

SOLIDWORKS® XR Exporter Quickstart Guide

Version Beta5

Using the XR Exporter

[CLICK HERE](#) to read a SOLIDWORKS Tech Blog post on what you can do with this exciting new export file type, including how to view it, which viewers support it, and some companies we've partnered with to provide you with complete XR solutions.

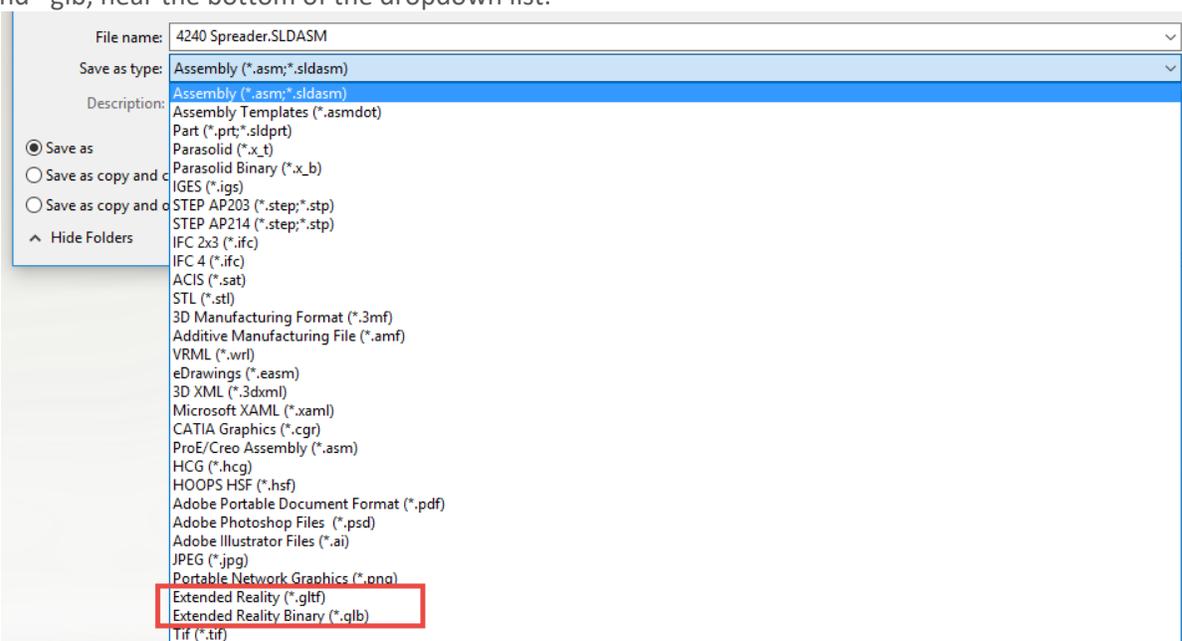
*Please note: only Approved XR Partner viewers can support the advanced capabilities of the XR exported file (Animations, Motion Studies, Exploded views, Display States, Configurations, & Metadata). These viewers can provide a more robust XR experience. Please visit [THIS LINK](#) to learn more about these Approved XR Partners as we grow this XR ecosystem.

The XR Exporter is quite straightforward. It will export the current document (either an Assembly or a Part) to GLTF by packing all its files and dependencies into a directory named after the document itself.

– All exported GLTF files are compliant with GLTF Specification 2.0 –

To launch the XR Exporter process:

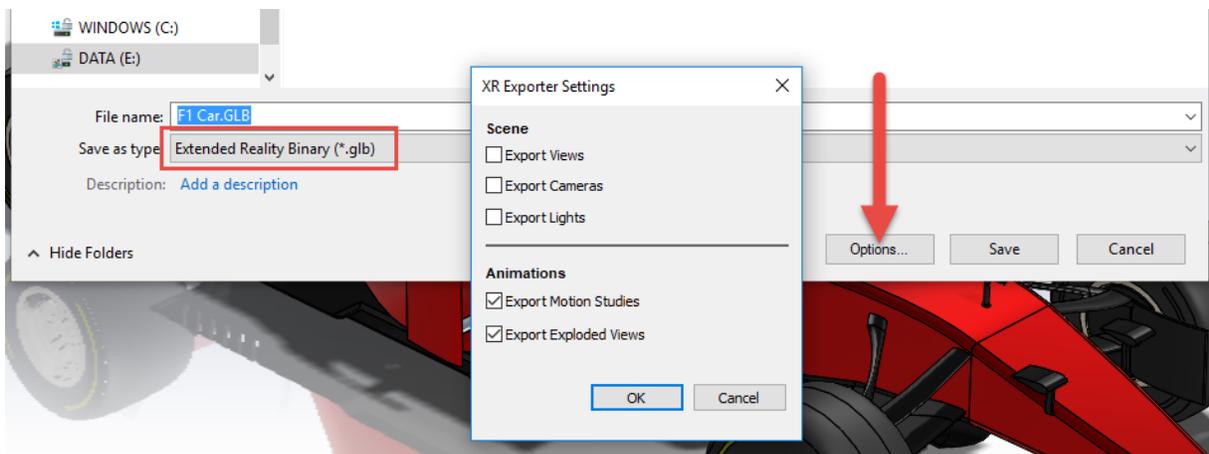
From the SOLIDWORKS File menu select 'File > Save As.' Locate the Extended Reality formats of *glTF and *glb, near the bottom of the dropdown list.



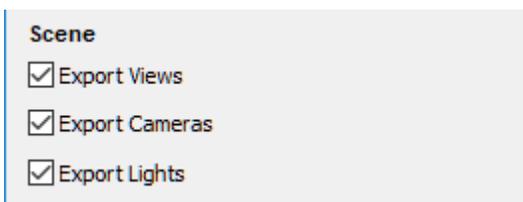
From the SOLIDWORKS File menu select 'File > Save As.' Locate the Extended Reality formats of *glTF and *glb, near the bottom of the dropdown list.

- Select GLTF for exporting to ASCII GLTF file, or GLB for exporting to GLTF-Binary.
- GLB produces one single monolithic binary file, whereas GLTF typically saves several files (one file for each asset used in the document).
- Note: When exporting to GLTF rather than GLB, the exporter will create a sub-directory within the chosen location, and place all the scene files in that sub-directory. On the contrary, GLB files (only one GLB file including all assets is exported per scene) will be written at the chosen location.

The XR Exporter has a few settings as well. When GLTF or GLB file format are selected, an Options button will appear at the bottom of the Save As dialog. To edit the XR Exporter settings, click the 'Options' button.

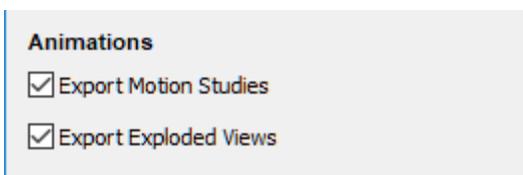


Scene Section



- Export Views: if checked, SOLIDWORKS views will be exported as well. Note: not all GLTF Viewers support views and cameras.
- Export Cameras: as for views, if checked the exporter will extract SOLIDWORKS cameras defined in the document.
- Export Lights: is checked, the exported will extract lights and store them as Khronos Light Extensions (KHR_Light). Not all viewers support lights.

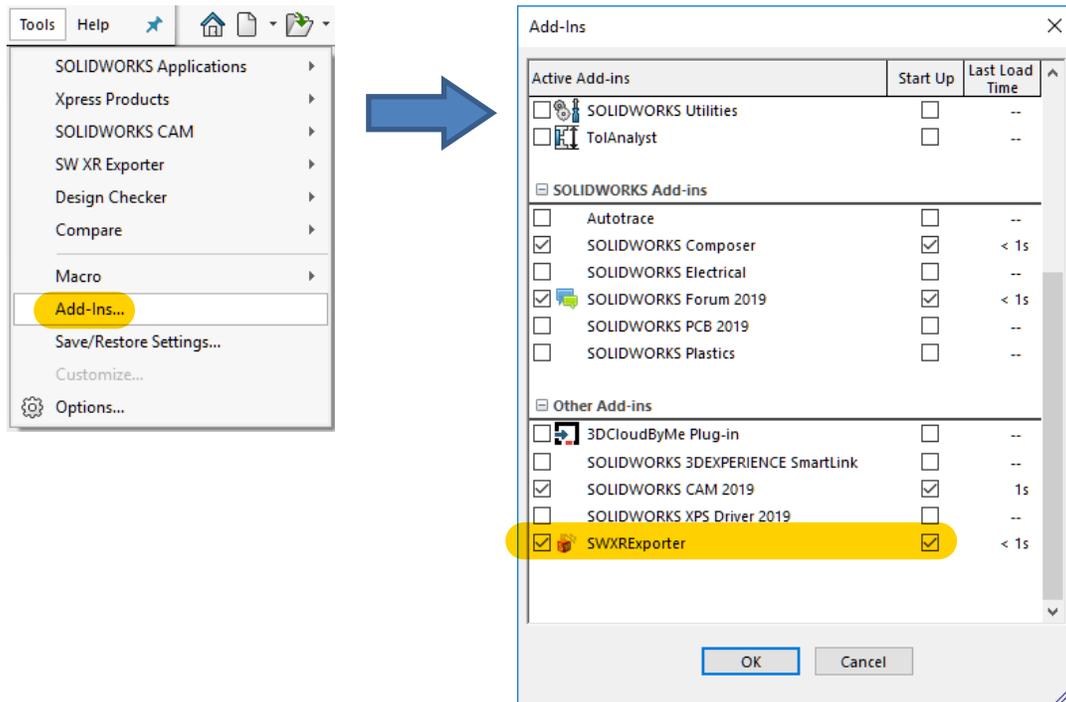
Animations Section



- Export Motion Studies: if checked, eventual timeline animations contained in the document will be exported as GLTF keyframe sequences.
- Export Exploded Views: if checked, eventual exploded views animation will be exported as GLTF keyframe sequences.

Troubleshooting the XR Exporter

- If you do not see the new Extended Reality file formats, please make sure the Add-in is visible in the Tools menu. Within the SOLIDWORKS File menu, select **Tools** and scroll down until the option “**Add-Ins...**” becomes visible and select it. In the Add-Ins dialog, scroll to the bottom and locate the SWXRExporter Add-In. Make sure it is active as well as marked for running at start-up, but ticking both boxes:



Known Issues

- Particularly complex animations might take a very long time to export.
- In rare cases, large or complex assemblies may cause stability issues and produce a crash. We are working to find the cause of these rare crashes and appreciate your help to log a Service request with your Reseller.

How to Submit Bugs and Feature Requests

- Whether you're an end user or XR Partner, please follow the same process as for submitting bugs and enhancement requests as the traditional SOLIDWORKS process. Please click [HERE](#) to learn how to submit your bug/request.
- If no one else has previously submitted your exact same bug or enhancement request, you may submit a new one. When you create a new submission, you have to select the "Area" and "Subarea."
 - Please select "**Import/Export**" as the Area (pictured below).
 - Note the "XR Exporter" subarea does not exist yet. Until it does, you can leave the subarea blank.

