



# SE-FFT

## 3D FORMATS CONVERSION TOOL



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 the SE-Workbench) from/to other standards of the modelling and simulation market. SE-FFT builds a bridge between the SDM format and standard formats such as OpenFlight, VRML or 3DS Max.

### Features

- Imports OpenFlight 3D terrain and objects in SE-Workbench through the SDM format
- Imports OpenInventor 3D terrain and objects in SE-Workbench through the SDM format
- Imports VRML 3D terrain and objects in SE-WORKBENCH through the SDM format
- Imports TDF data into formats that can be exploited by SE-Workbench
- Exports existing SDM 3D terrain and objects to the OpenFlight format
- Exports existing SDM 3D terrain and objects to the OpenInventor format
- Exports existing SDM 3D terrain and objects to the VRML format

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

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

The read versions are OpenFlight 14.2 to 16.4, the write version is OpenFlight 15.8.

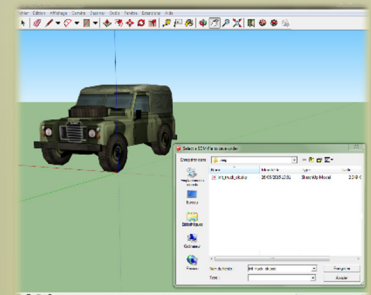
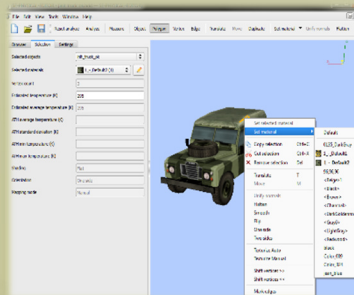
### 3DS Max plug-ins

Allows the import/export of SDM database in/from 3DS through plug-ins. It can be used to import DXF objects in the SDM format.

For the 3DS Max module, the plug-ins handle the format corresponding to the 3DS Max releases 9, 2009, 2010 or 2013.

### SketchUp plug-ins

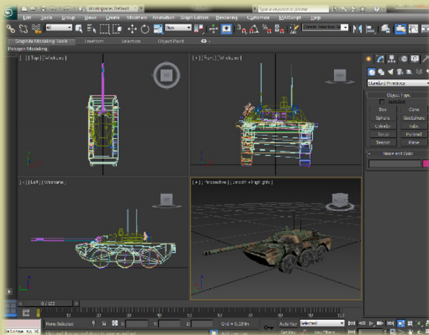
SketchUp is the easiest to handle free 3D modeller on the market! Plug-ins convert SDM database into or from SKP format. The resulting files can be exploited by SketchUp or by the SE-Workbench tools exploiting the SDM format. The Google/Trimble SketchUp plug-in works with the 6, 7 and 8 releases.



- Exports existing SDM 3D terrain and objects to the BSG format
- 3DS Max plug-ins for import / export of SDM in 3DS Max
- SketchUp plug-ins for import / export of SDM in SketchUp
- Imports SEDRIS 3D terrain and objects in SE-Workbench through SDM format

### Benefits

- Standalone product
- Allows the user to easily import objects in standards format in the SE-Workbench



### System requirements

 Windows 7 and XP

### SE-FFT-2BSG

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

For the BSG module, the BSG format version handled is the 1.0.

### SE-FFT-TDF

This tool allows one to import thermal computation software RadTherm output data (in the TDF format) into formats that can be exploited by SE-Workbench.

For the TDF module, the TDF format versions handled are the 10.0, 11.0 and 12.0.

### SE-FFT-2IV and SE-FFT-IV

Converts SDM database into or from OpenInventor or VRML database. The resulting files can be exploited by software exploiting the OpenInventor or VRML format or by the SE-Workbench tools exploiting the SDM format.

The read versions are OpenInventor, VRML 1.0 and 2.0 and the write version is OpenInventor or VRML 2.0.

### SE-FFT-2SEDRIS

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

For the SEDRIS module, the read and write version is SEDRIS 4.1.

When converting a database to the SDM format, a methodology allows the user to directly use pre-classified materials. Otherwise, the converted SDM database can be classified using the SE-Workbench dedicated tools and benefit from the multi-domain materials database.

They are then ready to be used in a SE-Workbench simulation scene.

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