

In order to track usage and receive data for technical support the CLI will share some information with DGG. HTTPS license authentication request uses end-to-end encryption.

Shared Data to the DGG License Server:

- Your command line (commands and parameters)
- Your optimization settings

Data which is not shared with the DGG License Server:

- any 3D model data
- any texture data
- any statistics about your 3D model
- file names (obfuscated)

You should now be able to use the RapidCompact CLI by opening your systems' command line and type "rpdX". In order to get started, here are some basic command examples:

Command Examples

```
rpdX -h // lists all available commands
rpdX --write_config // writes all available settings to a config.json file
rpdX -i foo.obj[...] // imports an asset from a file
rpdX -i foo.obj -e compact.glb [...] // exports an asset to file
rpdX -i foo.obj -p // prints information about a current 3D asset
rpdX -i foo.obj --duplicate [...] // duplicates the 3D asset on the stack
rpdX --write_info // writes info about the current asset to a JSON file
rpdX -s ao:enabled true // sets the setting with given name to given value
rpdX -i foo.obj -c -e compact.glb
rpdX -i foo.obj -c 3mb -e compact.glb
rpdX -i foo.obj -c 10000 -e compact.glb
rpdX -i foo.obj -c f:20% -e compact.glb
// simplifies the asset to given face/vertex/Mb count or % and performs
unwrapping and baking as well (default -c = f:20000)
rpdX -i foo.obj -d -e decimated.glb // decimates the asset to a given
face/vertex count(materials, textures and UVs will not be preserved)
rpdX -i foo.obj -u -e uvs.glb // segments and unwraps the asset
rpdX -i foo.obj -i foo2.obj -b -e baked.glb // bakes normals and texture
maps for the current asset using data from the previous one
Tip: [...] -c [...] = [...] --duplicate -d -u -b [...]
```

Documentation

If you are looking for more advanced commands and what configurable parameter settings RapidCompact has to offer please have a look at the documentation portal here:

<https://rapidcompact.com/doc/cli/index.html>