

3DS Export for Inventor Help

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3DS Export for Inventor Help

Welcome to *3DS Export for Inventor* Help!

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

- [Introduction](#) - Introduction to *3DS Export for Inventor*.
- [Command Reference](#) - Quick reference of all the commands added by *3DS Export for Inventor*.
- [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 Inventor* add-in file into the Inventor environment, please refer to the [ReadMe](#) file.
- Please read the [License Agreement](#) before using the software.

Introduction

3DS Export for Inventor is a 3D Studio 3DS file export add-in for Inventor®. This add-in gives Inventor the ability to export 3D solid and surface data from a Inventor geometry to meshes in a 3DS file.

3DS Export for Inventor tessellates the solid bodies in an Inventor part or assembly into individual triangular meshes. These meshes are then exported to 3DS file as mesh objects. The 3DS file can then be imported into a variety of CAD applications.

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

- Inventor 2011
- Inventor 2010
- Inventor 2009
- Inventor 2008
- Inventor 11
- Inventor 10
- Inventor 9

3DS Export for Inventor is very easy to use. It adds new commands to Inventor. Once installed, it automatically loads itself into Inventor and adds a new ribbon bar to Inventor called "Add-Ins" containing the newly added commands.

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The 3DS file format is the native file format of 3D Studio. 3D Studio has now been replaced by 3ds Max whose native file format has a .max file extension.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

OBJ Import for Inventor is an add-in for Inventor

Installation:

=====

The installer adds OBJ Import for Inventor to the list of available add-ins installed for Inventor. To verify whether OBJ Import for Inventor has been properly loaded into Inventor invoke the "Add-In Manager" by clicking on the "Tools" menu and then. Verify that "OBJ Import for Inventor" is present in the list of "Available Add-Ins" and make sure that "Loaded/Unloaded" and "Load on Startup" check boxes are checked.

Now OBJ Import for Inventor is ready for use.

Usage:

=====

OBJ Import for Inventor adds new commands to Inventor. It also adds a ribbon bar to the Inventor user interface called "Add-Ins" containing these new commands. Simply click on the buttons in the ribbon bar to run these new commands.

The new commands are:

- 1) Import - Imports an OBJ file
- 2) Help - Display the OBJ Import for Inventor help file
- 3) Register - Display the OBJ Import for Inventor product registration dialog box
- 4) About - Display the OBJ Import for Inventor 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 Inventor adds new commands to Inventor. It also adds a ribbon bar to Inventor called "Add-Ins" containing these new commands.

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

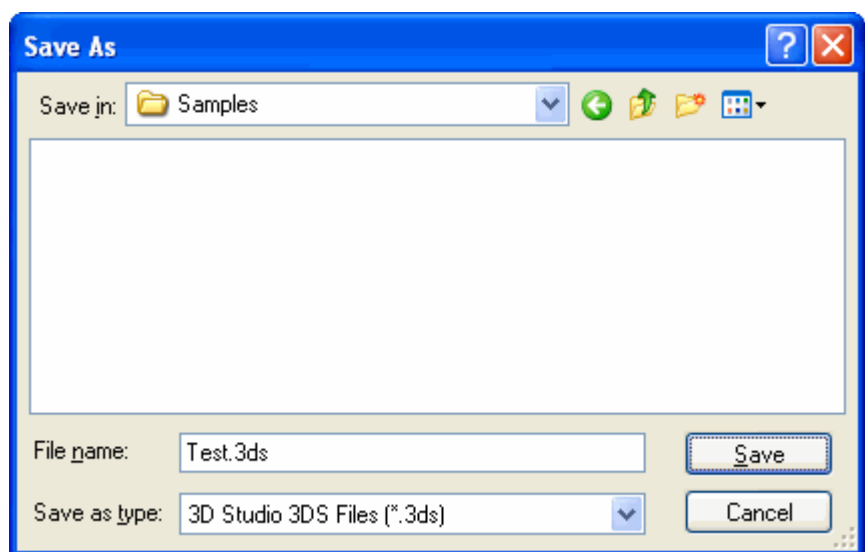
Export

Menu Button Add-Ins > Export

This command tessellates a part or an assembly and exports the resulting meshes to mesh objects in a 3DS file.

To export to a 3DS file

1. Click the *Export* button on the "Add-Ins" ribbon bar.
2. The Inventor "Save As" dialog box is displayed. Enter the output file name of a 3DS file and click *Save*.



Help

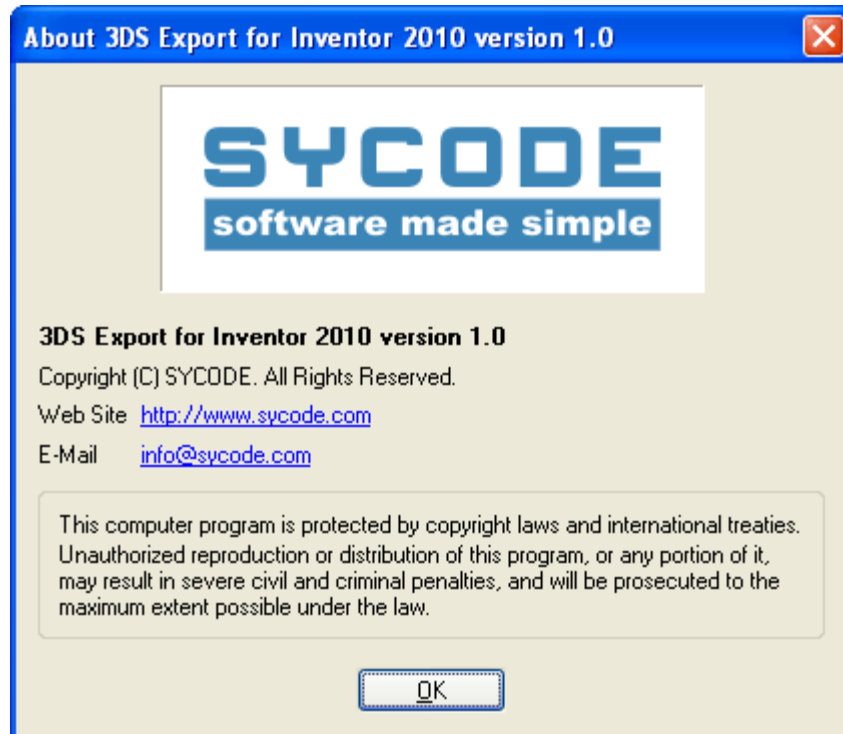
Menu Button Add-Ins > Help

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

About

Menu Button Add-Ins > About

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

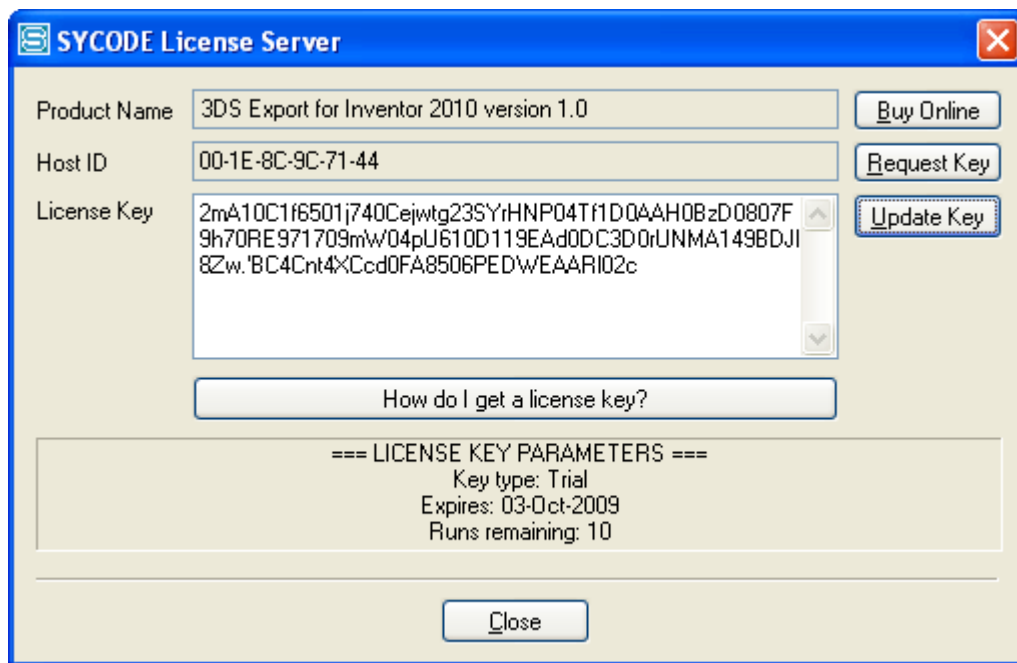


Register

Menu Button Add-Ins > Register

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

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.



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

Tutorial

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

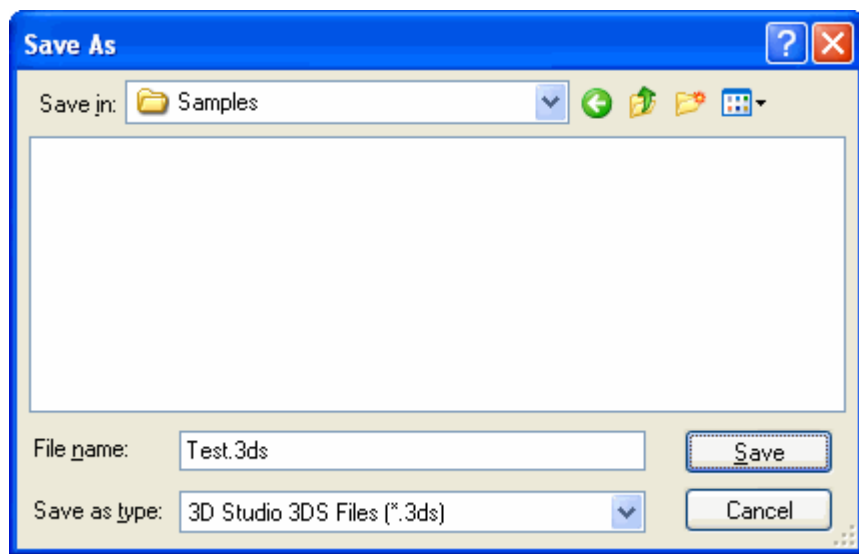
Step 1: Start Inventor.

Step 2: Select "Open" from the Inventor "File" menu. Browse for the file typically located at "C:\Program Files\SYCODE\3DS Export for Inventor\Samples\Piston.sat" and click *Open*.

Step 3: Click the *Export* button on the "Add-Ins" ribbon bar.



Step 4: The Inventor "Save As" dialog box is displayed. Enter the name of a 3DS file and click *Save*.



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