

OBJ Export for SketchUp Help

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OBJ Export for SketchUp Help

Welcome to *OBJ Export for SketchUp* Help!

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

- [Introduction](#) - Introduction to *OBJ Export for SketchUp*.
- [Command Reference](#) - Quick reference of all the commands added by *OBJ Export for SketchUp*.
- [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 *OBJ Export for SketchUp* plug-in file into the SketchUp environment, please refer to the [ReadMe](#) file.
- Please read the [License Agreement](#) before using the software.

Introduction

OBJ Export for SketchUp is a Wavefront OBJ file export plug-in for Google SketchUp®. This plug-in gives SketchUp the ability to export objects in SketchUp to 3d polygon meshes in an OBJ file.

OBJ Export for SketchUp tessellates objects in a SketchUp document into a set of triangular meshes. These meshes are then exported to an OBJ file as mesh objects. The OBJ file can then be imported into a variety of CAD applications.

OBJ Export for SketchUp is very easy to use. Once installed, it automatically loads itself into SketchUp and adds a new submenu called "OBJ Export for SketchUp" to the SketchUp Plugins menu.

OBJ Export for SketchUp 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 an *OBJ Export for SketchUp* ReadMe file.

OBJ Export for SketchUp is a plug-in for Google SketchUp

Installation:

=====

The plug-in installation involves copying the plug-in file "OBJExport.dll" into SketchUp's plug-ins folder typically called "Plugins". The installer automatically does that for you so that the OBJ Export for SketchUp is loaded automatically the next time you run SketchUp. For some reason, if the installer was unable to locate the SketchUp installation folder, it will prompt you to specify the folder during the installation process.

Usage:

=====

OBJ Export for SketchUp adds new commands to SketchUp. It also adds a new menu to SketchUp called "OBJExport" under SketchUp's "Plugins" menu containing these new commands. Simply click on the menu items in the "OBJExport" menu to run these new commands.

The new commands are:

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

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

Support:

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

Contact

| | |
|-----------------|--|
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| E-Mail | info@sycode.com |
| Web Site | http://www.sycode.com |

Command Reference

OBJ Export for SketchUp adds new commands to SketchUp. It also adds a submenu to the SketchUp menu called "OBJ Export for SketchUp" containing these new commands. Simply click on the menu items in this sub menu to run these new commands.

The new commands are:

| | |
|--------------------------|---|
| Export | Exports a Wavefront OBJ file |
| Help | Displays the <i>OBJ Export for SketchUp</i> help file |
| Register | Displays the <i>OBJ Export for SketchUp</i> product registration dialog box |
| About | Displays the <i>OBJ Export for SketchUp</i> about box |

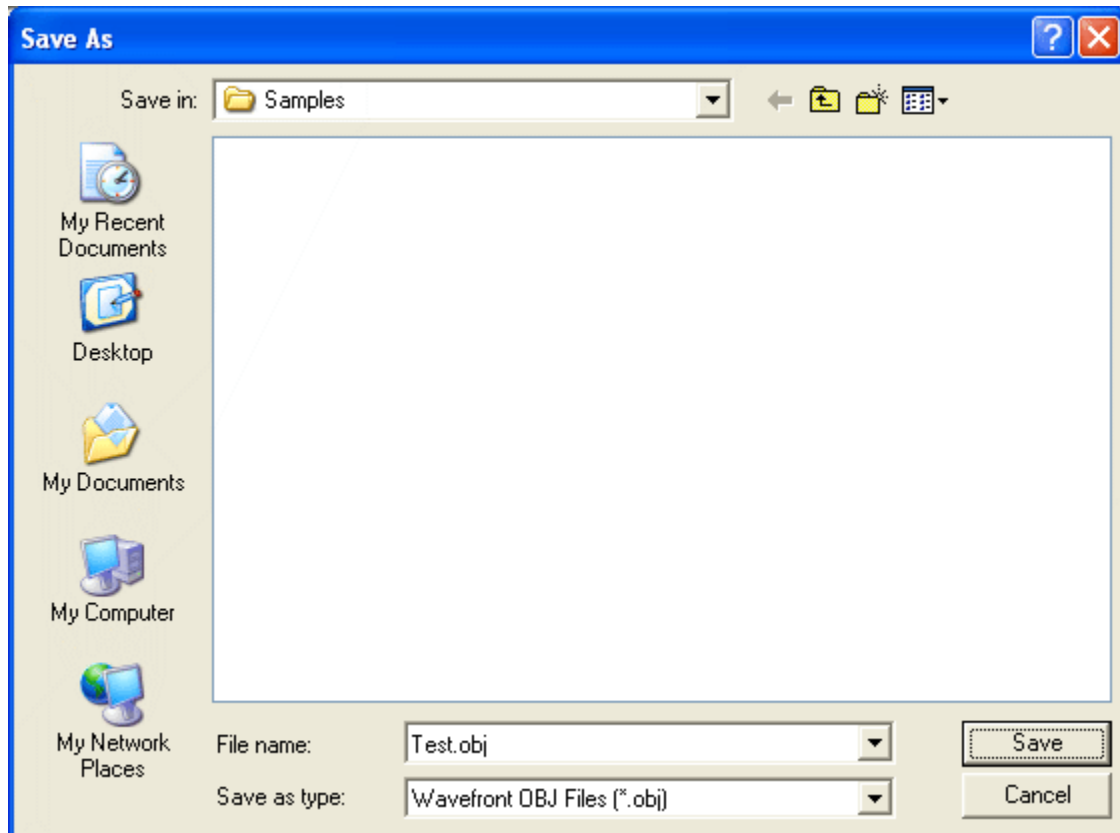
Export

Menu Button Plugins > OBJ Export for SketchUp > Export

This command exports to an OBJ file.

To export an OBJ file

1. Select *Export* from the "OBJ Export for SketchUp" submenu
2. The SketchUp "Save As" dialog box is displayed. Enter the name of a OBJ file and click *Save*.



Help

Menu Button Plugins > OBJ Export for SketchUp > Help

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

Register

Menu Button Plugins > OBJ Export for SketchUp > Register

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

The dialog box contains the product name (including version) and lock number. During the trial period this dialog box will be displayed every time you run the command. You can click the "Continue Trial" button to close the dialog box and continue evaluating the software. After the trial period ends, you will have to enter the key to continue working.

The Product Registration dialog box is shown below.

SYCODE Product Registration

Product: OBJ Export for SketchUp 7 version 1.0

Lock: 336798284

Key: 123456789

Name: John Smith

Company: ABC Company

You have 10 days or 10 runs left in the trial period. To place your order please click the 'Order' button.

Register Continue Trial Order Request Key

Note:

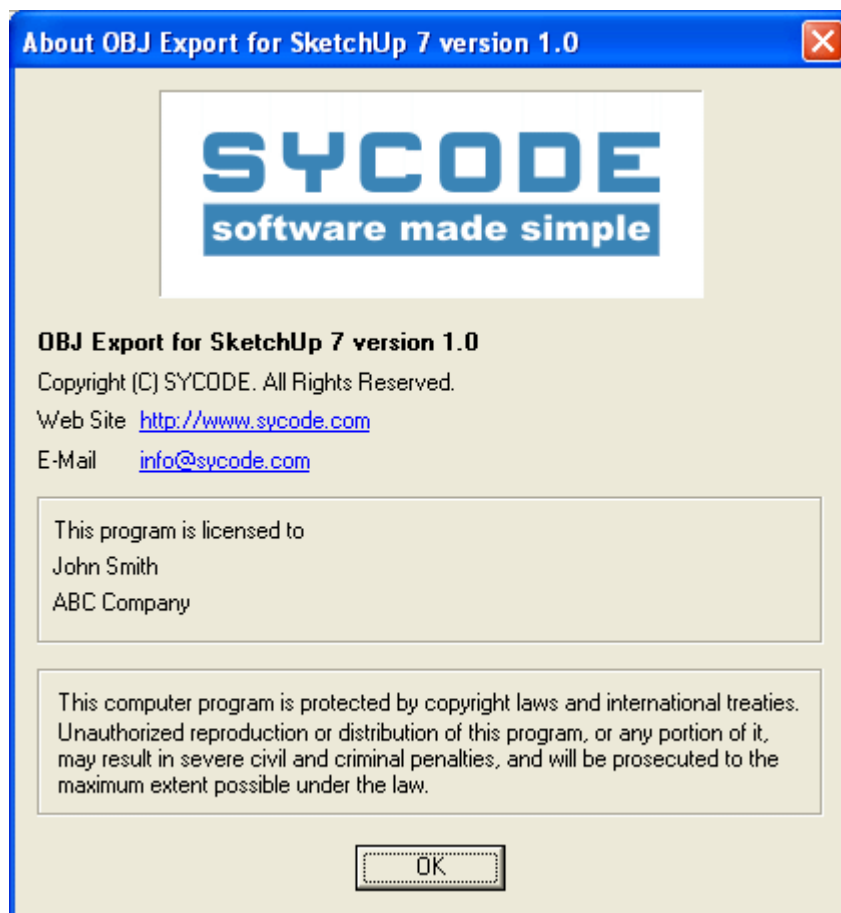
- To avoid disruption in your work-flow we urge you to place your order before the trial period ends.

About

Menu Button Plugins > OBJ Export for SketchUp > About

This command displays the *OBJ Export for SketchUp* About box. The About box lists the software version and name of the person and company the software is licensed to.

The software version has three parts: major version, minor version and build number (in the form #.#.#). In the About box shown below the version is 1.0, which translates as major version = 1, minor version = 0. There is no build number.



Tutorial

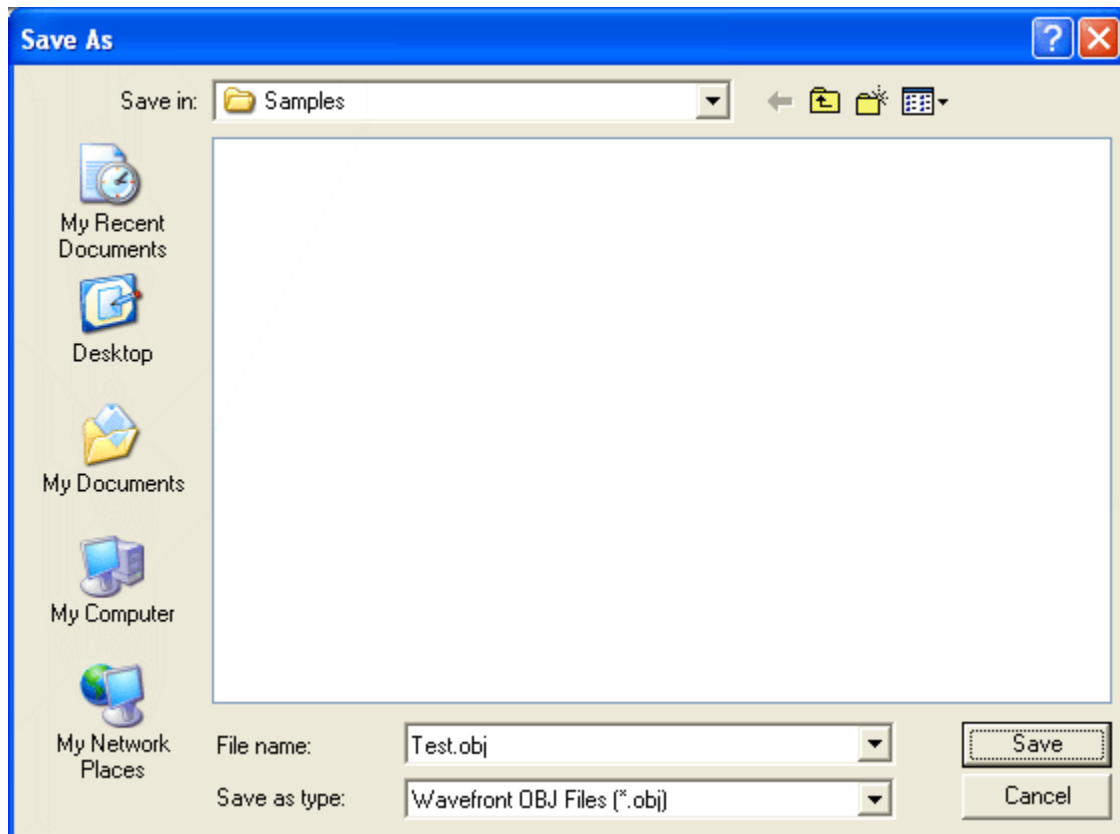
This tutorial provides the necessary information and hands-on experience to help you get started with *OBJ Export for SketchUp*.

Step 1: Start SketchUp

Step 2: Select *Open* from the "File" menu. The SketchUp "Open File" dialog box is displayed. Browse for the file typically located at "C:\Program Files\SYCODE\OBJ Export for SketchUp\Samples\Sample 1.skp") and click *OK* to open.

Step 3: Run the *Export* command (Plugins >> OBJ Export for SketchUp >> Export).

Step 4: The SketchUp "Save As" dialog box is displayed. Enter the name of a OBJ file and click *Save*.



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

