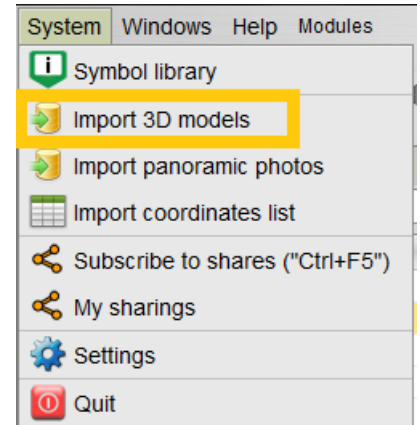
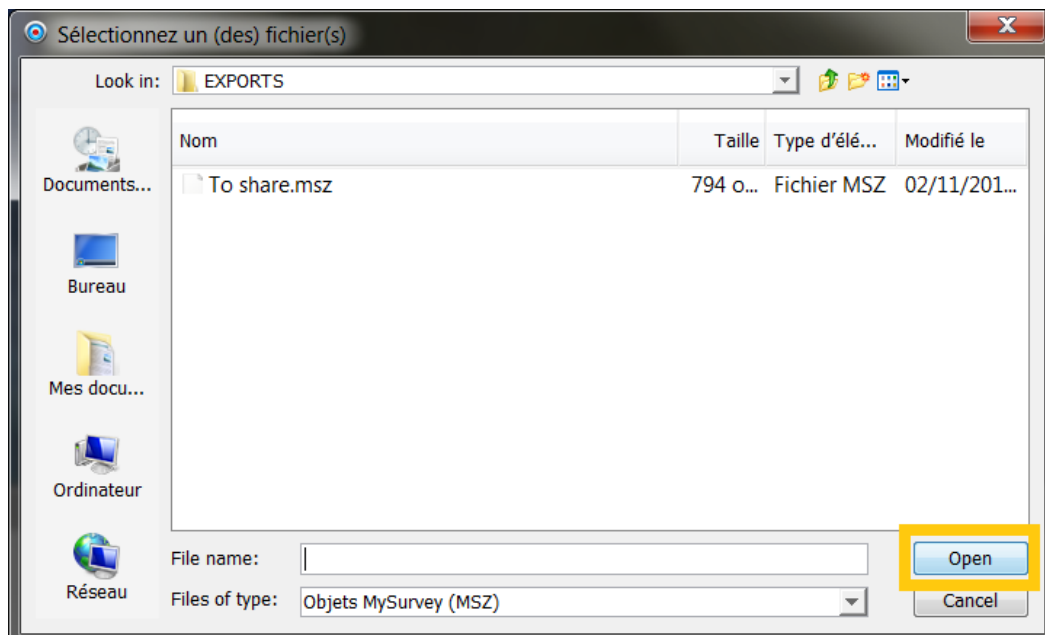


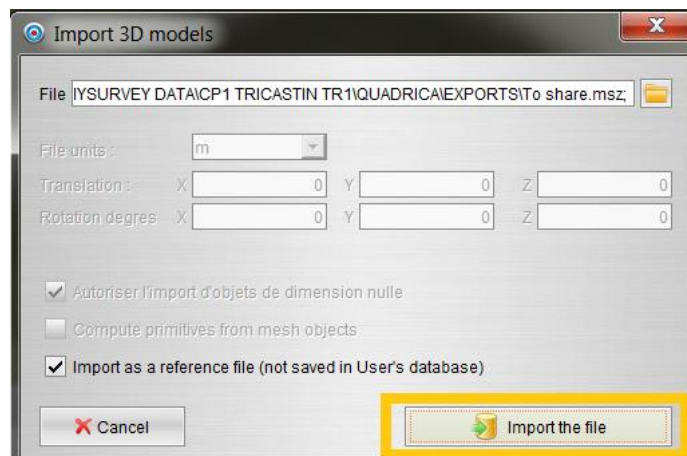
- The import and export functions are subject to an appropriate license
- Importing 3D template files is done through the "System" menu, then from the "import geometry" item



- Select the file(s) to be imported



- No option is offered when the MSZ file contains related items.



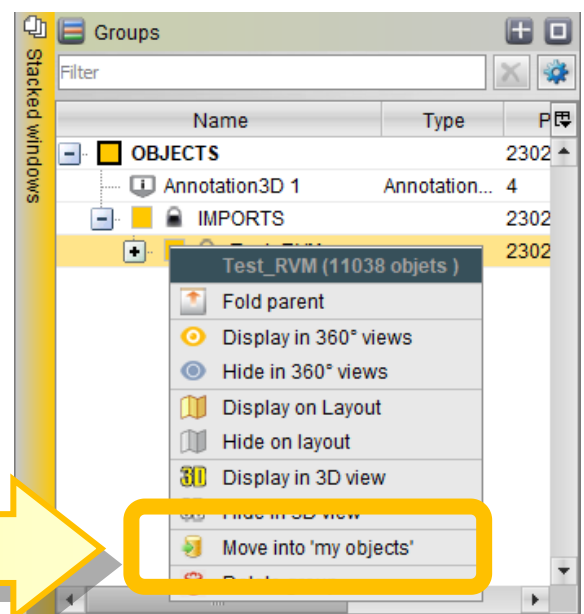
- e. An information box is displayed during the operation (the progress bar does not reflect the progress of the import).



- f. When the operation is complete, the imported data appears under the "IMPORTS" system folder, and the head group is "locked", preventing any editing of the objects.

- g. If you want to be able to edit the objects, first move the head group to the OBJECTS space by right-clicking and choosing the "move to my objects" menu.

Move to "my objects".



- h. Once the group is moved to the "OBJECTS" area, the group remains in a "locked" state.

The option to unlock the group is available via the right-click menu.

You can relock the group later in the same way.

Unlock the group

