

# **STL Import for Inventor**

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# STL Import for Inventor Help

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Welcome to *STL Import for Inventor* Help!

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

- [Introduction](#) - Introduction to *STL Import for Inventor*.
- [Command Reference](#) - Quick reference of all the commands added by *STL 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 *STL 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

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*STL Import for Inventor* is a Stereolithography (.stl) file import add-in for Inventor. This add-in gives Inventor the ability to import polygon data from ASCII and Binary STL files.

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

*STL 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

*STL 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.

*STL 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 STL File Format**

The STL file format is the Rapid Prototyping industry's standard data transmission format and is the format required to interact with stereolithography machines. Stereolithography files contain solids which are made up of 3 sided facets. STL files may be ASCII or binary data, although binary is far more common due to the resulting size of the CAD data when saved to the ASCII format. A STL file describes a raw unstructured triangulated surface by the unit normal and vertices (ordered by the right-hand rule) of the triangles using a three-dimensional Cartesian coordinate system. Many CAD systems are able to output the STL file format among their other formats, but very few have the ability to import STL files.

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8.6 Language. The English language version of this Agreement is legally binding in case of any inconsistencies between the English version and any translations.

## ReadMe

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

STL Import for Inventor is an add-in for Inventor

### Installation:

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The installer adds STL Import for Inventor to the list of available add-ins installed for Inventor. To verify whether STL Import for Inventor has been properly loaded into Inventor invoke the "Add-In Manager" by clicking on the "Tools" menu and then. Verify that "STL 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 STL Import for Inventor is ready for use.

### Usage:

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STL 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 STL file
- 2) Help - Display the STL Import for Inventor help file
- 3) Register - Display the STL Import for Inventor product registration dialog box
- 4) About - Display the STL Import for Inventor about box

### Support:

=====

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

## Contact

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Mailing address	S1/116, Nova Cidade Complex, NH 17, Alto Porvorim, Goa - 403521 India
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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*STL Import for Inventor* adds a new menu to Inventor. It also adds a ribbon bar to Inventor called "Add-Ins" containing these new commands.

<a href="#">Import</a>	Imports a STL file
<a href="#">Help</a>	Displays the <i>STL Import for Inventor</i> help file
<a href="#">Register</a>	Register your copy of <i>STL Import for Inventor</i>
<a href="#">About</a>	Displays the <i>STL Import for Inventor</i> about box

## Import

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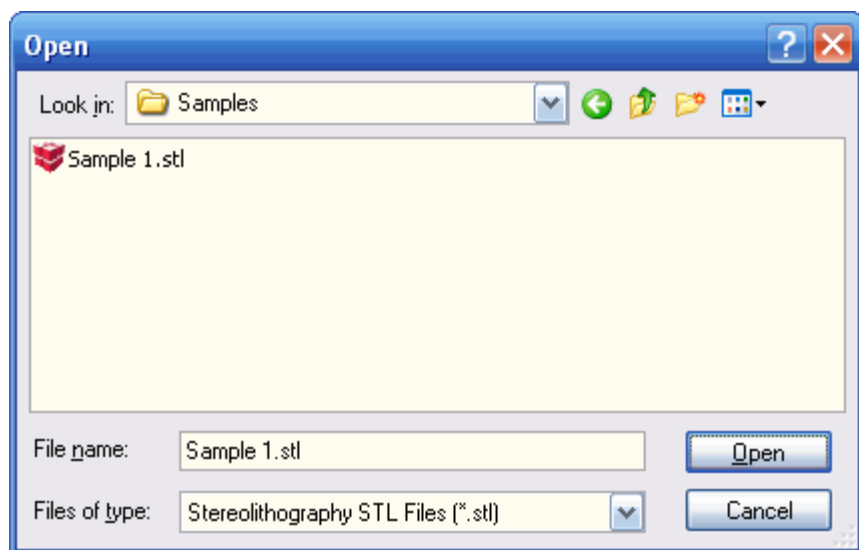
**Menu Button** Add-Ins > Import

---

This command imports mesh objects from ASCII and Binary STL files into Inventor.

### To import a STL file

1. Click the *Import* button on the "Add-Ins" ribbon bar.
2. The Inventor "Open" dialog box is displayed. Browse for the STL 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.

## Register

**Menu Button** Add-Ins > Register

This command is used to register your copy of *STL 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.

Product Name: STL Import for Inventor 2010 version 1.0

Host ID: 00-1E-8C-9C-71-44

License Key: 2mA10C1f6501j740Cejwtg235YrHNP04Tf1DQAAH0BzD0807F9h70RE971709mW04pU610D119EAJ0DC3D0rUNMA149BDJI8Zw.'BC4Cnt4XCcd0FA8506PEDWEAARI02c

Buttons: Buy Online, Request Key, Update Key

How do I get a license key?

=== LICENSE KEY PARAMETERS ===  
 Key type: Trial  
 Expires: 03-Oct-2009  
 Runs remaining: 10

Close

### 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:

## STL Import for Inventor

- (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)

## About

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**Menu Button** Add-Ins > About

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



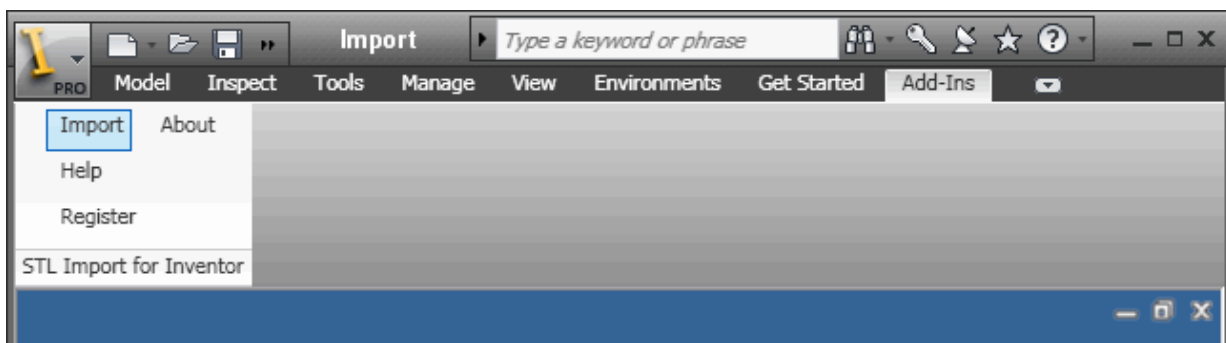
# Tutorial

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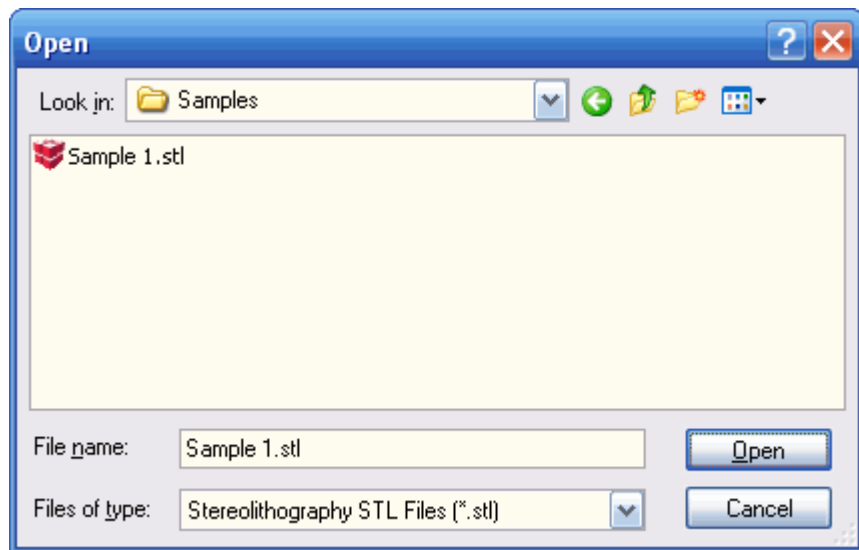
This tutorial provides the necessary information and hands-on experience to help you get started with *STL Import for Inventor*.

**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\STL Import for Inventor\Samples\Sample 1.stl and click *Open*.



The figure below shows the final result.

