

OBJ Import for Inventor Help

Table Of Contents

OBJ Import for Inventor Help.....	1
Introduction	2
Introduction	2
License Agreement	3
Contact.....	11
Command Reference	12
Import	13
Help.....	14
About.....	15
Register.....	16
Tutorial	18

OBJ Import for Inventor Help

Welcome to *OBJ Import for Inventor* Help!

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

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

Introduction

Introduction

OBJ Import for Inventor is a Wavefront OBJ file import add-in for Inventor. This add-in gives Inventor the ability to import polygon data from OBJ files.

OBJ Import for Inventor reads polygon mesh data stored in OBJ files and imports it into Inventor. A polygon mesh in an OBJ file is comprised of a set of triangular and/or quad faces. *OBJ Import for Inventor* creates trimmed planar surfaces for each triangle/quad and knits them together to create a body. If the polygon mesh is closed (i.e. it does not contain boundary edges) then *OBJ Import for Inventor* will create a closed body feature, otherwise an open surface will be created.

OBJ Import for Inventor is designed to work with the following versions of Inventor:

- Inventor 2011
- Inventor 2010
- Inventor 2009
- Inventor 2008
- Inventor 11
- Inventor 10
- Inventor 9

OBJ Import for Inventor is very easy to use. It adds new commands to Inventor. Once installed, it automatically loads itself into Inventor and adds a new ribbon bar to Inventor called "Add-Ins" containing the newly added commands.

OBJ Import for Inventor 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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This is the *OBJ Import for Inventor* ReadMe file.

OBJ Import for Inventor is an add-in for Inventor

Installation:

=====

The installer adds OBJ Import for Inventor to the list of available add-ins installed for Inventor. To verify whether OBJ Import for Inventor has been properly loaded into Inventor invoke the "Add-In Manager" by clicking on the "Tools" menu and then. Verify that "OBJ Import for Inventor" is present in the list of "Available Add-Ins" and make sure that "Loaded/Unloaded" and "Load on Startup" check boxes are checked.

Now OBJ Import for Inventor is ready for use.

Usage:

=====

OBJ Import for Inventor adds new commands to Inventor. It also adds a ribbon bar to the Inventor user interface called "Add-Ins" 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 an OBJ file
- 2) Help - Display the OBJ Import for Inventor help file
- 3) Register - Display the OBJ Import for Inventor product registration dialog box
- 4) About - Display the OBJ Import for Inventor about box

Support:

=====

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

Contact

Mailing address	S1/116, Nova Cidade Complex, NH 17, Alto Porvorim, Goa - 403521 India
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E-Mail	info@sycode.com
Web Site	http://www.sycode.com

Command Reference

OBJ Import for Inventor adds a new menu to Inventor. It also adds a ribbon bar to Inventor called "Add-Ins" containing these new commands.

Import	Import an OBJ file
Help	Displays the <i>OBJ Import for Inventor</i> help file
Register	Register your copy of <i>OBJ Import for Inventor</i>
About	Displays the <i>OBJ Import for Inventor</i> about box

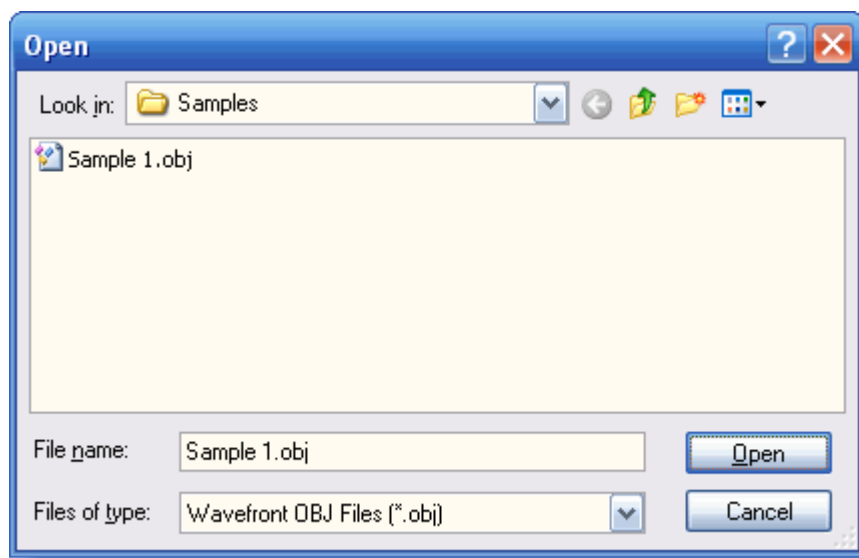
Import

Command Name Add-Ins > Import

The Import command imports mesh objects from OBJ files into Inventor.

To import an OBJ file

1. Click the *Import* button on the "Add-Ins" ribbon bar.
2. The Inventor "Open" dialog box is displayed. Browse for the OBJ file you wish to import and click *Open*.



Help

Menu Button Add-Ins > Help

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

About

Menu Button Add-Ins > About

This command displays the *OBJ Import for Inventor* About box. The About box lists the software and its version.

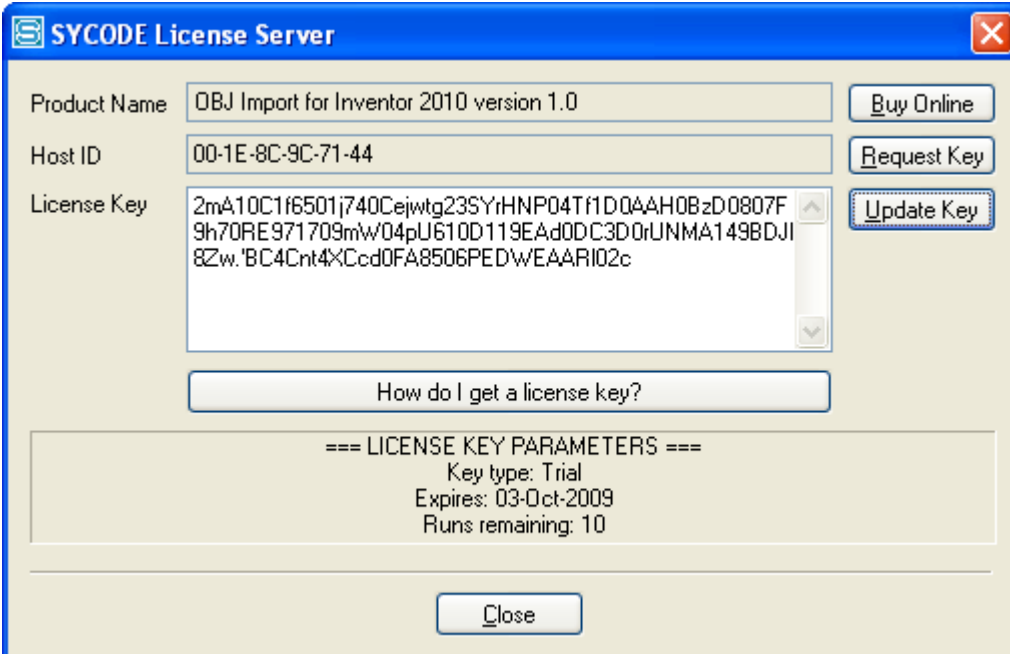


Register

Menu Button Add-Ins > Register

This is used to register your copy of *OBJ Import for Inventor*.

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.



The screenshot shows a window titled "SYCODE License Server" with a blue title bar and a close button (X) in the top right corner. The window contains the following fields and buttons:

- Product Name:** OBJ Import for Inventor 2010 version 1.0
- Host ID:** 00-1E-8C-9C-71-44
- License Key:** 2mA10C1f6501j740Cejwtg23SYrHNP04Tf1D0AAH0BzD0807F9h70RE971709mW04pU610D119EAd0DC3D0rUNMA149BDJI8Zw.'BC4Cnt4XCcd0FA8506PEDWEAARI02c

Buttons on the right side of the window:

- Buy Online
- Request Key
- Update Key

A button labeled "How do I get a license key?" is located below the License Key field.

Below the "How do I get a license key?" button, the text "=== LICENSE KEY PARAMETERS ===" is displayed, followed by:

- Key type: Trial
- Expires: 03-Oct-2009
- Runs remaining: 10

A "Close" button is located at the bottom center of the window.

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.

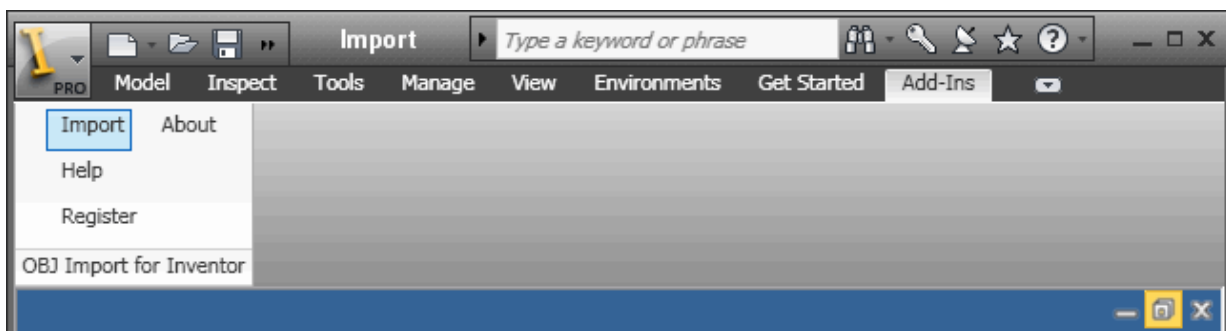
If you need anything else please send an email to register@sycode.com

Tutorial

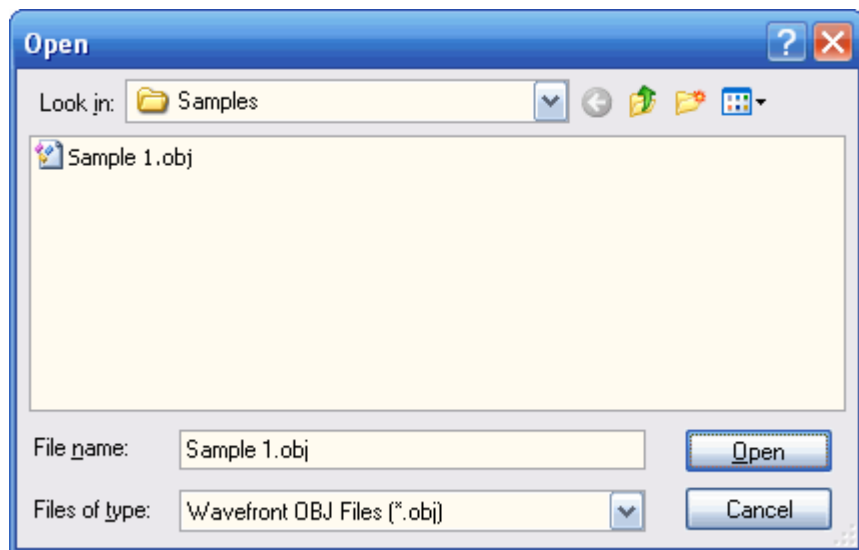
This tutorial provides the necessary information and hands-on experience to help you get started with *OBJ Import for Inventor*.

Step 1: Start Inventor.

Step 2: Click the *Import* button on the "Add-Ins" ribbon bar.



Step 3: The Inventor "Open" dialog box is displayed. Browse for the file C:\Program Files\SYCODE\OBJ Import for Inventor\Samples\Sample 1.obj and click *Open*.



The figure below shows the final result.

