

	Merge file into one actor per part	Import as bodies	Import area, volume, inertia axes	Import points	Import curves	Import free faces	Import hidden components	Import PMI	Import CATIA V4 hierarchy	Import metas	Import coordinate systems	Import graphic data	Import instance names	Import textures	Refinement	Healing	LOD - only from Sync (2)	Unicode support
ACIS																		
sat	X	X	X	X	X	X	X								X	X	X	X
sab	X	X	X	X	X	X	X								X	X	X	X
model_mod	X	X	X	X	X	X	X			X					X	X	X	X
session	X	X	X	X	X	X	X			X					X	X	X	X
Dassault Systemes Exchange																		
3dxml (3)		X			X			X (4)		X			X	X				X (Except PMIs)
Exchange																		
iges, iges	X	X	X	X	X	X	X								X	X	X	X
stp, step	X	X	X	X	X										X	X	X	X
VDA																		
vdz	X	X	X	X	X	X									X	X	X	X
Pro/ENGINEER																		
prt	X	X	X		X	X	X								X	X	X	X
asm	X	X	X		X	X	X								X	X	X	X
xas	X	X	X		X	X	X								X	X	X	X
xpr	X	X	X		X	X	X								X	X	X	X
Parasolid (1)																		
x_t_x_b_xmt_txt_xmt_bin	X	X	X	X	X		X								X	X	X	X
NX (1)																		
prt	X	X	X	X	X										X	X	X	X
SolidWorks																		
slidprt	X	X	X (No inertia axes)			X	X			X		X			X			X
slidasm	X	X	X (No inertia axes)			X	X			X		X	X		X			X
Inventor																		
ipt	X	X	X (No inertia axes)			X	X					X			X			X
iam	X	X	X (No inertia axes)			X	X					X	X		X			X
Polygonal																		
3ds																		
obj																		
stl																		X
wrl																		
u3d				X	X		X			X								

(1) With a special license only
(2) "LOD" and "Merge file into one actor per part" are not compatible. If "Merge file into one actor per part" is selected, LOD number is not taken into account.
(3) - 3dxml authoritative information is not supported
- 3dxml texturing information is supported without any guarantee
(4) The visibility of geometry in captures is not supported