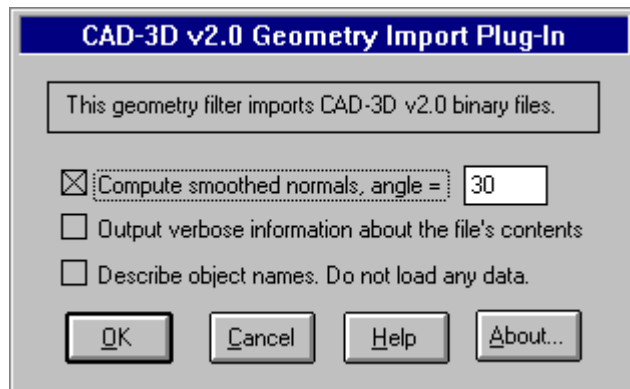


# CAD 3D Geometry Import Converter

This geometry import converter reads in CAD 3D v2.0 binary files. CAD 3D was a popular 3D rendering program for the Atari ST which was written by Tom Hudson (of 3D Studio fame).

## CONVERTER OPTIONS:

The following information explains the various options on the dialog box:



### Compute averaged normals

If this checkbox is enabled then new vertex normals will be computed for a polygon if it does not have any vertex normals already. The smoothing criterion is based on the angle between abutting polygons; common smoothed vertex normals will be computed if the angle between their geometric surfaces normals is less than the angle specified on the dialog box (which defaults to 30 degrees).

### Output Verbose Parsing About the Files Contents

If this checkbox is enabled then the input filter will print out verbose information about the CAD 3D file as it is being parsed.

### Describe Object Names. Do Not Load Any Data.

If this checkbox is enabled then the input filter will print out the names of the objects within the CAD 3D file. No data will be loaded in.

