



## INTRODUCTION

EnSight can save 3D geometry to disk files in either the standard EnSight6 geometry format, in the EnSight Gold format (if you have a Gold license), or in VRML (Virtual Reality Modeling Language) format. If you save in one of the EnSight formats, all active variables for the selected parts are also saved. Although no variables are saved with VRML geometry, parts colored by variables will retain the color information. Any part that is resident on the server can be saved in the EnSight formats. Any part visible on the client (except vector arrows) can be saved in VRML format.

The VRML format is becoming the *de facto* standard for geometry interchange and is widely used on the World Wide Web to share 3D data.

## BASIC OPERATION

### Saving Parts in EnSight Formats (Case(EnSight6) or Case(EnSight Gold))

1. Select File > Save > Geometric Entities...

2. Be sure the desired format is selected as the Format type.

3. Follow the instructions given.

4. Enter a file root name.

5. Toggle to save as binary files.

6. If the dataset is transient, specify the beginning, ending, and step values.

7. Click Okay.

(Note: The Case(EnSight Gold) format will only be available if you have an EnSight Gold license.)



## Saving Parts in VRML Format

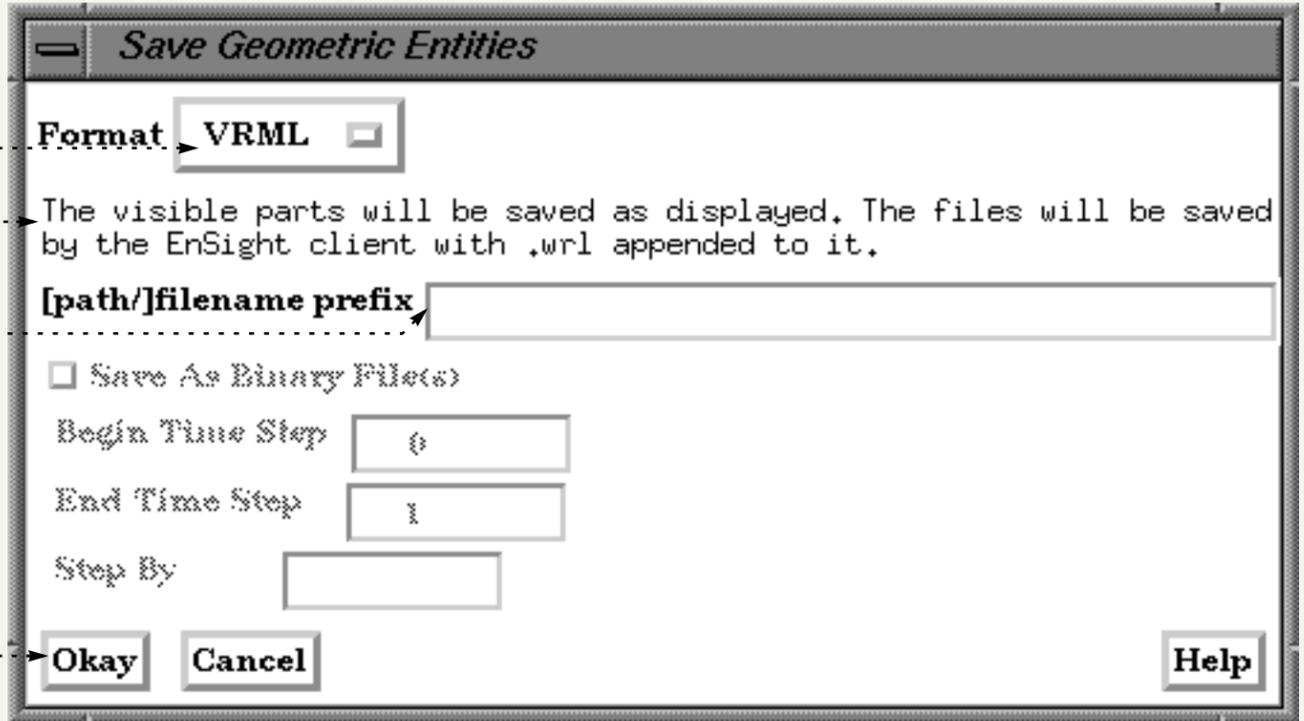
1. Select File > Save > Geometric Entities...

2. Be sure VRML is selected as the Format type.

3. Follow the instructions given.

4. Enter a file root name.

5. Click Okay.



## OTHER NOTES

There are some important differences in how EnSight saves parts according to format chosen.

	Case(EnSight6) or Case(EnSight Gold)	VRML
<b>Which parts are saved?</b>	All parts currently selected in the Main Parts List	All visible parts
<b>Saved from where?</b>	EnSight server	EnSight client
<b>Which parts <i>cannot</i> be saved?</b>	Any client-based part: contours, vector arrows, particle traces, profiles.	Vector arrows

Output in the EnSight formats is intended to provide a method to save both model and created parts (with active variables) for subsequent reuse with EnSight. VRML output is intended for export to other systems.

Most World Wide Web browsers come with either built-in or plug-in support for VRML file viewing. Since VRML is a subset of the Inventor format, you can also import it into programs accepting Inventor files. You may, however, have to modify the first line of the file (with any text editor) to read:

```
#Inventor V2.0 ascii
```

This works when importing VRML into Showcase from Silicon Graphics (a presentation layout tool). Once imported, the 3D model can still be manipulated – even during a presentation.

## SEE ALSO

User Manual: [Saving Geometric Entities](#)