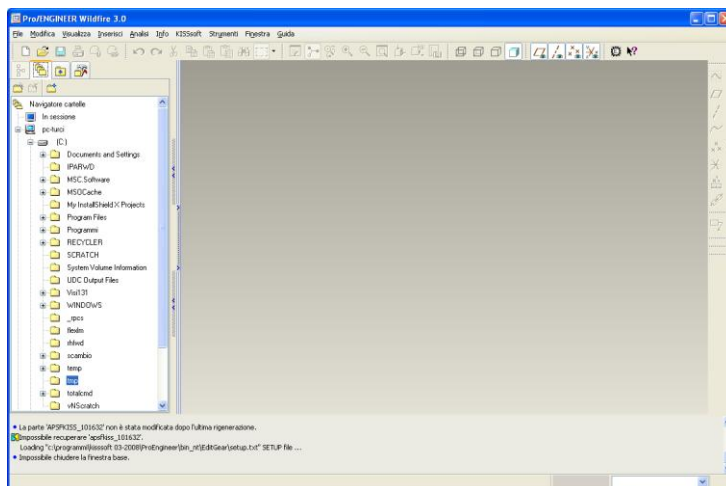


# KISSsoft ProE interface

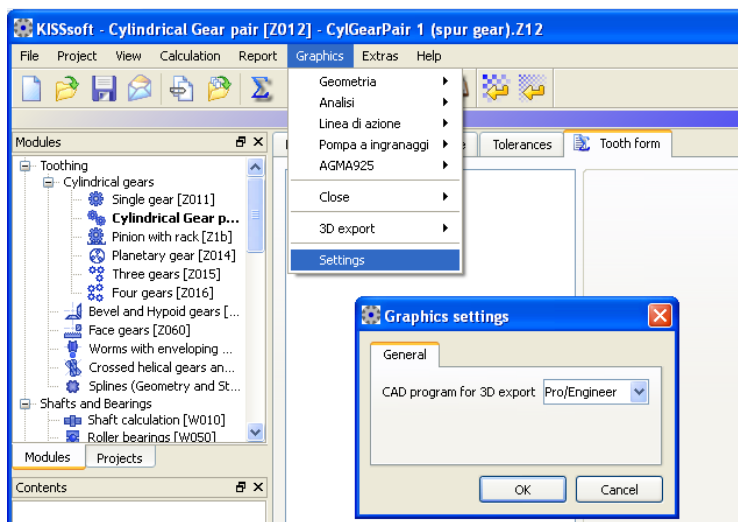
## 1. How to create a new gear in proE

Run ProEngineer (WF2 or WF3 or WF4)

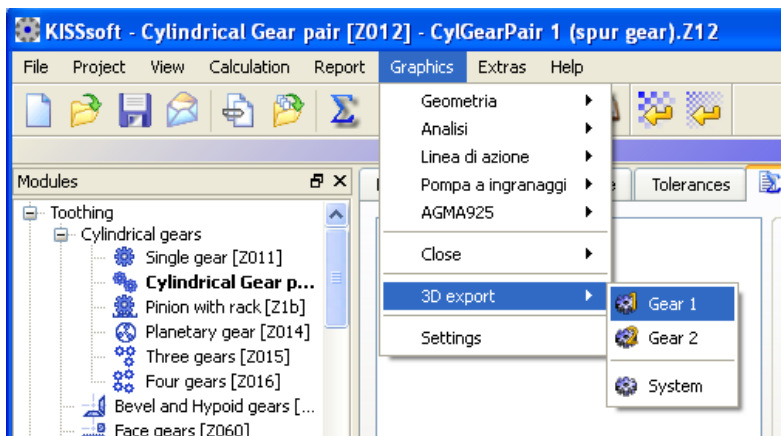


In KISSsoft

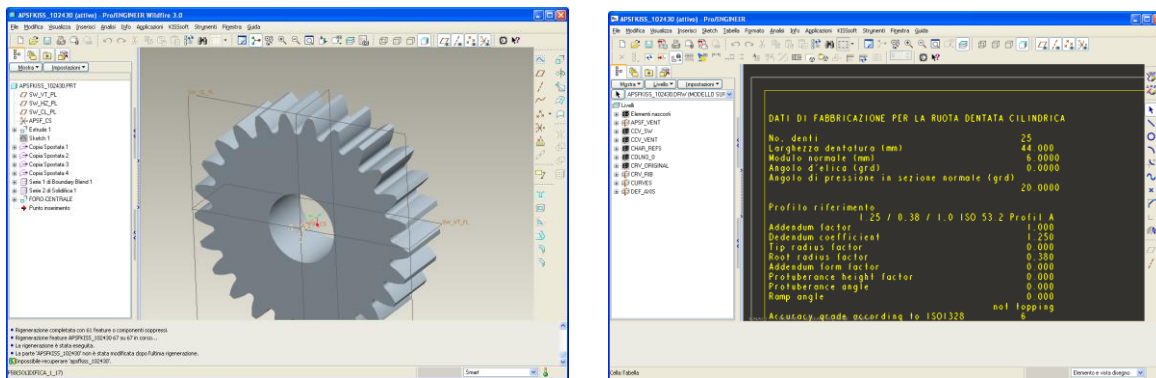
Set Pro/Engineer as CAD program for 3D export



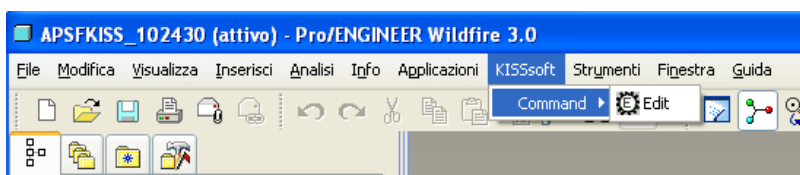
## Run 3D export



In ProEngineer will be prt and drw file



In ProEngineer will be now a new menu: KISSsoft



## 2. How to modify current 3D model

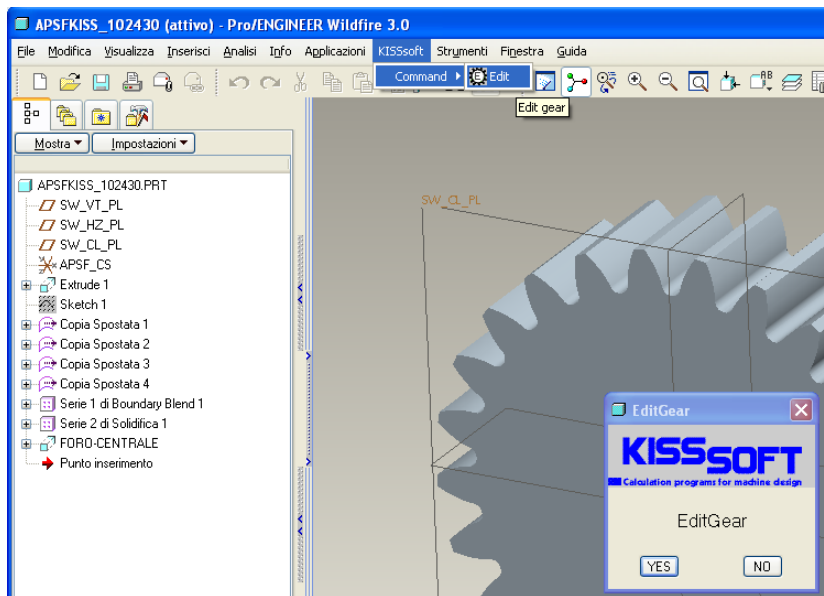
---

If you export again from kisssoft to ProE, a new model will be created

If you want instead to modify an existing model,

then load the model in ProE (or use the current one)

select EDIT from KISSsoft menu in ProE and then YES



Now export to ProE from KISSsoft

The current gear will be modified

### 3. Settings:

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**If you want model in inch units** (instead in mm),

change this line in kiss.ini in [ProEngineer] section

```
USCUSTOMARYUNITS=1
```

**How to show KISSsoft menu always in proE, since you start proE**

Add this line in your config.pro (use your correct kisssoft path)

```
protkdat C:\Programmi\Kisssoft 10-2008\ProEngineer\bin_nt\EditGear.dat
```

change path in *C:\Programmi\Kisssoft 10-2008\ProEngineer\bin\_nt\EditGear.dat*

```
NAME EditGear
EXEC_PATH c:\programmi\kisssoft 10-2008\ProEngineer\bin_nt\EditGear\bin_nt\EditGear.dll
TEXT_PATH c:\programmi\kisssoft 10-2008\ProEngineer\bin_nt\EditGear\text.GB
STARTUP DLL
ALLOW_STOP TRUE
END
```

(Kisssoft create EditGear.dat with correct path in kisssoft tmp dir after first time you export 3D model in proE: you can copy this file)

**If you use ProE WF4**

replace files in

*C:\Programmi\ kisssoft 10-2008\ProEngineer\bin\_nt\*

with files packaged in

*C:\Programmi\ kisssoft 10-2008\ProEngineer\bin\_nt\ProE WF4 32bit.zip*

**If you use windows XP or Vista 64bit**

replace files in

*C:\Programmi\ kisssoft 10-2008\ProEngineer\bin\_nt\*

with files packaged in

*C:\Programmi\ kisssoft 10-2008\ProEngineer\bin\_nt\ WF2 WF3 64bit.zip.zip*