

## **OBJ Import for ARES Help**

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# OBJ Import for ARES Help

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Welcome to *OBJ Import for ARES* Help!

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

- [Introduction](#) - Introduction to *OBJ Import for ARES*.
- [Command Reference](#) - Quick reference of all the commands added by *OBJ Import 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 Import for ARES* add-in file into the ARES environment.
- Please read the [License Agreement](#) before using the software.

# Introduction

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

*OBJ Import for ARES* reads polygon mesh data stored in OBJ files and imports it into ARES. A polygon mesh in an OBJ file is comprised of a set of triangular/quad faces. *OBJ Import for ARES* recreates the polygon meshes in an OBJ file inside the active ARES drawing. The model can be recreated as set of points, lines, polylines, 3D faces or a polyface mesh.

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

- ARES 2010 (32)

*OBJ Import 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 "OBJImport" to the ARES menu containing these newly added commands.

*OBJ Import 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 Import for ARES* ReadMe file.

OBJ Import 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 Import for ARES.

Loading:

=====

Before you use the OBJ Import 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 (OBJImport\_ARES\_3.02src\_8.drx) in the OBJ Import for ARES installation folder (typically C:\Program Files\SYCODE\OBJ Import for ARES\ ) and click "Open"
- 5) Check "OK" on the Options dialog box to dismiss it.

Usage:

=====

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

The new commands are:

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

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

Support:

=====

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

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*OBJ Import for ARES* adds new commands to ARES and a menu called "OBJImport" which houses them. The new commands are:

<a href="#">OBJImport</a>	Imports a OBJ file
<a href="#">OBJImportHelp</a>	Displays the <i>OBJ Import for ARES</i> help file
<a href="#">OBJImportRegister</a>	Register your copy of <i>OBJ Import for ARES</i>
<a href="#">OBJ ImportAbout</a>	Displays the <i>OBJ Import for ARES</i> about box

## OBJImport

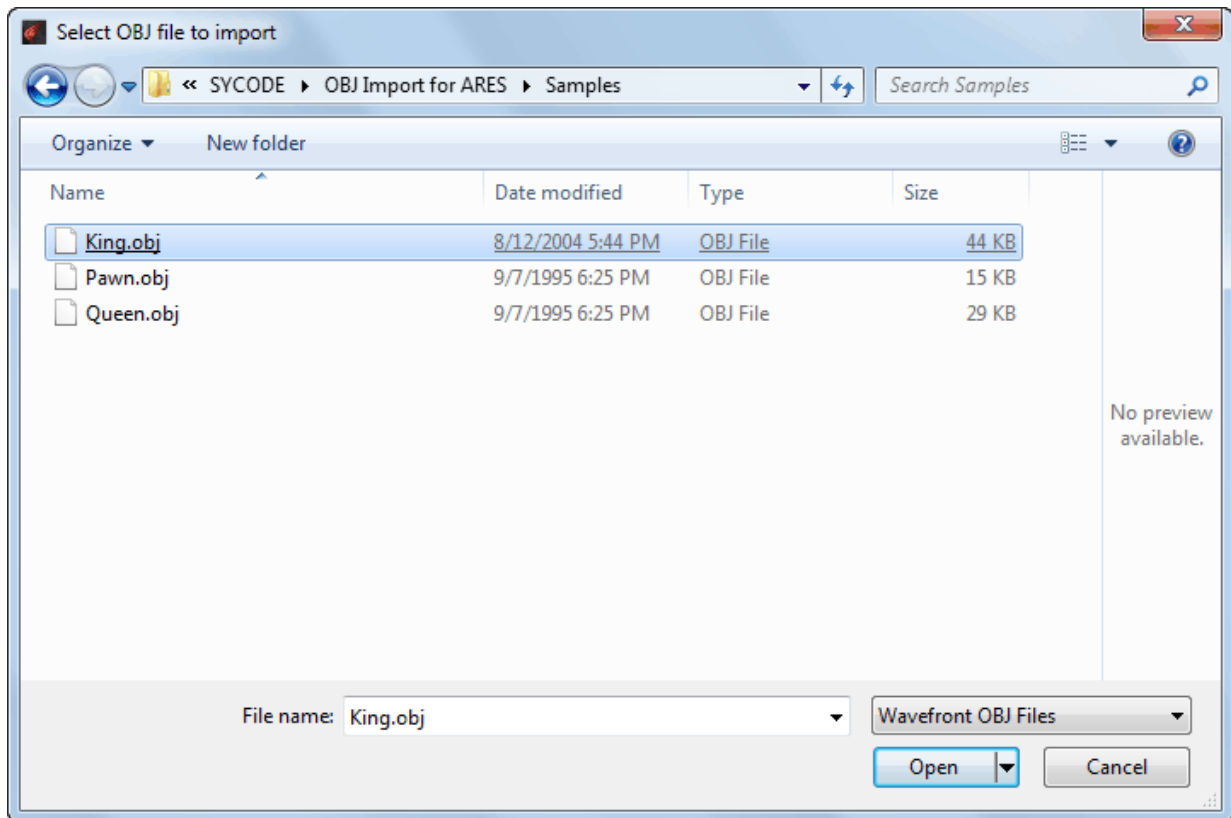
**Menu Button** OBJImport > Import

**Command** OBJImport

This command imports geometric data from ASCII and Binary OBJ files into ARES.

### To import an OBJ file

1. Select *Import* from the 'OBJImport' menu or type *OBJImport* at the ARES command prompt and press *Enter*.
2. The ARES "Open" dialog box is displayed. Browse for the OBJ file you wish to import and click *Open*.



3. At the ARES command prompt, select the "Options" as required and click OK.

## OBJImportHelp

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**Menu Button** OBJImport > Help

**Command** OBJImportHelp

---

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

## OBJImportRegister

---

<b>Menu Button</b>	OBJImport > Register
<b>Command</b>	OBJImportRegister

---

This command used to register your copy of *OBJ Import 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.

## OBJ Import for ARES Help

### **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)

## OBJImportAbout

---

**Menu Button** OBJImport > About

**Command** OBJImportAbout

---

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



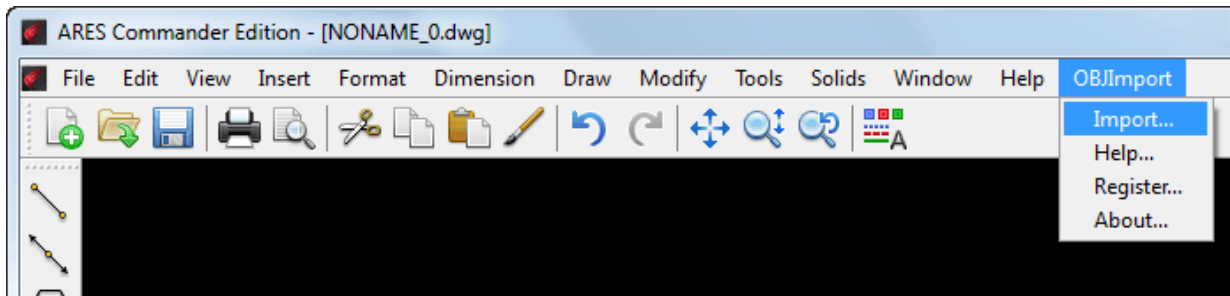
# Tutorial

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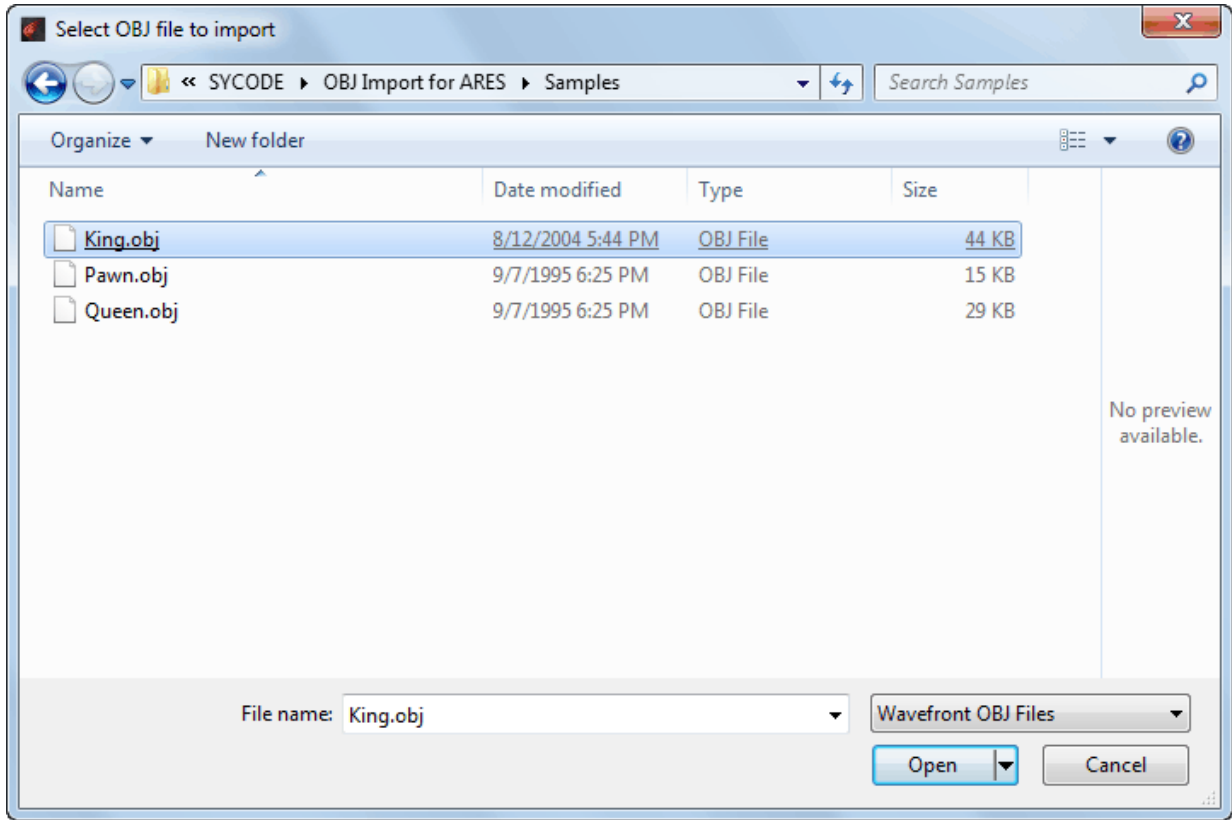
This tutorial provides the necessary information and hands-on experience to help you get started with *OBJ Import for ARES*.

**Step 1:** Start ARES.

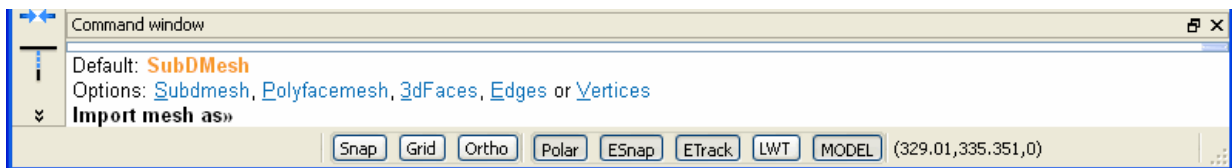
**Step 2:** Select *Import* from the "OBJImport" menu or type *OBJImport* at the ARES command prompt and press *Enter*.



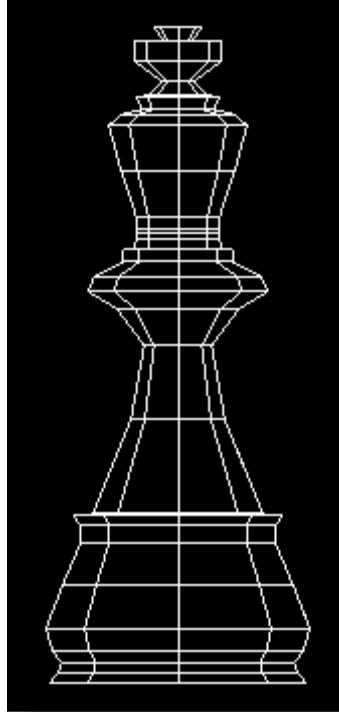
**Step 3:** The ARES "Open" dialog box is displayed. Browse for the file C:\Program Files\SYCODE\OBJ Import for ARES\Samples\King.obj and click *Open*.



**Step 4:** At the ARES command prompt, select the "Options" as required and click OK.



The figure below shows the final result.



*Wireframe mode*



*Shaded mode*