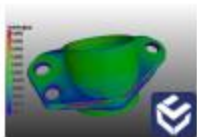
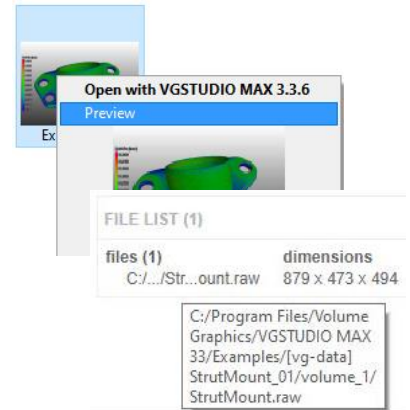


Get your data ready to go

VGSTUDIO MAX Working from Home—File transfer

Instant insight: Explorer preview

- Right-click on a .vgl, .mvgl, or .vgarchive file and select **Preview** to get more information about your project.
- The Explorer preview contains bookmark images and information on performed analyses, etc.
- In the **File list**, hover the mouse over each object in the project to see the path where the data is stored.



Example.vgl



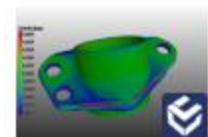
[vg-project] Example
[vg-data] Example

Standard procedure: File > Save / Save as...

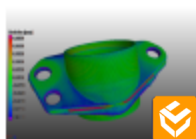
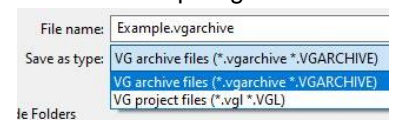
- The .vgl file stores meta-information and refers to relevant data.
- [vg-project] folder stores information on any modification performed in VGSTUDIO MAX (surface, analyses, measurements, etc.).
- [vg-data] folder stores the objects used in the project. If no [vg-data] folder is present, a file location will be referenced in the .vgl file.
- For projects sharing the same data, one [vg-data] folder is sufficient.

Your all-in-one: File > Pack and go

- Use lossless zip-compression to reduce the project size by 50%.
- Use **Save as type: VG archive files** to save your complete project in one file.



Example.vgarchive



Example.mvgl

For minimalists: File > Export as mvgl

- Compact file format will only be used if coordinate measurement and surface-dependent analyses are needed for the project.
- Volume objects need an advanced surface determination.
- Any information that is not metrology-related (e.g., a defect analysis or gray-value-based render settings) will not be saved.

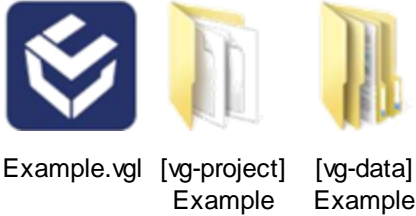


File handling

VGSTUDIO MAX Working from Home—File transfer

Can I re-save the project before transferring it?

Copy this:



Do I only need the surface?

Do I have multiple projects for one data set?



I need to reduce the file size

File > Pack and go...
+ compression

