



FILE FORMAT SUMMARY TABLE : HOOPS v15.0

FORMAT	REQUIRED COMPONENTS	READ/WRITE	NOTES
3D CAD			
Inventor	3D InterOp	Read	
SAT	3D InterOp or ACIS	Read/Write	Acis available from Spatial
Pro/E	3D InterOp	Read	
Pro/E native	Granite	Read/Write	Requires Granite kernel from PTC
UGS	3D InterOp	Read	Also Requires a license of Parasolid Communicator
CATIA V4	3D InterOp	Read/Write	
CATIA V5	3D InterOp	Read/Write	Native Dassault Libraries
IGES	3D InterOp	Read/Write	
STEP	3D InterOp	Read/Write	
VDA-FS	3D InterOp	Read/Write	
SolidWorks	3D InterOp	Read	Also Requires a license of Parasolid Communicator
XT	Parasolid Communicator	Read/Write	
DWG	RealDWG	Read	Write available, but not pre-integrated with HOOPS
DXF	RealDWG	Read	Write available, but not pre-integrated with HOOPS
JT	JT SDK*	Read	Requires JT Open Membership www.jtopen.com

Visualisation

HSF	HOOPS/3dAF	Read/Write	Also available via standalone HOOPS Stream Toolkit
HSX	HOOPS/3dAF	Read/Write	HOOPS XML Stream File
HMF	HOOPS/3dAF	Read/Write	HOOPS Meta File (text form)
HTML	HOOPS/3dAF	Write	Also embeds HOOPS Stream Control
3D Studio Max	HSF 3D Studio Plug-in	Read Only	Done Via HSF Export from 3D Studio MAX
STL	HOOPS/3dAF	Read Only	
VRML	HOOPS/3dAF	Read Only	
PLY	HOOPS/3dAF	Read Only	
OBJ	HOOPS/3dAF	Read Only	
Open Inventor (.IV)	HOOPS/3dAF	Read Only	
U3D	HOOPS/3dAF	Read/Write	Requires the Free U3D Toolkit
PDF (2D & 3D)	HOOPS/3dAF	Write	3D Support Requires the Free U3D Toolkit
DWF	HOOPS/3dAF	Write (Read upon request)	Requires DWF Toolkit. Free from www.autodesk.com
Native PDF	Adobe PDF SDK	Read/Write	Uses Native Libraries From Adobe

Hardcopy/Image

Postscript	HOOPS	Write	
CGM/CGM3	HOOPS	Write	
HPGL/ HPGL2	HOOPS	Write	
EMF/WMF	HOOPS	Write	
JPEG	HOOPS	Read/Write	
BMP	HOOPS	Read/Write	
PNG	HOOPS	Read/Write	
GIF	HOOPS	Read/Write	
EMF	HOOPS	Read/Write	
TIFF	HOOPS	Read/Write	
Additional Image Formats	ImageMagick Toolkit	Read/Write	Available via www.imagemagick.org

Freely Available with your HOOPS License
Available through TS3D, using 3rd party components
3rd Party SDK required from a 3rd party source

