

## Lista wspieranych systemów CAD

GrabCAD Print pozwala drukować z wielu różnych formatów 3D. Jeśli masz problem z wgraniem swojego pliku, sprawdź czy oprogramowanie lub format pliku znajduje się na poniższej liście:

	Software	File Extension	Versions Supported	Supported in Advanced FDM	Color and texture data
Autodesk	Inventor	IAM, IPT	up to 2019	✓	Color only
Dassault Systemes	CATIA V5	CATPART, CATPRODUCT	R4 to V5-6 R2018 (R28)	✓	Color only
	SOLIDWORKS	SLDASM, SLDPRT	up to 2019	✓	Color only
PTC	ProE / Creo	ASM, PRT	Pro/ENGINEER 19.0 to Creo Parametric 5.0	✓	Color only
Siemens	NX	PRT	Unigraphics V11.0 to NX 12.0	✓	Color only
	Solid Edge	ASM, PAR	V19 - 20, ST to ST10, 2019	✓	Color only
Neutral	Stereolithography	STL	all versions	✗	None
	IGES	IGES, IGS	5.1, 5.2, 5.3	✓	Color only
	STEP	STP, STEP	AP 203 E1/E2, AP 214, AP 242	✓	Color only
	Siemens	JT	up to V10.2	✓	Color only
	VRML	WRL	V2.0	✗	Color and texture *
	Wavefront Object	OBJ	all versions	✗	Color and texture **
	Parasolid	X_T, X_B	all versions	✓	Color only
Stratasys	CatalystEx / Insight	CMB, CMB.GZ	version 8.9 or later	✗	None

\* All multi-body files are presented as a single body with one texture, for now. Only GIF, PNG, BMP, and JPEG texture files are supported. Color depth must be 8 bits per channel. For formats that support RGB channels this means a depth of 24 bits per pixel. For formats that support transparency as an Alpha channel (PNG only), the RGBA channels result in 32 bits per pixel. Only triangle meshes are supported (i.e. facets with 4 or more vertices are not supported).

\*\* Non-standard OBJ files with long lines wrapping around to the next line using a trailing '\ ' are supported. MTL material files with displacement / tactile texture information are not supported. To print with such textures, use the texture to physically displace the model geometry.