

3DS Export for SpaceClaim Help

Table Of Contents

3DS Export for SpaceClaim Help	1
Introduction	2
License Agreement	3
ReadMe	10
Contact.....	11
Command Reference	12
Export.....	13
Help	14
Register.....	15
About.....	17
Tutorial	18

3DS Export for SpaceClaim Help

Welcome to *3DS Export for SpaceClaim* Help!

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

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

Introduction

3DS Export for SpaceClaim is a 3D Studio (.3ds) file export add-in for SpaceClaim®. This add-in gives SpaceClaim the ability to export 3D solid and surface data from a SpaceClaim part or assembly document to 3d polygon meshes in a 3D Studio 3DS file.

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

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

- SpaceClaim 2010 (32 & 64 Bit)
- SpaceClaim 2009+ (32 & 64 Bit)
- SpaceClaim 2009 (32 & 64 Bit)
- SpaceClaim 2008

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

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The 3DS file format is the native file format of 3D Studio. 3D Studio has now been replaced by 3ds Max whose native file format has a .max file extension.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

3DS Export for SpaceClaim is an add-in for SpaceClaim

Installation:

=====

The installer adds 3DS Export for SpaceClaim to the list of available add-ins installed for SpaceClaim. To verify whether 3DS Export for SpaceClaim has been properly loaded into SpaceClaim go to the "Add-Ins" section in SpaceClaim Options. Verify that "3DS Export for SpaceClaim" is present in the list of Add-Ins and make sure that its check box is checked.

Now 3DS Export for SpaceClaim is ready for use.

Usage:

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3DS Export for SpaceClaim adds new commands to SpaceClaim. It also adds a ribbon bar to the SpaceClaim user interface called "SYCODE" containing these new commands. Simply click on the buttons in the ribbon bar to run these new commands.

The new commands are:

- 1) Export - Exports a 3DS file
- 2) Help - Display the 3DS Export for SpaceClaim help file
- 3) Register - Display the 3DS Export for SpaceClaim product registration dialog box
- 4) About - Display the 3DS Export for SpaceClaim 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 SpaceClaim adds new commands to SpaceClaim. It also adds a ribbon bar to SpaceClaim called "SYCODE" containing these new commands.

The new commands are:

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

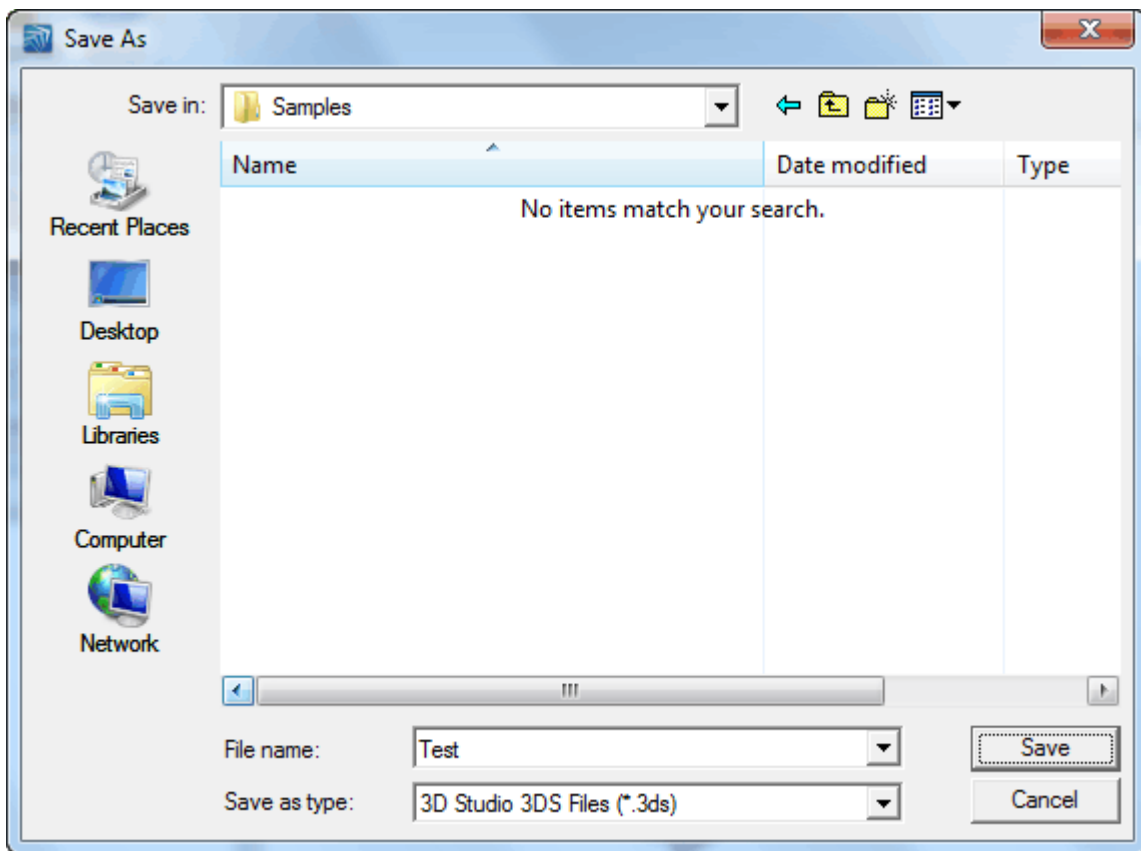
Export

Menu Button SYCODE > Export

The Export command exports a 3DS file.

To export to a 3DS file

1. Click the *Export* button on the "3DSEExport" ribbon bar.
2. You will be presented with a "Save As" dialog box. Select the 3DS file you wish to export and click *Save*



Help

Menu Button SYCODE > Help

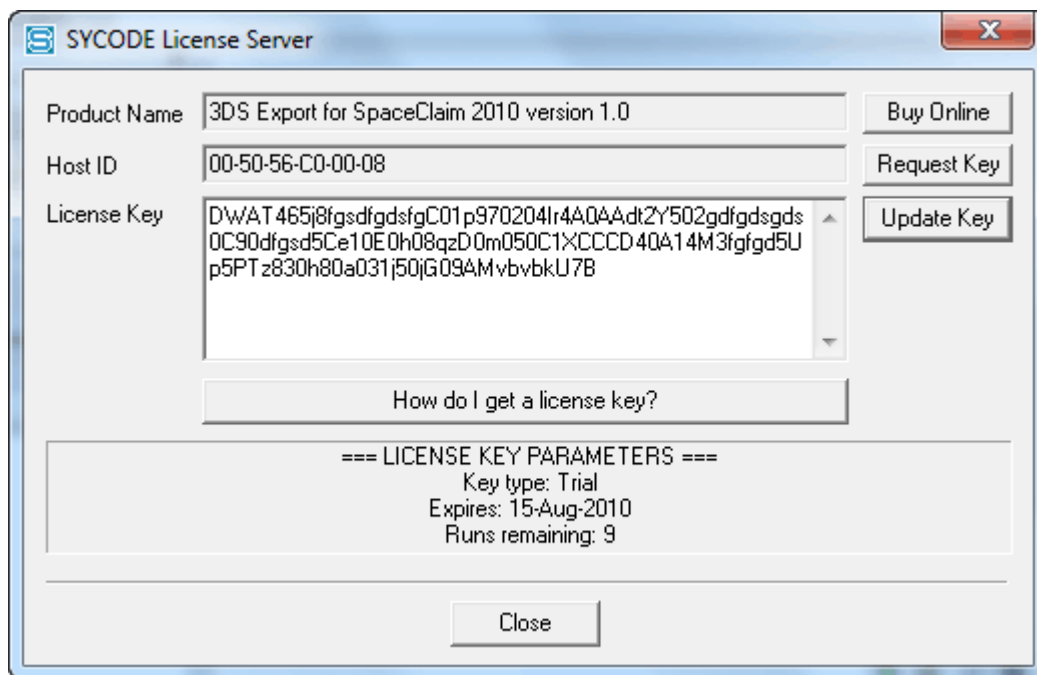
This command displays the help file. The [Welcome](#) page is a good place to start.

Register

Menu Button SYCODE > Register

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

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.

3DS Export for SpaceClaim Help

(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 SYCODE > About

This command displays the *3DS Export for SpaceClaim* About box. The About box lists the name of the product and its version.



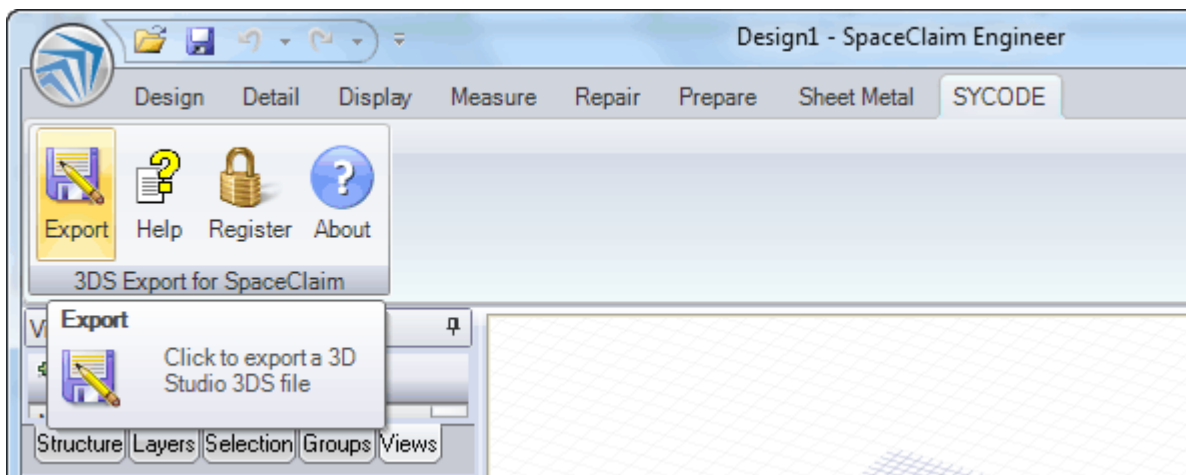
Tutorial

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

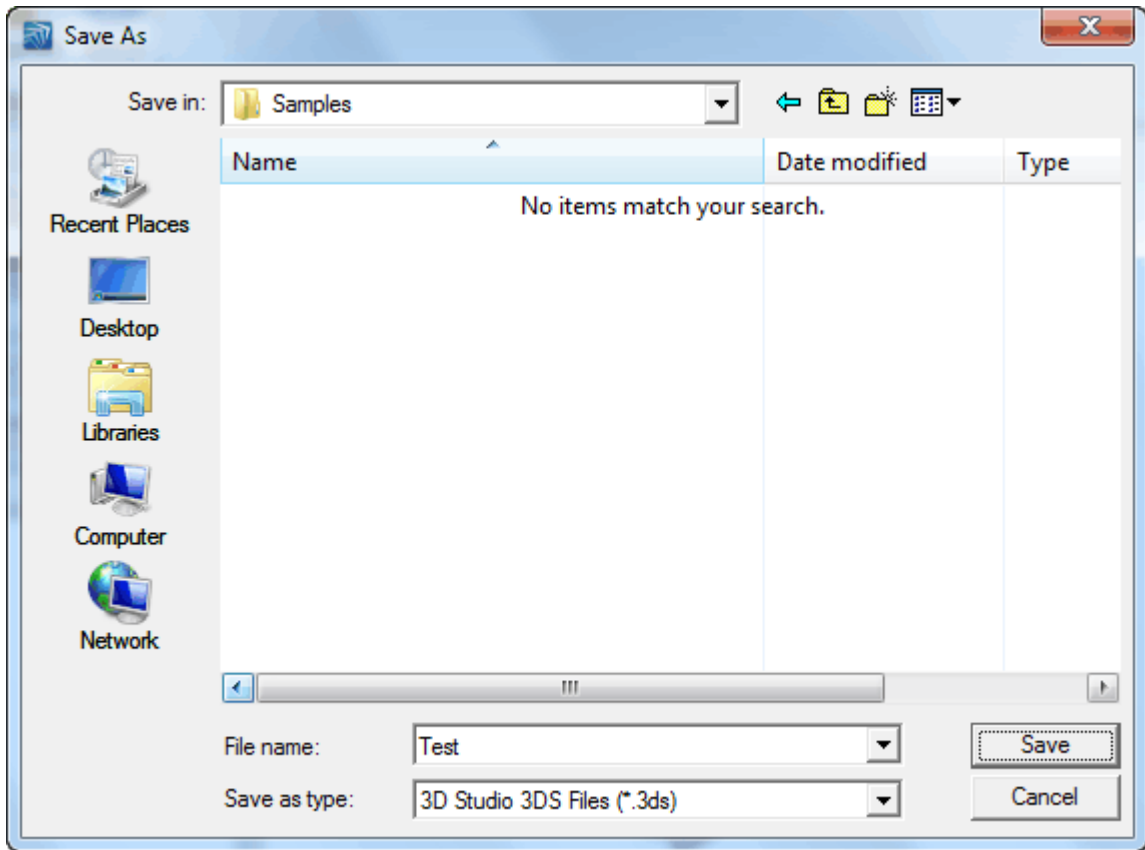
Step 1: Start SpaceClaim (if you haven't already).

Step 2: Click "Open". The "Open Design" dialog box is displayed. Select the file C:\Program Files\SYCODE\3DS Export for SpaceClaim\Samples\Piston.sat and click *Open*.

Step 3: Click the *Export* button on the "SYCODE" ribbon bar.



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



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