

3DS Import for KeyCreator Help

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3DS Import for KeyCreator Help

Welcome to *3DS Import for KeyCreator* Help!

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

- [Introduction](#) - Introduction to *3DS Import for KeyCreator*.
- [Command Reference](#) - Quick reference of all the commands added by *3DS Import for KeyCreator*.
- [Tutorial](#) - Tutorial to get you started in the shortest possible time.

Note:

- If you have trouble loading the *3DS Import 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 Import for KeyCreator is a 3D Studio 3DS file import add-in for KeyCreator. This add-in gives KeyCreator the ability to import geometric data from 3DS files.

3DS Import for KeyCreator reads polygon mesh data stored in 3DS files and imports it into KeyCreator. A polygon mesh in a 3DS file is comprised of a set of triangular faces. *3DS Import for KeyCreator* creates trimmed planar surfaces for each triangular face 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 KeyCreator* will create a closed body feature, otherwise an open surface will be created.

3DS Import 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 Import for KeyCreator" to the KeyCreator's "Add-Ins" menu containing these commands.

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The 3DS file format is the native file format of 3D Studio. 3D Studio has now been replaced by 3ds Max whose native file format has a .max file extension.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

Thank you for installing 3DS Import for KeyCreator.

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

Loading Instructions:

=====

Since 3DS Import 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 Import for KeyCreator will automatically load itself into KeyCreator the next time you run KeyCreator.

The 3DS Import for KeyCreator add-in file is installed into the 3DS Import for KeyCreator installation folder (typically C:\Program Files\SYCODE\3DS Import 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.

3DSImport_VC80.cde -> KeyCreator 8.x

3DSImport_VC90.cde -> KeyCreator 9.x

To load 3DS Import 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 Import for KeyCreator\).
- (5) Click "OK" to close the Options dialog box.
- (6) Restart KeyCreator.

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

Usage:

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

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

Sample Files:

=====

Sample files are copied into the Samples folder which is located in the 3DS Import for KeyCreator installation folder (typically "C:\Program Files\SYCODE\3DS Import for KeyCreator\"). You can try 3DS Import 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 Import for KeyCreator adds new commands to KeyCreator and a submenu called "3DS Import for KeyCreator" which houses them.

The new commands are:

Import	Imports a 3DS file
Help	Displays the <i>3DS Import for KeyCreator</i> help file
Register	Displays the <i>3DS Import for KeyCreator</i> product registration dialog box
About	Displays the <i>3DS Import for KeyCreator</i> about box

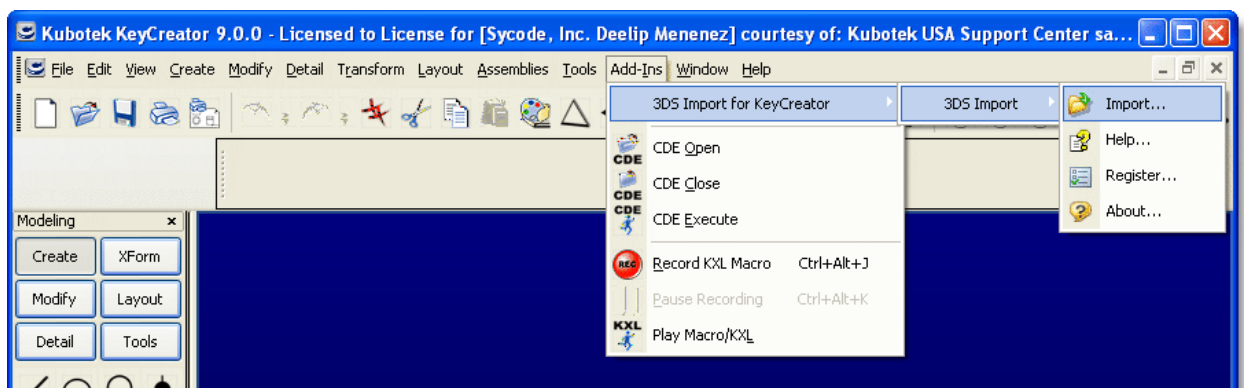
Import

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

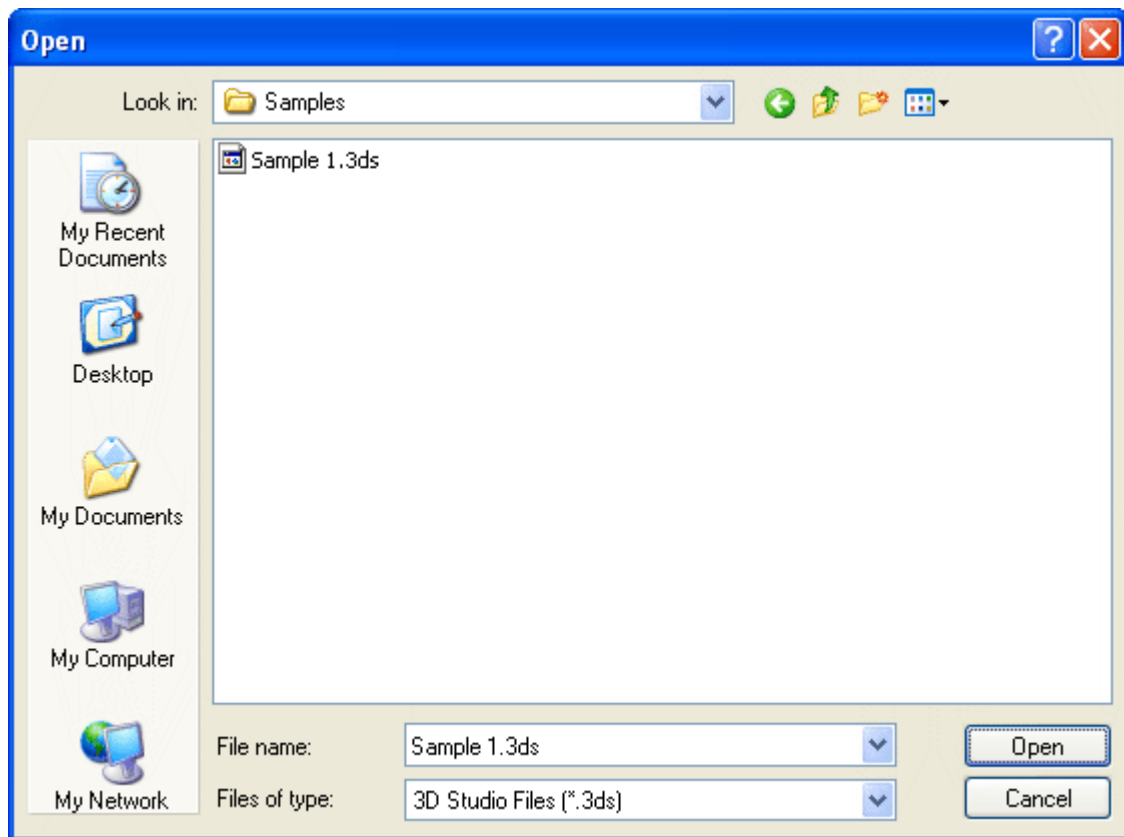
This command imports a 3DS file.

To import a 3DS file

1. Select *Import* from the "Add-Ins > 3DS Import for KeyCreator > 3DS Import" submenu.



2. You will be presented with a "Open" dialog box. Select the 3DS file you wish to import and click *Open*.



3. The "3DS Import for KeyCreator Options" dialog box is displayed. Select the options as required and click OK.

Help

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

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

Register

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

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

SYCODE License Server

Product Name: 3DS Import for KeyCreator 9 version 1.0

Host ID: 00-1D-7D-FD-AD-1D

License Key: DuFDvAkED2321SDT280198I0ere904tx23DA0AAxl5WEwN1
0CNDD30jF11A83iODEmE01DB1dkfe84gFBC3232D0A1470Fn
V71efgfdwDCDPR1e094K60H8SADD232AABJHFE

=== LICENSE KEY PARAMETERS ===
Key type: Trial
Expires: 19-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:

(1) Please ensure that your computer is connected to the internet before you request for a key.

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- (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 Import for KeyCreator > 3DS Import > About

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

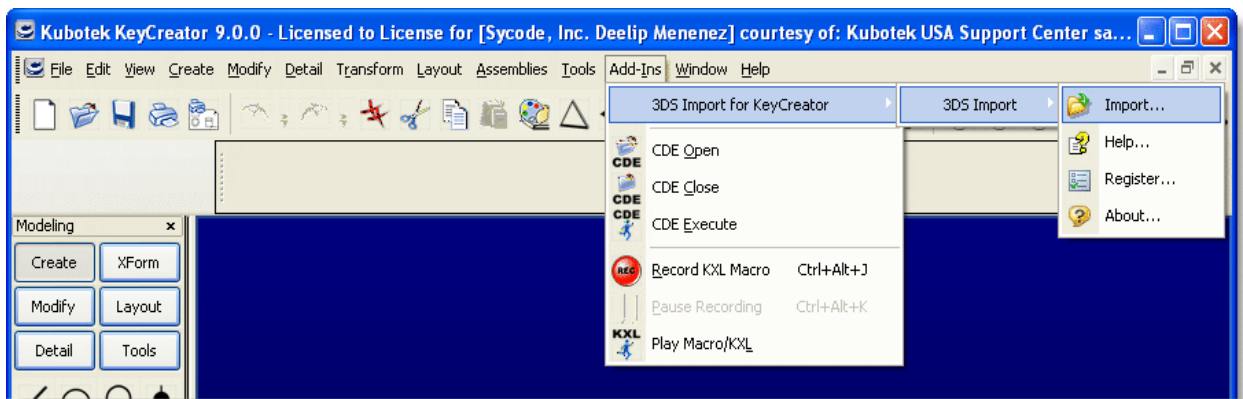


Tutorial

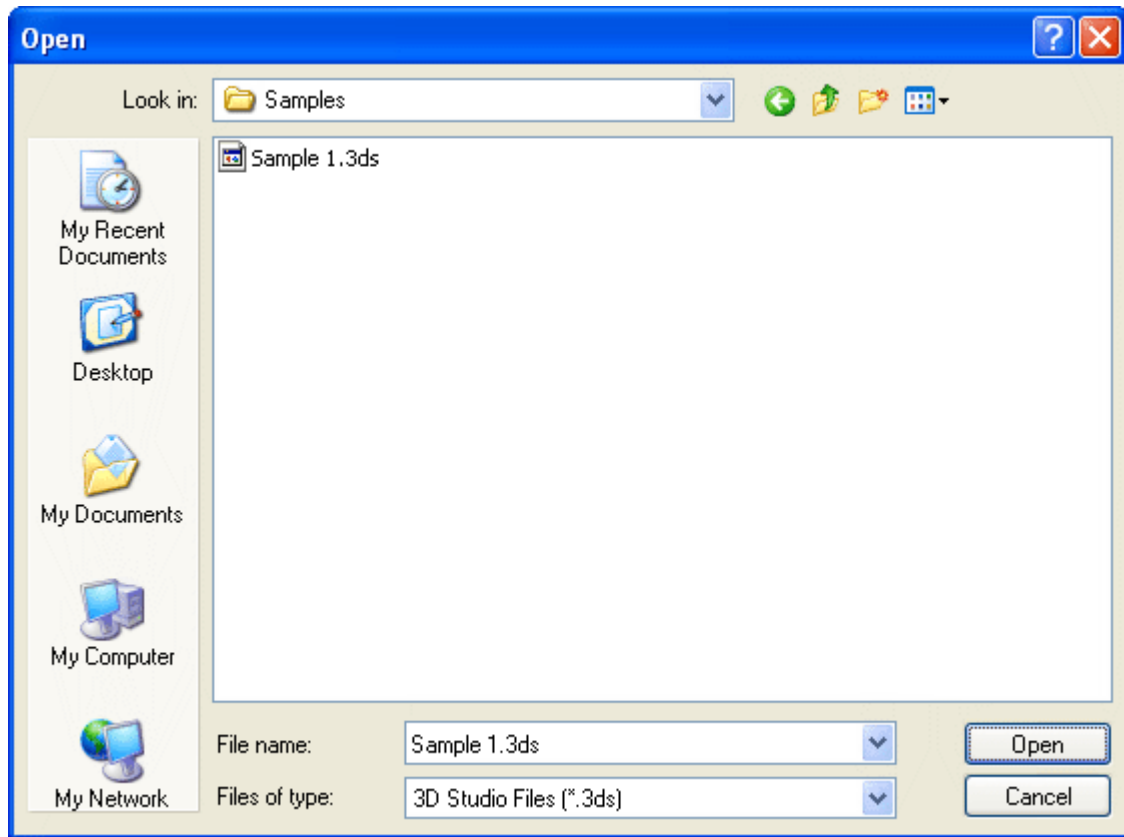
This tutorial provides the necessary information and hands-on experience to help you get started with a *3DS Import for KeyCreator*.

Step 1: Start KeyCreator.

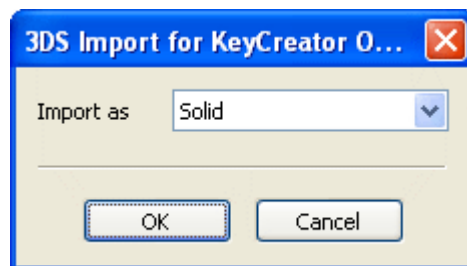
Step 2: Select *Import* from the "Add-Ins > 3DS Import for KeyCreator > 3DS Import" submenu.



Step 3: The "Open" dialog box is displayed. Select C:\Program Files\SYCODE\3DS Import for KeyCreator\Samples\Sample 1.3ds.



Step 4: The "3DS Import for KeyCreator Options" dialog box is displayed. Select the options as required and click OK.



The figure below shows the final result.

