

3DS Import for ARES Help

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3DS Import for ARES Help

Welcome to *3DS Import for ARES* Help!

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

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

Introduction

3DS Import for ARES is a 3D Studio® 3DS file import plug-in for ARES®. This plug-in gives ARES the ability to import meshes in a 3D Studio 3DS file.

3DS Import for ARES reads polygon mesh data stored in 3DS files and imports it into ARES. A object in a 3DS file is comprised of a set of triangular faces. *3DS Import for ARES* creates a polyface mesh for each object and adds it to the active drawing.

3DS Import for ARES is designed to work with the following version of ARES:

- ARES 2010 (32)

3DS Import 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 "3DSImport" to the ARES menu containing these newly added commands.

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The 3DS file format is the native file format of 3D Studio. 3D Studio has now been replaced by 3ds Max whose native file format has a .max file extension.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

3DS Import 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 Import for ARES.

Loading:

=====

Before you use the 3DS Import 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 (3DSImport_ARES_3.02src_8.drx) in the 3DS Import for ARES installation folder (typically C:\Program Files\SYCODE\3DS Import for ARES\) and click "Open"
- 5) Check "OK" on the Options dialog box to dismiss it.

Usage:

=====

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

The new commands are:

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

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

Support:

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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 Import for ARES adds new commands to ARES and a submenu called "3DSImport" which houses them. The new commands are:

3DSImport	Imports a 3DS file
3DSImportHelp	Displays the <i>3DS Import for ARES</i> help file
3DSImportRegister	Register your copy of <i>3DS Import for ARES</i>
3DS ImportAbout	Displays the <i>3DS Import for ARES</i> about box

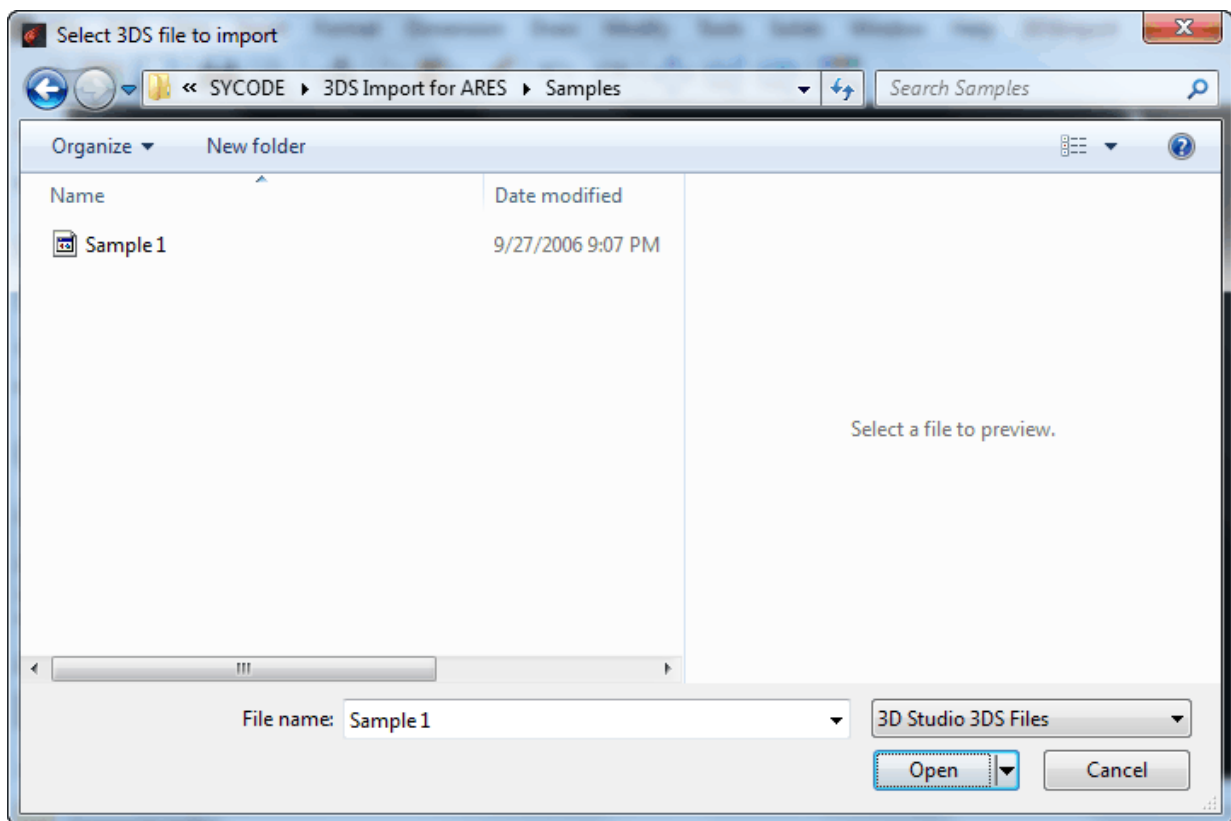
3DSImport

Menu Button	3DSImport > Import
Command	3DSImport

This command imports geometric data from 3DS files into ARES.

To import a 3DS file

1. Select *Import* from the "3DSImport" menu or type *3DSImport* at the ARES command prompt and press *Enter*.
2. The ARES "Open" dialog box is displayed. Browse for the 3DS file you wish to import and click *Open*.



3. At the ARES command prompt, select the "Options" as required and click *Ok*.

3DSImportHelp

Menu Button	3DSImport > Help
Command	3DSImportHelp

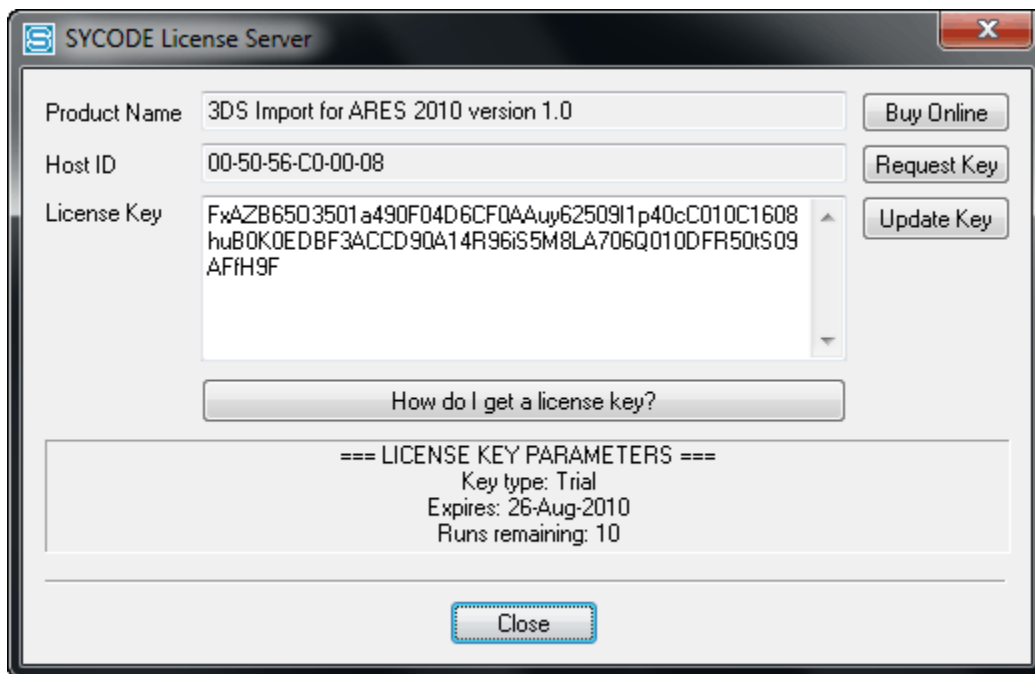
This command displays the help file. The [Welcome](#) page is a good place to start.

3DSImportRegister

Menu Button	3DSImport > Register
Command	3DSImportRegister

This command used to register your copy of *3DS Import 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.



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.

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IMPORTANT:

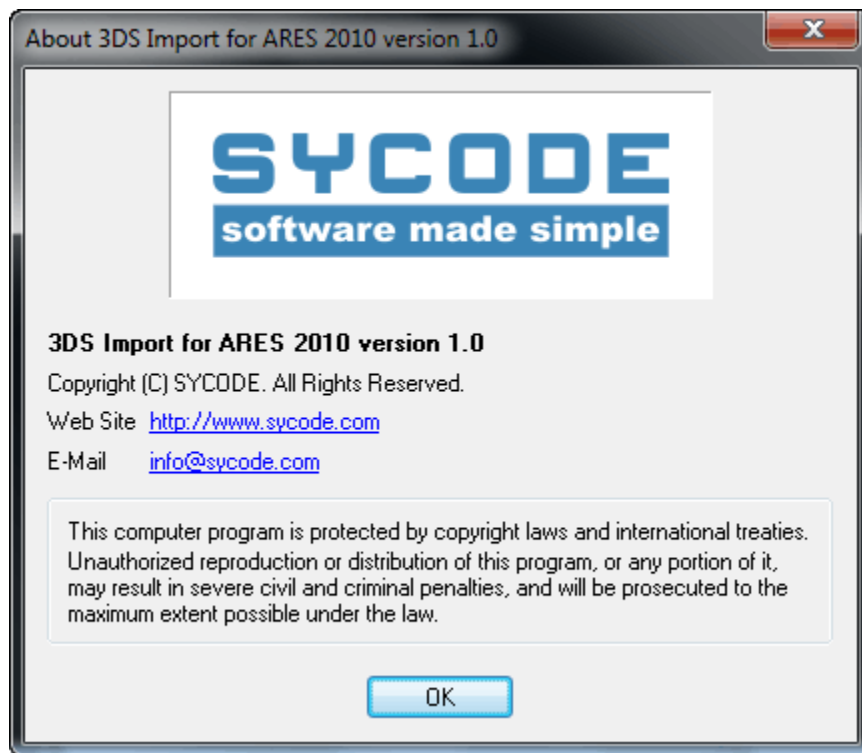
- (1) Please ensure that your computer is connected to the internet before you request for a key.
- (2) Please be sure to enter a valid email address as the key will be sent to you by email.
- (3) To avoid disruption in your work-flow we urge you to place your order before the trial period ends.

If you need anything else please send an email to register@sycode.com

3DSImportAbout

Menu Button	3DSImport > About
Command	3DSImportAbout

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



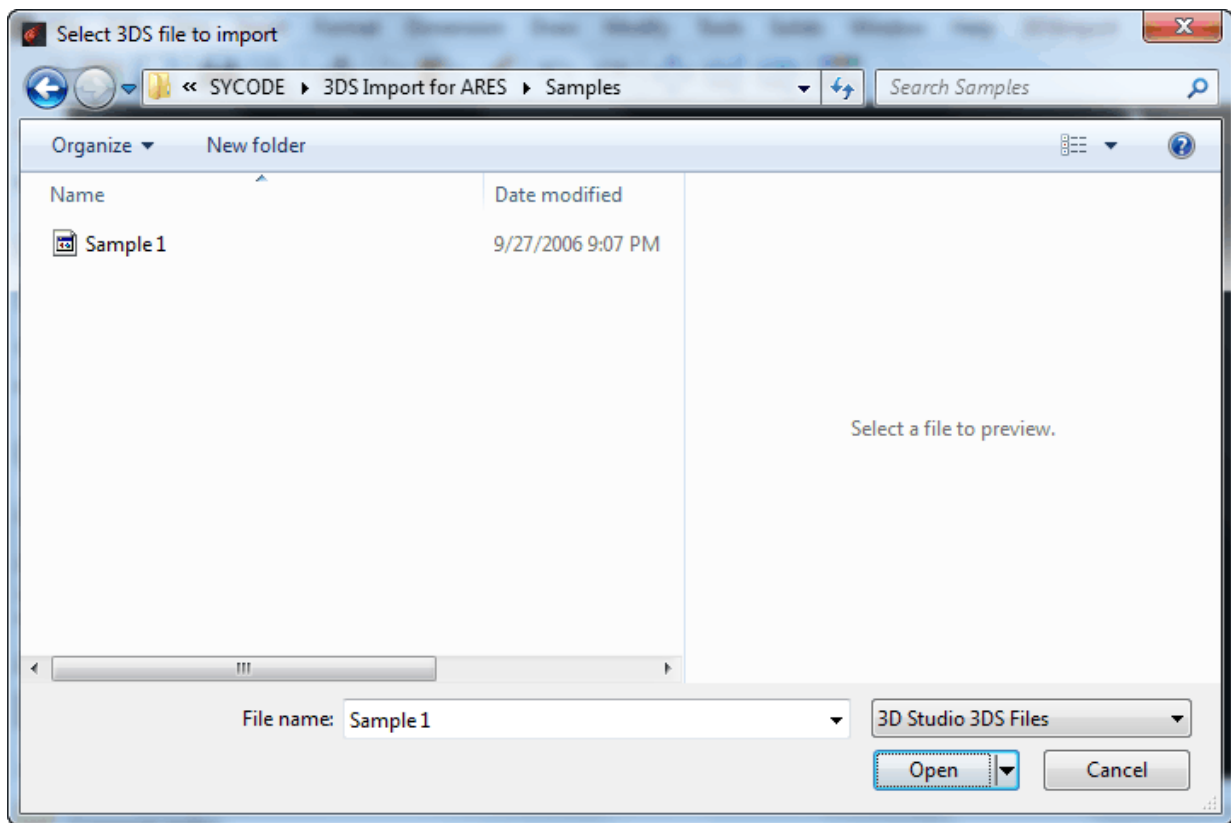
Tutorial

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

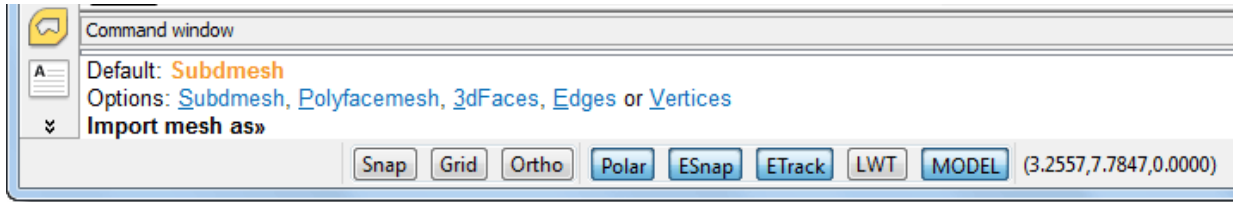
Step 1: Start ARES.

Step 2: Select *Import* from the "3DSImport" menu or type *3DSImport* at the ARES command prompt and press *Enter*.

Step 3: The ARES "Open" dialog box is displayed. Browse for the file C:\Program Files\SYCODE\3DS Import for ARES\Samples\Sample 1.3ds and click *Open*.

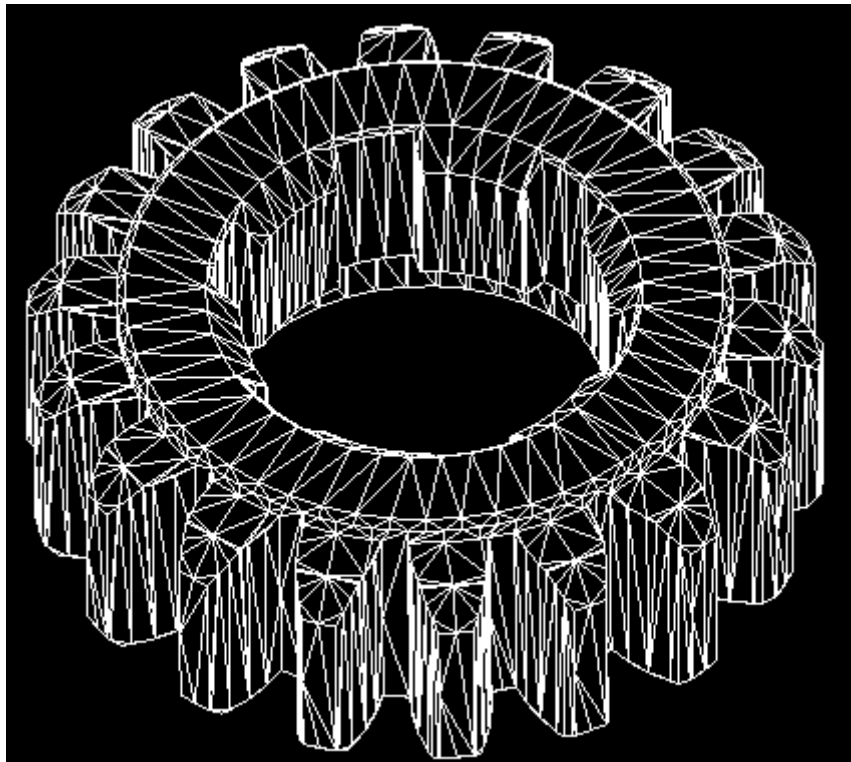


Step 4: At the ARES command prompt, select the "Options" as required and click *OK*.

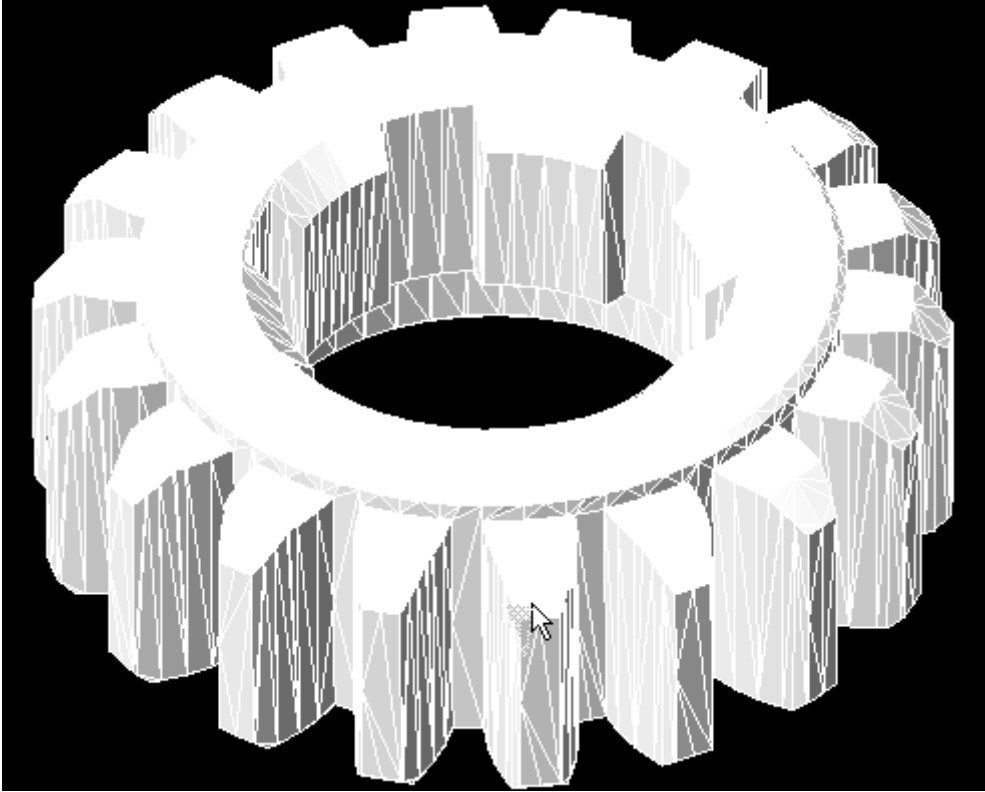
**Note:**

When importing a 3DM file object with "Subdmesh" option will import as "Vertices", this is a known limitation and we have reported this behavior to Graebert. Graebert will fix it in the next release.

The figure below shows the final result.



Wireframe mode



Shaded mode