

## **3DS Import for Solid Edge Help**

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# 3DS Import for Solid Edge Help

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Welcome to *3DS Import for Solid Edge* Help!

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

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

# Introduction

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*3DS Import for Solid Edge* is a 3D Studio (.3ds) file import add-in for Solid Edge®. This plug-in gives Solid Edge the ability to import geometric data from 3DS files.

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

*3DS Import for Solid Edge* is very easy to use. Once installed, it automatically loads itself into Solid Edge and adds a new submenu called "3DS Import for Solid Edge" to the Solid Edge Applications menu.

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The 3DS file format is the native file format of 3D Studio. 3D Studio has now been replaced by 3ds Max whose native file format has a .max file extension.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

3DS Import for Solid Edge is an add-in for Solid Edge

### Installation:

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The installer adds 3DS Import for Solid Edge to the list of available add-ins installed for Solid Edge. To verify whether 3DS Import for Solid Edge has been properly loaded into Solid Edge invoke the "Add-In Manager" by clicking on the "Applications" menu, then "Add-Ins" and finally "Add-In Manager". Verify that "3DS Import for Solid Edge" is present in the list of "Available Add-Ins" and make sure that its check box is checked.

Now 3DS Import for Solid Edge is ready for use.

### Usage:

=====

3DS Import for Solid Edge adds new commands to Solid Edge. It also adds a submenu to the Solid Edge menu called "3DS Import for Solid Edge" containing these new commands. This submenu is located in the Applications -> Add-Ins submenu. 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 Solid Edge help file
- 3) Register - Display the 3DS Import for Solid Edge product registration dialog box
- 4) About - Display the 3DS Import for Solid Edge about box

Note: The "3DS Import for Solid Edge" submenu is available only when a document (part, assembly, etc.) is open. This is due to the way Solid Edge is designed.

### 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 Solid Edge* adds new commands to Solid Edge. It also adds a ribbon bar to Solid Edge called "Add-Ins" containing the following commands.

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

**Note:**

- The "Add-Ins" ribbon bar is available only when a document (part, assembly, etc.) is open. This is due to the way Solid Edge is designed.

## Import

---

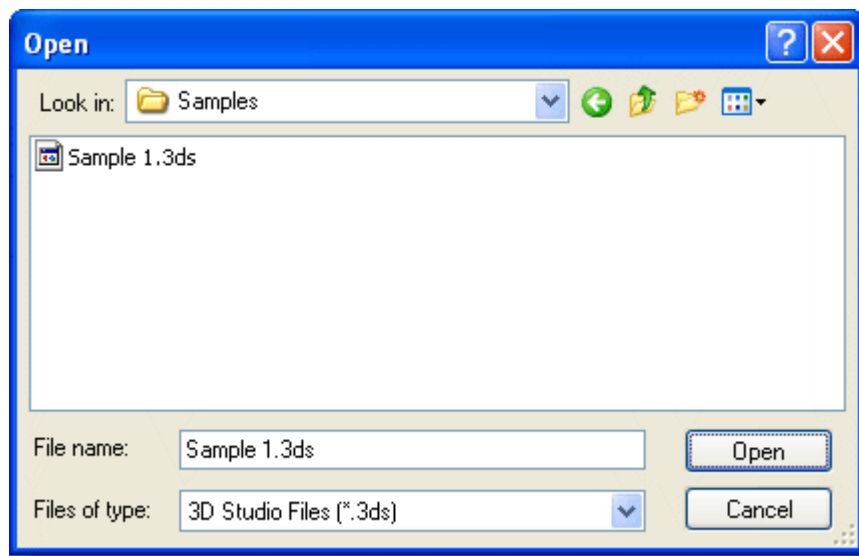
**Menu Button**      Applications > Add-Ins > 3DS Import for Solid Edge > Import

---

This command is used to import a 3DS file.

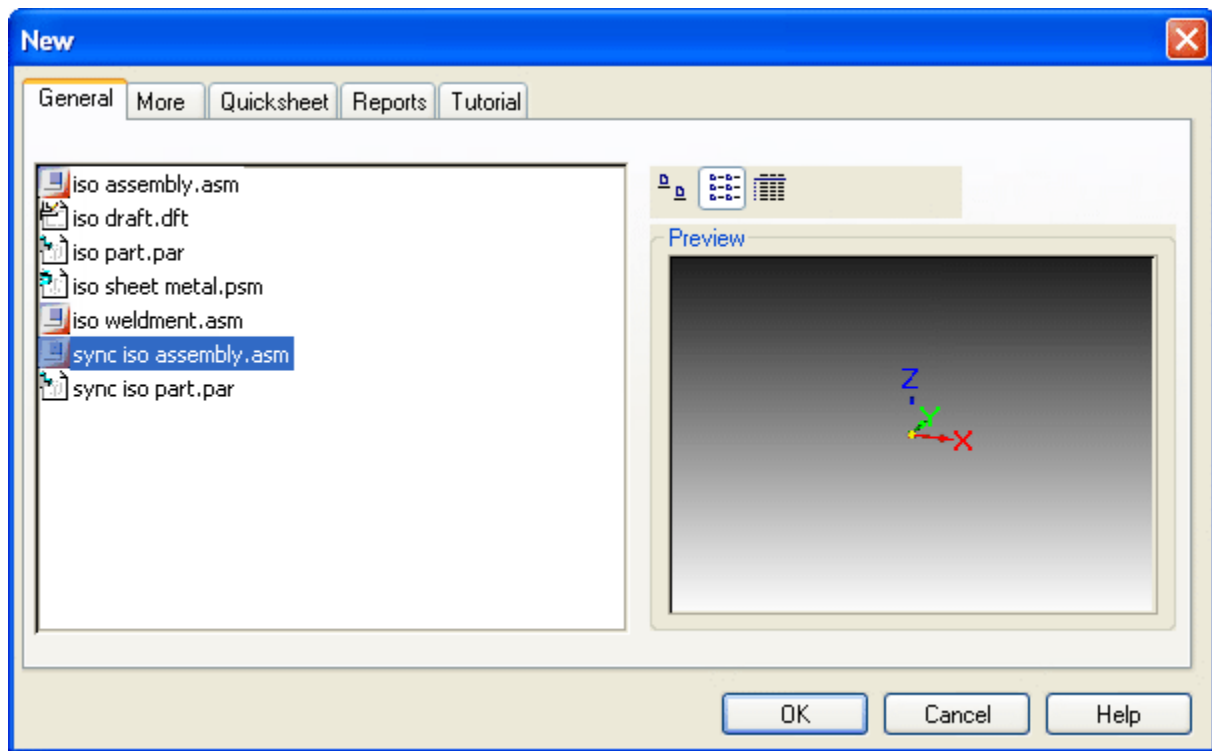
### To import a 3DS file

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



3. The 3DS file you selected will be processed. You will then be presented with the Solid Edge "New" dialog box. Select the appropriate kind of document you wish to create. It is recommended to select a Part or Assembly since other types (such as Draft) do not support 3D objects.

## 3DS Import for Solid Edge Help



A new document of the type you selected in Step 3 will be created and the 3DS file will be imported into it.

## Help

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**Menu Button**      Add-Ins > Help

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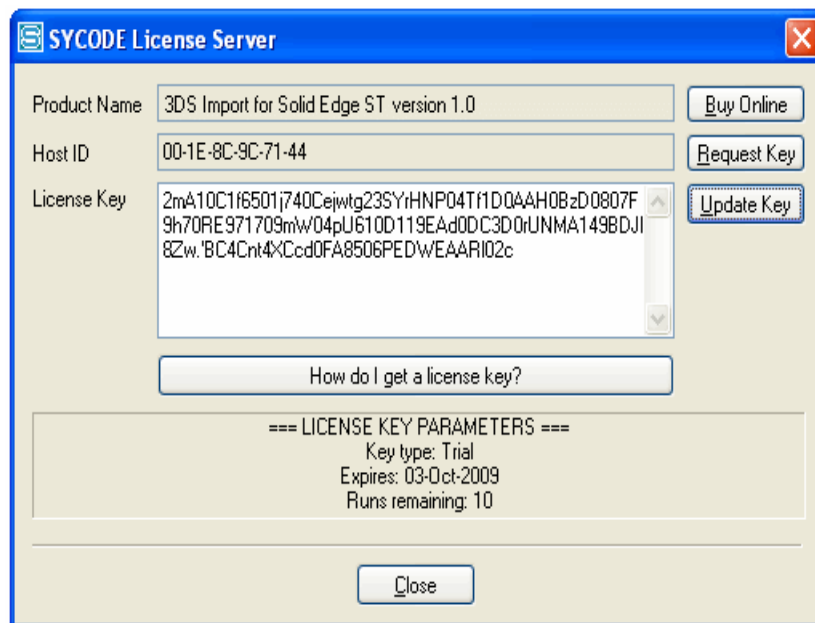
This command displays the help file. The [Welcome](#) page is a good place to start.

## Register

**Menu Button** Add-Ins > Register

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

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](mailto:register@sycode.com)

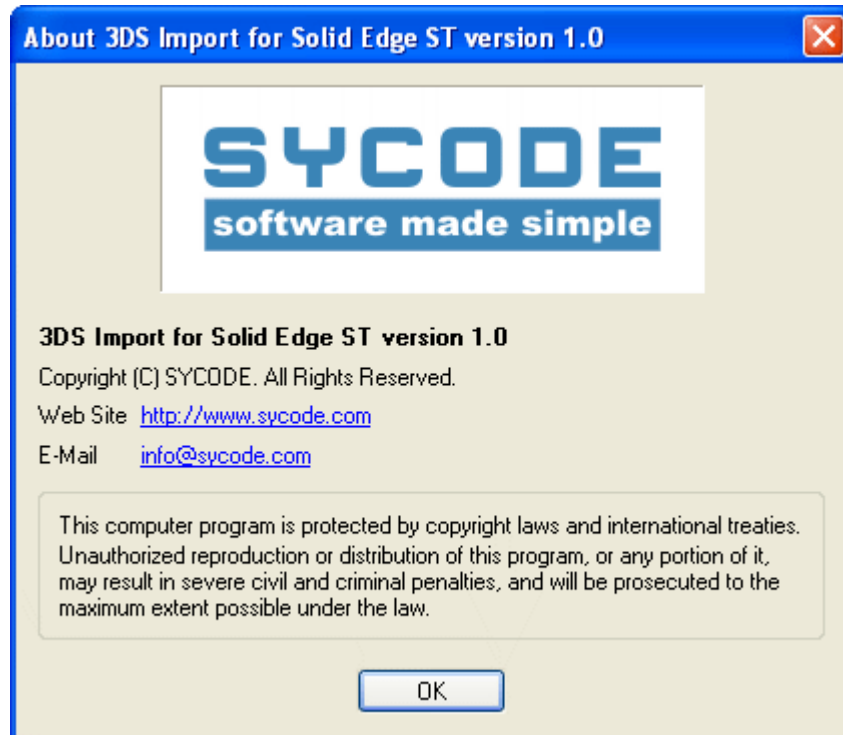
## About

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**Menu Button**      Add-Ins > About

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This command is used to display a *3DS Import for Solid Edge* About box. The About box lists the product and its version.



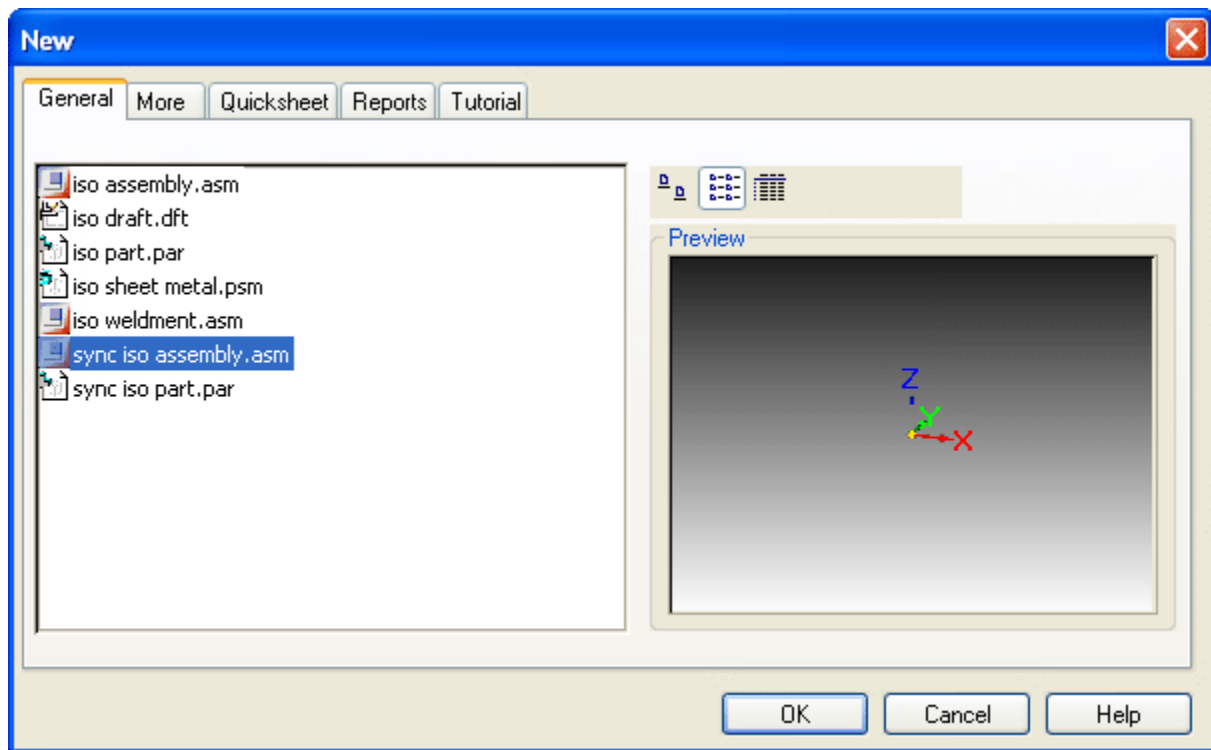
# Tutorial

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

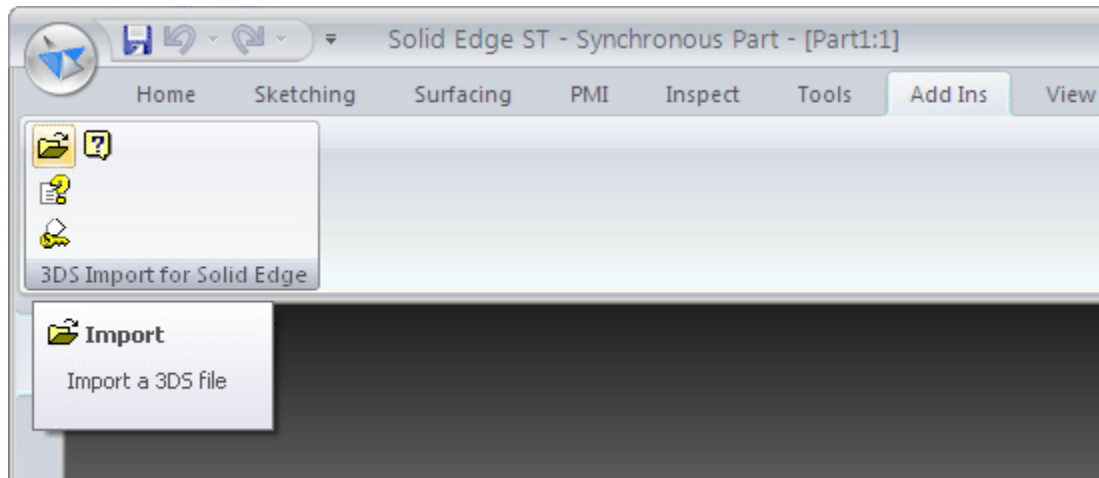
**Step 1:** Start Solid Edge (if you haven't already).

**Step 2:** If you already have a document opened skip to step 3. Otherwise select "New" from the "File" menu. You will be presented with the "New" dialog box. Select any type of document and Click "OK". This is because the "3DS Import for Solid Edge" submenu is displayed only if there is a document currently opened in Solid Edge". So in this case, an empty document will do.

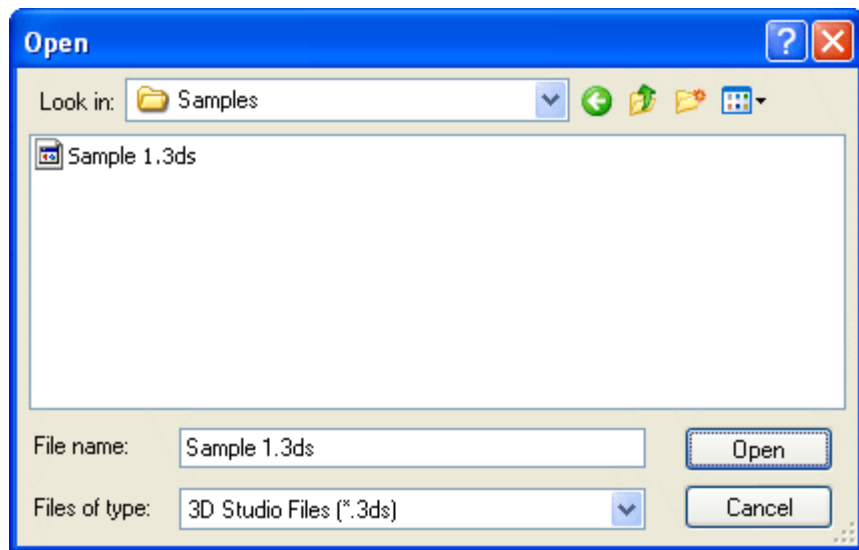


**Step 3:** Click the "Import" button on the "Add-Ins" ribbon bar.

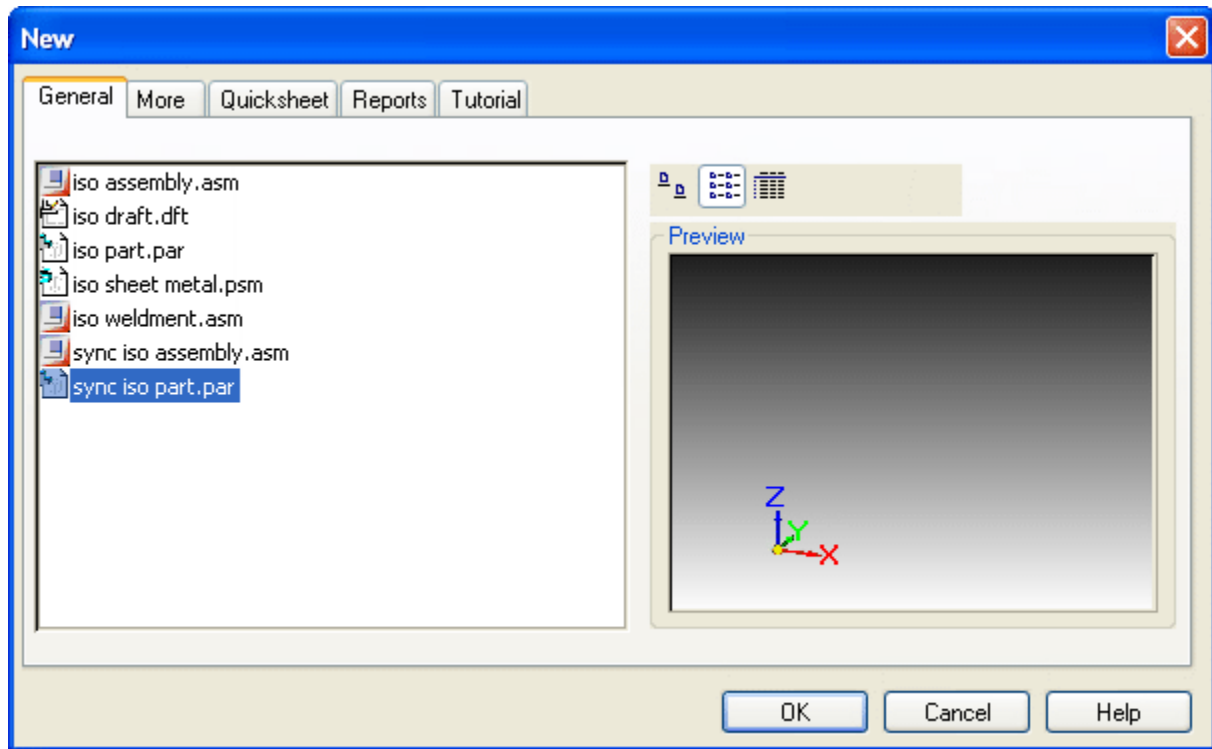
## 3DS Import for Solid Edge Help



**Step 4:** The "Open" dialog box is displayed. Select C:\Program Files\SYCODE\3DS Import for Solid Edge\Samples\Sample 1.3ds.



**Step 5:** The "New" dialog box is displayed. Select any ".par" file and click "OK".



The 3DS file is imported into a new part document

