



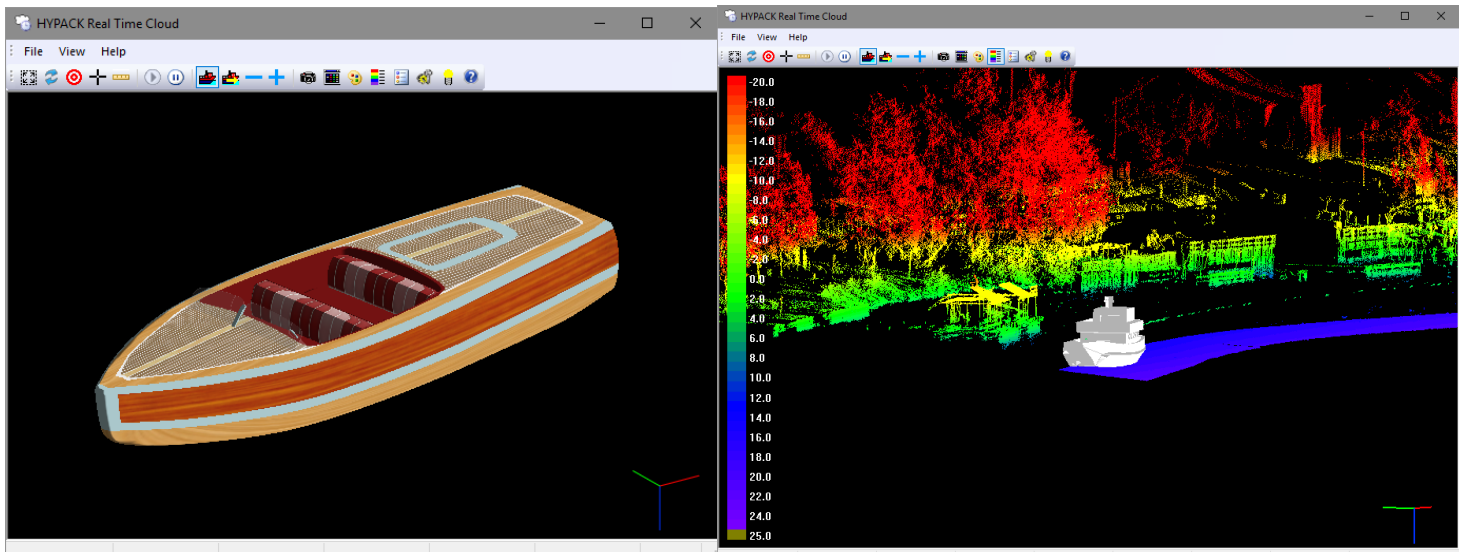
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## OBJ Files in Real Time Cloud

By Ken Aiken

We recently added support for a new 3D file format in REAL TIME CLOUD (RTC)—the OBJ file. These are more available for different objects than the 3DS and 3OD shapes, we currently support. They also support textures allowing more interesting objects.

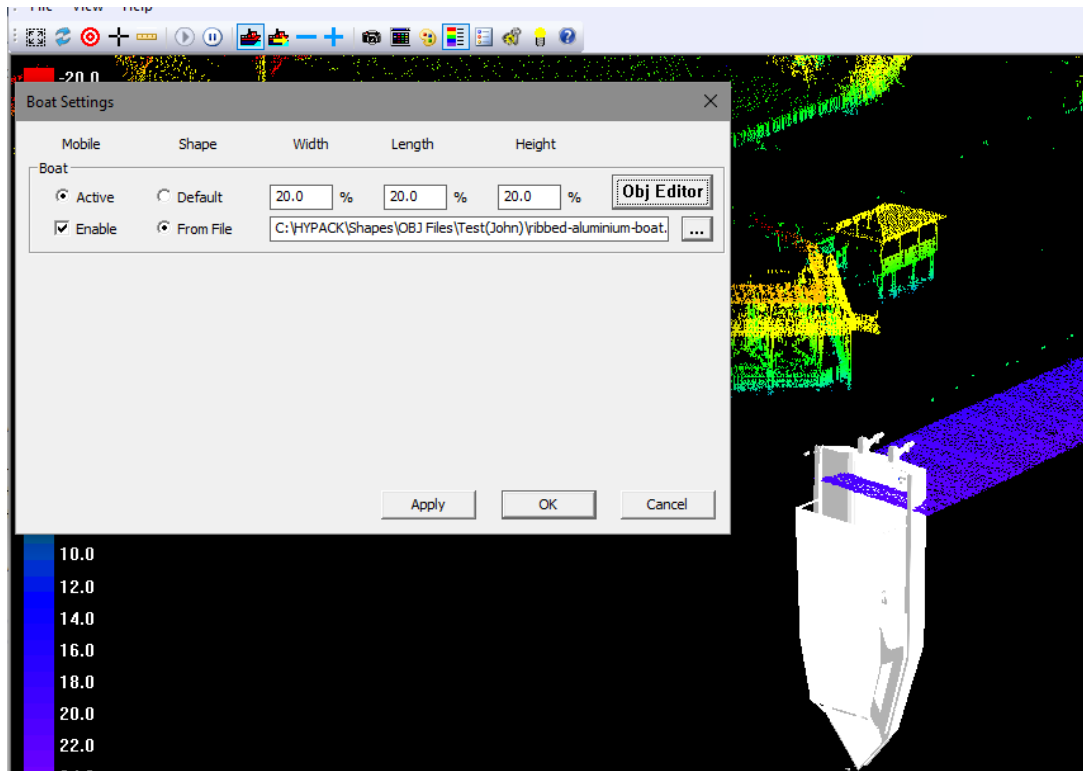


### OBJ EDITOR

We have an OBJ File Editor to enable you to correct the files. OBJ shapes aren't always created with the Z-axis as the vertical axis, or sometimes the shapes are drawn far off into space and not well-centered.

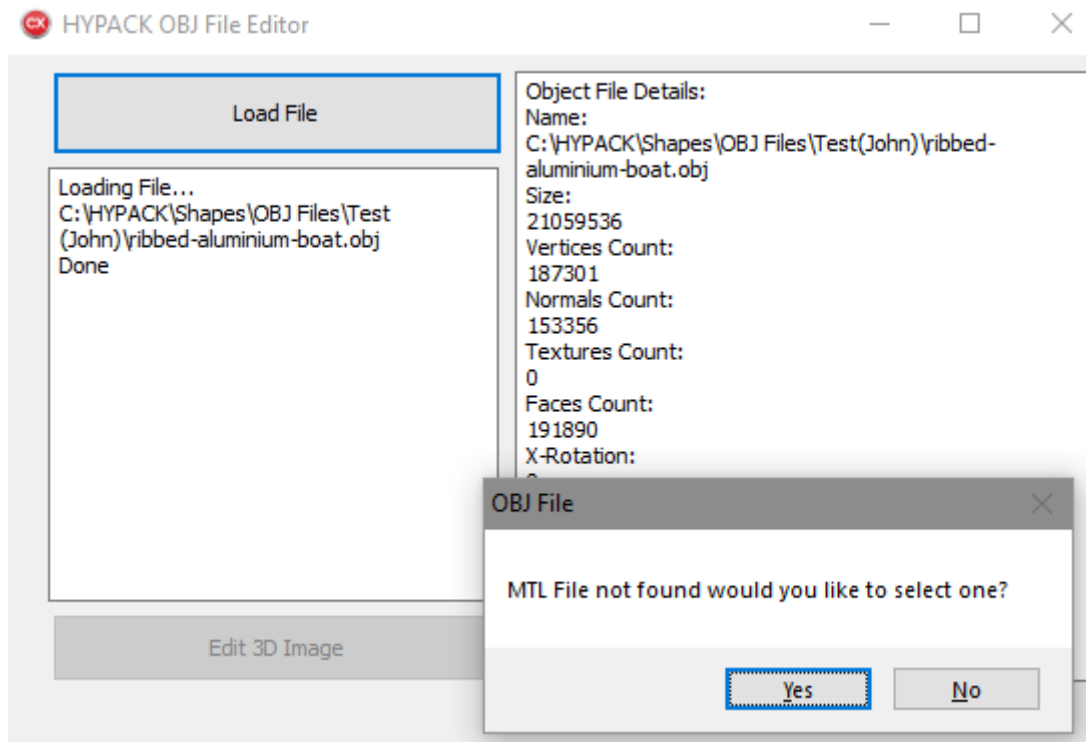
**To launch the OBJ File Editor from RTC**, open the Boat Settings dialog and select an OBJ file; [OBJ Editor] appears to launch the editor.

FIGURE 1. Launching the OBJ EDITOR from the Real Time Cloud Boat Settings Dialog



If you only have an OBJ file, you may be asked about an MTL File. These, along with various image formats ( jpg, png, bmp, etc.), are how OBJs handle their textures.

FIGURE 2. OBJ EDITOR

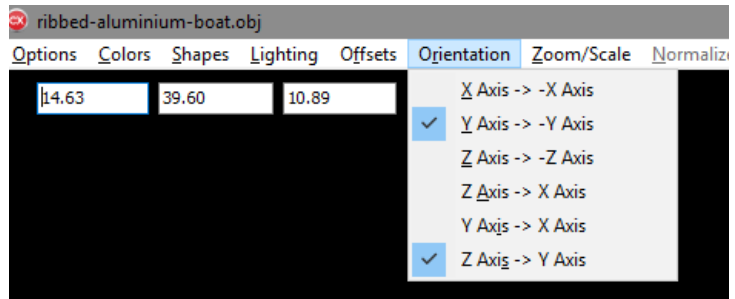


From the editor, you can swap axes and invert them. You can also adjust offsets and scaling using the ticks along the axes.

If you don't have a texture for the object, you can select a color through the Colors menu.

Very complicated OBJ shapes may draw very slowly in RTC. In the Shapes menu, you can change to a simpler drawing style such as lines or points.

Once you are done, you close out of the OBJ Editor and, in the Real Time Cloud Boat Settings dialog, click [Apply] so you can see your changes.



**FIGURE 3.** Sample RTC Displays

