# 3D OBJ File Support in Hardware Setup

By Rizwan Shariff

The HYPACK® HARDWARE program allows you to load high quality 3D OBJ files to represent the Vessel (Boat) and other hardware devices attached to it, and visualize it in three dimensions with offsets.
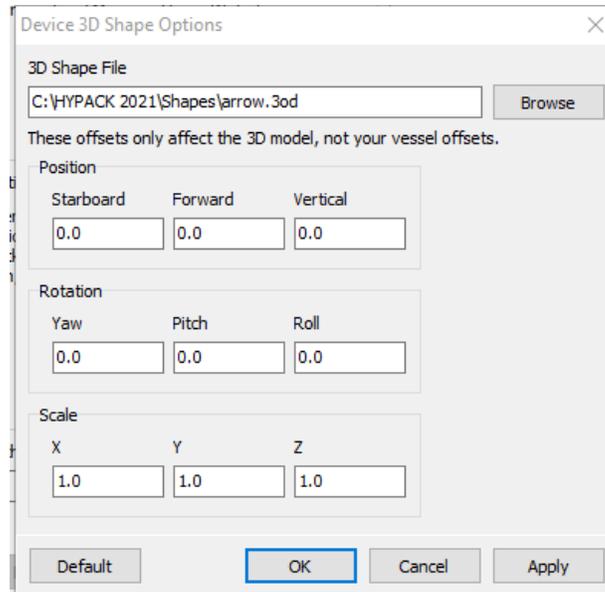
Load 3D OBJ files as follows:

1. **Add a new device** to the Boat from the list of available devices in the Survey Devices tab.

   Adding Devices
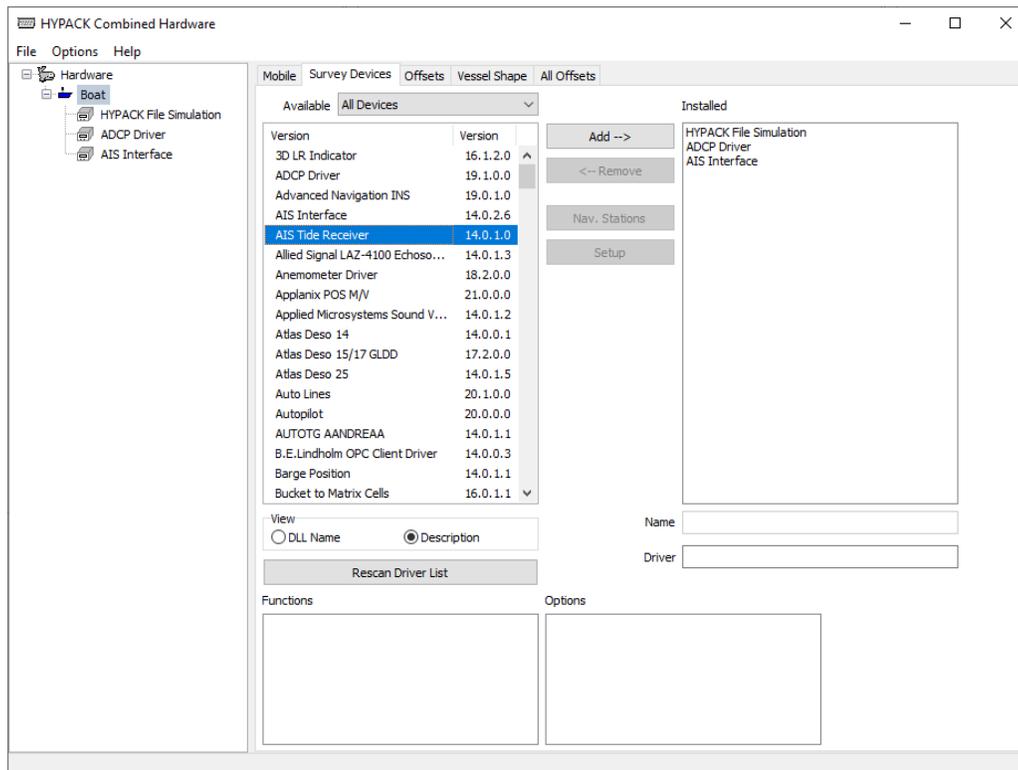
2. **In the Offsets tab, select the device and click [Device 3D Shape Options]**. This opens the Device 3D Shapes Options dialog.

3. **Load your 3D shape file.**

   a. **Click [Browse] and search for the 3D OBJ files** on your system.

   Loading your OBJ Shape File

   Tip: **To list only 3D OBJ files** in the current location, select OBJ Files from the Supported Files drop-down.

   b. **Select the 3D OBJ file and click [OK].** The OBJ Editor button will become visible.
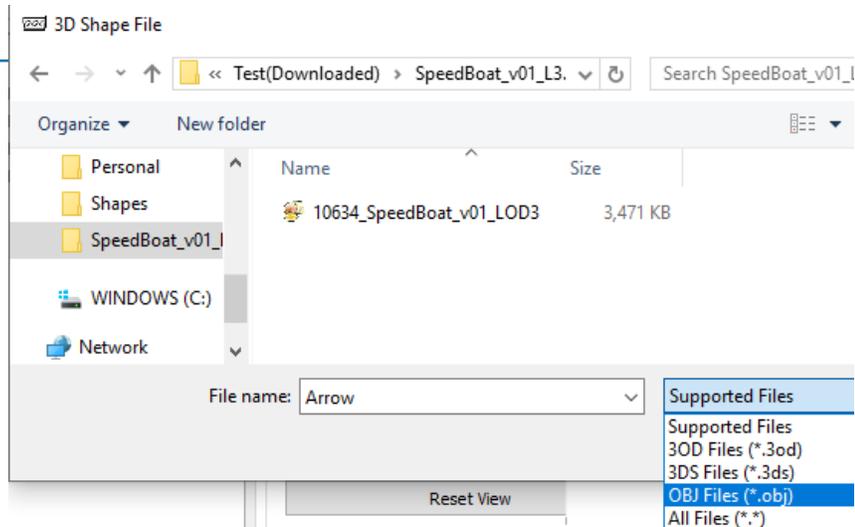
4. **Modify the OBJ shape as needed:**
   a. **Launch the OBJ Editor**. Click [OBJ Editor].
      - **If you have a texture file (*.MTL),** you can select it and click [OK].
      - **If you don't have a texture file for the object, or choose not to use one,** click [Cancel]. The shape then appears in the OBJ Editor.
   b. **Modify the object properties.** Select colors and shapes, change object orientation or scale, and apply any offsets.
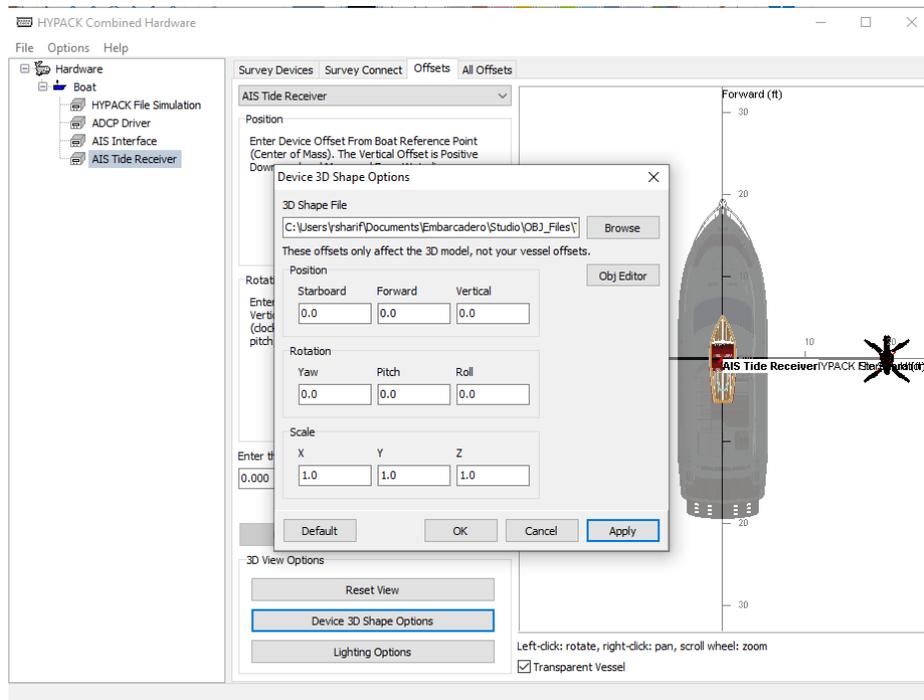
Tip: If the results are unsatisfactory, click [Reset] to return to the original settings, .

   c. **Save your changes (click [Save]) and close the OBJ Editor.**

OBJ Editor
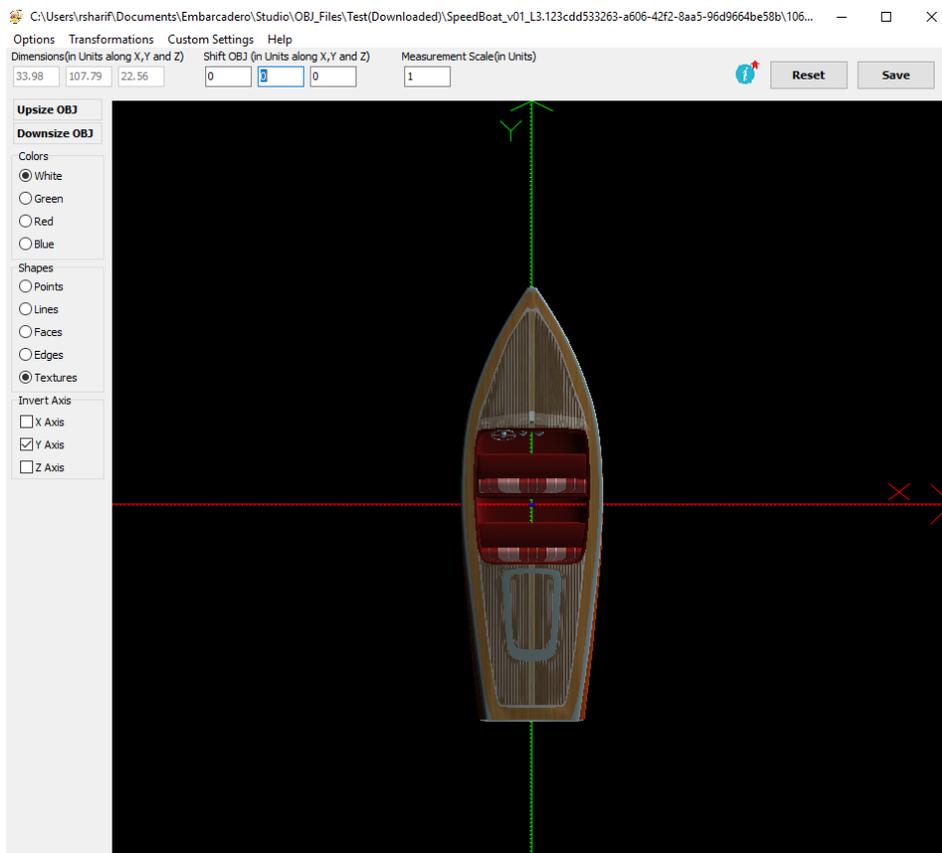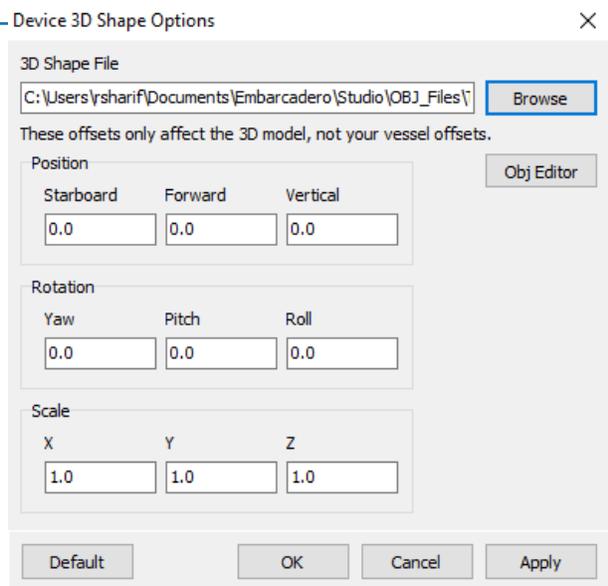
5. **To preview the results in HARDWARE**, click [Apply] In the 3D Shape Options Dialog. (Optional)
   If you are unsatisfied, adjust your settings and click [Apply] again.

OBJ Preview in HARDWARE

6. **When you are satisfied, click [OK] .** You will see the selected 3D OBJ file rendered with your saved changes in 3D Hardware.

The Boat with Two Offset Devices (all using the same OBJ Shape) in HARDWARE