

# **3DS Import for Inventor**

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## Table Of Contents

3DS Import for Inventor Help.....	1
Introduction .....	2
License Agreement .....	3
Contact.....	11
Command Reference .....	12
Import .....	13
Help.....	14
Register.....	15
About.....	17
Tutorial .....	18

# 3DS Import for Inventor Help

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Welcome to *3DS Import for Inventor* Help!

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

- [Introduction](#) - Introduction to *3DS Import for Inventor*.
- [Command Reference](#) - Quick reference of all the commands added by *3DS Import 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 Import 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

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*3DS Import for Inventor* is a 3D Studio (.3ds) file import add-in for Inventor. This add-in gives Inventor the ability to import polygon data from 3DS files.

*3DS Import for Inventor* reads polygon mesh data stored in 3DS files and imports it into Inventor. A polygon mesh in a 3DS file is comprised of a set of triangular faces. *3DS Import for Inventor* creates trimmed planar surfaces for each triangle and knits them together to create a body. If the polygon mesh is closed (i.e. it does not contain boundary edges) then *3DS Import for Inventor* will create a closed body feature, otherwise an open surface will be created.

*3DS Import 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 Import 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 Import for Inventor* 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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## 3DS Import for Inventor

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This is the *3DS Import for Inventor* ReadMe file.

```
3DS      Import      for      Inventor      is      an      add-in      for      Inventor
```

### Installation:

```
=====
```

The installer adds 3DS Import for Inventor to the list of available add-ins installed for Inventor. To verify whether 3DS Import for Inventor has been properly loaded into Inventor invoke the "Add-In Manager" by clicking on the "Tools" menu and then. Verify that "3DS 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      3DS      Import      for      Inventor      is      ready      for      use.
```

### Usage:

```
=====
```

3DS 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 a 3DS file
- 2) Help - Display the 3DS Import for Inventor help file
- 3) Register - Display the 3DS Import for Inventor product registration dialog box
- 4) About - Display the 3DS Import for Inventor about box

### 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

---

*3DS Import for Inventor* adds new commands to Inventor. It also adds a ribbon bar to Inventor called "Add-Ins" containing these new commands.

<a href="#">Import</a>	Import a 3DS file
<a href="#">Help</a>	Displays the <i>3DS Import for Inventor</i> help file
<a href="#">Register</a>	Register your copy of <i>3DS Import for Inventor</i>
<a href="#">About</a>	Displays the <i>3DS Import for Inventor</i> about box

## Import

---

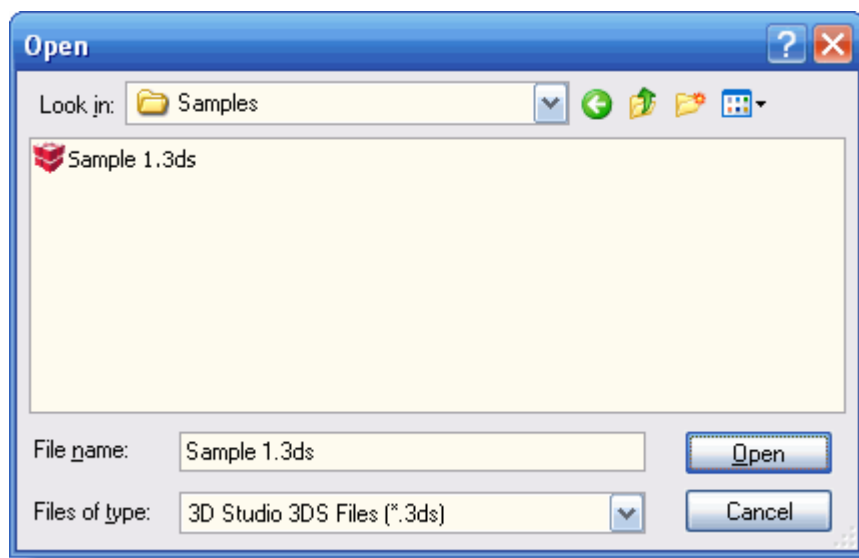
**Menu Button** Add-Ins > Import

---

This command imports mesh objects from 3DS files into Inventor.

### To import a 3DS file

1. Click the *Import* button on the "Add-Ins" ribbon bar.
2. The Inventor file "Open" dialog box is displayed. Browse for the 3DS file you wish to import and click *Open*.



## 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 Import 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.

**SYCODE License Server**

Product Name: 3DS Import for Inventor 2010 version 1.0

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

License Key: 2mA10C1f6501j740Cejwtg23SYrHNP04Tf1DQAAH0BzD0807F  
9h70RE971709mW04pU610D119EAd0DC3D0rUNMA149BDJI  
8Zw.'BC4Cnt4XCcd0FA8506PEDWEAARI02c

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

### 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:

## 3DS Import for Inventor

- (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](mailto:register@sycode.com)

## About

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**Menu Button** Add-Ins > About

---

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



# Tutorial

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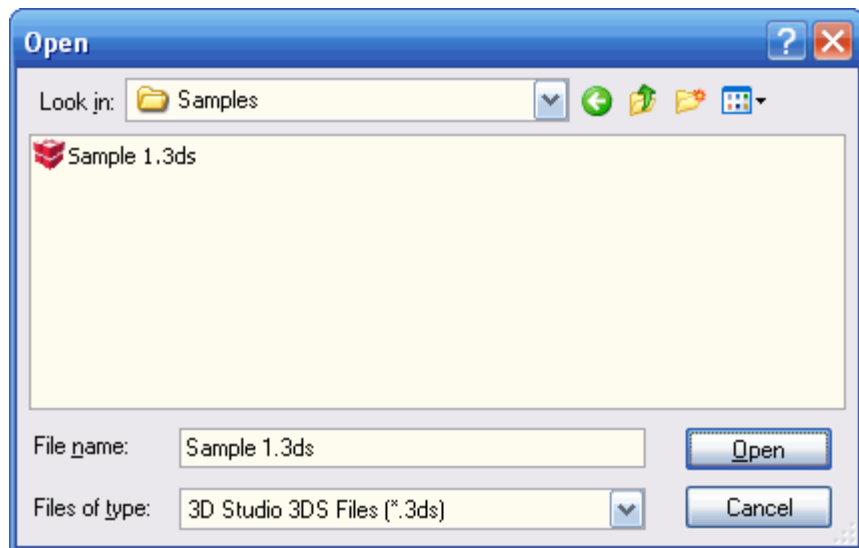
This tutorial provides the necessary information and hands-on experience to help you get started with *3DS Import for Inventor*.

**Step 1:** Start Inventor.

**Step 2:** Click the *Import* button on the "Add-Ins" ribbon bar.



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



The figure below shows the final result.

