

## **OBJ Export for ARES Help**

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# OBJ Export for ARES Help

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Welcome to *OBJ Export for ARES* Help!

This help file provides all the information you need to understand and use *OBJ Export for ARES*. 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 *OBJ Export for ARES* help file is divided into the following sections:

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

If you need any additional information please [contact](#) SYCODE.

**Note:**

- Please refer to the section "Loading Instructions" in the [ReadMe](#) file to load *OBJ Export for ARES* add-in file into the ARES environment.
- Please read the [License Agreement](#) before using the software.

# Introduction

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*OBJ Export for ARES* is a Wavefront OBJ file export add-in for ARES®. This add-in gives ARES the ability to export geometric data from ARES to ASCII and Binary OBJ files.

Alias (now part of Autodesk) is the world's leading innovator of 2D/3D graphics technology for the film, video, games, interactive media, industrial design, automotive industry and visualization markets. Their OBJ ASCII file format is widely accepted the world over for exchanging data between CAD applications. OBJ files contain objects which are made up of groups of 3 or 4 sided faces. *OBJ Export for ARES* reads mesh objects (PolyFace Mesh, Polygon mesh and 3D Faces) in the active drawing and writes them out to an OBJ file.

*OBJ Export for ARES* is designed to work with the following version of ARES:

- ARES 2010 (32)

*OBJ Export for ARES* is very easy to use. Once installed, it must be loaded into the ARES environment. There are simple instructions for this in the [ReadMe](#) document which can be found in the installation folder. Once loaded it adds new commands to ARES's existing commands and a new submenu called "OBJExport" to the ARES menu containing these newly added commands.

*OBJ Export for ARES* 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 OBJ File Format**

The OBJ file format is a geometry definition file format first developed by Wavefront Technologies for its Advanced Visualizer animation package. The file format is open and has been adopted by other 3D graphics application vendors, making it a universally accepted geometry file format. The OBJ file format is a simple data format that represents 3D geometry alone - namely, the position of each vertex, the texture coordinate associated with a vertex, the normal at each vertex, and the faces that make each polygon.

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## ReadMe

---

This is the *OBJ Export for ARES* ReadMe file.

OBJ Export for ARES is a add-in for ARES Commander Edition.

Please read this ReadMe document carefully and completely. It contains important information which is vital to the proper working of OBJ Export for ARES.

Loading:

=====

Before you use the OBJ Export for ARES you need to load the add-in into the ARES environment. Loading is a one time process. The add-in will automatically load itself into ARES on startup henceforth. To load the add-in please carry out the following steps:

- 1) Click Tools->Options. This brings up the Options dialog box.
- 2) Select Add-Ins on the left.
- 3) Check the "New" button towards the top right.
- 4) Browse for the add-in DRX file (OBJExport\_ARES\_3.02src\_8.drx) in the OBJ Export for ARES installation folder (typically C:\Program Files\SYCODE\OBJ Export for ARES\ ) and click "Open"
- 5) Check "OK" on the Options dialog box to dismiss it.

Usage:

=====

OBJ Export for ARES adds new commands to ARES. It also adds a new menu the ARES menu "OBJExport". Use the items on this menu to invoke the newly added commands.

The new commands are:

- 1) Export - Export to a OBJ file
- 2) Help - Display the OBJ Export for ARES help file
- 3) Register - Register your copy of OBJ Export for ARES
- 4) About - Display the OBJ Export for ARES about box

Sample files are copied into the Samples folder (typically "C:\Program Files\SYCODE\OBJ Export for ARES\Samples"). You can use these sample files to try OBJ Export for ARES.

Support:

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

## Contact

---

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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

---

*OBJ Export for ARES* adds new commands to ARES and a submenu called "OBJExport" which houses them. The new commands are:

<a href="#">OBJExport</a>	Exports an OBJ file
<a href="#">OBJExportHelp</a>	Displays the <i>OBJ Export for ARES</i> help file
<a href="#">OBJExportRegister</a>	Registers your copy of <i>OBJ Export for ARES</i>
<a href="#">OBJExportAbout</a>	Displays the <i>OBJ Export for ARES</i> about box

## OBJExport

---

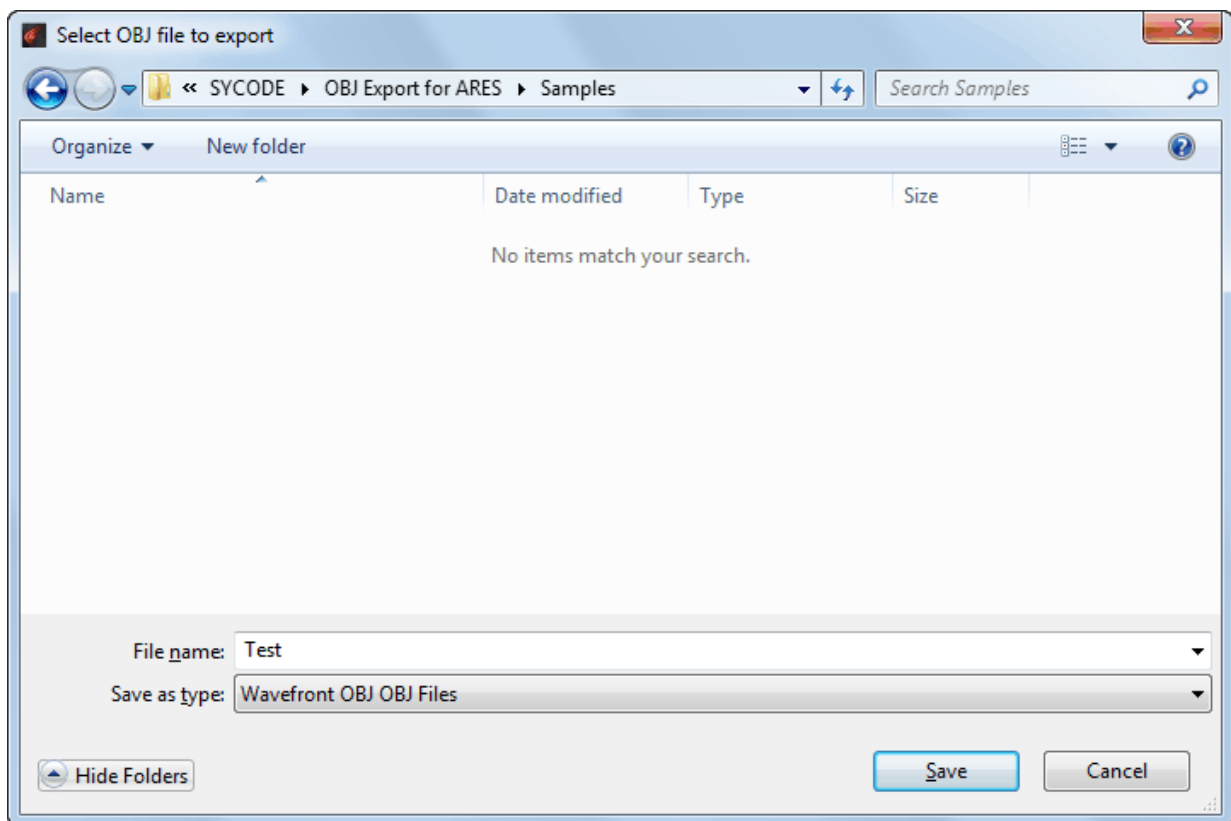
<b>Menu Button</b>	OBJExport > Export
<b>Command</b>	OBJExport

---

This command exports geometric data from ARES to OBJ files.

### To export to a OBJ file

1. Select *Export* from the "OBJExport" menu or type *OBJExport* at the ARES command prompt and press *Enter*.
2. At the ARES command prompt "Select objects to export", select the objects that you wish to export and press *Enter* when done.
3. The ARES file "Save As" dialog box is displayed. Enter the output file name of an OBJ file and click *Save*.



4. At the ARES command prompt "Options", type the options as required and press *Enter* when done.

## OBJExportHelp

---

<b>Menu Button</b>	OBJExport > Help
<b>Command</b>	OBJExportHelp

---

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

## OBJExportRegister

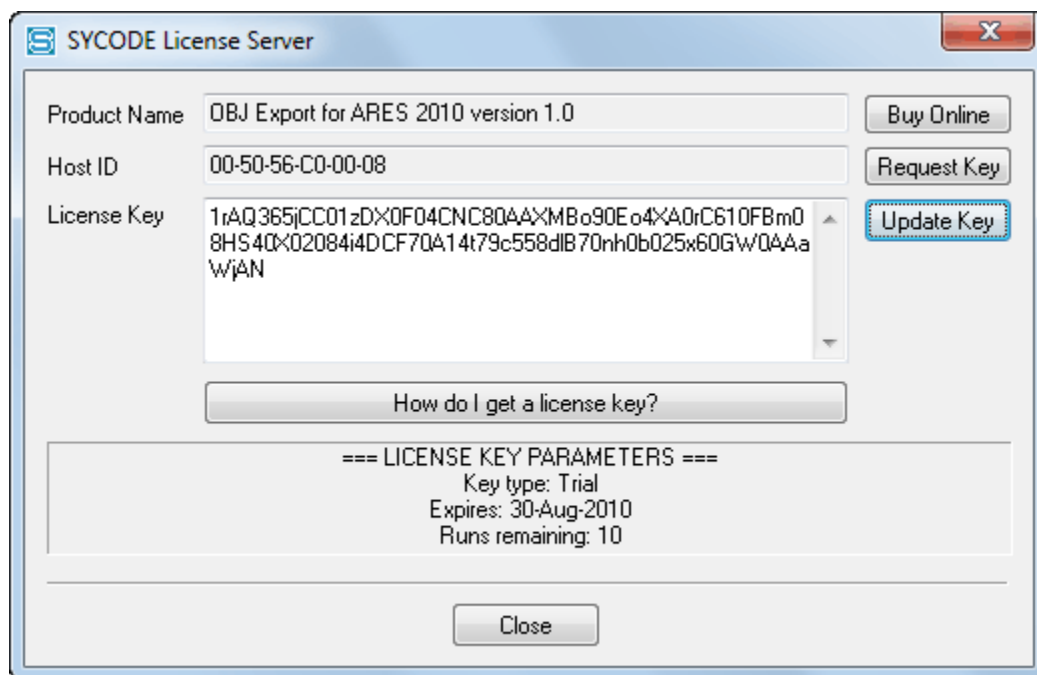
---

<b>Menu Button</b>	OBJExport > Register
<b>Command</b>	OBJExportRegister

---

This command is used to register your copy of *OBJ Export for ARES*.

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:

## OBJ Export for ARES Help

- (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)

## OBJExportAbout

---

<b>Menu Button</b>	OBJExport > About
<b>Command</b>	OBJExportAbout

---

This command is used to display the *OBJ Export for ARES* About box. The About box lists the software and its version.



# Tutorial

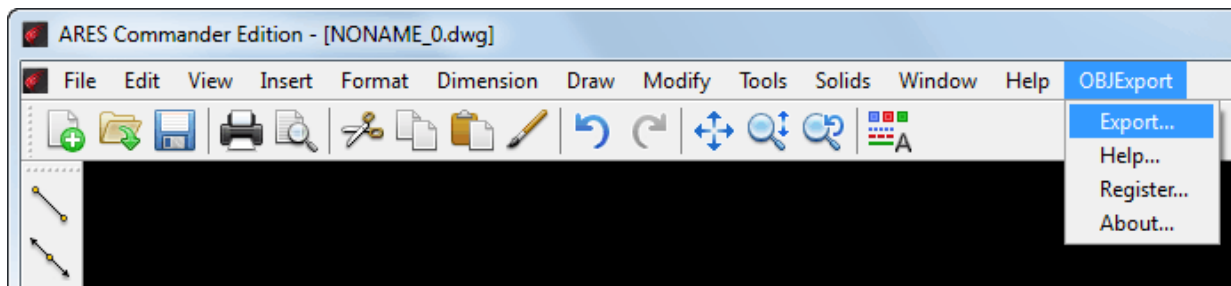
---

This tutorial provides the necessary information and hands-on experience to help you get started with *OBJ Export for ARES*.

**Step 1:** Start ARES.

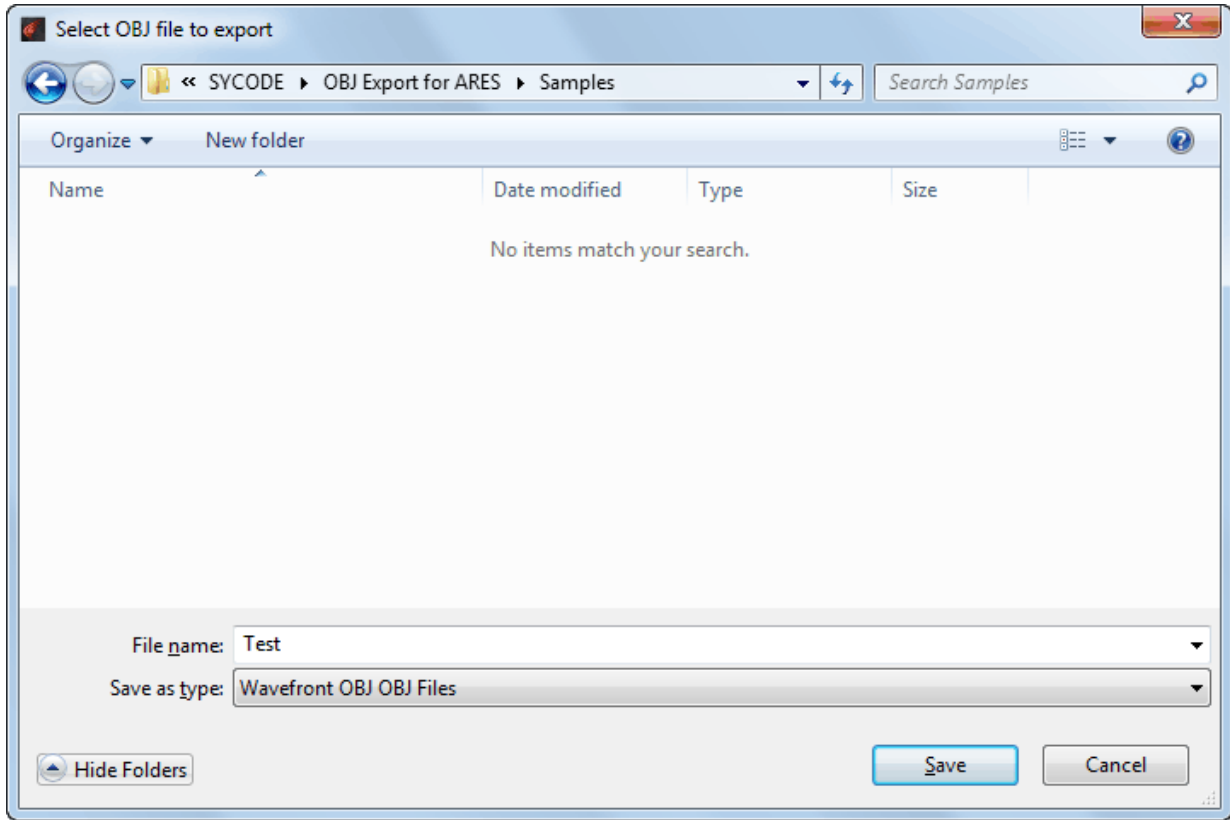
**Step 2:** Click *Open* from the menu bar. The "Open" dialog box is displayed. Select the file C:\Program Files\SYCODE\OBJ Export for ARES\Samples\Sample 1.dwg and click *Open*.

**Step 3:** Select *Export* from the "OBJExport" menu or type *OBJExport* at the ARES command prompt and press *Enter*.

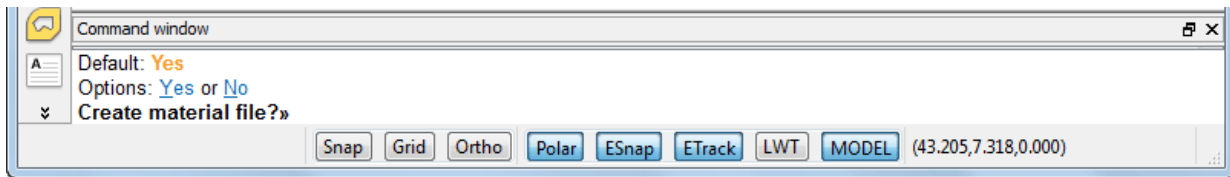


**Step 4:** At the ARES command prompt "Select objects to export", select the objects that you wish to export and press *Enter* when done.

**Step 5:** The ARES file "Save As" dialog box is displayed. Enter the output file name of an OBJ file and click *Save*.



**Step 6:** At the ARES command prompt "Options", type the options as required and press *Enter* when done.



The model will be exported to the OBJ file you specified.