

Chapter 1.

Introduction

ACIS is an object-oriented geometric modeling toolkit designed for use as a geometry engine within 3D modeling applications. Written in C++, ACIS provides an open architecture framework for wireframe, surface, and solid modeling from a common, unified data structure. Linear and quadratic geometry is represented analytically, and nonuniform rational B-splines (NURBS) represent free-form geometry. ACIS supports manifold and nonmanifold topology, as well as bounded, semi-bounded, and unbounded geometry.

This *ACIS Save File Format Manual* describes how to interpret the information stored by ACIS in its external files called *save files* (SAT files). This covers data saved by the **ACIS 3D Toolkit** modeling engine and optional husks.

Organization

The *ACIS Save File Format Manual* relies heavily on material and background information presented in the *ACIS Getting Started Guide*, *ACIS Application Development Manual*, and component manuals.

The *ACIS Save File Format Manual* is divided into the following chapters, and appendix:

Chapter 1 Introduction, contains general information about the manual.

Chapter 2 ACIS Overview, contains a brief overview of ACIS.

Chapter 3 Understanding the Save File, describes the purpose of the save file.

Chapter 4 Save File Format, gives detailed information regarding structure and methodology of the save file.

Chapter 5 Save Identifiers A thru D, describes the save file information ACIS.

Chapter 6 Save Identifiers E thru Q

Chapter 7 Save Identifiers R thru Z

Chapter 8 Enumerations, lists the enumeration types, the valid text values, and the meaning of integer values used in the save file.

Chapter 9 Examples, traces through two different save file examples to explain how to look up data.

Chapter 10 Constant Definitions and #define, list information defined in the header files and used in the save file.

Appendix A Reference Summary, provides a summary of the reference items defined in this manual. Just the name and a brief description of each item is given.