

VectorWorks to MSD Export

Purpose

The VectorWorks MSD Export plug-in is a small tool for Vectorworks (Windows version only), which allows you to export drawings from your Vectorworks to MSD.

To be able to use this plug-in you need to have the following items, otherwise the plug-in will not work:

- a Martin One-Key connected to your computer, or one with a network license somewhere in your network
- a valid MSD 6 Pro™ License on the key
- an MSD 6 Pro™ License code

Contents

The VectorWorks MSD Export plug-in consists of two files, which depending on your VectorWorks version are:

VectorWorks versions 2010 - 2011:

- MSDEExport2010.dll
- MSDEExport2010.qtr

VectorWorks versions 2012 - 2014:

- MSDEExport2012.dll
- MSDEExport2012.qtr

VectorWorks version 2015 (32-bit version):

- MSDEExport2015_x86.vlb
- MSDEExport2015.vwr

VectorWorks version 2015 (64-bit version):

- MSDEExport2015_x64.vlb
- MSDEExport2015.vwr

VectorWorks version 2016:

- MSDEExport2016.vlb
- MSDEExport2016.vwr

VectorWorks version 2017:

- MSDEExport2017.vlb
- MSDEExport2017.vwr

During the installation of the MSD 6 Pro™, these files will be copied to the 'VectorWorks Plug-in' sub folder of the MSD program folder (Default 'C:\Program Files\Martin Professional\MSD 6 Pro').

Updating

If you already have (an older version) MSDExport.dll, you will need to remove the old one from the workspaces, and then delete the old files (MSDExport.dll and MSDExport.qtr). After that follow the installation instructions to install the new files.

Installation

To install this plug-in you can just copy both files to one of the VectorWorks plug-in folders. The plug-in is designed as a menu option so after you have copied the files to the correct folder, you can add the 'MSD Export (SDXML)' menu option to one or more workspaces in VectorWorks.

See the VectorWorks User's guide for details on how to add menu options.

Exporting

Using the 'MSD Export (SDXML)' menu option that you added to your VectorWorks workspace you can export your drawing to an .SDXML file. At the beginning of the export process you will be asked to enter a file name for the export file. When you have entered the file name, the export process will start and you will see a window with some progress information. When the export process is completed this dialog will close.

Opening in MSD 3D Visualizer

The exported file can be opened with the MSD 3D Visualizer.

Select the 'File' | 'Open' menu option and select the exported file. If the VectorWorks drawing contained instruments, then you should see a patch dialog where you can select the correct MSD fixtures for each of the instruments in the VectorWorks file. These mappings will be saved, so the next time you open an exported VectorWorks drawing with the same instrument, the mapping should default to the correct fixture.

When you have mapped all instruments to the desired MSD fixtures, you can click on the 'Continue' button, which will start the conversion from the SDXML format to the MSD scene format.

You cannot save a scene in the SDXML format. If you change a scene that was loaded from an .SDXML file and try to save it, you need to enter a new file name with the .scn file extension.

Please contact us at support@lighthouse.nl if you have any questions