

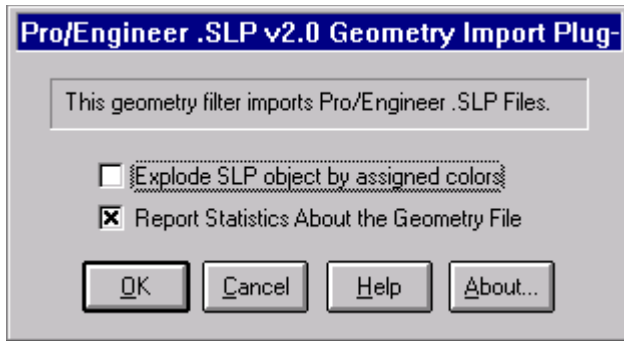
Pro/Engineer SLP (Render) File Geometry Import Converter

This geometry import converter reads SLP (Render) files which are typically exported by Parametric Technologies Pro/Engineer program.

Rather than applying colors to each polygon vertex (as done inside the SLP file), a set of unique colors is computed from the file then these colors are used to create NuGraf surface definitions, each using a unique color. Thus, you can easily modify the surface (material) assignments of a SLP file by editing or re-assigning new materials once the SLP file has been imported.

CONVERTER OPTIONS:

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



Explode SLP Object by Assigned Colors

If this option is enabled then the imported object will be broken apart (exploded) into separate pieces according to the colors assigned to each polygon. For example, if the imported file has half of its polygons assigned a red color and the other half assigned a white color then the object will be broken apart into two separate pieces, each with its own unique material (one material will use a red color and the other material will use a white color). If this option is not enabled then the imported object will not be broken apart.

Report Statistics About the Geometry File

If this checkbox is enabled then the import converter will print out the number of objects, polygons, normals and surfaces that were parsed from the file.

