# 3D Models

Digital Microscope support a number of operation with 3D models.

## Loading and saving

To load a 3D model simply click "File  Load Data..." menu item and select the model file. Loaded model will appear in the data list. Several formats are available for loading:

- **OpenSceneGraph binary (*.osgb)** - most common format. Contains all textures embedded, uses less space.
- **OpenSceneGraph ASCII (*.osgt)** - debug format. Stores textures as separate files, uses more space, but provides human-readable format.
- **Wavefront OBJ (*.obj)** - compatibility format. Stores textures as separate files, might be opened with external software.
- **OctoNus 3D model (*.mme)** - internal format. 3D models of stones were exported from Pacor or Oxygen (limited support).

To save a 3D model, open it in a new tab. Then click "File  Save Data..." menu item. Several formats are available for saving:

- **OpenSceneGraph binary (*.osgb)**
- **OpenSceneGraph ASCII (*.osgt)**
- **Wavefront OBJ (*.obj)**