

# *Appendix B*

## *Export Plug-ins*

Export plug-ins are accessed via the Export option in the File menu.

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## ◆ **Introduction**

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Open the file menu and select Export. A submenu lists the installed Export plug-ins:



Select the plug-in to use from the list.

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## ◆ **3D Movie**

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The 3D Movie plug-in saves the current scene as a 3DMF QuickTime movie with a 5 second, 360° rotation. It makes use of the fact that QuickTime 2.5 has a QuickDraw 3D track and a QuickDraw 3D animation track, and will only work if QuickTime 2.5 or later is installed.

1. Select 3D Movie from the Export submenu in the File menu.
2. A standard Save dialog displays. Enter a name and select a location to save the 3D Movie file and click Save.
3. Open the movie file in Movie Player and play the movie. The scene will rotate by 360° over 5 seconds.

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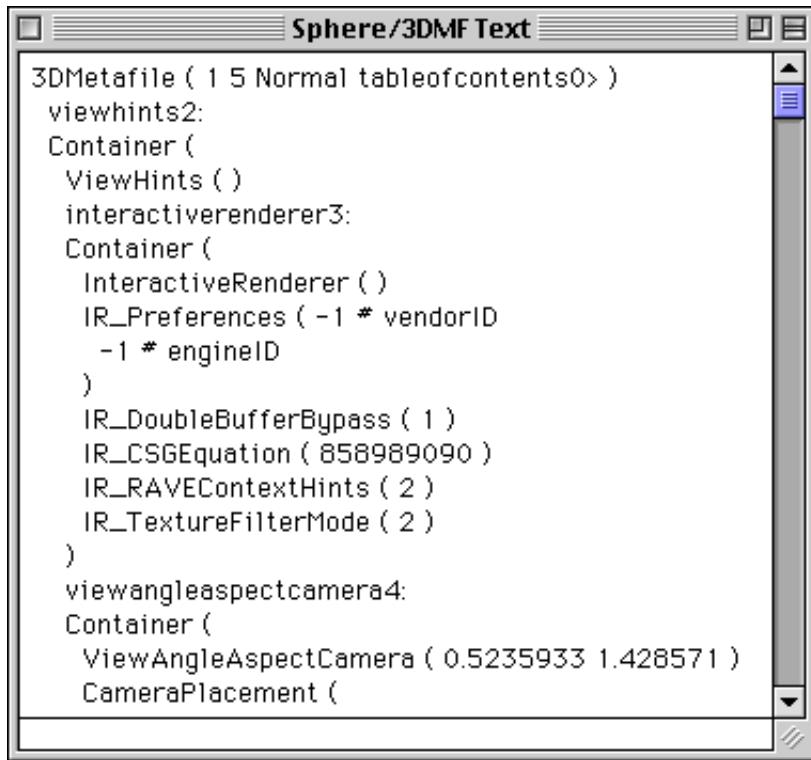
## ◆ **3DMF Text**

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The 3DMF Text plug-in produces a 3DMF text file format of the 3D scene. This could be used to help solve data problems.

1. Select 3DMF Text from the Export submenu.

2. A standard Save dialog displays. Enter a name and select a location to save the text file and click Save.
3. A description of the 3DMF scene in your document is saved in text format:



The screenshot shows a window titled "Sphere/3DMF Text" containing a text representation of a 3DMF scene. The text is a hierarchical structure of objects and their properties, including Container, ViewHints, InteractiveRenderer, IR\_Preferences, IR\_DoubleBufferBypass, IR\_CSGEquation, IR\_RAVEContextHints, IR\_TextureFilterMode, ViewAngleAspectCamera, and CameraPlacement. The code is as follows:

```
3DMetafile ( 1 5 Normal tableofcontents0> )
viewhints2:
Container (
    ViewHints ()
    interactiverenderer3:
Container (
    InteractiveRenderer ()
    IR_Preferences ( -1 * vendorID
        -1 * engineID
    )
    IR_DoubleBufferBypass ( 1 )
    IR_CSGEquation ( 858989090 )
    IR_RAVEContextHints ( 2 )
    IR_TextureFilterMode ( 2 )
)
viewangleaspectcamera4:
Container (
    ViewAngleAspectCamera ( 0.5235933 1.428571 )
    CameraPlacement (
```

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## ◆ DXF File

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Use the DXF File plug-in to save a 3D World document in DXF format. DXF (Data Exchange Format) is a standard 3D file format used by many CAD and 3D applications.

**Note:** The DXF File plug-in will only load if you are running QuickDraw 3D 1.5 or later.

1. Select DXF File from the Export submenu in the File menu.
2. A standard Save dialog displays. Enter a name and select a location to save the text file and click Save.
3. The 3D World document will be saved in DXF format.

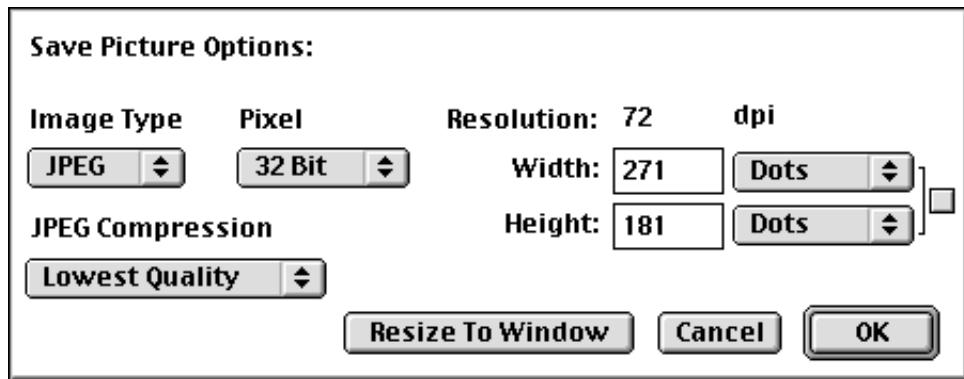
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## ◆ Picture

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The Picture plug-in provides several format options for saving your document view.

1. Select Picture from the Export submenu. The Save Picture Options dialog displays:



2. Select PICT, TIFF or JPEG from the Image Type popup menu.
3. Select a suitable quality from the Compression popup menu. The options available will depend on the Image Type selected.
4. Choose the desired pixel depth from the Pixel popup menu.
5. Enter a value in dots per inch to specify the resolution at which the picture is to be saved.
6. Select Dots, Millimeters or Inches from the units popup menus (constraining the proportions of the image by checking the checkbox if necessary), then enter values for the width and height required.
7. Click on the Resize to Window button to change the resolution back to 72 dpi and the width and height to the width and height of the contents of the document window.
8. Click OK to accept the options as set. Enter a name and select a location to save the file in the standard Save dialog that displays and click Save.

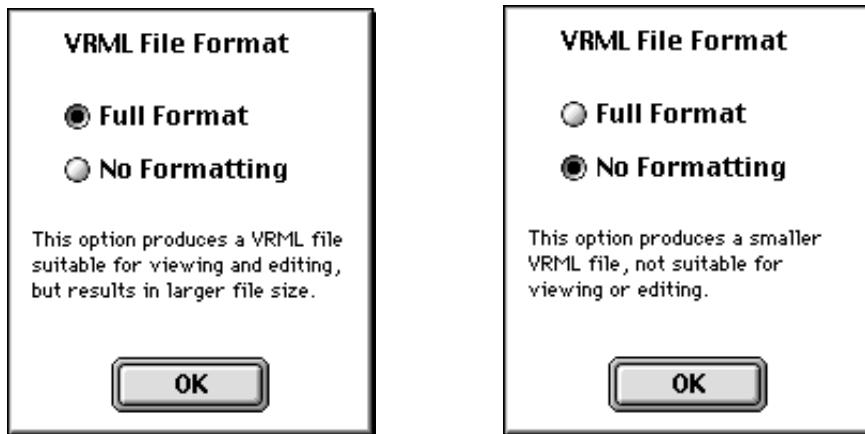
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## ◆ VRML 1.0 Format

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The Export VRML 1.0 Format plug-in is used to save 3D World documents as VRML 1.0 files (Virtual Reality Markup Language).

1. Select VRML 1.0 Format from the Export submenu.
2. A standard Save dialog displays. Enter a name and select a location to save the text file and click Save. The Format File dialog displays:



3. Click on the Full Format radio button to produce a VRML 1.0 text file that can be viewed and edited, but will be a larger size than a file saved with No Formatting.
4. Click on the No Formatting radio button to produce a smaller VRML 1.0 text file not suitable for viewing or editing.
5. Click OK to save the VRML 1.0 file as specified.