to activate Design Importer

DesignImport.exe /MDB="filename.mdb"

/MDB="file name"
  - filename.mdb is name of database file to store imported design
  - include full path, enclose in quotes if spaces included
  - can be: *.mdb (generic or JKBench)   *.2db (2DBench)   *.2dr (2DRing)   *.2df (2DFace)

optional switches

/BN="blast_name" /S=scenario
  - name to be applied to blast and scenario number

/GET_STRINGS
/GET_HOLES
  - mutually exclusive
  - if omitted, program will default but can be changed manually
  - included with /GET_HOLES... (n = decimal number)
       /LENGTH=n   /STANDOFF=n   /BENCHLEVEL=n
       /TOELEVEL=m   /DIAMETER=n   /BEARING=n
       /DIP=n   /BURDEN=n   /SPACING=n

/WHO=2DBENCH -or- 2DRING -or- 2DFACE
  - name of target program, to determine how data is treated
  - defaults to 2DBench

/APP="application name"
  - internal name of calling application, for DDE link
/TOPIC="topic text"
  - second part of DDE link, return command options

/CMD="filename"
  - path\file name for text file containing command line options
  - use if command line is too long

/REM_CMD_FILE
  - delete command file (above) automatically if no longer required

return command line from Design Importer
generated internally by program, sent to calling APP
e.g. 2DBENCH /MDB=... /BN=... /S=... /REM_IMPORT

/MDB="filename"
/BN="blast name"
/S=scenario
/ADD
  - add imported data to current design when loading
/REM_IMPORT
  - remove imported data from database after loading
  - not sent if /BN and /S supplied at startup
/REM_CMD_FILE
  - delete command line file (if created at output)