Appendix A

Import Plug-ins

Import plug-ins are accessed via the Import submenu in the File menu.

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◆ Introduction

Open the File menu and select Import. A submenu lists the installed Import plug-ins:

Select the plug-in to use from the list.

◆ DXF

The DXF plug-in is used to import a DXF file into a 3D World document as 3DMF. DXF (Data Exchange Format) is a standard format used by many CAD and 3D applications.

1. Select DXF from the Import submenu to display the DXF Import Options dialog:
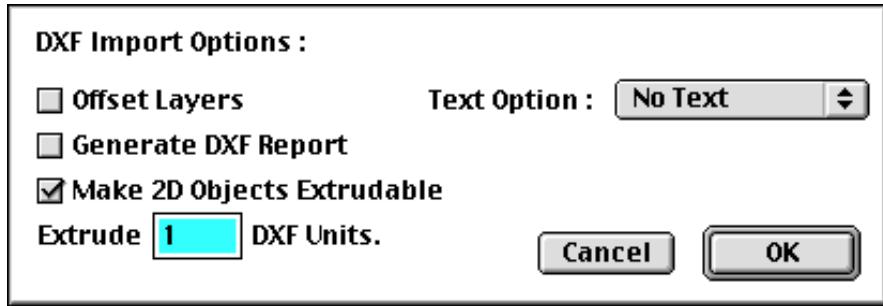
Note: the Extrude *n* DXF Units field only displays when the Make 2D Objects Extrudable checkbox is checked on.

2. Check the import options checkboxes as required:

Offset Layers: When importing a DXF file composed of layers of information, layers are imported offset from one another.

Generate DXF Report: Request that a DXF report be generated. When the file to import has been selected, the DXF Import Report window will display details of the file:

```
                    DXF Import
In DXF File :              In 3D World :

Layers :       1          Triangles :      0
Blocks :       0          Tri Grids :      0

3D Faces :     0          Polygons :       0
Solids :       0          Meshes :         0

Points :       0          Points :         0
Lines :        41         Lines :          0
PolyLines :    15         PolyLines :      130
Traces :       0

Arcs :         4
Circles :      5

Text :         2          Text :           0

                  [   OK   ]
```
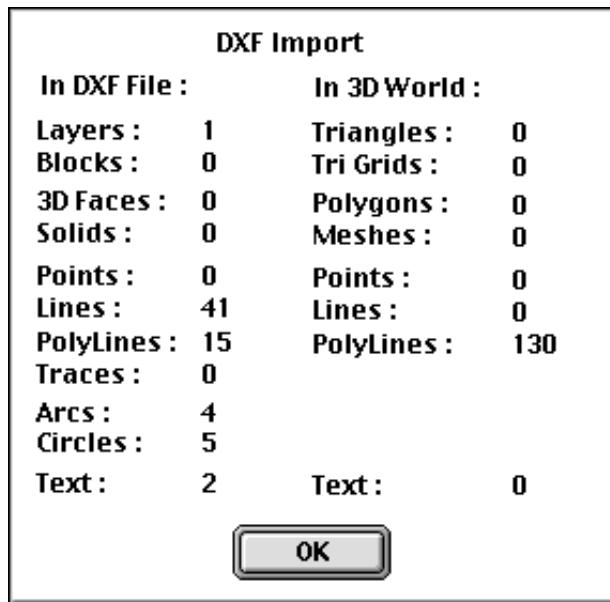
Make 2D Objects Extrudable: Specify that 2D objects in the DXF file be imported with some depth. Enter a value in the Extrude *n* DXF Units field to set the depth.

3. Select an option from the Text Options popup menu to specify how text should be imported:

```
Text Option :   ✓ No Text
                  Text Marker
                  Flat 3D Text
```
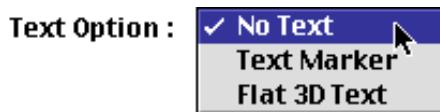
No Text: No text is imported into the 3D World document.

Text Marker: Text is imported into the 3D World document as text markers. Text markers have a specific location in 3D space, but the text is always displayed perpendicular to the camera.

Flat 3D Text: Text is displayed as a PICT image applied to a 2D rectangle.

4. Click OK when you have selected the required options and select the file to import from the standard dialog that displays.

5. The DXF file is imported into the 3D World document as 3DMF.

◆ Extrude Bitmap

The Extrude Bitmap plug-in is used to import a 2D PICT, TIFF, JPEG,GIF or Picture clipping file into a 3D World document as a 3D object.

1. Select Extrude Bitmap from the Import submenu in the File menu and choose the file to import from the standard dialog that displays.

2. The selected file will be imported into the 3D World document. Any areas of white in the bitmap will be represented by hollow areas in the resulting 3D object, areas that are not white will appear as solid.

3. To import the file with any areas of white in the bitmap appearing as solid, and areas that are not white being hollow, in the resulting 3D object, hold down the option key when clicking OK in the standard find file dialog.

◆ MacInteriors

The MacInteriors plug-in is used to import a 3D data file from Microspot's MacInteriors application into a 3D World document as 3DMF.

1. Select MacInteriors from the Import submenu and select a MacInteriors file from the standard select file dialog that displays.

2. The MacInteriors file will be converted into 3DMF and placed in the document. All the objects with their descriptions and prices will be imported; library items in the file but not included in the MacInteriors design will not be imported.

◆ Relief

The Relief plug-in is used to create a 3D surface from a picture contained in a PICT file, the clipboard, or a picture clipping. Each pixel in the source picture is mapped onto a point on the 3D surface, the color of the pixel defining the height of that point.

The Relief tool is an Import plug-in and also a Plug-in Geometry. When selected from the Import submenu, the Relief plug-in uses the settings currently in the Relief Preferences dialog. To change the Relief options, hold down the Option key when selecting Relief from the Import submenu to display the Relief Preferences dialog.

See Relief on page G-52 for more details.

◆ VRML 1.0 Format

The VRML 1.0 Format plug-in is used to import a file in VRML 1.0 format (Virtual Reality Markup Language) into a 3D World document.

1. Select VRML 1.0 Format from the Import submenu in the file menu and choose the file to import from the standard dialog that displays.
2. The selected file will be imported into the 3D World document as 3DMF.