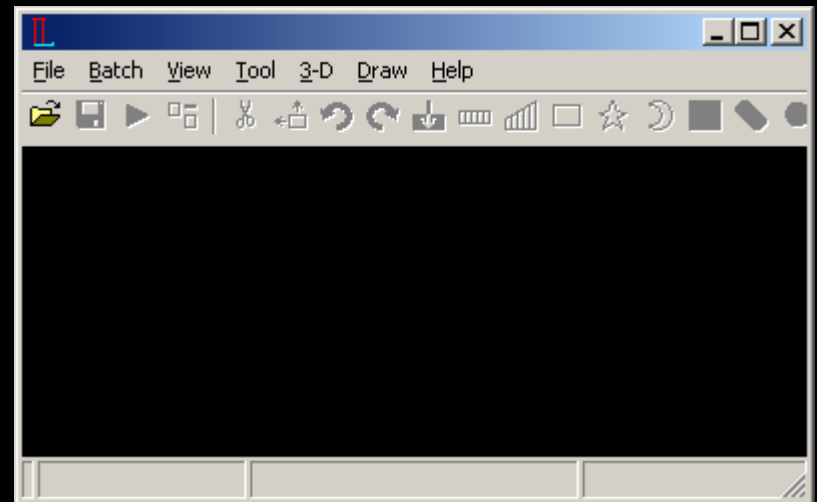
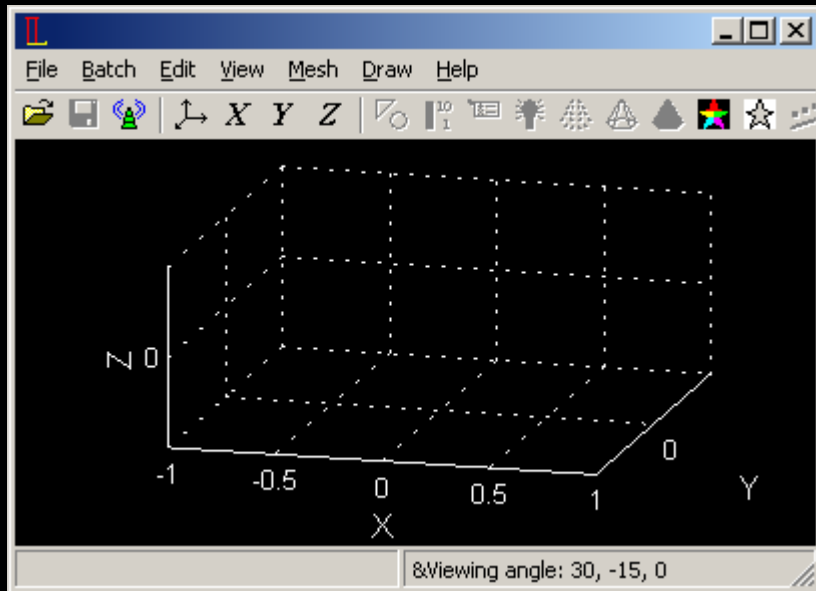


# LuBan

2D and 3D window

By default, **LuBan** starts with a 3D window, but it also has a 2D window. You may click “File → Invoke 2/3D window” or press “U”, a keyboard shortcut, to toggle between the two types of windows.



The menus of the 2D and 3D windows are different.

In **LuBan** documentation, files with “LuBan2D” in their name document functions under the 2D window.

Those with “LuBan3D” in their name document functions under the 3D window.

## 2D Window

The 2D window is mainly for processing 2D and 3D pixel images, and 2D vector images.

A pixel image can be in BMP, JPG, PNG, TIF, etc. formats. **LuBan** also has its own formats: FLT, u8, s8, im3, etc.

A vector image can be in DXF, EPS and SVG formats. **LuBan** also has its own format: SHP; it stands for shape.

## 3D Window

The 3D window is mainly for displaying and processing 2D and 3D figures. **LuBan** has its own figure format: FGD and FGS. The former stands for figure data; the latter stands for figure setting. FGD file is binary file, while FGS file is text file.

You don't have to worry about these formats because **LuBan** can save a 3D mesh as standard formats, such as OBJ and STL.

# Batch Processing

Both 2D and 3D windows can “File → Open” a single or “Batch → Load” a batch of images/figures.

When opened, the single image/figure is detached from the source file on the disk.

When loaded, the batch of images/figures are still attached to the source files on the disk.

# Batch Processing

Sub-menus under Batch are disabled if a window contains a single image/figure. They are enabled if the window contains a batch. (Note: a batch may has only one image/figure; it is still considered a batch.)

You can press Up, Down, Left, Right, Page-Up, Page-Down, Home, and End keys to browse through images/figures in a batch.