

3DS Import for Pro/ENGINEER Help

Table Of Contents

3DS Import for Pro/ENGINEER Help	1
Introduction	2
License Agreement	3
ReadMe	10
Contact.....	12
Command Reference	13
Import	14
Help.....	15
Register.....	16
About.....	18
Tutorial	19

3DS Import for Pro/ENGINEER Help

Welcome to *3DS Import for Pro/ENGINEER* Help!

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

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

Introduction

3DS Import for Pro/ENGINEER is a 3D Studio (.3ds) file import plug-in for Pro/ENGINEER Wildfire. This plug-in gives Pro/ENGINEER Wildfire the ability to import geometric data from 3DS files.

3DS Import for Pro/ENGINEER reads polygon mesh data stored in 3DS files and imports it into Pro/ENGINEER Wildfire. A polygon mesh in a 3DS file is comprised of a set of triangular faces. *3DS Import for Pro/ENGINEER* 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 Pro/ENGINEER* will create a closed body feature, otherwise an open surface will be created.

3DS Import for Pro/ENGINEER is very easy to use. Once installed, it must be loaded into the Pro/ENGINEER Wildfire environment. Follow the simple instructions in the "ReadMe" document which can be found in the installation folder. Once loaded, it adds new commands to Pro/ENGINEER Wildfire and a submenu called "3DSImport" to the Pro/ENGINEER Wildfire menu.

3DS Import for Pro/ENGINEER 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 Pro-ENGINEER* ReadMe file.

3DS Import for Pro/ENGINEER is a plug-in for Pro/ENGINEER Wildfire

Installation:

=====

3DS Import for Pro/ENGINEER is a Pro/TOOLKIT application and needs to be registered with Pro/ENGINEER Wildfire before it can be used. Once you register the plug-in with Pro/ENGINEER Wildfire, it will be automatically loaded every time you start Pro/ENGINEER Wildfire. Before you register 3DS Import for Pro/ENGINEER it is important that you note down the folder where the plug-in was installed. The default installation location is "C:\Program Files\SYCODE\3DS Import for Pro ENGINEER".

Plug-in Registration:

=====

1) The plug-in installer copies a file called protk.dat into the installation folder. Open it in NotePad and observe the lines starting with "exec_file" and "text_dir".

2) The line starting with "exec_file" is the full path of the plug-in DLL. You need to choose the correct plug-in DLL depending upon your version of Pro/ENGINEER Wildfire. Modify the file path to match your plug-in installation folder and replace XXX in the file name as explained below:

For Pro/ENGINEER Wildfire 1.0 and 2.0, replace "XXX" with
"3DSImport_VC60.dll"

For Pro/ENGINEER Wildfire 3.0, replace "XXX" with "3DSImport_VC71.dll"

For Pro/ENGINEER Wildfire 4.0 and 5.0 (32 Bit), replace "XXX" with
"3DSImport_VC80.dll"

For Pro/ENGINEER Wildfire 4.0 and 5.0 (64 Bit), replace "XXX" with
"3DSImport_VC80x64.dll"

For example, if you have installed 3DS Import for Pro/ENGINEER in the default location and you are using Pro/ENGINEER Wildfire 4.0 (64 bit) the line will be as follows:

```
exec_file C:\Program Files\SYCODE\3DS Import for Pro  
ENGINEER\3DSImport_VC80x64.dll
```

IMPORTANT: This is a critical step. The plug-in will not load into Pro/ENGINEER Wildfire if this step is not carried out properly. To better understand this step you may want to browse to the installation folder (typically C:\Program Files\SYCODE\3DS Import for Pro ENGINEER) and take a look at the file names of the plug-in DLL's copied into it.

3) The line starting with "text_dir" tells Pro/ENGINEER Wildfire where to look for supporting files required by the plug-in. Modify the folder path

to match your plug-in installation folder.

4) Save protk.dat and exit NotePad.

5) When Pro/ENGINEER Wildfire starts it looks for a file called protk.dat and loads the plug-ins listed in it. Pro/ENGINEER Wildfire looks for protk.dat in a folder called "text" located in the Pro/ENGINEER Wildfire installation folder. For example, in the case of Pro/ENGINEER Wildfire 4.0, the "text" folder may be "C:\Program Files\proeWildfire 4.0\text". Copy the protk.dat that you just edited to the Pro/ENGINEER "text" folder.

IMPORTANT: If there is already a file called protk.dat in the "text" folder, it means that you already have registered other plug-ins. Do not overwrite it. Instead, append the contents of the protk.dat file you just edited to the contents of the existing protk.dat file in the "text" folder.

Now 3DS Import for Pro/ENGINEER is ready for use.

Usage:

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3DS Import for Pro/ENGINEER adds new commands to Pro/ENGINEER Wildfire. It also adds a submenu to the Pro/ENGINEER menu called "3DSImport" containing these new commands. Simply click on the menu items in this sub menu to run these new commands.

The new commands are:

- 1) Import - Imports a 3DS file
- 2) Help - Display the 3DS Import for Pro/ENGINEER help file
- 3) Register - Display the 3DS Import for Pro/ENGINEER product registration dialog box
- 4) About - Display the 3DS Import for Pro/ENGINEER about box

Support:

=====

For support, please E-Mail support@sycode.com

Contact

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Fax	+91 832 2416615
E-Mail	info@sycode.com
Web Site	http://www.sycode.com

Command Reference

3DS Import for Pro/ENGINEER adds a new menu to Pro/ENGINEER Wildfire. The '3DSImport' menu consists of the following commands:

Import	Import a 3DS file
Help	Displays the <i>3DS Import for Pro/ENGINEER</i> help file
Register	Register your copy of <i>3DS Import for Pro/ENGINEER</i>
About	Displays the <i>3DS Import for Pro/ENGINEER</i> about box

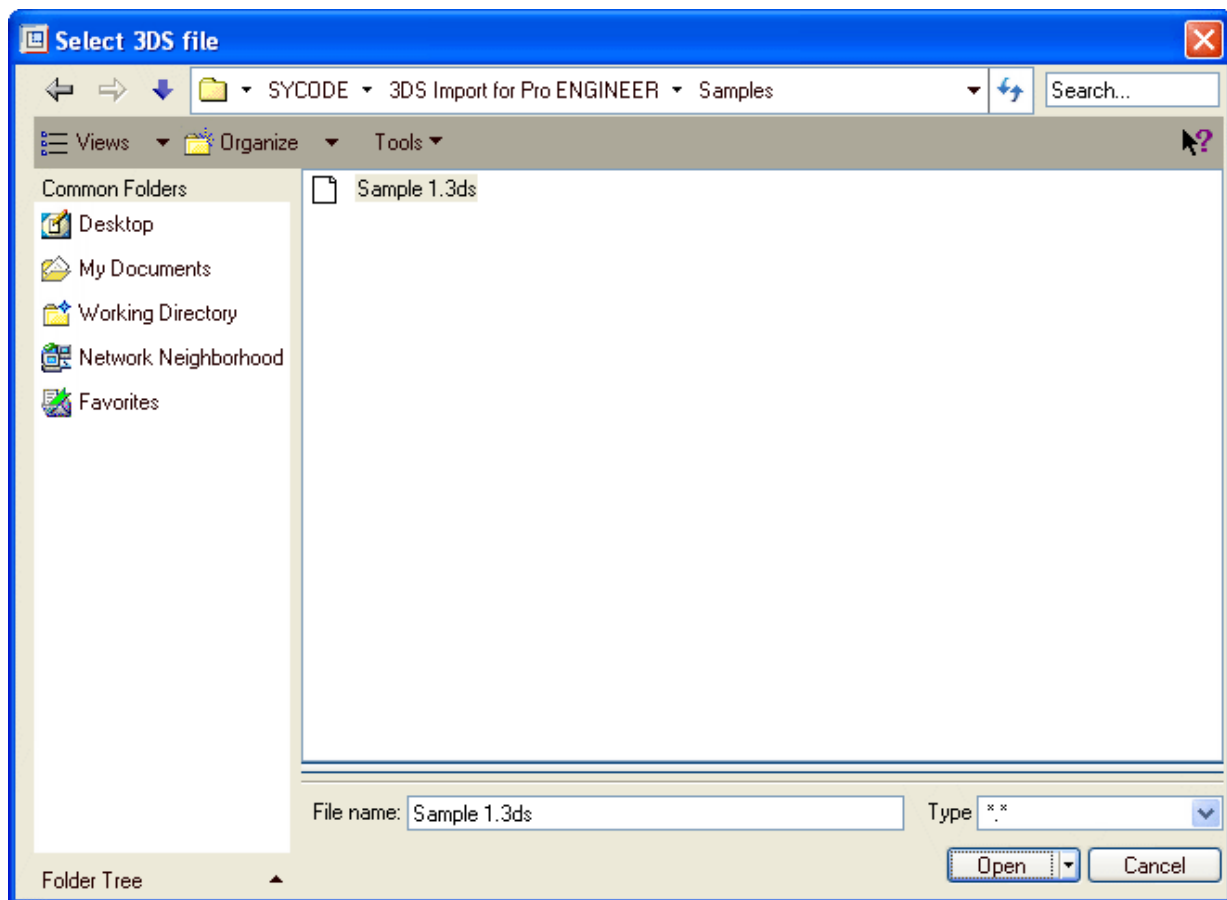
Import

Menu Button 3DSImport > Import

This command imports geometric data from 3DS files into Pro/ENGINEER Wildfire.

To import a 3DS file

1. Select *Import* from the "3DSImport" submenu.
2. The Pro/ENGINEER Wildfire "Open" dialog box is displayed. Browse for the 3DS file you wish to import and click *Open*.



Help

Menu Button 3DSImport > Help

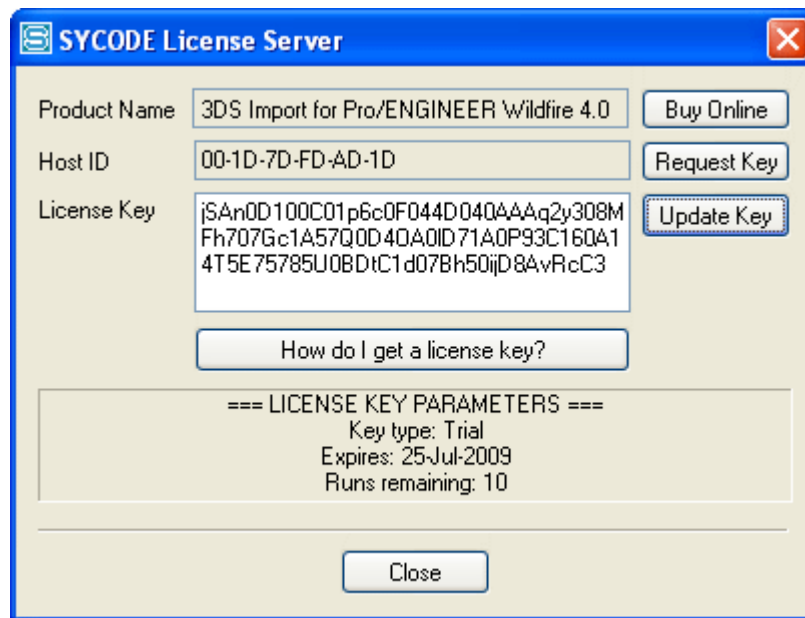
This command displays the help file. The [Welcome](#) page is a good place to start.

Register

Menu Button 3DSImport > Register

This command is used to register your copy of *3DS Import for Pro/ENGINEER*.

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.

- (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 3DSImport > About

This command displays the *3DS Import for Pro/ENGINEER* 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 *3DS Import for Pro/ENGINEER*.

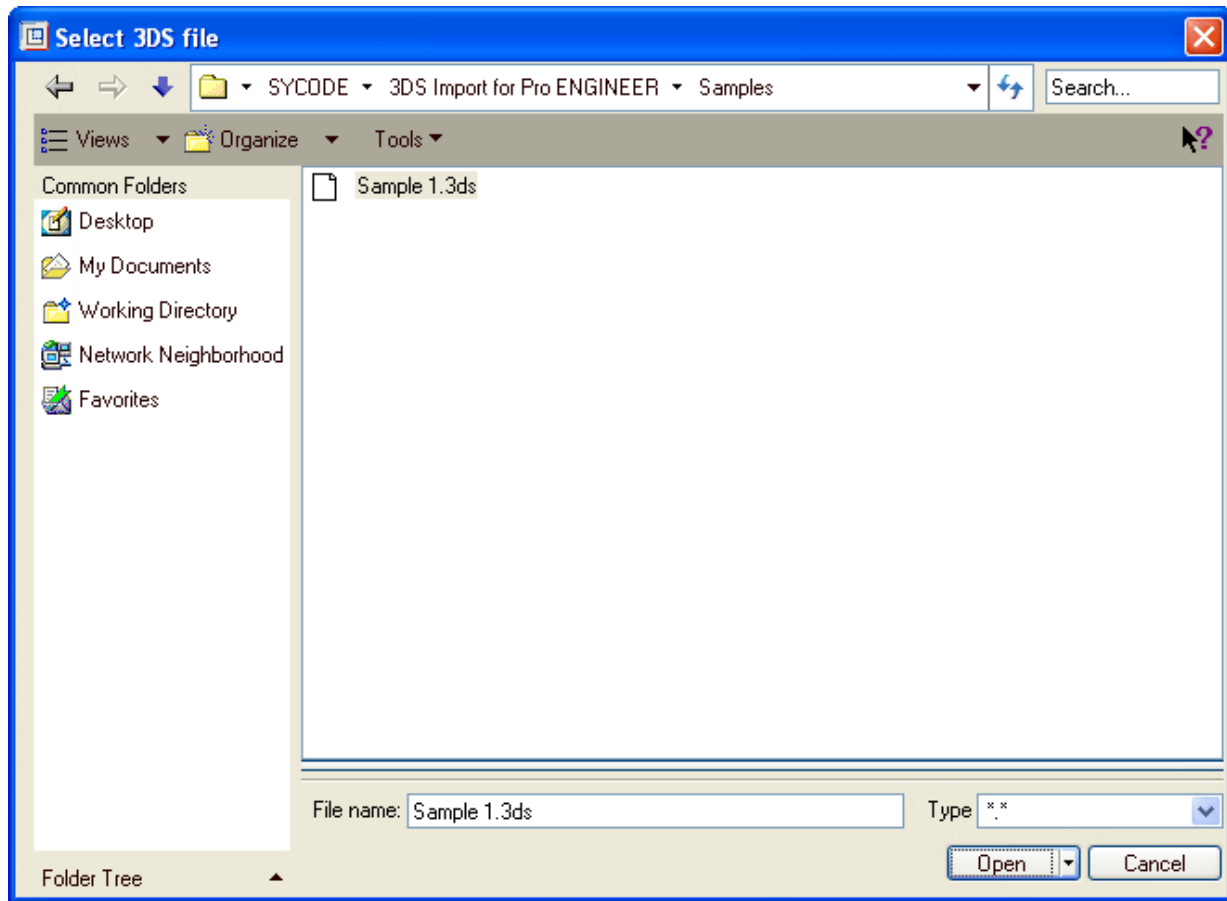
Step 1: Start Pro/ENGINEER Wildfire.

Step 2: Select *Import* from the "3DSImport" submenu.



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

3DS Import for Pro/ENGINEER Help



The figure below shows the final result.

