

OBJ Import for KeyCreator Help

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OBJ Import for KeyCreator Help

Welcome to *OBJ Import for KeyCreator* Help!

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

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

Introduction

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

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

OBJ Import for KeyCreator is designed to be extremely user friendly and easy to understand. Once installed, it must be loaded into the KeyCreator environment. To load the add-in follow the simple instructions in the [ReadMe](#) file. Once loaded it adds new commands to KeyCreator. It also adds a new submenu called "OBJ Import for KeyCreator" to the KeyCreator's "Add-Ins" menu containing these commands.

OBJ Import for KeyCreator 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 Import for KeyCreator* ReadMe file.

Thank you for installing OBJ Import for KeyCreator.

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

Loading Instructions:

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Since OBJ Import for KeyCreator is a add-in for KeyCreator, it has to be loaded into the KeyCreator environment before it can be used. Loading is a one time process. OBJ Import for KeyCreator will automatically load itself into KeyCreator the next time you run KeyCreator.

The OBJ Import for KeyCreator add-in file is installed into the OBJ Import for KeyCreator installation folder (typically C:\Program Files\SYCODE\OBJ Import for KeyCreator\). The add-in file has an extension of ".cde".

The list of add-in files along with the version of KeyCreator is shown below. Please be sure to use the add-in file that corresponds to your version of KeyCreator.

OBJImport_VC80.cde -> KeyCreator 8.x
OBJImport_VC90.cde -> KeyCreator 9.x

To load OBJ Import for KeyCreator into KeyCreator please follow the steps listed below:

- (1) Invoke the KeyCreator Options dialog box (Click Tools -> Options).
- (2) Click the "Startup" item in the tree on the left
- (3) Click the "New" button in the section "Automatically Loaded CDE(s)" on the right. A new blank entry will be created.
- (4) Click the browse button on the new entry and browse for the CDE file (typically found in C:\Program Files\SYCODE\OBJ Import for KeyCreator\).
- (5) Click "OK" to close the Options dialog box.
- (6) Restart KeyCreator.

When KeyCreator restarts OBJ Import for KeyCreator will be automatically loaded at startup.

Usage:

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OBJ Import for KeyCreator adds new commands to KeyCreator. The commands added are:

- 1) Import - Imports a OBJ file
- 2) Help - Displays the OBJ Import for KeyCreator help file
- 3) Register - Registers your copy of OBJ Import for KeyCreator
- 4) About - Displays the OBJ Import for KeyCreator about box

Sample Files:

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Sample files are copied into the Samples folder which is located in the OBJ Import for KeyCreator installation folder (typically "C:\Program Files\SYCODE\OBJ Import for KeyCreator\"). You can try OBJ Import for KeyCreator using these sample files.

Support:

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

Contact

Mailing address	S1/116, Nova Cidade Complex, NH 17, Alto Porvorim, Goa - 403521 India
Phone	+91 9822689298
Fax	+91 832 2416615
E-Mail	info@sycode.com
Web Site	http://www.sycode.com

Command Reference

OBJ Import for KeyCreator adds new commands to KeyCreator and a submenu called "OBJ Import for KeyCreator" which houses them.

The new commands are:

Import	Imports a OBJ file
Help	Displays the <i>OBJ Import for KeyCreator</i> help file
Register	Displays the <i>OBJ Import for KeyCreator</i> product registration dialog box
About	Displays the <i>OBJ Import for KeyCreator</i> about box

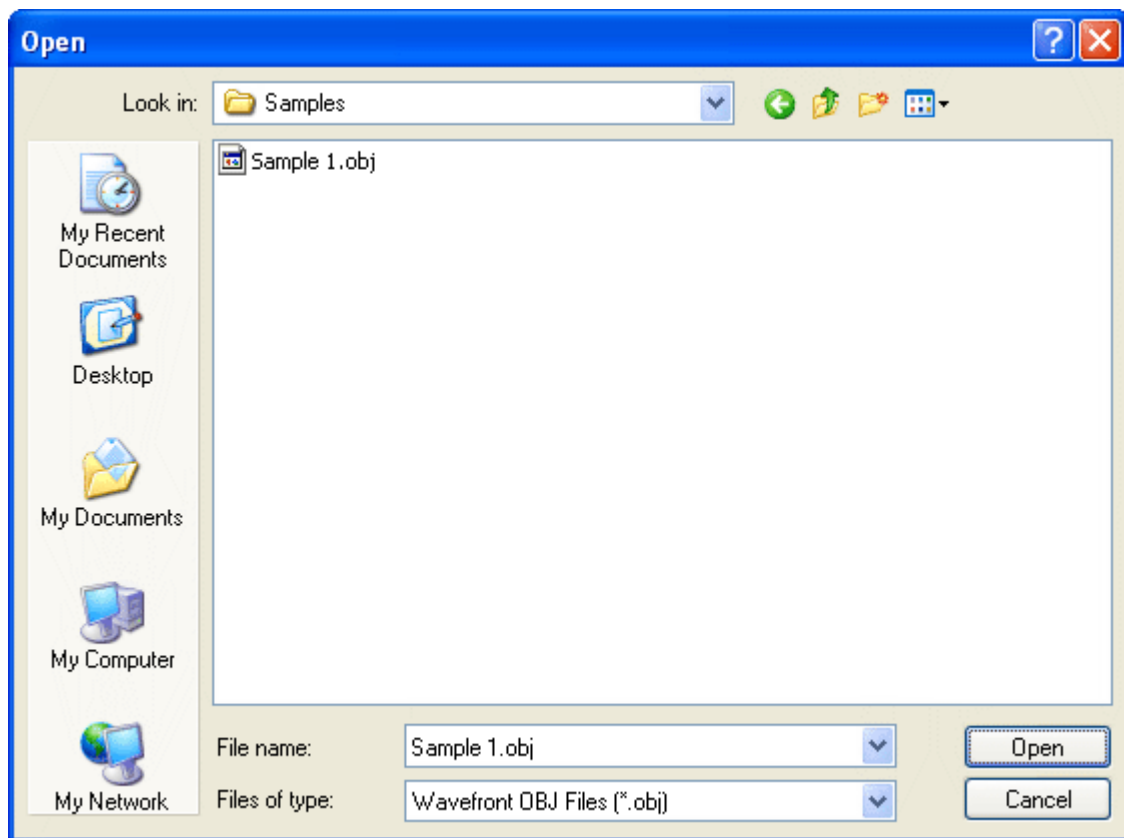
Import

Menu Button Add-Ins > OBJ Import for KeyCreator > OBJ Import > Import

This command imports a OBJ file.

To import a OBJ file

1. Select *Import* from the "Add-Ins > OBJ Import for KeyCreator > OBJ Import" submenu.
2. You will be presented with a "Open" dialog box. Select the OBJ file you wish to import and click *Open*.



Help

Menu Button Add-Ins > OBJ Import for KeyCreator > OBJ Import > Help

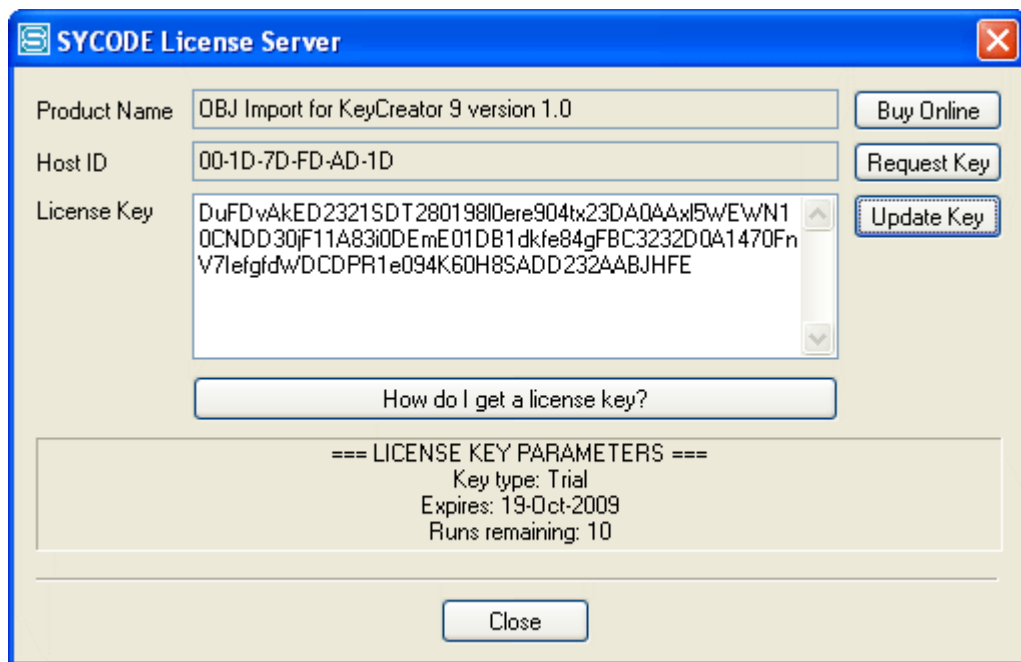
This command displays the help file. The [Welcome](#) page is a good place to start.

Register

Menu Button Add-Ins > OBJ Import for KeyCreator > OBJ Import > Register

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

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

About

Menu Button Add-Ins > OBJ Import for KeyCreator > OBJ Import > About

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

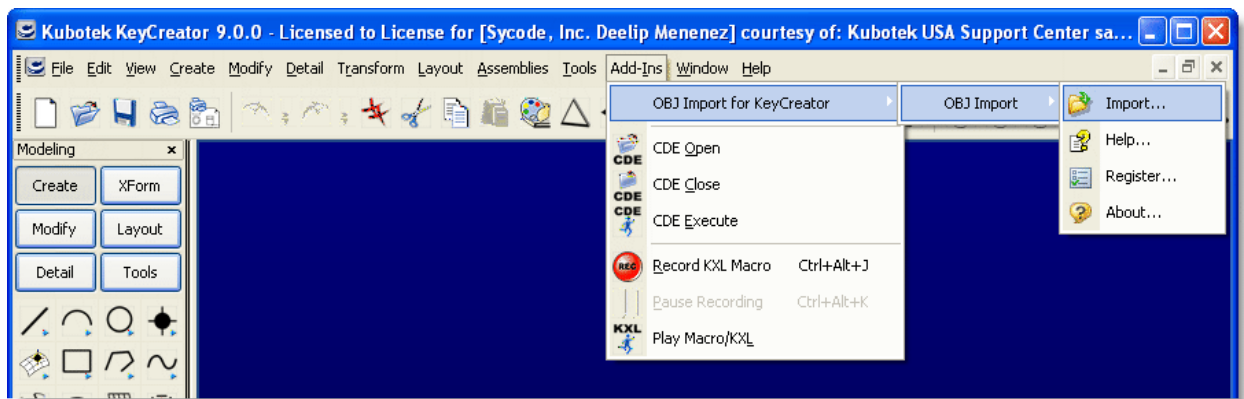


Tutorial

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

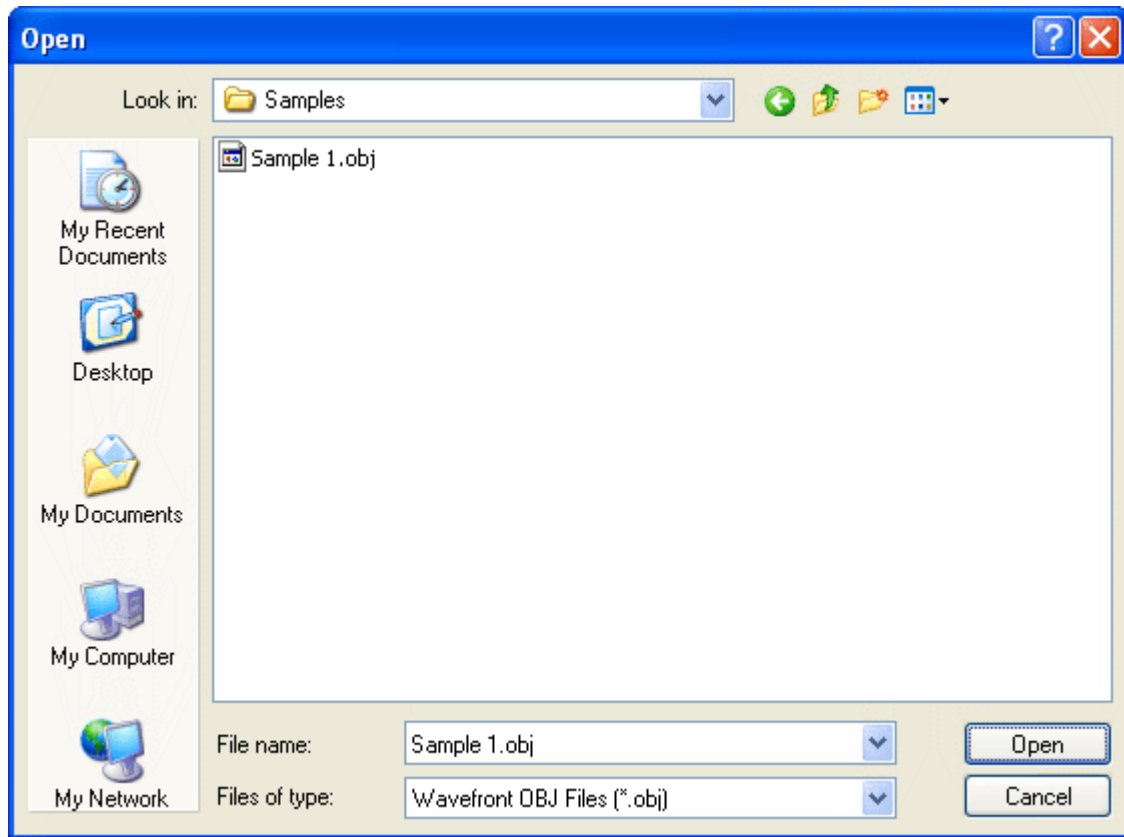
Step 1: Start KeyCreator.

Step 2: Select *Import* from the "Add-Ins > OBJ Import for KeyCreator > OBJ Import" submenu.



Step 3: The "Open" dialog box is displayed. Select C:\Program Files\SYCODE\OBJ Import for KeyCreator\Samples\Sample 1.obj.

OBJ Import for KeyCreator Help



The figure below shows the final result.

