

3DS Export for KeyCreator Help

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3DS Export for KeyCreator Help

Welcome to *3DS Export for KeyCreator* Help!

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

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

Introduction

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

3DS Export for KeyCreator tessellates solid bodies in a KeyCreator document into a set of triangular meshes. These meshes are then exported to a 3D Studio 3DS file as mesh objects. The 3DS file can then be imported into a variety of CAD applications.

3DM Export for KeyCreator is designed to be extremely user friendly and easy to understand. Once installed, it must be loaded into the KeyCreator environment. To load the add-in follow the simple instructions in the [ReadMe](#) file. Once loaded it adds new commands to KeyCreator. It also adds a new submenu called "3DS Export for KeyCreator" to the KeyCreator's "Add-Ins" menu containing these commands.

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The 3DS file format is the native file format of 3D Studio. 3D Studio has now been replaced by 3ds Max whose native file format has a .max file extension.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

Thank you for installing 3DS Export for KeyCreator.

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

Loading Instructions:

=====

Since 3DS Export for KeyCreator is a add-in for KeyCreator, it has to be loaded into the KeyCreator environment before it can be used. Loading is a one time process. 3DS Export for KeyCreator will automatically load itself into KeyCreator the next time you run KeyCreator.

The 3DS Export for KeyCreator add-in file is installed into the 3DS Export for KeyCreator installation folder (typically C:\Program Files\SYCODE\3DS Export for KeyCreator\). The add-in file has an extension of ".cde".

The list of add-in files along with the version of KeyCreator is shown below. Please be sure to use the add-in file that corresponds to your version of KeyCreator.

3DSExport_VC80.cde -> KeyCreator 8.x

3DSExport_VC90.cde -> KeyCreator 9.x

To load 3DS Export for KeyCreator into KeyCreator please follow the steps listed below:

- (1) Invoke the KeyCreator Options dialog box (Click Tools -> Options).
- (2) Click the "Startup" item in the tree on the left
- (3) Click the "New" button in the section "Automatically Loaded CDE(s)" on the right. A new blank entry will be created.
- (4) Click the browse button on the new entry and browse for the CDE file (typically found in C:\Program Files\SYCODE\3DS Export for KeyCreator\).
- (5) Click "OK" to close the Options dialog box.
- (6) Restart KeyCreator.

When KeyCreator restarts 3DS Export for KeyCreator will be automatically loaded at startup.

Usage:

=====

3DS Export for KeyCreator adds new commands to KeyCreator. The commands added are:

- 1) Export - Exports a 3DS file
- 2) Help - Displays the 3DS Export for KeyCreator help file
- 3) Register - Registers your copy of 3DS Export for KeyCreator
- 4) About - Displays the 3DS Export for KeyCreator about box

Sample Files:

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Sample files are copied into the Samples folder which is located in the 3DS Export for KeyCreator installation folder (typically "C:\Program Files\SYCODE\3DS Export for KeyCreator\"). You can try 3DS Export for KeyCreator using these sample files.

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 KeyCreator adds new commands to KeyCreator and a submenu called "3DS Export for KeyCreator" which houses them.

The new commands are:

| | |
|--------------------------|---|
| Export | Exports a 3DS file |
| Help | Displays the <i>3DS Export for KeyCreator</i> help file |
| Register | Displays the <i>3DS Export for KeyCreator</i> product registration dialog box |
| About | Displays the <i>3DS Export for KeyCreator</i> about box |

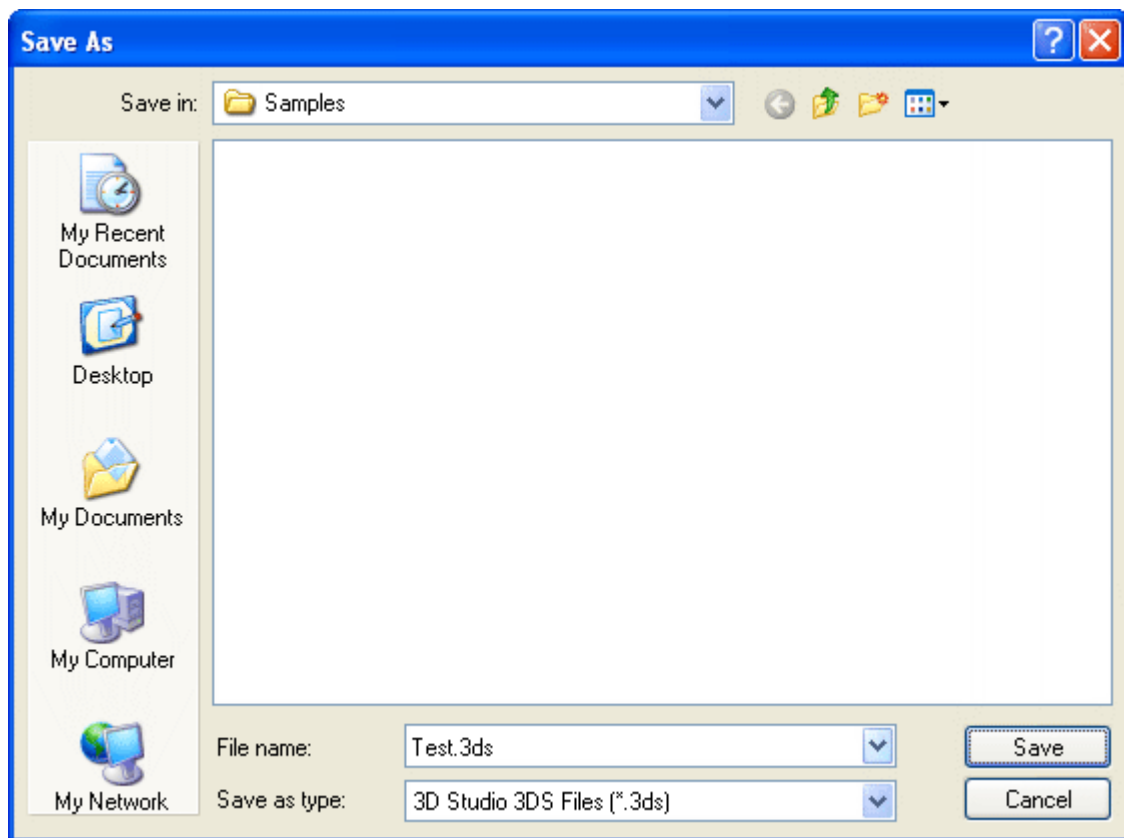
Export

Menu Button Add-Ins > 3DS Export for KeyCreator > 3DS Export > Export

This command exports to a 3DS file.

To export a 3DS file

1. Select *Export* from the "Add-Ins > 3DS Export for KeyCreator > 3DS Export" submenu.
2. Select the objects that you wish to export. Press *Enter* when done.



Help

Menu Button Add-Ins > 3DS Export for KeyCreator > 3DS Export > Help

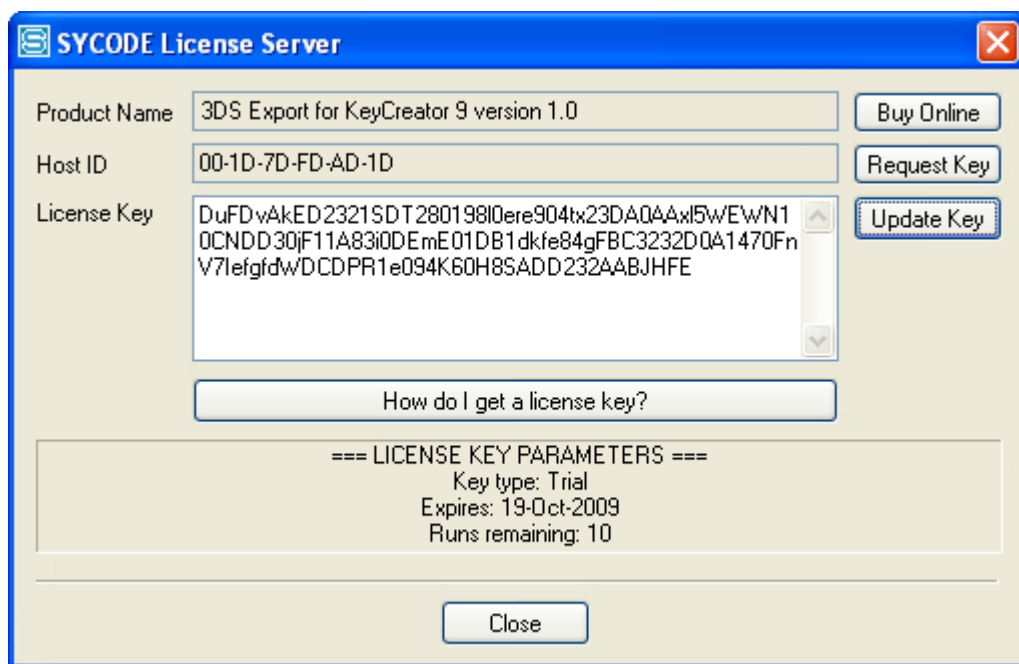
This command displays the help file. The [Welcome](#) page is a good place to start.

Register

Menu Button Add-Ins > 3DS Export for KeyCreator > 3DS Export > Register

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

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

About

Menu Button Add-Ins > 3DS Export for KeyCreator > 3DS Export > About

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



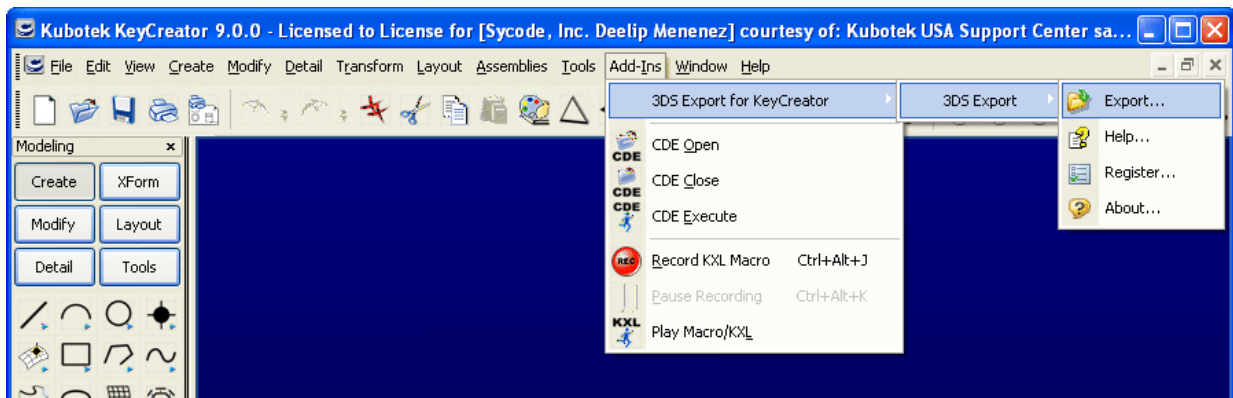
Tutorial

This tutorial provides the necessary information and hands-on experience to help you get started with a *3DSExport for KeyCreator*.

Step 1: Start KeyCreator.

Step 2: Select File > Open. The "Open" dialog box is displayed. Select the file typically located at C:\Program Files\SYCODE\3DS Export for KeyCreator\Samples\Piston.sat and click *Open*.

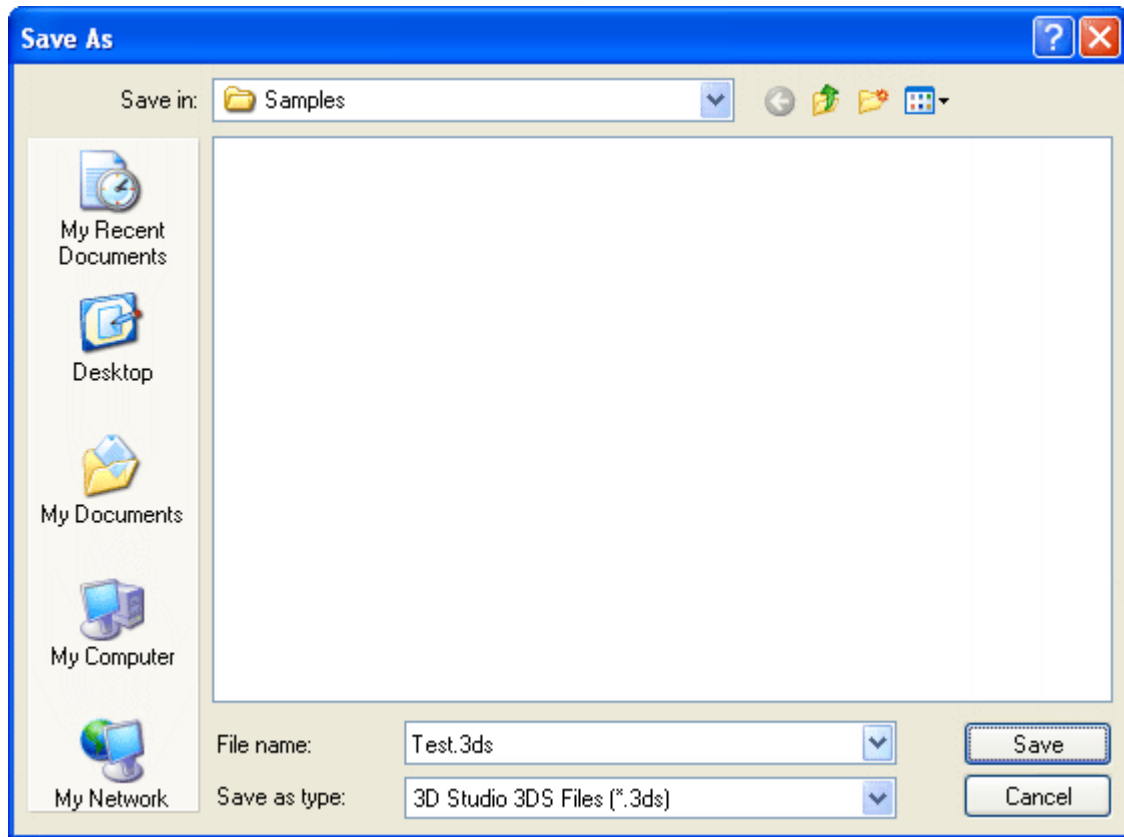
Step 3: Select *Export* from the "Add-Ins > 3DSExport for KeyCreator > 3DSExport" submenu.



Step 4: Select the objects that you wish to export. Press *Enter* when done.

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

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The file will be exported to the 3DSfile you specified.