

## **3DS Export for Solid Edge Help**

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# 3DS Export for Solid Edge Help

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Welcome to *3DS Export for Solid Edge* Help!

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

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

# Introduction

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

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

*3DS Export for Solid Edge* is very easy to use. Once installed, it automatically loads itself into Solid Edge and adds a new submenu called "3DS Export for Solid Edge" to the Solid Edge Applications menu.

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The 3DS file format is the native file format of 3D Studio. 3D Studio has now been replaced by 3ds Max whose native file format has a .max file extension.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

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This is a 3DS *Export for Solid Edge* ReadMe file.

3DS Export for Solid Edge is an add-in for Solid Edge

### Installation:

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The installer adds 3DS Export for Solid Edge to the list of available add-ins installed for Solid Edge. To verify whether 3DS Export for Solid Edge has been properly loaded into Solid Edge invoke the "Add-In Manager" by clicking on the "Applications" menu, then "Add-Ins" and finally "Add-In Manager". Verify that "3DS Export for Solid Edge" is present in the list of "Available Add-Ins" and make sure that its check box is checked.

Now 3DS Export for Solid Edge is ready for use.

### Usage:

=====

3DS Export for Solid Edge adds new commands to Solid Edge. It also adds a submenu to the Solid Edge menu called "3DS Export for Solid Edge" containing these new commands. This submenu is located in the Applications -> Add-Ins submenu. 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 Solid Edge help file
- 3) Register - Display the 3DS Export for Solid Edge product registration dialog box
- 4) About - Display the 3DS Export for Solid Edge about box

Note: The "3DS Export for Solid Edge" submenu is available only when a document (part, assembly, etc.) is open. This is due to the way Solid Edge is designed.

### Support:

=====

For support, please E-Mail [support@sycode.com](mailto: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	<a href="mailto:info@sycode.com">info@sycode.com</a>
Web Site	<a href="http://www.sycode.com">http://www.sycode.com</a>

# Command Reference

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*3DS Export for Solid Edge* adds new commands to Solid Edge. It also adds a ribbon bar to Solid Edge called "Add-Ins" containing the following commands.

<a href="#">Export</a>	Exports a 3DS file
<a href="#">Help</a>	Displays the <i>3DS Export for Solid Edge</i> help file
<a href="#">Register</a>	Displays the <i>3DS Export for Solid Edge</i> product registration dialog box
<a href="#">About</a>	Displays the <i>3DS Export for Solid Edge</i> about box

**Note:**

- The "Add-Ins" ribbon bar is available only when a document (part, assembly, etc.) is open. This is due to the way Solid Edge is designed.

## Export

---

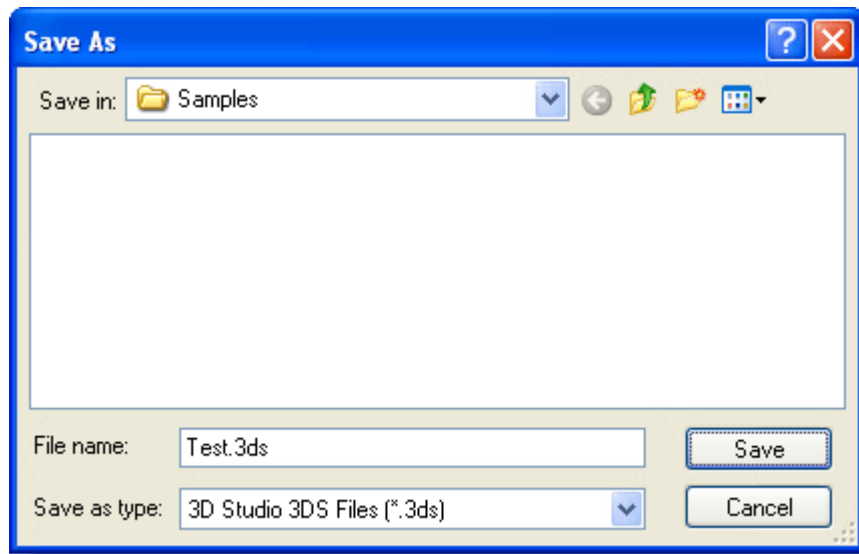
**Menu Button**      Applications > Add-Ins > 3DS Export for Solid Edge > Export

---

This command is used to export to a 3DS file.

### To export to a 3DS file

1. Click the *Export* button on the "Add-Ins" 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**      Add-Ins > Help

---

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

## Register

**Menu Button**      Add-Ins > Register

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

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.

SYCODE License Server

Product Name: 3DS Export for Solid Edge ST version 1.0      Buy Online

Host ID: 00-1E-8C-9C-71-44      Request Key

License Key: 2mA10C1f6501j740Cejwtg23SYrHNP04Tf1DQAAH0BzD0807F  
9h70RE971709mW04pU610D119EAAd0DC3D0rUNMA149BDJI  
8Zw.'BC4Cnt4XxCed0FA8506PEDWEAARI02c      Update Key

How do I get a license key?

=== LICENSE KEY PARAMETERS ===  
Key type: Trial  
Expires: 03-Oct-2009  
Runs remaining: 10

Close

### 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 Solid Edge 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](mailto:register@sycode.com)

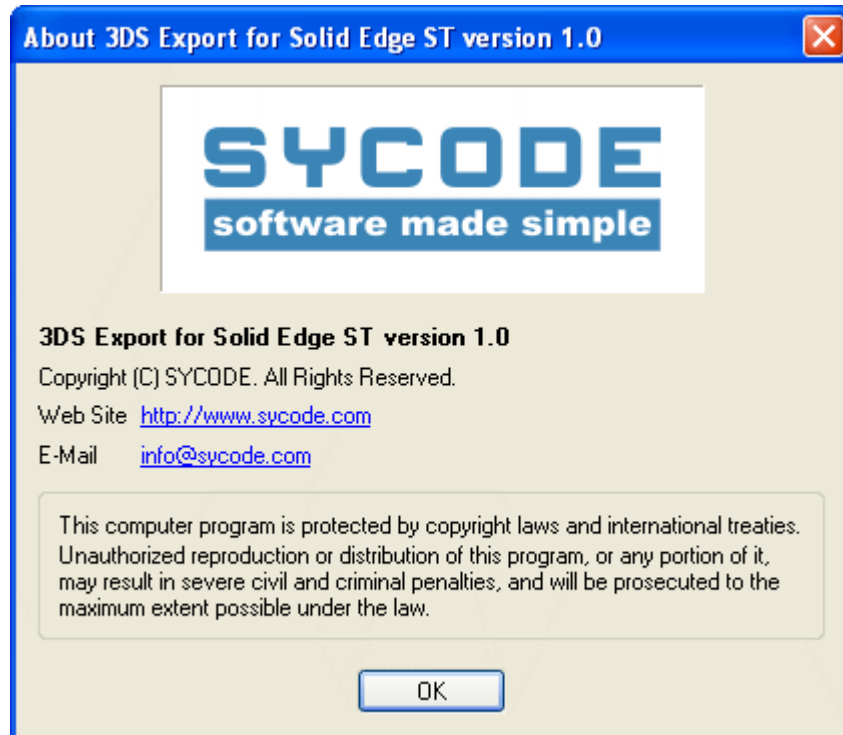
## About

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**Menu Button**      Add-Ins > About

---

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



# Tutorial

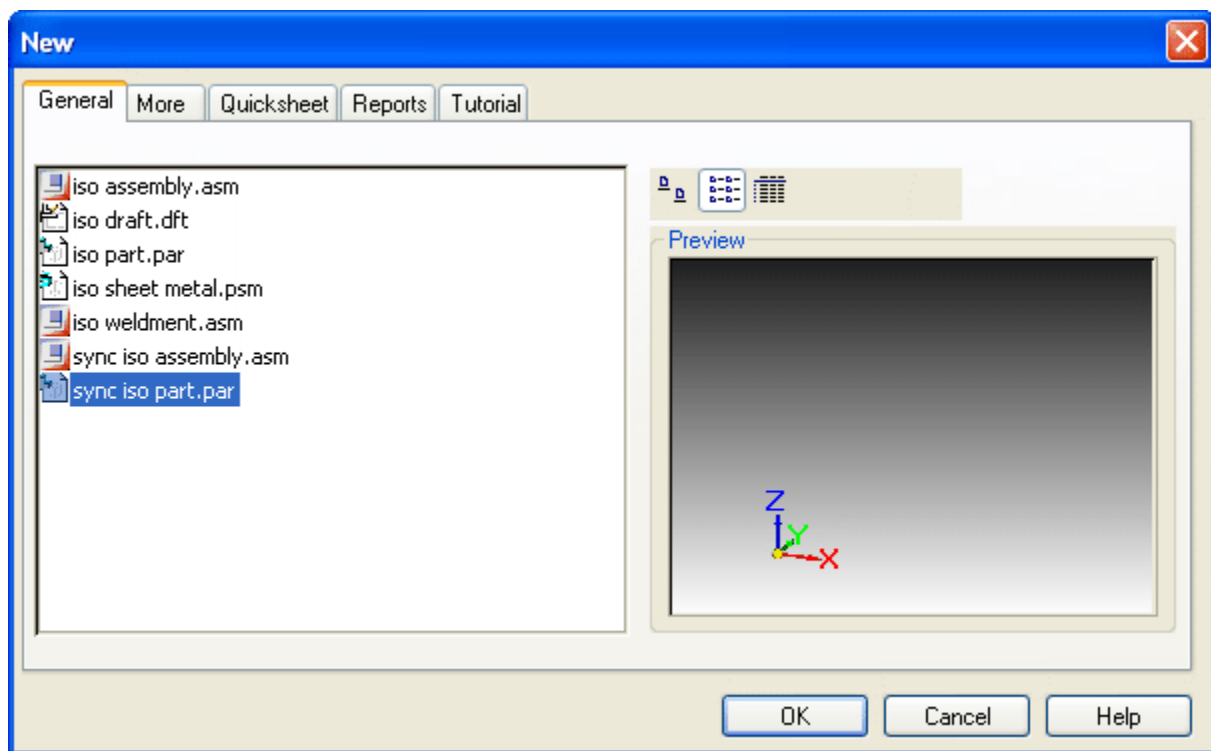
---

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

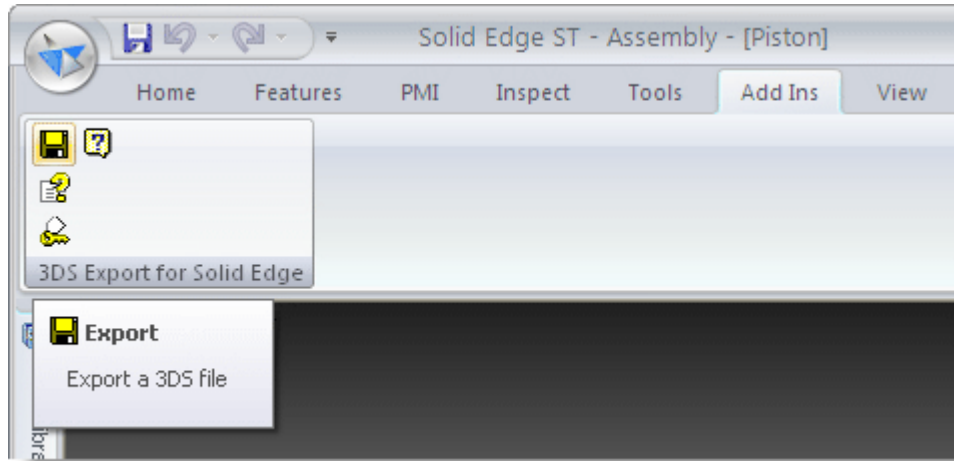
**Step 1:** Start Solid Edge (if you haven't already).

**Step 2:** Select "Open" from the "File" menu. You will be presented with the "Open File" dialog box. Browse for the file "Piston.sat" from the *3DS Export for Solid Edge Samples* folder (typically "C:\Program Files\SYCODE\3DS Export for Solid Edge\Samples") and click on "Open".

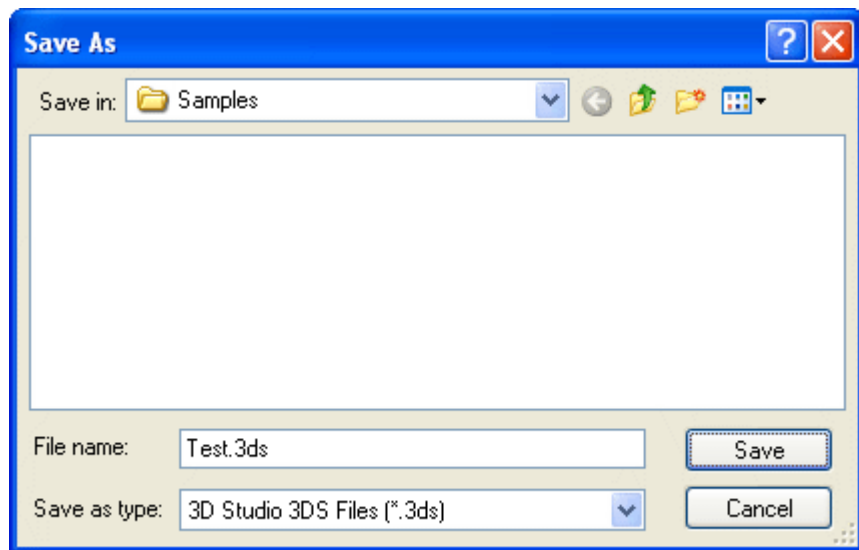
**Step 3:** The Solid Edge "New" dialog box will pop up. Select any ".par" file and click "OK". This will import the SAT file as a new part document.



**Step 4:** Click the *Export* button on the "Add-Ins" ribbon bar.



**Step 4:** The "Save As" dialog box is displayed. Select an output 3DS file name and click "Save".



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