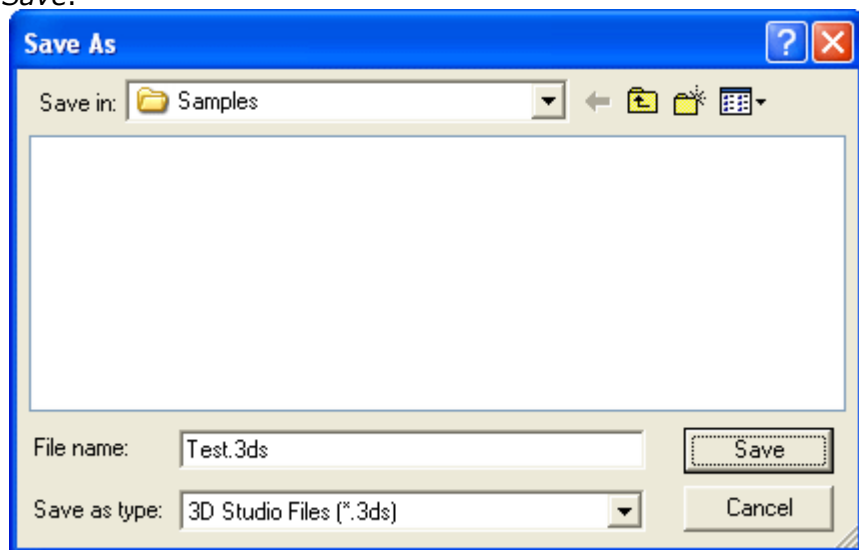
Step 2: Click *Import* from the Alibre Design "File" menu. The Alibre Design's "Import File" dialog box is displayed. Browse for a file typically located at "C:\Program Files\3DS Export for Alibre Design\Samples\Piston.sat" and click *Open*.

Step 3: The Alibre Design's "Import File Options" dialog box is displayed. Set the Options as required and click *OK*.

Step 4: Select *Export* from the "3DSExport" menu.



Step 5: The Alibre Design "Save As" dialog box is displayed. Enter the file name of a 3DS file and click *Save*.



The 3DS file will be created in the location you specified.