



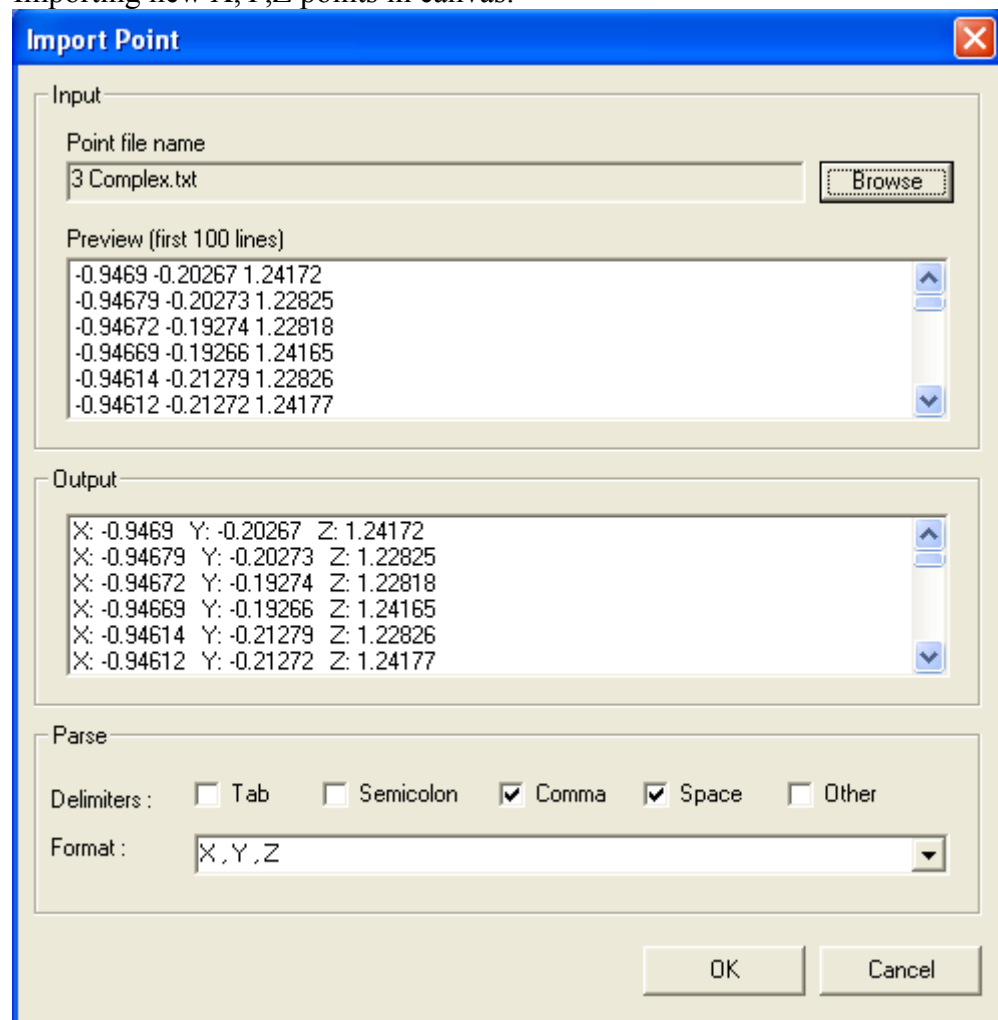


Menu

1. *New* : 
Menu: File > New
New Job file.Reset all values.
2. *Open* : 
Menu: File > Open
Open saved EGL Pointcloud job file.
3. *Save*: 
Menu: File > Save
Save EGL Pointcloud job file.Extension “epj”.
4. *Import*:

- 4.1. *ASCII Points file* 
Importing new X,Y,Z points in canvas.



Import Point

Input

Point file name
3 Complex.txt Browse

Preview (first 100 lines)

```
-0.9469 -0.20267 1.24172  
-0.94679 -0.20273 1.22825  
-0.94672 -0.19274 1.22818  
-0.94669 -0.19266 1.24165  
-0.94614 -0.21279 1.22826  
-0.94612 -0.21272 1.24177
```

Output

```
X: -0.9469 Y: -0.20267 Z: 1.24172  
X: -0.94679 Y: -0.20273 Z: 1.22825  
X: -0.94672 Y: -0.19274 Z: 1.22818  
X: -0.94669 Y: -0.19266 Z: 1.24165  
X: -0.94614 Y: -0.21279 Z: 1.22826  
X: -0.94612 Y: -0.21272 Z: 1.24177
```

Parse

Delimiters : ☐ Tab ☐ Semicolon ☒ Comma ☒ Space ☐ Other

Format : X,Y,Z

OK Cancel

Use delimiters, right format hundred lines in Output frame.

4.2. OBJ

Import Wavefront “obj” file.

5. *Export* :

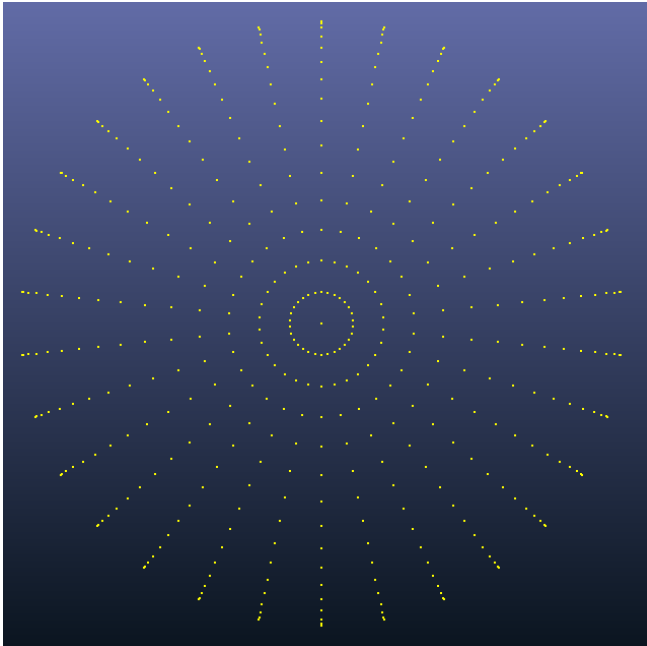


Menu: File > Export > OBJ

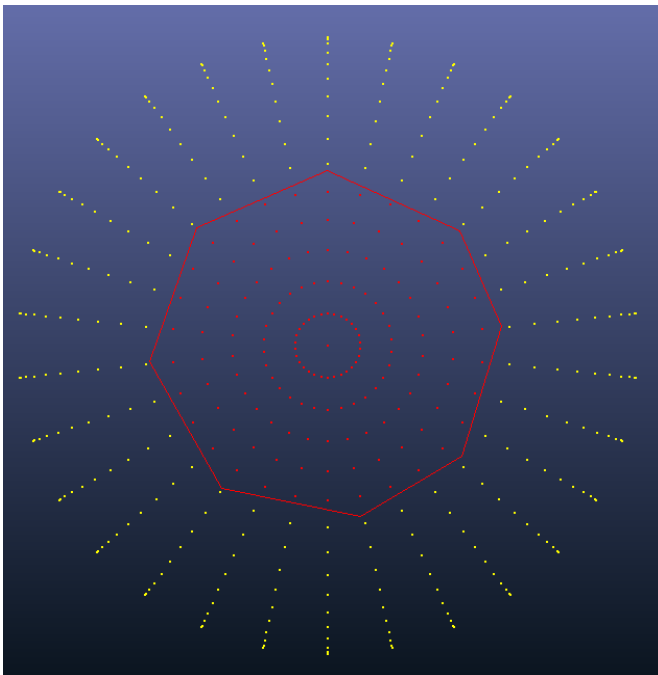
Exporting “obj” file

Creating Simple Mesh

Step 1: Import points file



Step 2: Press  button in mesh operation frame.




Activate select tools.

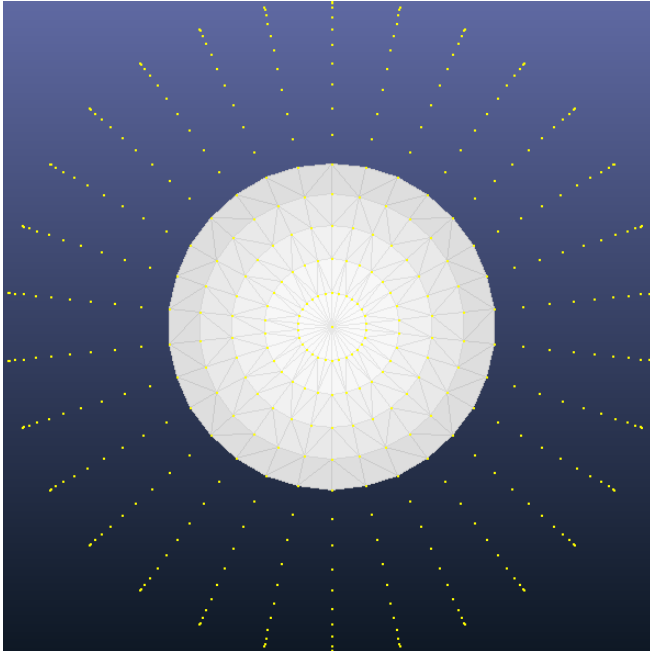


Arrow: No select mode. Rotate, translate, scale model

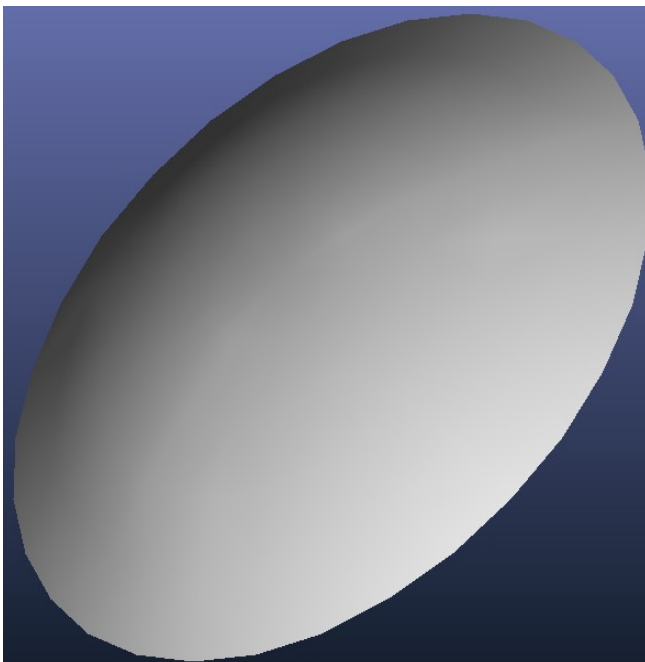
Rectangular : Select points a rectangular area.

Polygonal : Select points a polygonal area.

Step 3: Press  button



Now, creating a new mesh.



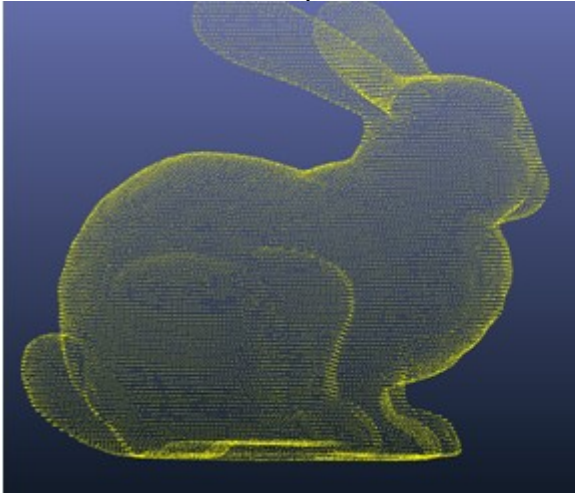
Complete job. Congratulations!

Step 4 : Save

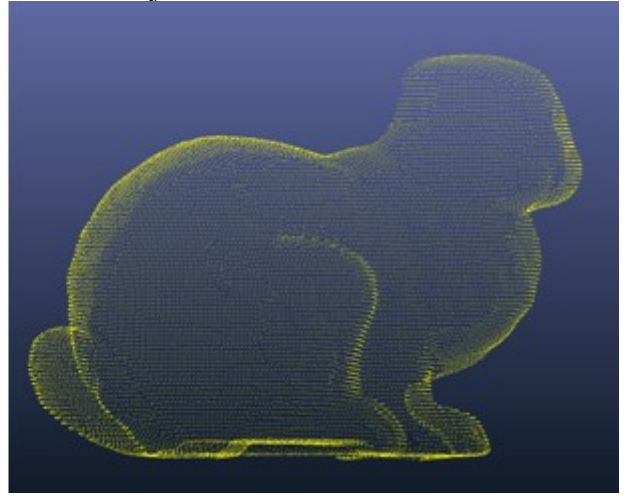
Step 5 : Export OBJ.

Creating Complex Mesh

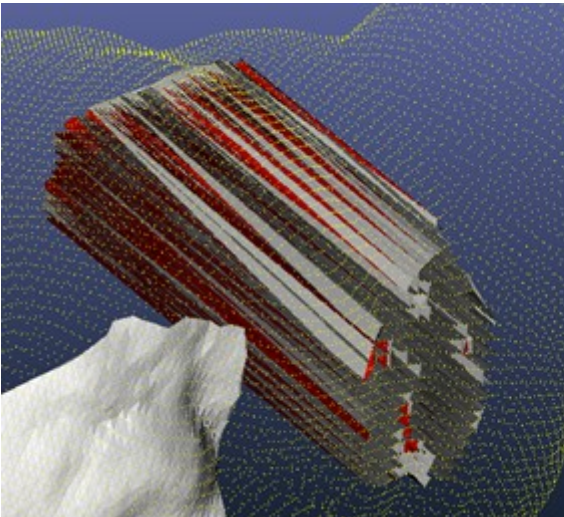
Attention 1: Discard back side points. Checked ☒ Clip Far and adjust 



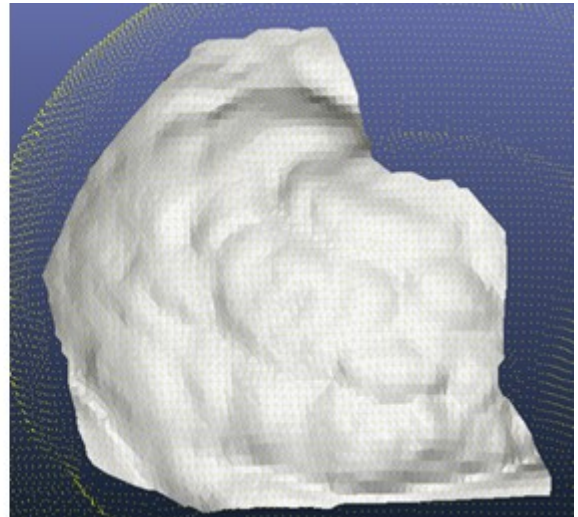
Don't use Clip Far (False)



Used Clip Far (Right)

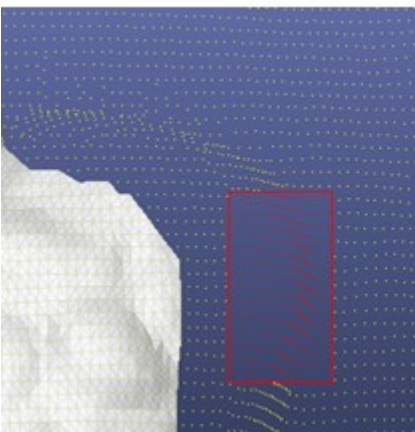


With back side points (False)



Without back side points (Right)

Attention 2: Points projection plane must parallel monitor plane

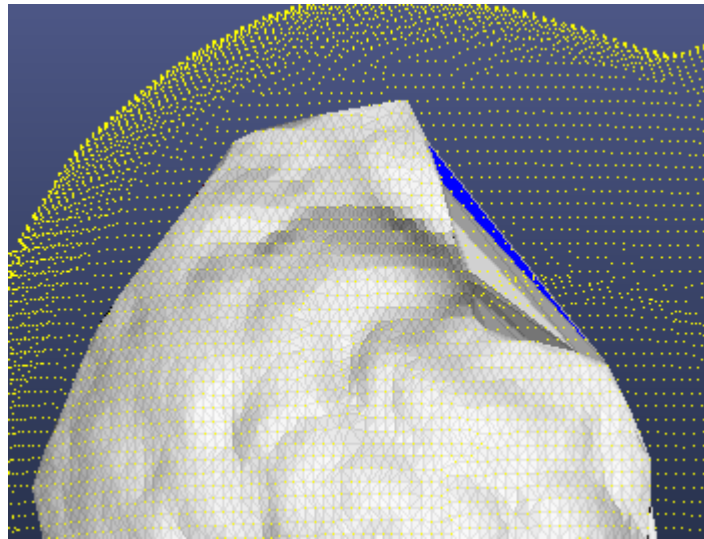
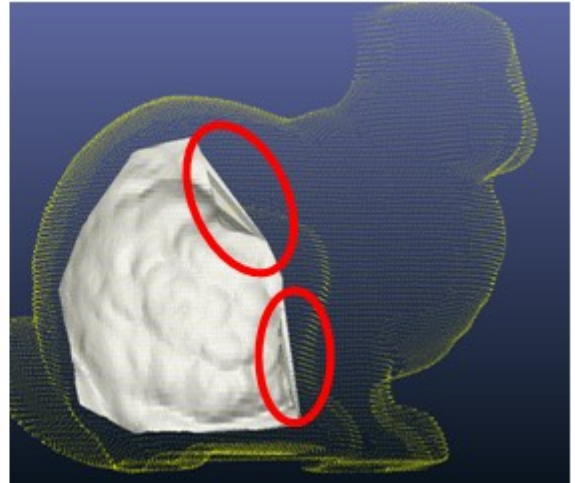
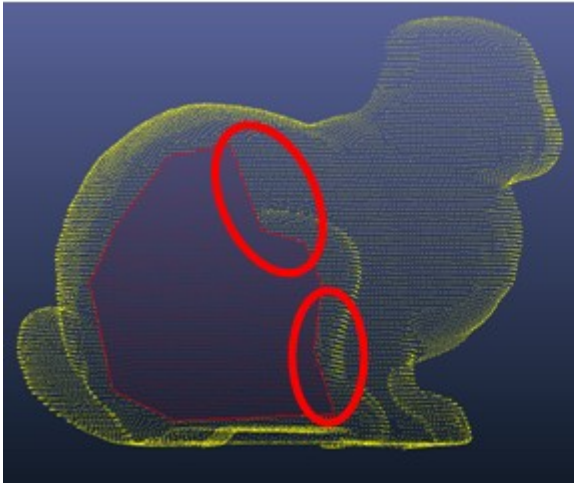


Don't paralel plane



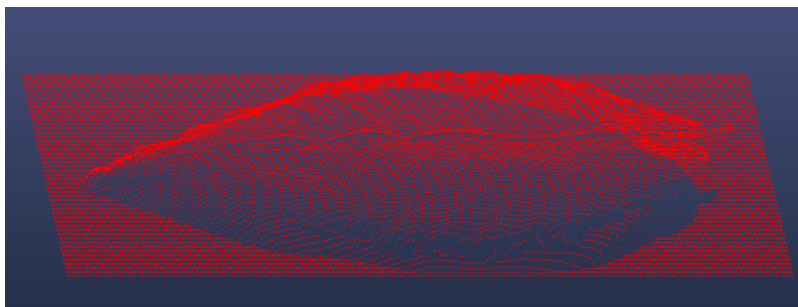
False creating mesh.

Attention 3 : Don't use a concave polygon. Recommended a convex polygon.

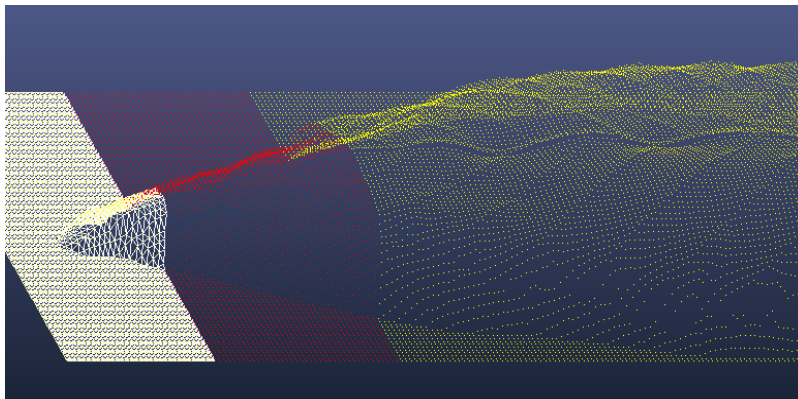


If require concave polygon, delete face after creation.

Attention 4: Selected all points too long time. Recommended , point group creation.



Long time process (False)



Short time process (Right)