



CAD PROJEKT K&A

Operation manual

Converter 3D

CAD Kitchens 8.0, CAD Decor 4.0, CAD Decor PRO 4.0

INTRODUCTION

The manual contains information about the Converter module. It contains information on converting 3D models.

We hope that you will find working with our software both pleasant and productive.

Best regards, the CAD Projekt K&A team

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The manual provides instructions and keyboard shortcuts for the previous 32-bit version of the program environment. The program now runs in a 64-bit environment. The commands and keyboard shortcuts may have changed as a result. Additionally, the program's interface has been updated.


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Conversion of any 3D models

1. Introductory remarks

Converter is a module available as standard in CAD Kitchens, CAD Decor and CAD Decor PRO. It allows converting files saved in many formats not used by the program and in **DWG** format (used by AutoCAD and read by CAD Decor PRO) to the company's proprietary CAD Projekt K&A format, namely DWX. As a result, users have full freedom to use models created using other applications. They can be used in projects and added to an individual user database.

To launch the module, click on the icon  "3D Converter" on the "Interior 1" icon bar or type the **conw** command on the command bar and confirm it with **[Enter]**.

Starting from September 2012, the .4CAD environment (dot4CAD) now supports opening files saved in the DWG AC2010 format, which was previously not possible with our programs (the previous supported version was DWG 2007). The installer of the .4CAD environment includes a file called IntelliConvert.exe, which allows for the conversion of drawings in DWG 2010 format to older versions, enabling them to be opened in our applications. However, please note that this does not apply to conversions performed with the 3D Converter module. For more information on its use, please refer to the separate manual.

2. Adding files to the list for conversions

The first action when working with the Converter is to load the files to be converted into the list on the left side of the window (Illustration 1). You can add single models or multiple models at once (option "**Add files**") or entire folders (option "**Add folders**"). After selecting the appropriate button in the upper left corner, indicate the location of the files to be uploaded (Illustration 2), then point to the files or folder and confirm the selection.

3D Converter allows you to convert files in the following formats:

- **DWG** - AutoCAD format; it has so far been read by CAD Decor PRO only in **3DFace** version; now **3DSolid** models are also read and converted - the condition to perform 3DSolid to 3DFace file conversion is to work in .4CAD environment (function does not work in BricsCAD environment);
- **DXF** - a very popular format created by Autodesk, read by AutoCAD and Autodesk 3ds Max and many other programs;
- **3DS** - Program format Autodesk 3ds Max;
- **SKP** - format programu Google Sketch Up;
- **CTM** - OpenCTM program format;
- **PLY, STL, OBJ, LWO, OFF, DAE** - standard formats used by many 3D graphics applications.

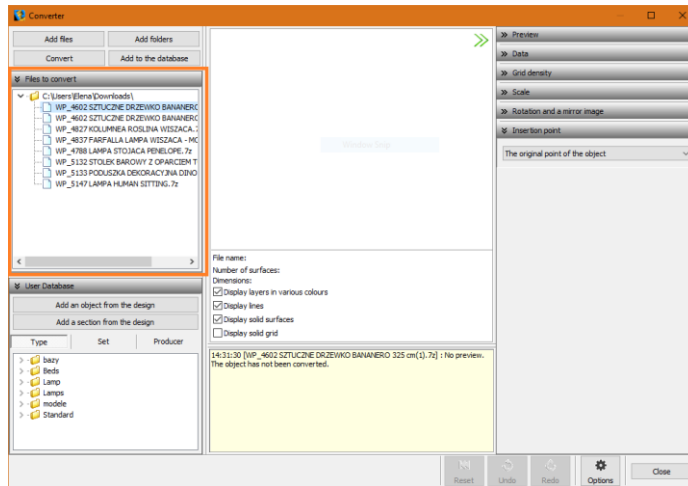


Illustration 1 List of files to be converted

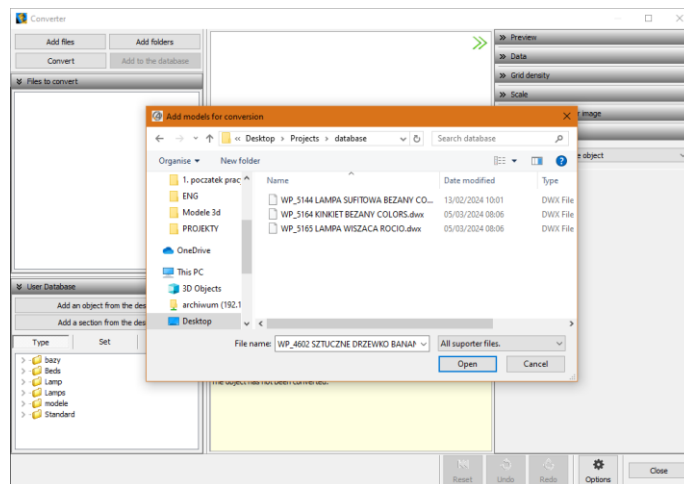





Illustration 2 Adding files to the list for conversion

When added to the list, the files are marked as shown in the illustration on the next page (Illustration 3). File formats are marked with different colors. On the list tree, directories analogous to those from which the files added to the list originated are automatically created, which can be collapsed and expanded by clicking on them.

To manage the list, click on any of the items with the left and then the right mouse button - a context menu will unfold, allowing you to clear the list, remove the selected item from it, and remember the state of the list when reopening the program.

File designations:

- file uploaded to the list ;
- file after conversion ;
- file added to user database .

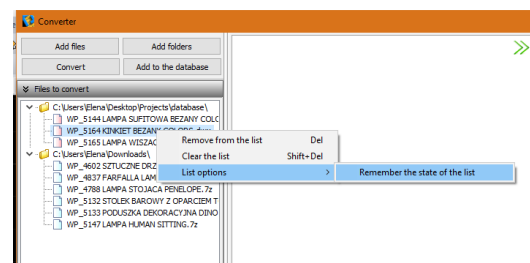


Illustration 3 List of models ready for conversion and list options

Appearance and functions of the Converter module

The following illustration shows the appearance of the module. You can see the file lists in the left part of the window, the model preview, model information, preview options, the information box in the lower central part of the window, the function panel in the right part of the window with tabs: "Preview", "Data", "Scale", "Rotation and mirror image", "Insertion Point" and "Grid Density", as well as reset, undo and redo buttons, and the "Options" button and the "Converter Options" window opened using it (Illustration 4).

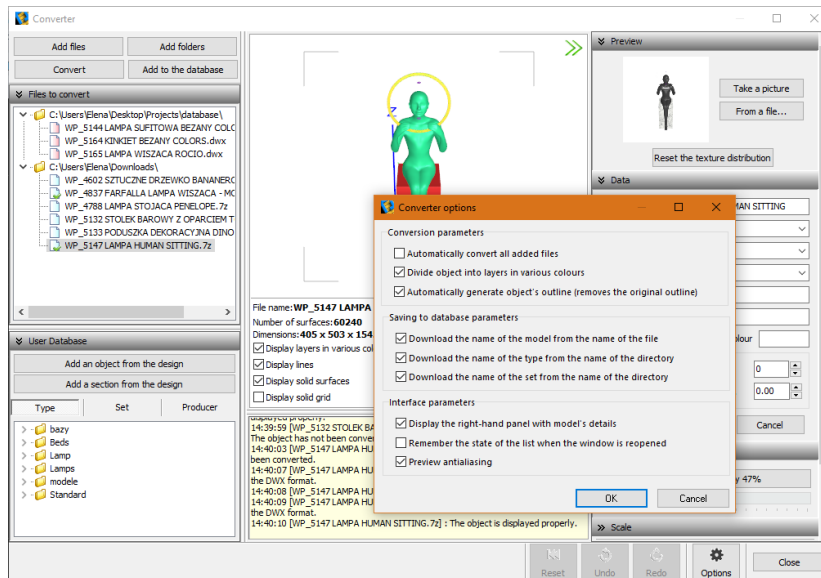


Illustration 4 The appearance of the 3D Converter module window

1. File lists, preview and preview options

In the left part of the window there are two lists of files - models to be converted and models stored in the user's database (Illustration 5). The central part displays a 3D preview of the converted model (Illustration 4). The position of the object can be changed using the mouse:

- **rotate the model** – press the left button and move the mouse;
- **move the model** – press the right button and move the mouse;
- **zoom in/out** – press the roller (middle button) and move the mouse forward/backward.

The preview shows the corners of the "frame", indicating the boundaries of the photo, which can be used as a preview of the object in the database – by clicking the "Take a picture" button in the upper right corner (Illustration 4).

For easier orientation, the X, Y, Z coordinate axes are displayed on the preview (Illustration 4 and Illustration 6). Each is 1 meter long, allowing you to quickly assess whether the object is the correct size or whether it needs to be scaled. The origin of the coordinate system indicates the insertion point of the object.

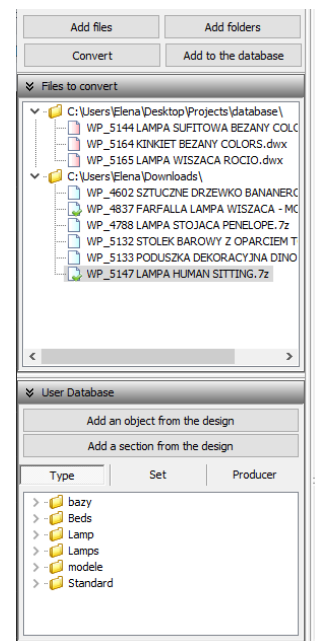


Illustration 5 List of models in the user database

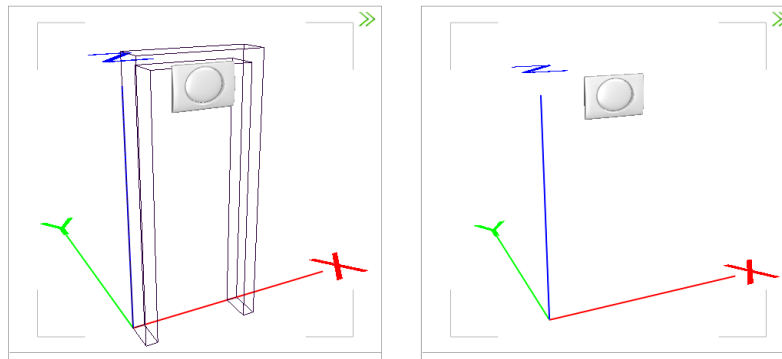


Illustration 6 Operation of the "Display lines" function - On the left the model with visible line elements

Under the preview of the model, information about the model (name, number of surfaces it is made of dimensions) and two preview options are displayed: **"Display layers in different colors"** and **"Display lines"**. The first one allows you to show the object's layers in different colors and see how many there are and how they are arranged (Illustration 7). The second allows you to get a preview of linear objects.

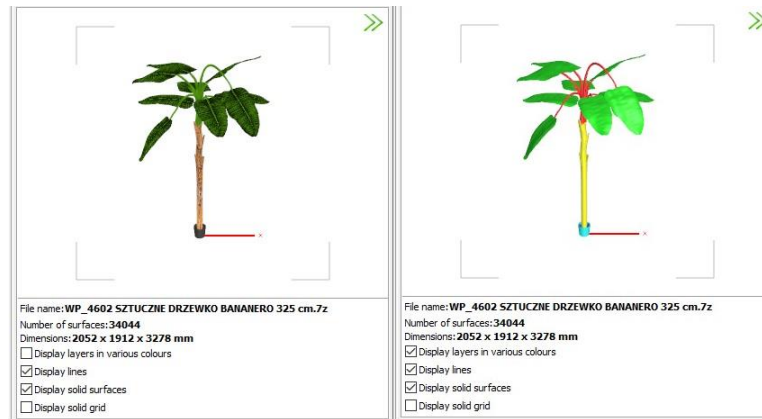


Illustration 7 - Operation of the "Display layers in various colours" function

For some models, the colors of different elements are visible without displaying layers of different colors.

In addition to the 3D surfaces visible in the visualization, some models also have line elements (lines, circles, arcs, polylines) displayed in the .4CAD environment. The **"Display lines"** switch allows you to see these elements on the preview in the Converter window, without changing the way the models are displayed in the CAD environment and visualization.

In the lower middle part of the 3D Converter window, there is a box with information about the models being converted (Illustration 8).

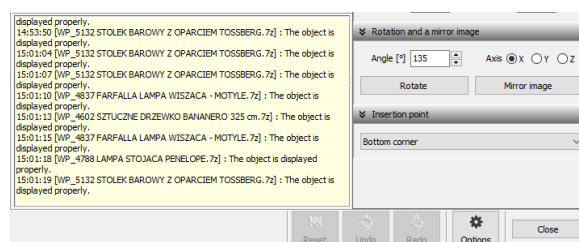
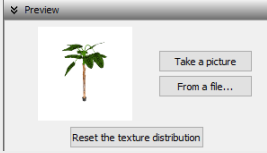
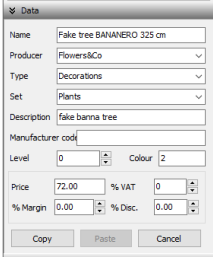
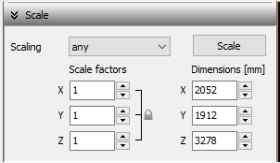
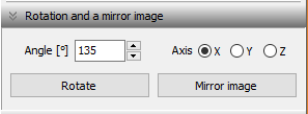
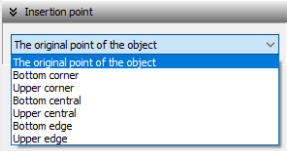


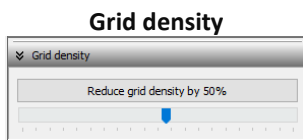
Illustration 8 Information about the files being converted

2. Right panel functions

The functions available on the right side of the 3D Converter window are described in the following table.

Tab	Features
<p style="text-align: center;">Preview</p> 	<ul style="list-style-type: none"> - Here you can take a picture of the currently set preview of the converted model (using the "Take a picture" button or by double-clicking on the model preview, the X, Y, Z dimension axes will not be visible in the picture) or upload an image from a file, such as one downloaded from the Internet (the "From a file..." button); - the preview will be loaded automatically if the JPG or BMP file is in the same directory as the 3D model and has the same name; - the preview will be used as an illustration of the model in the user database.
<p style="text-align: center;">Data</p> 	<ul style="list-style-type: none"> - In this tab you can fill in information about the model: give its name, manufacturer, specify the type and set to which it is to be assigned in the database, add a brief description, set its price, the amount of VAT, possibly also a margin or discount; - this data can be provided before or after the model is added to the user database; it can also be edited; - the entered data can be copied pasted after selecting the next model (<u>note: the model name is not copied</u>); - entries can be deleted using the Cance button.
<p style="text-align: center;">Scale</p> 	<ul style="list-style-type: none"> - The functions available in this panel are used to change the dimensions of the converted model; - if a change in dimensions is indicated (the object is too large or too small in relation to the design), the user is informed about it in the information window under the model preview; - the "Scale" panel is hidden by default when you first start the converter - to open it, click >> next to its name.
<p style="text-align: center;">Rotation and a mirror image</p> 	<ul style="list-style-type: none"> - This panel provides X, Y, Z coordinate axes and buttons: "Rotate" and "Mirror image", used to rotate the model by a given angle in the selected axis and to create mirror images of models, based on the indicated axis; - for the "Rotate" function, you can set any angle and indicate the axis of rotation; - for the function "Mirror image" you can indicate the axis, which determines the direction of reflection (changing the angle will not change anything in this case); - rotation is clockwise, that is, when you select a positive angle value (e.g., 90°), the object will rotate clockwise around the selected axis; - the rotation can be undone with the "Undo" or "Reset" buttons at the bottom of the window; - panel is closed by default - to open it, click >>.
<p style="text-align: center;">Insertion point</p>  <p><i>Illustration 9 Types of insertion points</i></p>	<ul style="list-style-type: none"> - In this panel, you can change the point based on which the placement of the model in the project proceeds; - this is the point that is inserted into the design first when using the "Point and Angle" method and determines the axis of rotation of the element; - this point appears in the project at a defined level (can be changed in the "Data" panel - the default level is 0); - seven types of points are available (Illustration 9); - the original point of the object is the point set for the model by its creator (it is worth using it when the model has an unusual insertion point, not belonging to any of the categories described below);

- the other points are at the characteristic points of the hypothetical cuboid, marking the outline of the object;
- the **corner points** are located at the left corners of the sides of the rectangle, which is the back wall of the hypothetical outline;
- **center points** are the points that determine the axis of symmetry of the model in the vertical projection from below or above (running at the intersection of the diagonals of the rectangle, which is the "database" or "top" of the hypothetical outline of the model);
- the **edge points** lie exactly halfway down the side of the rectangle, which is the back wall of the hypothetical model outline;
- examples of use: **bottom corner**: rectangular or corner tubs; **top corner**: corner cabinets; **bottom center**: table lamps; **top center**: ceiling lamps; **bottom edge**: sofas, standing seats; **top side**: sinks, mirrors, suspended seats;
- the **"Insertion point"** panel is closed by default when the module is first launched - to open it, click **»**;
- if the model has an incorrectly assigned insertion point (significantly distant from the model), the program will inform about it in a special message, suggesting to change this setting yourself.



- In this panel, you can minimize the model mesh if it consists of too many surfaces (faces);
- the limiting amount of area is 100,000 - when it is exceeded, the information field at the bottom of the module will display a message about the recommended minimization of the grid (Illustration 10);
- it is worth reducing the density of the mesh until it does not begin to adversely affect the appearance of the models, because the lower the number of surfaces in the project, the faster the speed of work;
- at one time, you can reduce the amount of mesh area by as much as 69%, but it is recommended to start with smaller values;
- minimization can be carried out repeatedly;
- to undo your changes, select the **"Undo"** or **"Reset"** button at the bottom of the window;
- panel is closed by default when the module is first launched - to open it, click the button **»**;
- grid minimization support becomes active only after model conversion is performed.

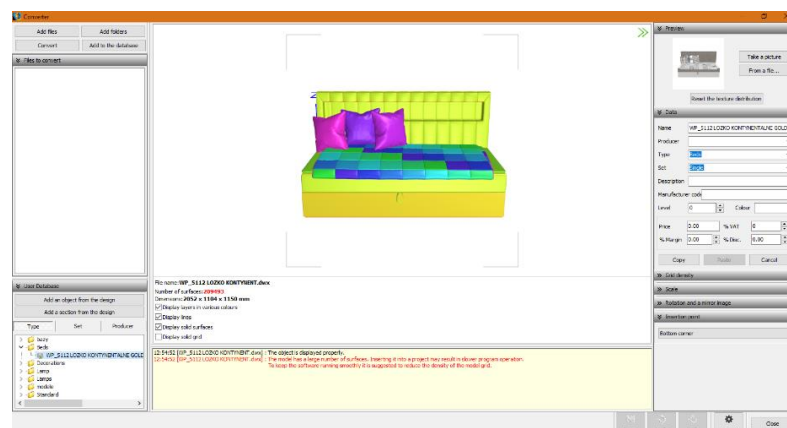


Illustration 10 Message about recommended grid minimization

The panels described above can be collapsed and expanded at will (Illustration 11). To expand a panel, click the button **»** placed next to its name. To collapse it, click **»**.

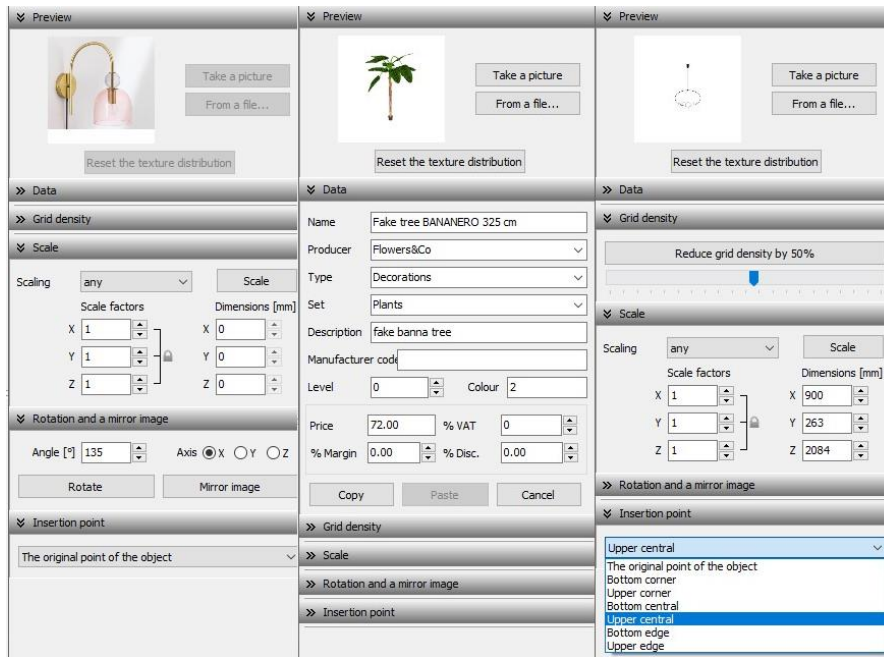


Illustration 11 Different settings of function panels

You can completely close the entire right part of the window, thus widening the display area of the 3D model preview by clicking on the arrows \gg in the upper right corner. All parts of the window can be moved freely, depending on the current demand (Illustration 12 and Illustration 13).

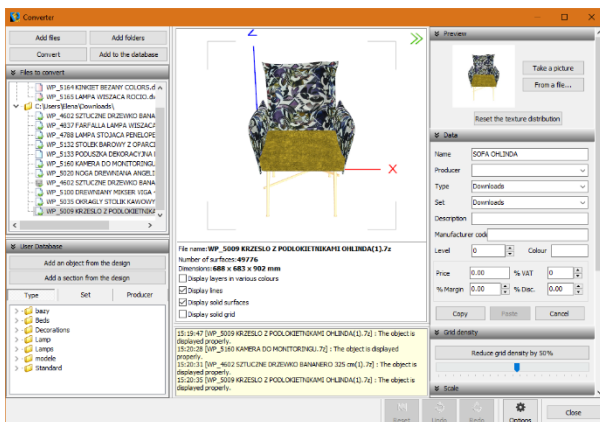


Illustration 12 Default appearance of the Converter module - all elements of the window visible

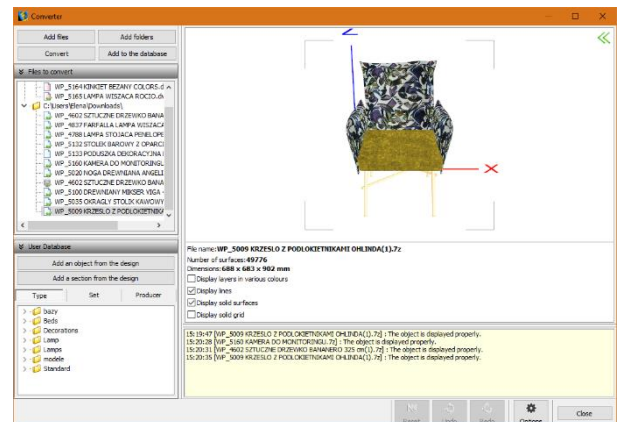


Illustration 13 Closed right part of the window, collapsed list of models added to the database, slipped list of models to be converted

Conversion of models

Conversion can be performed in two ways:

- first add files to the conversion list, and then convert in any order by selecting one or many items in the list and clicking the "Convert" button.;
- enable automatic conversion of files, which activates immediately after adding them to the list. This function is available under the "Options" button in the lower right corner and opens the "Converter options" window." (Illustration 14).

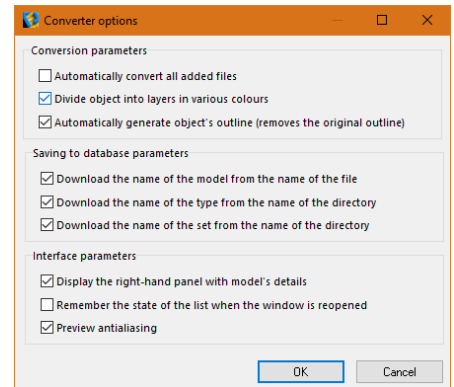


Illustration 14 Conversion options, saving to base and interface

During the conversion, progress bars appear at the bottom of the window for the various operations carried out by the module (Illustration 15).

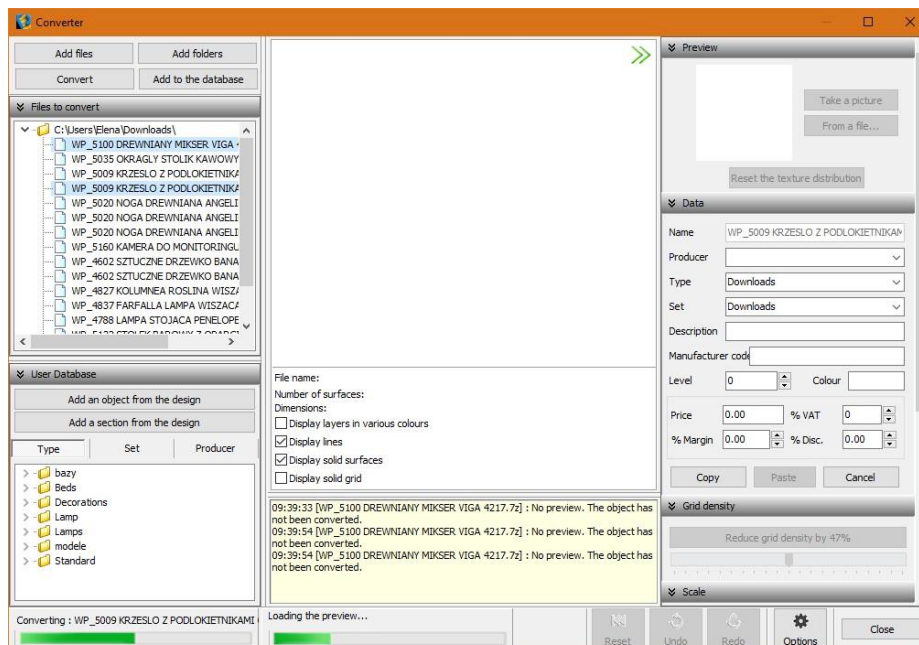


Illustration 15 Conversion process

After successful conversion, a visualization of the model will be displayed in the central part of the window, with messages below: "File converted to DWX format" and "The object is displayed properly" (Illustration 16). If the dimensions of the model are relatively too large or too small, the program will suggest changing the scale (Illustration 17). If the model is built with too many surfaces, it will be suggested to reduce the density of the mesh (Illustration 18).

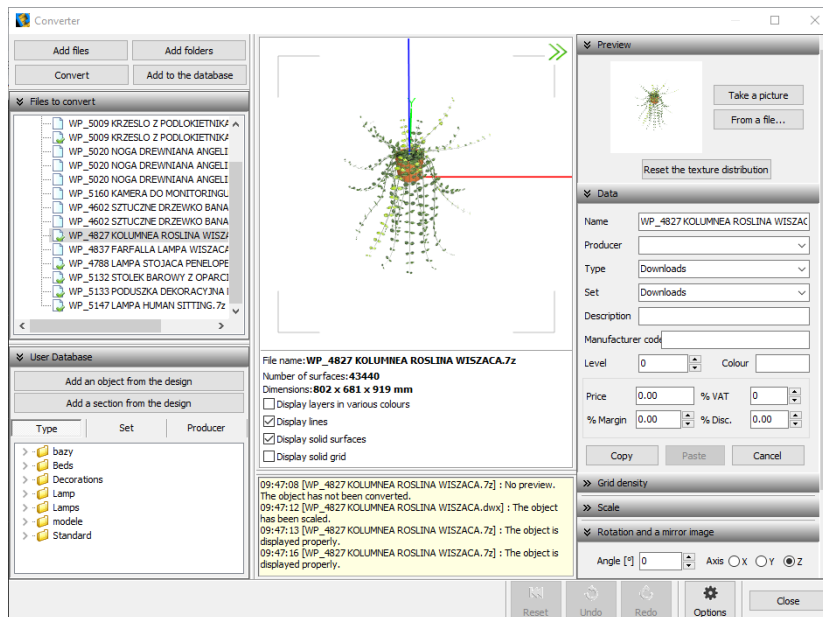


Illustration 16 Object after conversion, displayed correctly

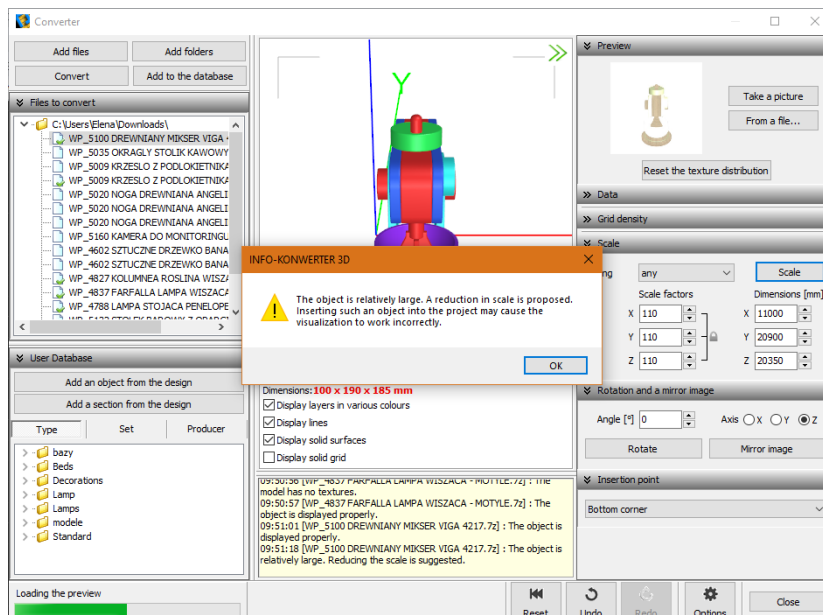


Illustration 17 Object of relatively large dimensions, suggested reduction in scale

If you receive the message 'The `_INSERT` command for file <filename> was not executed correctly when trying to convert a file. Change the name of the file so that it differs from the name of the block that is stored in it', you should rename the file. This is because the file name is likely identical to the name of the block stored in it, which prevents the program from correctly executing the '`_INSERT`' command and converting the file. To verify if the file and block names match, open the problematic DWG file by typing the '`ICOPEN`' command. Next, select the block and type the '`LIST`' command, then confirm with the [Enter] key. In the newly opened window, you will find various information about the block, including its name.

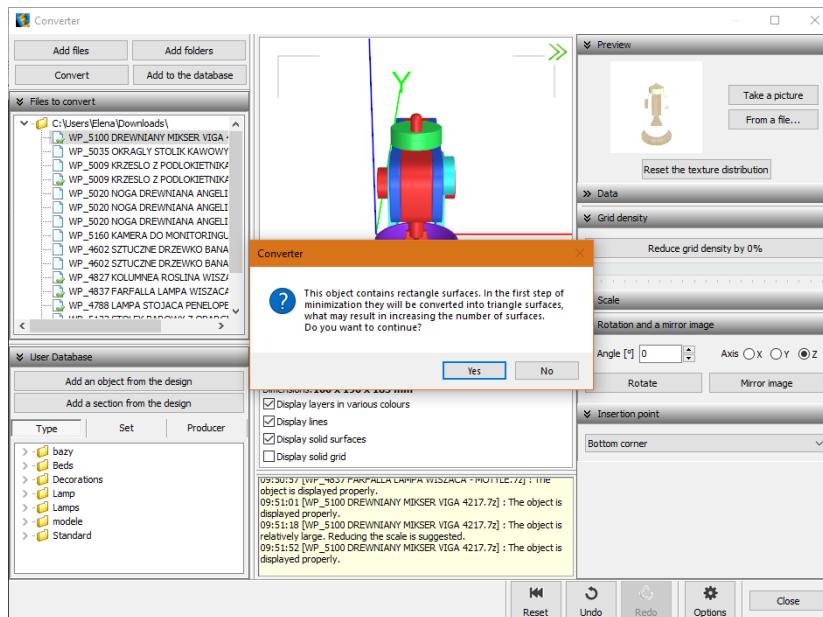


Illustration 18 Object with too dense a surface grid can slow down the program - suggested grid minimization

During the conversion, a reading of the model's geometry is carried out. If surfaces with different colours are stored in the geometry, the program will recognize these differences and break the converted model into separate layers, according to the original colours (Illustration 19). Different layers can be assigned different textures and properties in the visualization of the program with the Professional Rendering Module, for example, when creating a model palette (procedure described in the 3D Models manual).

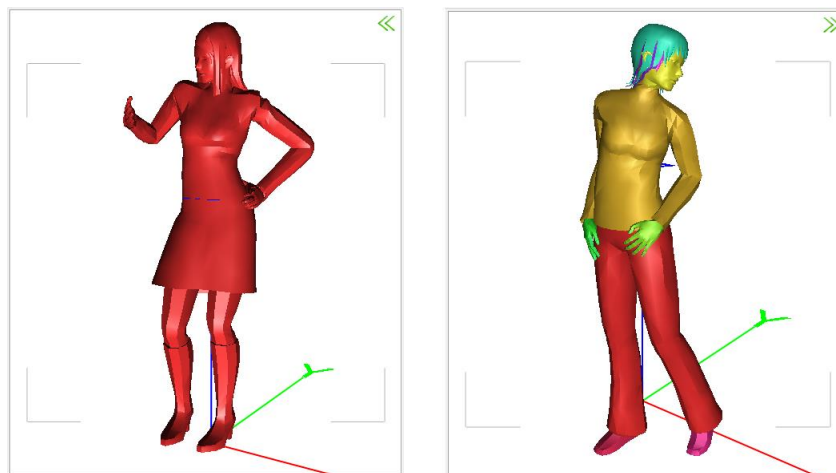


Illustration 19 Left: model not divided into layers; Right: model divided correctly

1. Scaling models

Post-conversion models can be scaled as desired, depending on the user's needs. The scale can be specified before or after the conversion. If the size of the model is too small to preview, or if the object is too large for the projected interior, the user will be informed in a corresponding message (Illustration 20). The dimensions of the model are given under the preview in the central part of the window and in the "Scale" tab in the right panel.

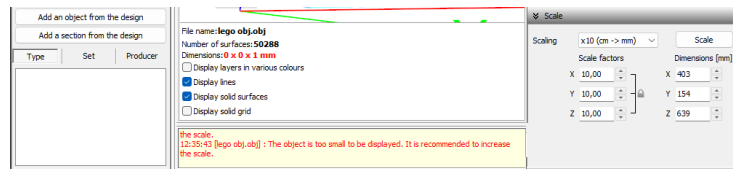


Illustration 20 Message about the need to scale the model and the choice of scale

You can modify the dimensions of the model:

- select one of the scales from the drop-down list (Illustration 21);
- set the scale factor in the **"Scale Factors"** field, using the arrows or by typing a value from the keyboard - this can be done proportionally for all three axes (Illustration 22) or for each individual axis (Illustration 23), by clicking on the padlock under which the option **"Keep aspect ratio"** is hidden.;
- enter the desired dimensions by clicking on the arrows or by entering a value from the keyboard in the **"Dimensions"** field".

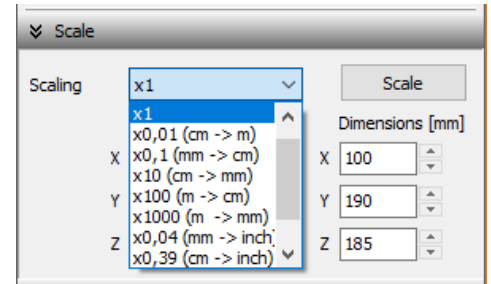


Illustration 21 Scaling selection

By default, all object dimensions change proportionally. To set the ratios or dimensions yourself, select any scaling.

To approve the operation, click the **"Scale"** button".

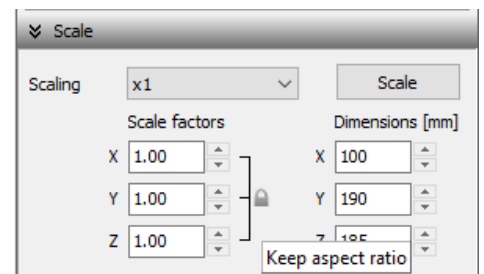


Illustration 22 - Setting the scale factor proportionally for 3 axes

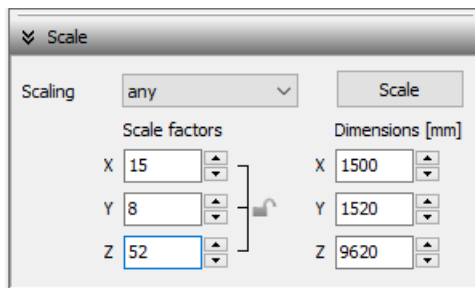


Illustration 23 setting the scale factor independently for each axis

If the user sets a new scaling for a model and then tries to switch to another model without executing the operation, the program will ask whether to execute the scaling or cancel it (Illustration 24).

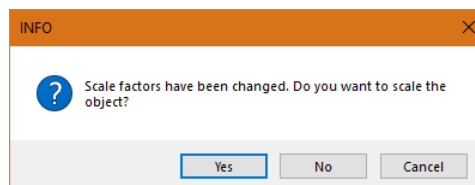


Illustration 24 request for confirmation of object scaling

2. Changing the insertion point

To change the insertion point, which is the point that first appears in the design when inserting a model using the **"Point and Angle"** method, and around which the object can be rotated by setting the insertion angle, select the appropriate item from the drop-down list in the **"Insertion Point"** tab (Illustration 25). An example of point change is shown in the following illustrations (Illustration 26 and Illustration 27).

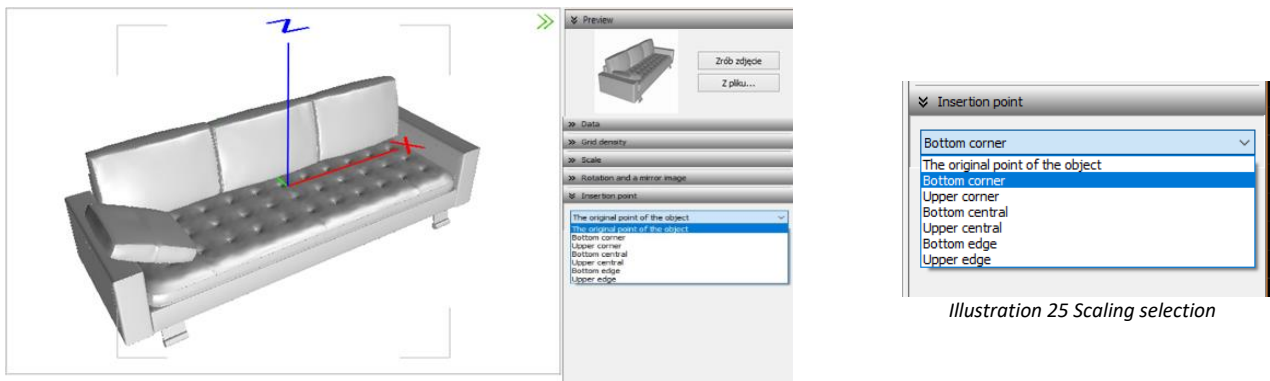


Illustration 26 Model immediately after conversion - original insertion point visible

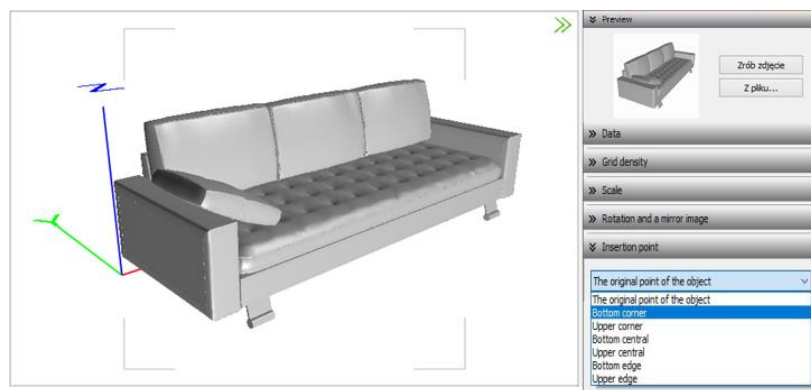


Illustration 27 Model with assigned corner bottom insertion point

More information about the insertion points of the models can be found in [the table on page 11](#).

3. Rotation and a mirror image

Sometimes a model after conversion is incorrectly aligned to the coordinate system adopted in the program. You can then rotate it by any angle by setting the rotation value in the **"Rotation and a mirror image"** tab and indicating the axis relative to which the object is to be rotated. To confirm the operation, click **"Rotate"**(Illustration 28-30).

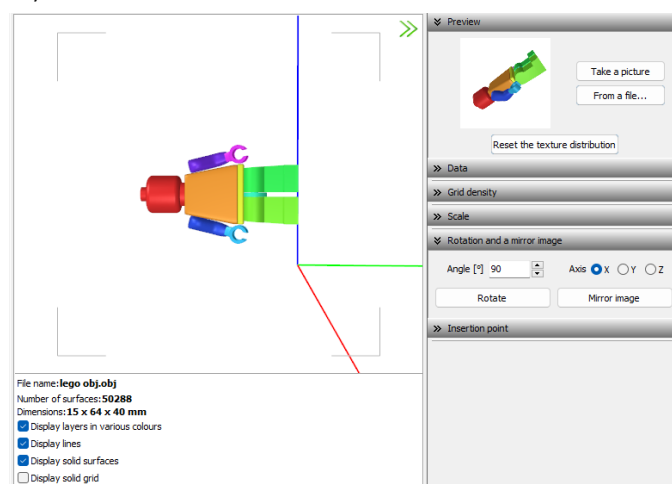


Illustration 28 Object immediately after conversion

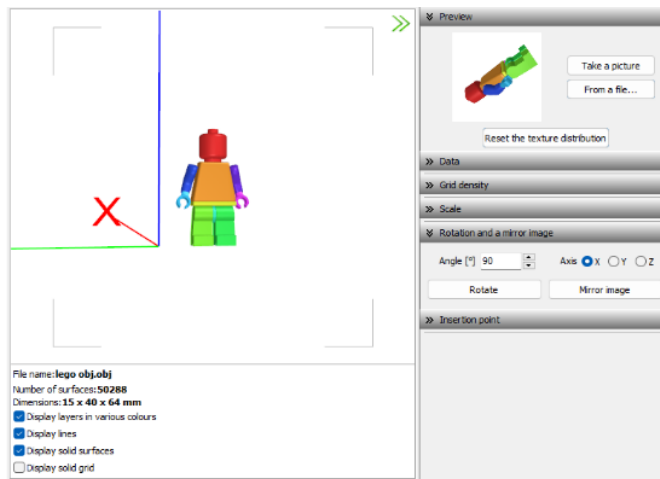


Illustration 29 Object rotated 90o in the X axis

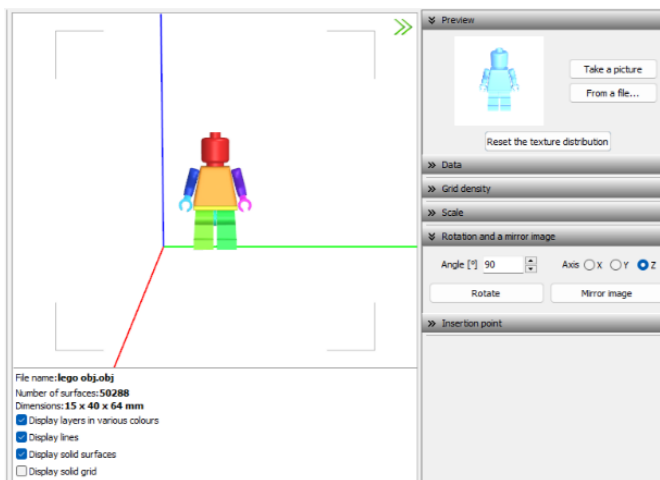


Illustration 30 Object rotated additionally by 90o in the Z axis

The **"Mirror image"** option is used to create copies of converted models that mirror them. For this operation, you just need to indicate the axis based on which it should run and click the **"Mirror image"** button. (Illustration 31 and Illustration 32). For more information on rotating and mirroring models, please refer to [the table on page 11](#).

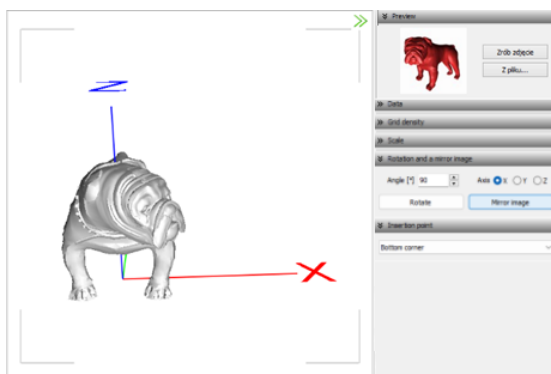


Illustration 31 Post-conversion model

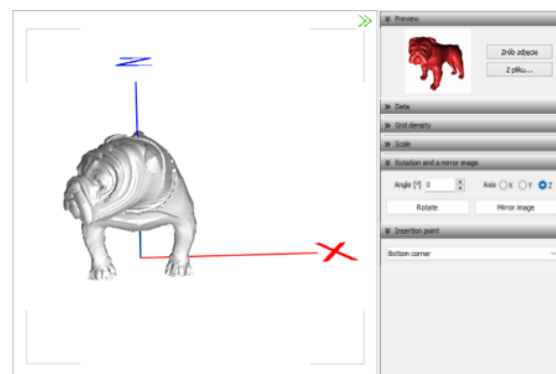


Illustration 32 Mirror copy of the original

4. Grid density

For models built with a large number of surfaces (more than 100,000), it is recommended to reduce the density of the mesh, since such a large number of surfaces can adversely affect the speed of the program, due to the high consumption of memory required to operate them.

Models can consist of triangular or quadrangular surfaces. When minimizing the mesh of the latter, there may be an increase in density because the quadrilateral surfaces will be divided into triangular ones (Illustration 33).

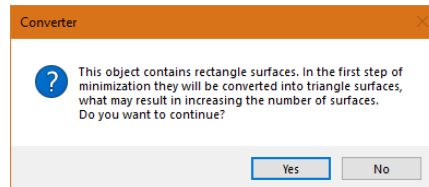


Illustration 33 warning about the possible increase in the number of surfaces as a result of the division of quadrangular surfaces into triangular ones

The following is an example of a model composed of a large number of surfaces whose mesh has been reduced (Illustration 34 and Illustration 35).

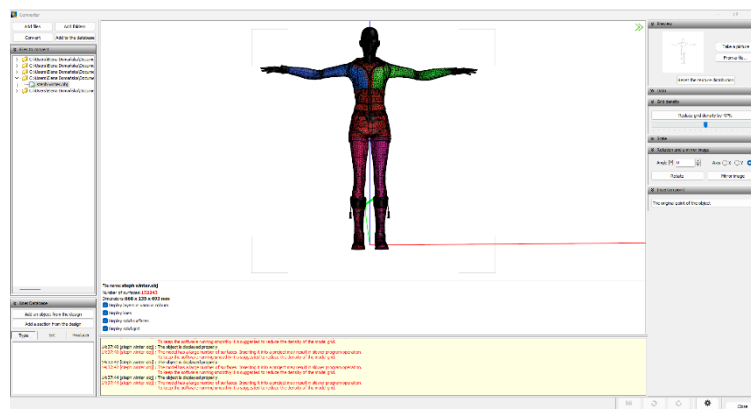


Illustration 34 Number of faces exceeds 100,000 - grid minimization recommended

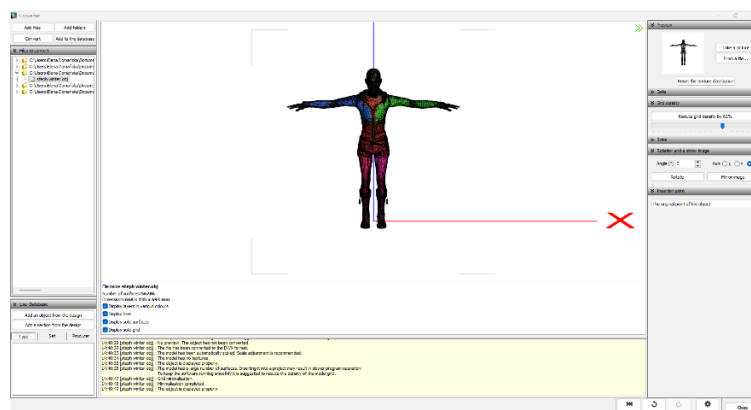



Illustration 35 Object after grid minimization - number of faces less than 100,000

Adding models to the user database

Using the Converter, you can complete your unique database of 3D models - you enter them into the database by clicking the button in the upper left corner of the module window. You can add individual objects or entire groups (by selecting items in the list of files to be converted with the **[Ctrl]** or **[Shift]** key pressed). If the selected models have not been converted before, the module will automatically perform the conversion at this point. Next to the items added to the database in the list for conversion, the symbol will appear , and on the tree of models saved in the database in the lower left corner, a new item will appear.

Directories and files in the user database sort themselves in alphabetical order. When you click on a folder in the database tree, in the central part of the 3D Converter window, previews of the elements contained in that type or set will be displayed (Illustration 36).

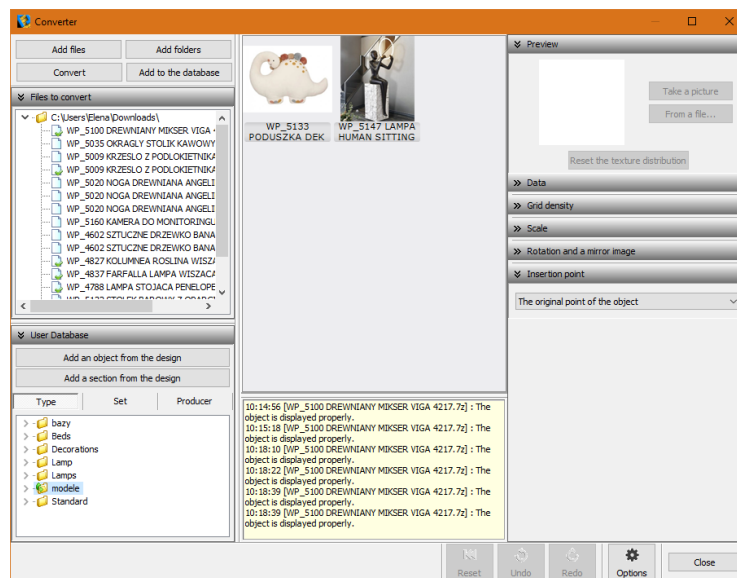


Illustration 36 User base, view in Converter

Types and sets in the database can be managed:

- it is possible to drag elements from one group to another on the database tree or from the graphical list to any type or set using the mouse;
- The names of types and sets can be changed by first left-clicking and then right-clicking on them, and selecting "Change set name" from the drop-down context menu, or the keyboard shortcut **[Ctrl + R]** (Illustration 37);
- under the right mouse button (after first selecting a folder) there is also an option to select all items in a group.

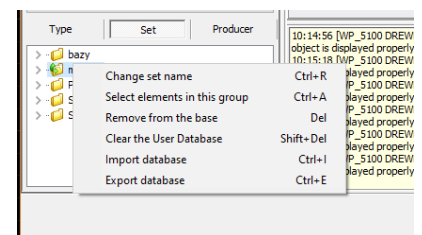


Illustration 37 Option to rename the set

Basic information about the model can be completed in the "Data" panel before or after adding it to the database - in the upper right corner of the window (Illustration 39):

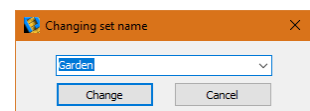
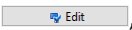


Illustration 38 set name change

- the „ **model name**“ is copied from the name of the converted file by default (to disable this feature, click the **"Options"** button and uncheck the **"Download the name of the model from name of the file"** option);
- the model can be given any new name;
- in the field **"Producer"** you can enter the name of the company from whose offer the model comes;
- the **"Type"** and **"Set"** fields display by default the name of the folder on the drive from which the converted file came (to disable these features, click the **"Options"** button and uncheck the **"Download the name of the type of the name of directory"** and **"Download the name of the set of the name of directory"** items);
- types and sets can be determined independently;
- defining the type establishes a division in the database into thematic catalogues, such as carpets and mats, floor lamps;
- items in the fields **"Producer"**, **"Type"** and **"Set"** are added to drop-down lists - you can select them in the future instead of typing from scratch (Illustration 40);
- if the type and set are not defined, the program will automatically create a folder **"Standard"** in the database, to which all models without a fixed type and set will be added;
- in the field **"Description"** you can provide a brief description of the product (up to 255 characters);
- for some models, it is recommended to determine the level of insertion in the design (for example, for mirrors, sinks, under-hung lavatories, ceiling lamps, etc.);
- the default insertion level is 0 mm, which is the level of the standard floor;
- in the field **"Color"** you can specify the color scheme in which the model will be available, but this designation has no real effect on the appearance of the model - it will appear in the list of used elements, informing that the model is available in specific colours (the model in the user database, however, can be permanently assigned a palette, consistent with the specified color scheme);
- the price of the item, as well as the percentage value of VAT, discount and margin are also given here.

Illustration 39 set name change

Illustration 40 Drop-down list of types

To complete or change the data after adding the model to the database, edit it in the **"User database"** tab of the **"Interior items"** window." (Illustration 41). To do this, you need to select it with a left-click and select the button , or double-click with the mouse button. This will open the Converter, where in the panel **"Data"** you can change any information. Data modifications do not require confirmation, the changes are continuously saved in the database. To make the new data visible, just click in a field different from the one you just edited. This will cause a change in the user database tree (e.g., when you add a new type, a new folder will appear in the list).

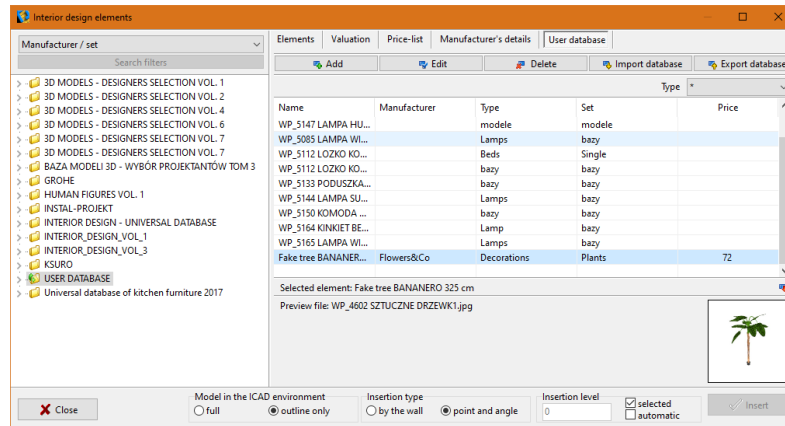


Illustration 41 Window for inserting interior elements - "User database" tab

You can also add any 2D and 3D objects from the project to the user database, such as self-created free elements, templates from linear elements or modified elements from furnishing databases (e.g., scaled). This is done using the button „Add object form the design”.

1. Use of models added to the database in the design

Models entered into the user database using the 3D Converter module are immediately available for use in the current project. To place them in a design, you can:

- after selecting the model, click on the button „Insert” and indicate the place in the project where the model is to be placed (insertion point), and then, moving the mouse, set the angle of insertion - to approve the operation, left click again (insertion by point and angle method);
- close the Converter and open the "Interior items" window by clicking on the icon 🪑 on the "Interior 2" bar. On the "Elements" tab, in the list of bases, locate the "User database" item, expand it, select a type or set, and then click on the preview of the selected model, set the insertion options and click "Insert" (Illustration 42). For more information on inserting objects into projects, refer to the 3D model manual.

Note: If the model inserted into the project from the Converter contains more than 50,000 surfaces, it will be automatically placed at the coordinates X=0, Y=0, Z=0 (Illustration 419). This is because moving and rotating such large models can significantly increase memory consumption and slow down the program.

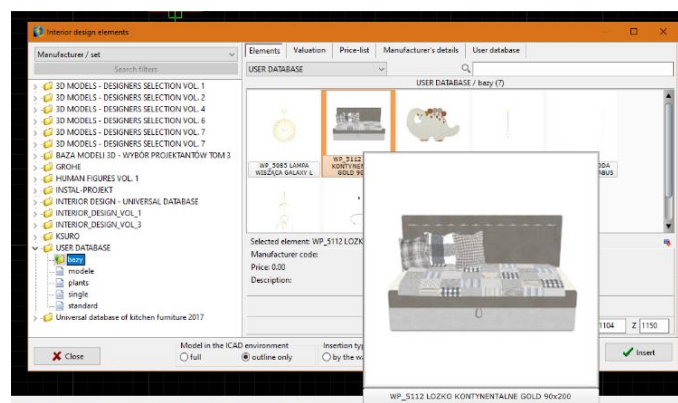


Illustration 42 window for inserting interior elements - "Elements" tab

2. Deleting objects from the user database in the Converter module

To delete a single object from the user database from within the Converter, click on the selected item in the list with the left mouse button and select **[Delete]**.

Alternatively, after selecting an item in the list, you can expand the context menu under the right mouse button and select **"Remove from the database"** (Illustration 43). To delete several selected objects, point to them by holding down the **[Ctrl]** key (selective selection) or **[Shift]** key (selecting several items in a row) and select the **[Delete]** key or the **"Remove from the database"** option from the drop-down menu. You can also delete entire folders.

To delete all objects from the database at once, right-click anywhere in the list and select **"Clear the User Database"** or select the **[Shift]** and **[Delete]** buttons from the keyboard. The program will ask you to confirm the operation (Illustration 44).

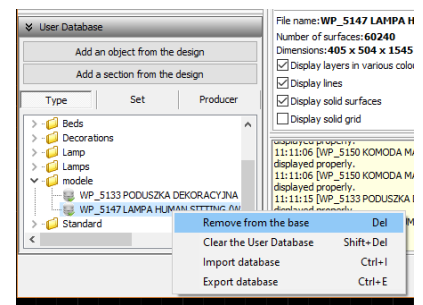


Illustration 43 Removing an element from the base

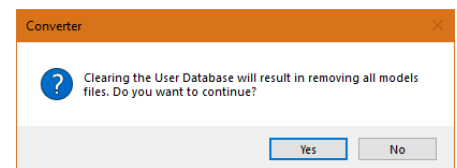


Illustration 44 request to confirm deletion of all items from user model database

3. Import and export of the user database in the 3D Converter module

The user database can be exported or imported in its entirety from within the Converter. To do this, right-click in the **"User database"** field and select **"Export database"** or **"Import database"** (also under **[Ctrl + I]** and **[Ctrl + E]**) (Illustration 45). After selecting the **"Export database"** option, a window will open where you can indicate the location for the packed copy of the database (in **7Z** format) (Illustration 46).

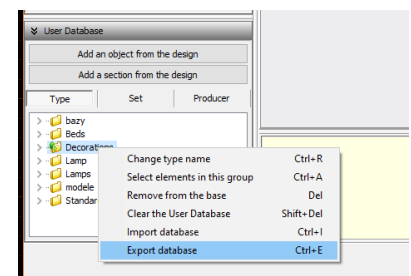


Illustration 45 User base export and import options

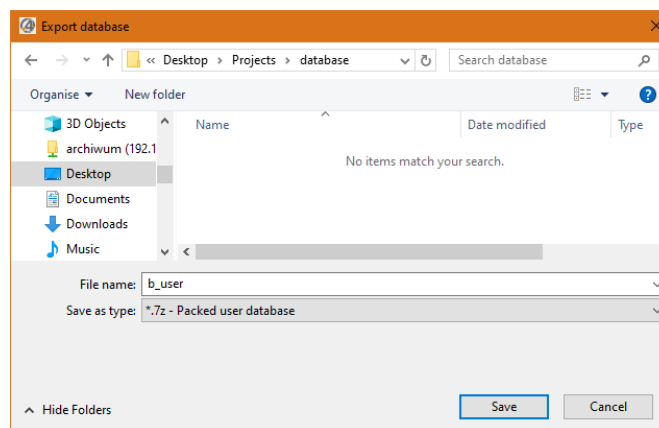


Illustration 46 importing the user base

By default, the program will point to the directory as the proposed saving location: **C:\CAD Design Decor**
2.3.0 EXPORT. In the window that opens when you select **"Import Database"**, point to the packed database and click **"Open"** button (Illustration 47).

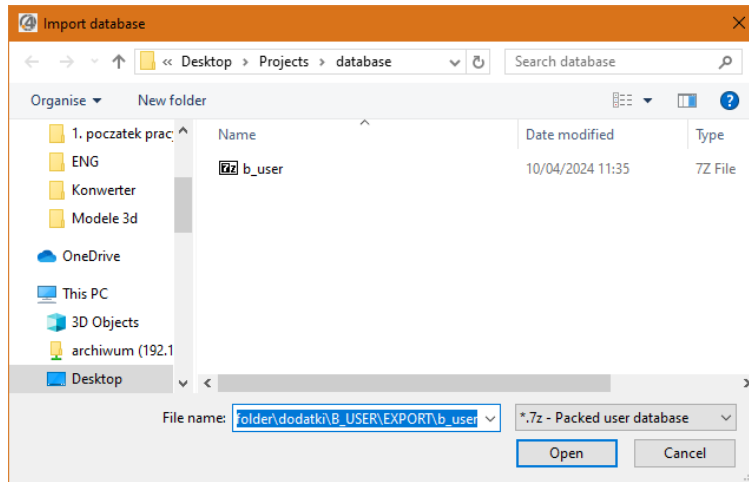


Illustration 47 Importing the user base

Import and export options for the user database are also available in the "Interior items" window. (Illustration 48). The procedure is analogous to that described above.

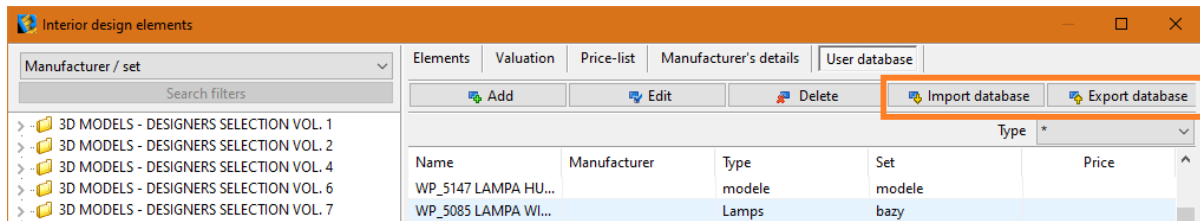


Illustration 48 Base Import and Base Export buttons in the Interior design elements window

During import, items in the database that differ in name from the imported files remain unchanged. On the other hand, if the program encounters a file with the same name as a model already present in the database, it will ask you to decide whether the new file is to replace the existing one (option "Yes"), whether the original is to remain unchanged (option "No"), or whether both files are to be saved (option "Keep both") (Illustration 49). In the latter case, the files will have the same name in the program. To repeat this selection for subsequent files with the same names, select "Perform for the following conflicts".

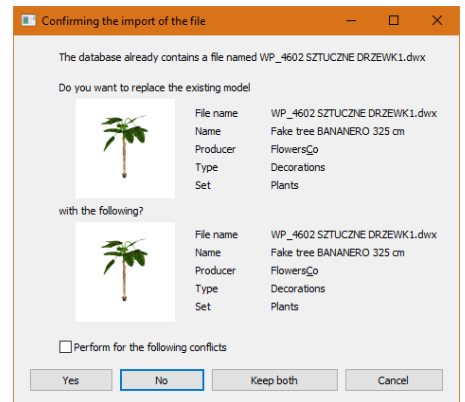


Illustration 49 Confirm the import of a file with a name identical to the file already present in the database

Converter Module: Additional Options

Under the "Options" button in the lower right corner of the window, there are conversion parameters, database write parameters and interface parameters (Illustration 50), through which you can customize the look and operation of the module to suit your needs.

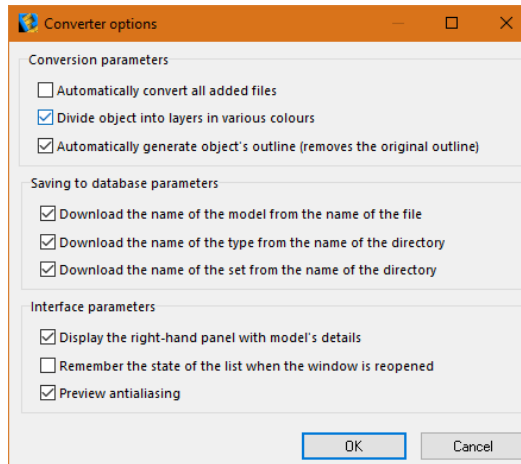


Illustration 50 window "Converter options".

User-selected settings are remembered the next time the Converter is launched.

Option	Description
Automatically convert all added files	<ul style="list-style-type: none"> - causes any file added to the list for conversion to be automatically converted right away; - in case many files are added to the conversion list at the same time, active auto-conversion can take a relatively long time - in this case, it may be more advantageous to indicate files for conversion one by one.
Divide object into layers in various colours	<ul style="list-style-type: none"> - sometimes it happens that the model contains layers with the same names but different colours; - this option automatically renames layers, depending on the color (adds suffixes to them); - turning it off makes names with different colours indistinguishable.
Automatically generate object's outline(remove the original outline)	<ul style="list-style-type: none"> - outline influences the display of the model in the .4CAD environment (decides which edges will be visible); - some models downloaded from the Internet can have incorrectly defined outlines; - autogeneration allows to obtain optimal contours of models; - for objects with correct contours, using this function is not necessary.
Download the name of the model from name of the file	<ul style="list-style-type: none"> - makes it easy to define the data of the converted files, automatically assigning the same names of the originals to them; - names are visible in the list of files to be converted, in the right panel with model data and in the user database tree; - The name can be changed in the "Data" panel on the right side of the window.
Download the name of the type from name of the directory	<ul style="list-style-type: none"> - automatically creates a folder in the list of files to be converted, with the same name as the folder from which the files originated; - the type name can be changed in the "Data" panel; - if the option is disabled and the type is not defined by the user, the model in the database will be added to the type "Standard".

Download the name of the set from name of the directory	<ul style="list-style-type: none"> - function works similarly to the type; - the name of the set can be changed in the "Data" panel; - if the set is not defined, the model in the database will be added to the set "Standard".
Show right-hand panel with model's details	<ul style="list-style-type: none"> - is used to show and hide the panel on the right side of the Converter window, which contains information about the model and modification functions: scaling, rotating, changing grid density, etc.
Remember the state of the list when the window is reopened	<ul style="list-style-type: none"> - active function causes the state of the list of files to be converted to be remembered after the next start of the module.
Preview antialiasing	<ul style="list-style-type: none"> - affects the quality of the appearance of models in the preview affects the quality of the appearance of models in the preview; - example of application is presented below(illustration 51).

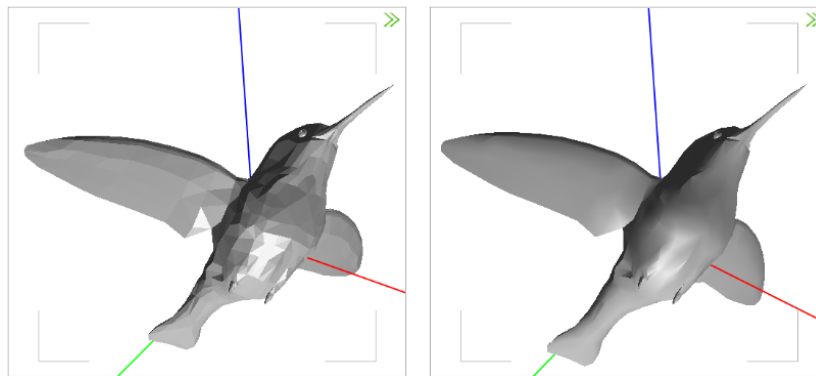


Illustration 51

Additional information

1. Instructional videos

- Playlist, Insert 3D Models | Converter"
- Converter - adding 3D models to the User Database
- Converter - how to add a cutout from a project to the User Database

2. Shortcuts and commands

The document compares keyboard shortcuts in the .4CAD and visualization environments and lists the most frequently used commands in versions up to 3.Xi/7.X and version 4.X/8.X (both 34 and 64 bit versions of the environment). Find the document at: : <https://www.cadprojekt.com.pl/zasoby/pdf/opisy-techniczne/shortcuts-4-0-8-0-eng.pdf>

This document provides an overview of keyboard shortcuts and commonly used commands in the .4CAD environment for visualization. The shortcuts and commands can be issued using either the mouse or keyboard. It can be accessed at: <https://www.cadprojekt.com.pl/zasoby/pdf/opisy-techniczne/shortcuts-4-0-8-0-64bit-eng.pdf>

In the above list, LPM and RMB stand for left and right mouse buttons, respectively. A command notation with a + sign (e.g. [Ctrl] + [Z]) indicates that both keys should be pressed simultaneously, while a notation with a >> symbol (e.g. [E] >> [Enter] or [Space]) means that you should first type E and then press [Enter] or the space bar.

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