

## **3DS Import for SpaceClaim Help**

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# 3DS Import for SpaceClaim Help

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Welcome to *3DS Import for SpaceClaim* Help!

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

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

**Note:**

- If you have trouble loading the *3DS Import for SpaceClaim* add-in file into the SpaceClaim environment, please refer to the [ReadMe](#) file.
- Please read the [License Agreement](#) before using the software.

# Introduction

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

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

*3DS Import for SpaceClaim* is designed to work with the following versions of SpaceClaim:

- SpaceClaim 2010 (32 & 64 Bit)
- SpaceClaim 2009+ (32 & 64 Bit)
- SpaceClaim 2009 (32 & 64 Bit)
- SpaceClaim 2008

*3DS Import for SpaceClaim* is very easy to use. It adds new commands to SpaceClaim. Once installed, it automatically loads itself into SpaceClaim and adds a new ribbon bar to SpaceClaim called "SYCODE" containing the newly added commands.

*3DS Import for SpaceClaim* 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 an *3DS Import for SpaceClaim* ReadMe file.

3DS Import for SpaceClaim is an add-in for SpaceClaim

#### Installation:

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The installer adds 3DS Import for SpaceClaim to the list of available add-ins installed for SpaceClaim. To verify whether 3DS Import for SpaceClaim has been properly loaded into SpaceClaim go to the "Add-Ins" section in SpaceClaim Options. Verify that "3DS Import for SpaceClaim" is present in the list of Add-Ins and make sure that its check box is checked.

Now 3DS Import for SpaceClaim is ready for use.

#### Usage:

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3DS Import for SpaceClaim adds new commands to SpaceClaim. It also adds a ribbon bar to the SpaceClaim user interface called "SYCODE" 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 SpaceClaim help file
- 3) Register - Display the 3DS Import for SpaceClaim product registration dialog box
- 4) About - Display the 3DS Import for SpaceClaim about box

#### Support:

=====

For support, please E-Mail [support@sycode.com](mailto:support@sycode.com)

## Contact

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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 Import for SpaceClaim* adds new commands to SpaceClaim. It also adds a ribbon bar to SpaceClaim called "SYCODE" containing these new commands.

The new commands are:

<a href="#">Import</a>	Imports a 3DS file
<a href="#">Help</a>	Displays the <i>3DS Import for SpaceClaim</i> help file
<a href="#">Register</a>	Displays the <i>3DS Import for SpaceClaim</i> product registration dialog box
<a href="#">About</a>	Displays the <i>3DS Import for SpaceClaim</i> about box

## Import

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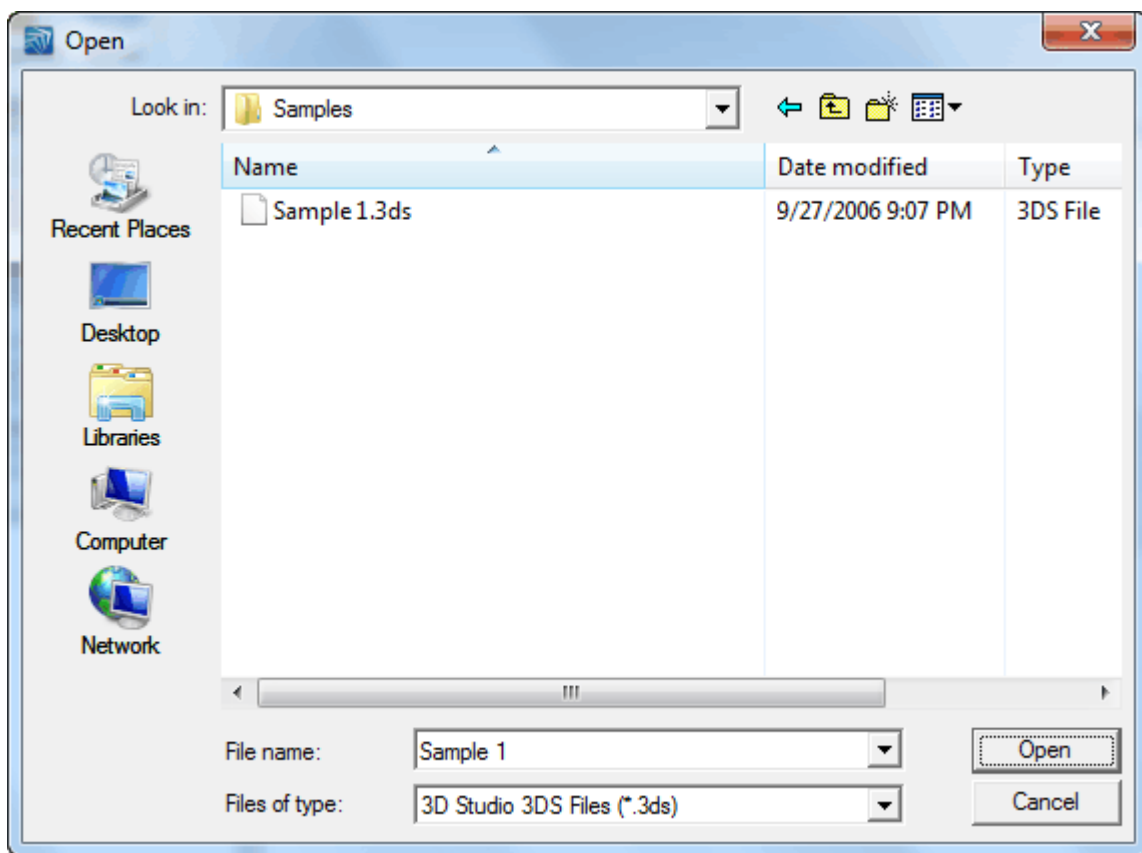
**Menu Button** SYCODE > Import

---

The Import command imports a 3DS file.

### To import a 3DS file

1. Click the *Import* button on the "SYCODE" ribbon bar.
2. You will be presented with a "Open" dialog box. Select the 3DS file you wish to import and click *Open*.



## Help

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**Menu Button**      SYCODE > Help

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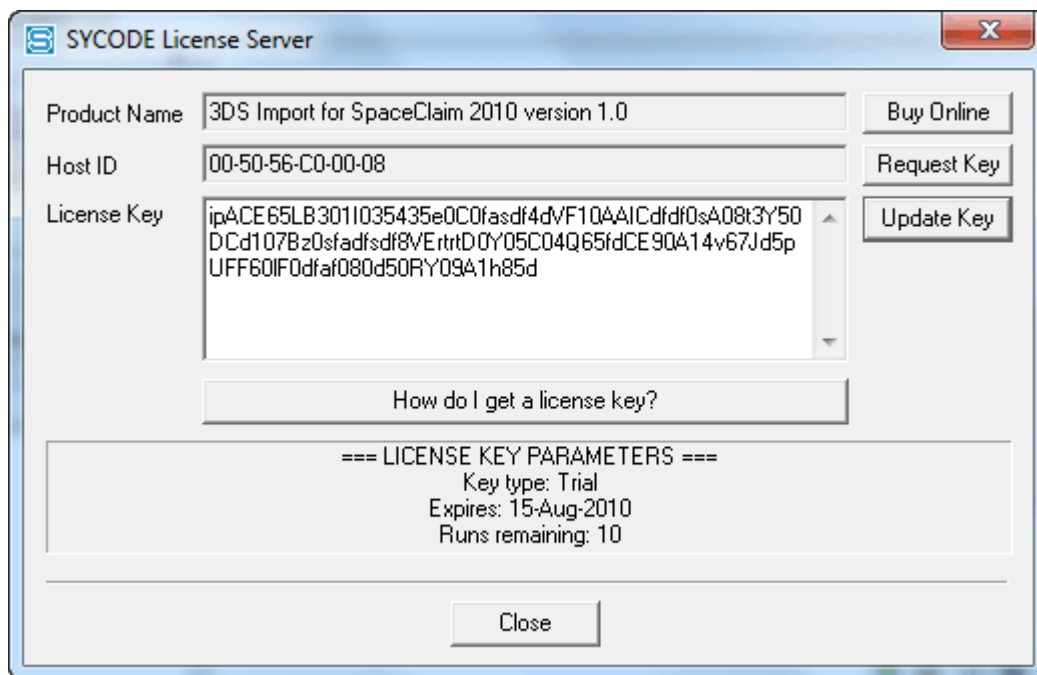
This command displays the help file. The [Welcome](#) page is a good place to start.

## Register

**Menu Button** SYCODE > Register

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

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:

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- (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**      SYCODE > About

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This command displays the *3DS Import for SpaceClaim* About box. The About box lists the name of the product and its version.



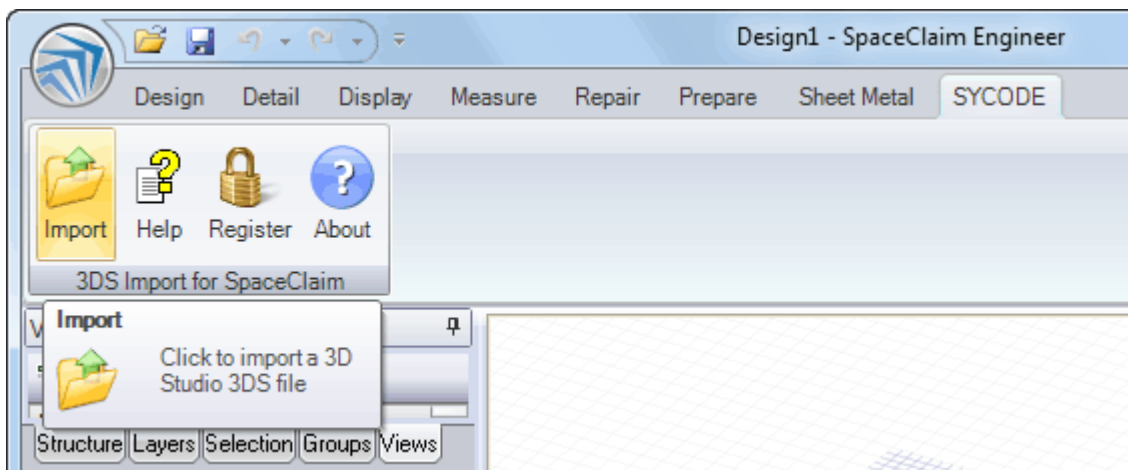
# Tutorial

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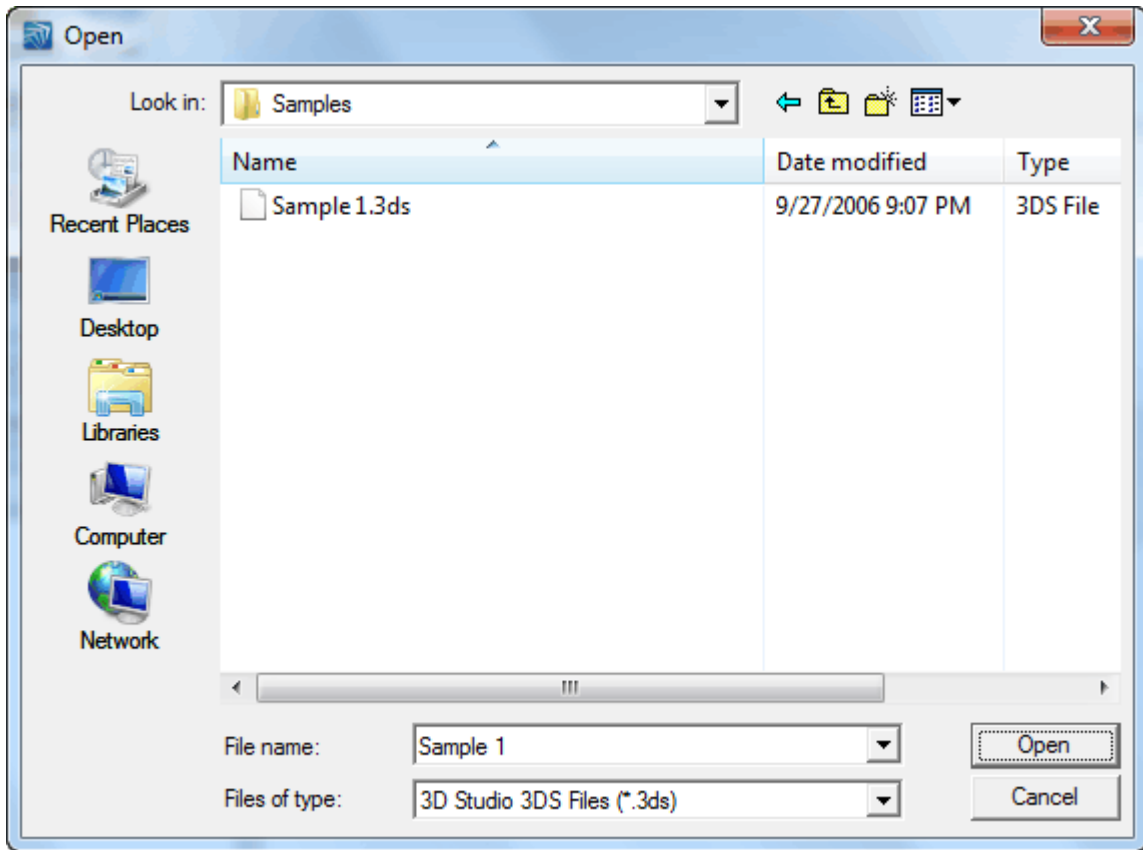
This tutorial provides the necessary information and hands-on experience to help you get started with an *3DS Import for SpaceClaim*.

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

**Step 2:** Click the *Import* button on the "SYCODE" ribbon bar.



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



The figure below shows the final result

