

3DS Export for ARES Help

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3DS Export for ARES Help

Welcome to *3DS Export for ARES* Help!

This help file provides all the information you need to understand and use *3DS Export for ARES*. 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 ARES* help file is divided into the following sections:

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

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

Note:

- Please refer to the section "Loading Instructions" in the [ReadMe](#) file to load *3DS Export for ARES* add-in file into the ARES environment.
- Please read the [License Agreement](#) before using the software.

Introduction

3DS Export for ARES is a 3D Studio® 3DS file export add-in for ARES®. This add-in gives ARES the ability to export meshes from an ARES drawing to a 3D Studio 3DS file.

An object in a 3DS file is comprised of a set of triangular faces. *3DS Export for ARES* reads meshes (namely, PolyFace Mesh, Polygon Mesh and 3D Face) from the active ARES drawing and writes them out to a 3DS file.

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

- ARES 2010 (32 Bit)

3DS Export for ARES is very easy to use. Once installed, it must be loaded into the ARES environment. There are simple instructions for this in the [ReadMe](#) document which can be found in the installation folder. Once loaded it adds new commands to ARES's existing commands and a new submenu called "3DSExport" to the ARES menu containing these newly added commands.

3DS Export for ARES 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The 3DS file format is the native file format of 3D Studio. 3D Studio has now been replaced by 3ds Max whose native file format has a .max file extension.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 ARES* ReadMe file.

3DS Export for ARES is a add-in for ARES Commander Edition.

Please read this ReadMe document carefully and completely. It contains important information which is vital to the proper working of 3DS Export for ARES.

Loading:

=====

Before you use the 3DS Export for ARES you need to load the add-in into the ARES environment. Loading is a one time process. The add-in will automatically load itself into ARES on startup henceforth. To load the add-in please carry out the following steps:

- 1) Click Tools->Options. This brings up the Options dialog box.
- 2) Select Add-Ins on the left.
- 3) Check the "New" button towards the top right.
- 4) Browse for the add-in DRX file (3DSExport_ARES_3.02src_8.drx) in the 3DS Export for ARES installation folder (typically C:\Program Files\SYCODE\3DS Export for ARES\) and click "Open"
- 5) Check "OK" on the Options dialog box to dismiss it.

Usage:

=====

3DS Export for ARES adds new commands to ARES. It also adds a new menu the ARES menu "3DSExport". Use the items on this menu to invoke the newly added commands.

The new commands are:

- 1) Export - Export a 3DS file
- 2) Help - Display the 3DS Export for ARES help file
- 3) Register - Register your copy of 3DS Export for ARES
- 4) About - Display the 3DS Export for ARES about box

Sample files are copied into the Samples folder (typically "C:\Program Files\SYCODE\3DS Export for ARES\Samples"). You can use these sample files to try 3DS Export for ARES.

Support:

=====

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

Contact

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

Command Reference

3DS Export for ARES adds new commands to ARES and a submenu called "3DSExport" which houses them. The new commands are:

3DSExport	Exports a 3DS file
3DSExportHelp	Displays the <i>3DS Export for ARES</i> help file
3DSExportRegister	Registers your copy of <i>3DS Export for ARES</i>
3DSExportAbout	Displays the <i>3DS Export for ARES</i> about box

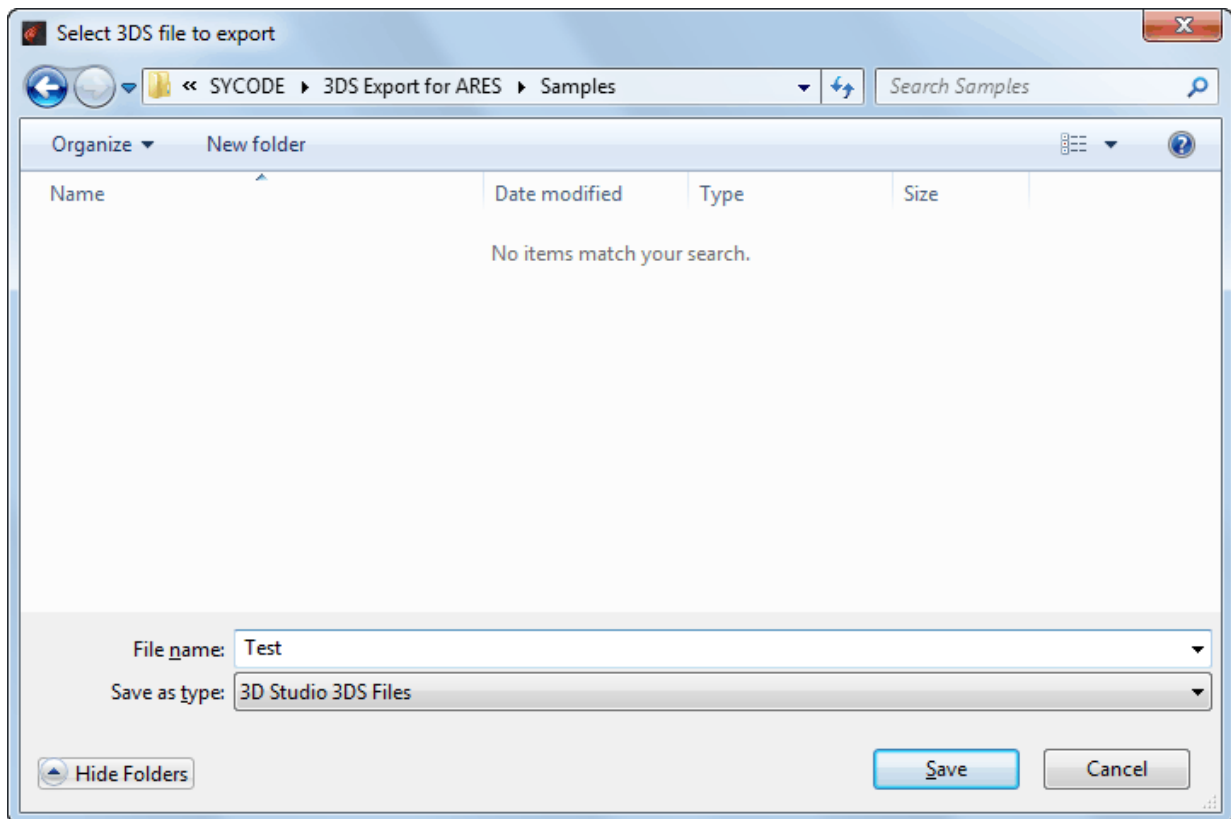
3DSExport

Menu Button	3DSExport > Export
Command	3DSExport

This command exports geometric data from ARES to 3DS files.

To export to a 3DS file

1. Select *Export* from the "3DSExport" menu or type *3DSExport* at the ARES command prompt and press *Enter*.
2. At the ARES command prompt "Select objects to export", select the objects that you wish to export and press *Enter* when done.
3. The ARES file "Save As" dialog box is displayed. Enter the output file name of a 3DS file and click *Save*.



3DSExportHelp

Menu Button	3DSExport > Help
Command	3DSExportHelp

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

3DSExportRegister

Menu Button	3DSExport > Register
Command	3DSExportRegister

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

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.

The screenshot shows a window titled "SYCODE License Server" with the following fields and buttons:

- Product Name:** 3DS Export for ARES 2010 version 1.0
- Host ID:** 00-50-56-C0-00-08
- License Key:** TZA7D65w660129n0C04Ey040AA8z9RF0Bi9X10TCe10A9U08c550f05975HD1C210A1430BG15my6C60Nh01062t50ek09A64x6L

Buttons on the right side include "Buy Online", "Request Key", and "Update Key". A button labeled "How do I get a license key?" is located below the license key field. At the bottom, a section titled "=== LICENSE KEY PARAMETERS ===" displays:

- Key type: Trial
- Expires: 29-Aug-2010
- Runs remaining: 10

A "Close" button is located at the bottom center of the window.

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:

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- (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

3DSExportAbout

Menu Button	3DSExport > About
Command	3DSExportAbout

This command displays the *3DS Export for ARES* About box. The About box lists the software and its version.



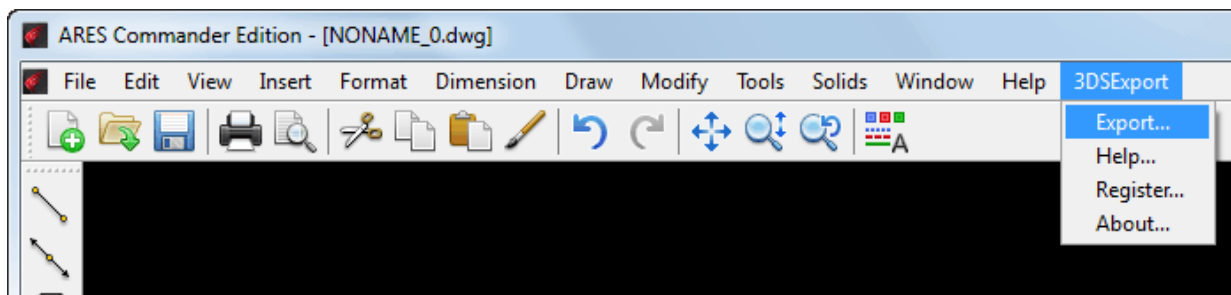
Tutorial

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

Step 1: Start ARES.

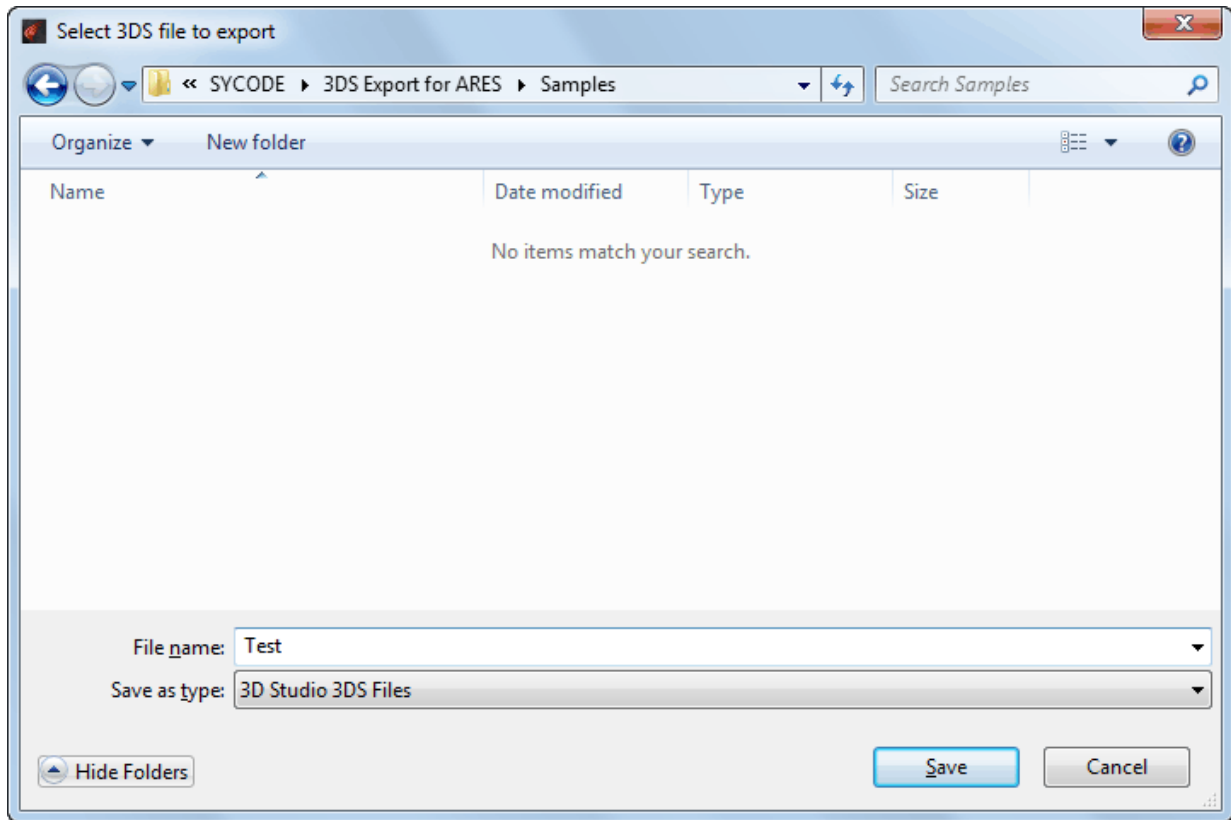
Step 2: Click "File" *Open* from the menu bar. The "Open" dialog box is displayed. Select the file C:\Program Files\SYCODE\3DS Export for ARES\Samples\Sample 1.dwg and click *Open*.

Step 3: Select *Export* from the "3DSEExport" menu or type *3DSEExport* at the ARES command prompt and press *Enter*.



Step 4: At the ARES command prompt "Select objects to export", select the objects that you wish to export and press *Enter* when done.

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



The model will be exported to the 3DS file you specified.