

# SOLIDWORKS 'XR' EXPORTER PLUGIN

– this can only be installed on workstations for which you have 'admin rights access'

## XR EXPORTER WORKFLOW

>> *Plugin install* >> *Add-ins launch + activate within SW* >> *Save-as/export SW model as an XR file format*

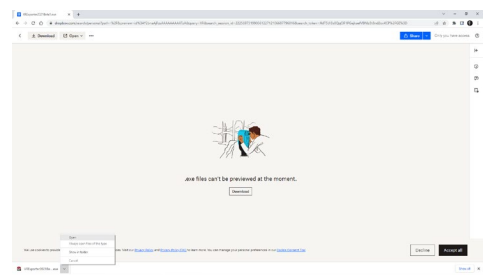
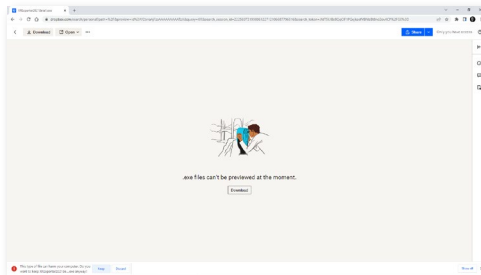
Link to the file extension (plugin) download - [XR EXPORTER PLUGIN](#)

### PLUGIN-INSTALL

Click the link above to download the plugin-file extension so to install onto workstation

- on which you have previously installed SW
- for which you have admin access rights for

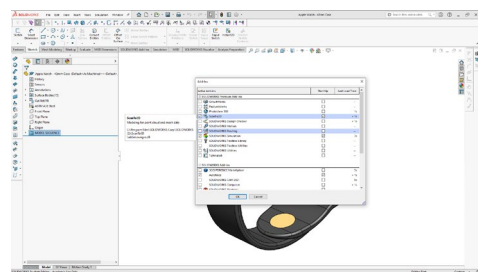
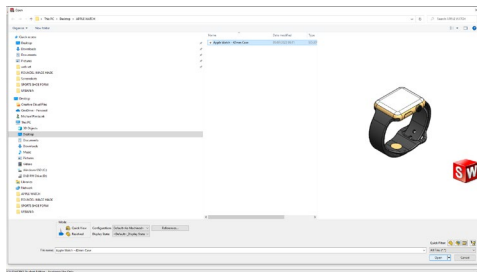
RBC the installation file icon and select **OPEN** to commence and complete the file extension installation by selecting yes when windows prompts you to do.



### 'ADD-INS' launch the XR EXPORTER within Solidworks

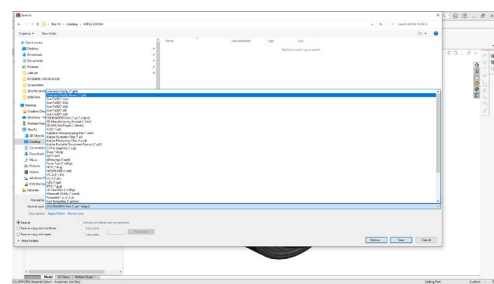
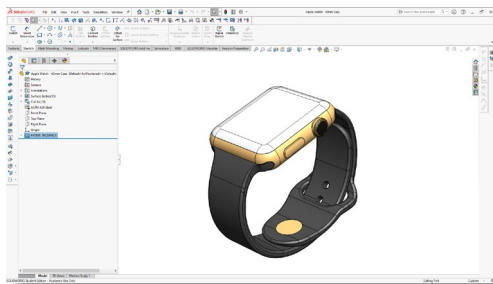
Launch Solidworks – open chosen SW model file

Navigate to ADD-INS click to launch the XE file exporter add-in module – select both LH and RH check boxes



### SAVE-AS (export) the SW MODEL file in an XR file format

**(CREATES A COPY OF THE ORIGINAL SW MODEL FILE)**



With a file open, click **File > Save As**

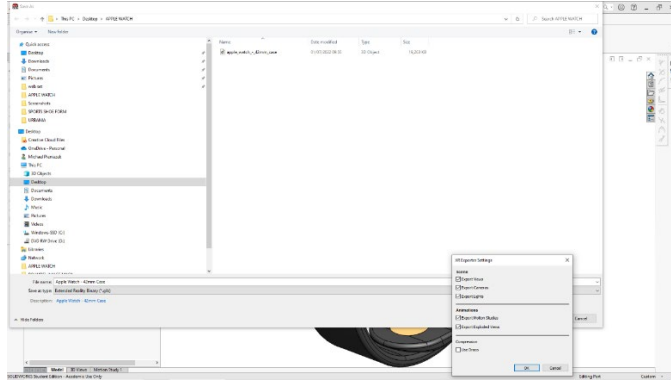
In the **Save As** dialog box, select one of the following options

Extended Reality (\*.GLTF) or

**Extended Reality (\*.GLB) – this the preferred option**

*When saving the file, select OPTIONS*

*deselect **DRACO** compression – de-click bottom box*



Select Options and specify the settings for exporting Extended Reality files:

#### **SCENE**

##### **EXPORT VIEWS**

*Exports SOLIDWORKS views.*

##### **EXPORT CAMERAS**

*Exports SOLIDWORKS cameras.*

##### **EXPORT LIGHTS**

*Exports lights to a Khronos Light Extension (.KHR\_Light) file.*

#### **ANIMATIONS**

##### **EXPORT MOTION STUDIES**

*Exports timeline animations as glTF keyframe sequences*

##### **EXPORT EXPLODED VIEWS**

*Exports exploded views as glTF keyframe sequences*