

**SE-FFT**

**FLT**

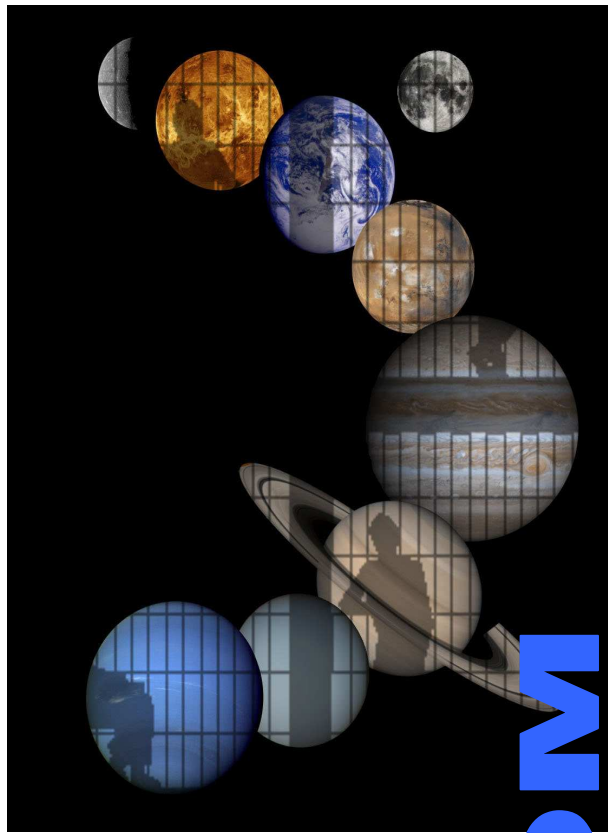
**CONVERSION**

**VRML**

**TDF**

**BSG**

**IV**



**SDM**

**OPEN SE-WORKBENCH TO OTHER WORLDS**

# 3D FORMATS CONVERSION TOOL

## SE-FFT features

Imports OpenFlight 3D terrain and objects in SE-WORKBENCH through SDM format

Imports OpenInventor 3D terrain and objects in SE-WORKBENCH through SDM format

Imports VRML 3D terrain and objects in SE-WORKBENCH through SDM format

Imports TDF data into formats that can be exploited by SE-WORKBENCH

Exports existing SDM 3D terrain and objects to OpenFlight format

Exports existing SDM 3D terrain and objects to OpenInventor format

Exports existing SDM 3D terrain and objects to VRML format

Exports existing SDM 3D terrain and objects to BSG format

3DS Max plug-ins for import / export SDM in 3DS Max

**SE-FFT** is a set of mono or bi-directional conversion tools used for the import/export from/to the SDM format (working format of SE-WORKBENCH) from/to other standards of the modelling and simulation market. SE-FFT makes a bridge between the SDM format and standard formats such as OpenFlight (Presagis database format), Open Inventor and VRML.

### SE-FFT-2FLT156 and SE-FFT-2FLT

Converts SDM database into OpenFlight database. The resulting files can be exploited by Vega or any software exploiting the OpenFlight format.

### SE-FFT-FLT156 and SE-FFT-FLT

Converts OpenFlight database into SDM database. The resulting files can be exploited by the SE-WORKBENCH tools exploiting the SDM format.

### SE-FFT-2IV

Converts SDM database into OpenInventor or VRML database. The resulting files can be exploited by software exploiting the OpenInventor or VRML format.

### SE-FFT-IV

Converts OpenInventor and VRML database into SDM database. The resulting files can be exploited by the SE-WORKBENCH tools exploiting the SDM format.

### 3DS Max plug-ins

Allows the import/export of SDM database in/from 3DS Max 7, 8 and 9 through **plug-ins**. It can be used to import DXF objects in the SDM format.

### SE-FFT-2BSG

Converts SDM database into BSG database. BSG format is an optimised binary format that is very fast to be loaded and thus very well adapted to the pagination of wide database.

### SE-FFT-TDF

This tool allows importing thermal computation software MUSES output data (in the TDF format) into formats that can be exploited by SE-WORKBENCH.

### Supported versions

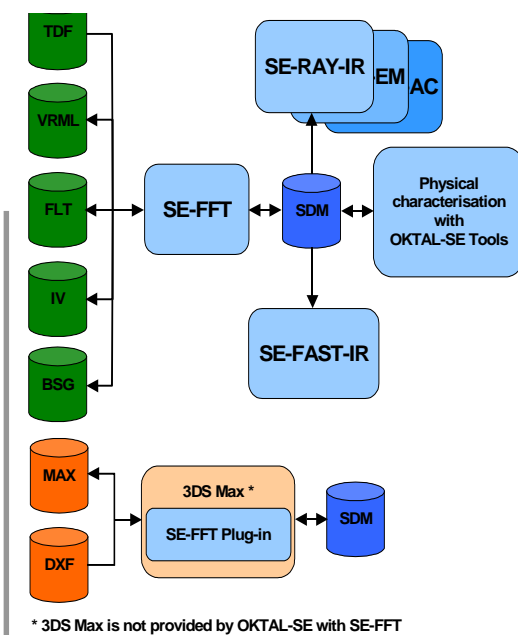
For the **OpenFlight** module, the versions of OpenFlight read are 14.2 to 15.6 or 15.8 (depending on the tool), the versions of OpenFlight written are 15.6 or 15.8 and the version of SDM is 3.0.

For the **OpenInventor/VRML** module the VRML versions read are 1.0 and 2.0 and the VRML version written is 2.0. The version of SDM is 3.0.

For the **3DS Max** module, the plug-ins handle the format corresponding to the 3DS Max release they are built for (7, 8 or 9) and the format SDM 3.0.

For the **TDF** module, the TDF format version handled is the 9.0 and the format SDM 3.0.

For the **BSG** module, the BSG format version handled is the 1.0 and the format SDM 3.0.



### Benefits:

Standalone product

### System requirements:

PC Win 32