

New features of the **3D Converter**

With the latest update, CAD Projekt K&A provides Users with a new functionality of the 3D Converter tool. It is a function of automatic texture reading for selected formats. Thanks to the introduced changes, it has become possible to convert files together with their textures. The program also saves the texture layout on the object. After the conversion, the model with the texture should be saved in the user database.

Supported formats

The function of automatic texture reading during model conversion is available for selected formats. The model must have a defined UV map, defining the texture layout on the model surface. Depending on the properties of the format in which the model is saved, additional files may be needed for conversion. It is worth ensuring that the converted files are saved in a single folder. The requirements for supported formats are contained in the table below.

Format	Required files
*.skp	All the necessary data (model, material information, textures and UV map) is contained in a single file.
*.3ds	The *.3ds file contains the model, UV map and material information. Textures are in separate files.
*.obj	The *.obj file contains the model and UV map. The *.mtl file contains material information. Textures are in separate files. NOTE: The *.obj and *.mtl file must have the same name!
*.dae	The *.dae file contains the model, UV map and material information. Textures are in separate files.
*.fbx	The *.fbx file contains the model, UV map and material information. Textures are in separate files.
*.dwx	The *.dwx file contains the model. The *.pal file contains material information. Textures are in separate files. NOTE: for textures to appear in this format, there must be a *.pal file in the folder!

The new functionality will not work for files with formats not included in the table, or if the required conditions are not met, even if there are texture files in the folder. The 3D Converter will display a message that this format is not supported.

File conversion

Before converting 3D files with predefined textures, make sure you have the latest version of the software, which includes improvements for the 3D Converter. If you are using an earlier version, download the latest version of the Software.

After launching the 3D Converter module in CAD Projekt K&A software, select the file to be converted using the "Add files" button or the entire folder using the "Select folder" button. All converted files (model and textures, according to the table above) should be in the same folder. Then perform the conversion using the "Convert" button. This may take several tens of seconds.

After the operation is completed, the 3D Converter preview window will display the model with the applied texture. It can be further processed and then saved to the user database. In case the original model did not have textures, a message will be displayed about the lack of textures.

After the conversion, the model will be changed to *.dwx format. Textures will retain their original layout, but you can scale, rotate and move them in the Visualization window while editing the model.