User Manual Vertex Extractor v0.0.1 ®

This tool can be used in two different modes:

Windows User:

1. Inside the program folder, run the shortcut to the executable file VE001.exe. (If a Windows security warning appears, select "More options" and allow the program to run). Wait a few seconds for the packages to load.

2. Click on Select Input Folder to choose the folder containing the .obj files from which you want to extract vertex coordinates, make sure that is the legacy format without textures or UV maps.

3. Click on Select Output Folder to choose the output folder where the results will be stored.

4. Click on Extract margin point coordinates to extract margin coordinates, or Extract all point coordinates to extract all vertex coordinates. These conditions apply only to 2D models, as 3D models are composed of surfaces and do not have margins.

5. Open the chosen folder to store the results and check that the .txt files contain the desired data.

Linux or Apple User:

1. To use this program on Linux or Apple, an IDE is required (e.g., Spider, VStudio, etc.). Download the Pandas and Tkinter packages using the pip install or sudo pip install function.

2. Open the Python file VE001.py with the preferred IDE and run it.

3. Click on Select Input Folder to choose the folder containing the .obj files from which you want to extract vertex coordinates.

4. Click on Select Output Folder to choose the output folder where the results will be stored.

5. Click on Extract margin point coordinates to extract margin coordinates, or Extract all point coordinates to extract all vertex coordinates. These conditions apply only to 2D models, as 3D models are composed of surfaces and do not have margins.

6. Open the chosen folder to store the results and check that the .txt files contain the desired data.