NAME

stl2pov − converts an STL file to a povray mesh

SYNOPSIS

stl2pov *filename.stl outfile.inc*

DESCRIPTION

This program reads an STL (Standard Triangulation Language) file (both in binary and ASCII format) and extracts the vertex data. From these vertices it generates a mesh object suitable for rendering with the **povray**(1) raytracer, and writes it to the standard output. This manual covers version 3.0.0beta, released on 2010-05-09.

OPTIONS

None in this version.

DIAGNOSTICS

If not an input and output filename are given, the program will print a short help message and exit. The program will abort if one of the following fatal errors is detected:

Cannot open *filename.stl***.**
: The program tried to open the input file but failed.

Cannot open *outfile.inc***.**
: The program tried to open the output file but failed.

Memory allocation for facets failed.
: The program could not allocate enough memory to process all the facets.

Thread creation failed.
: The program could not start the second thread that it needs.

If the program is compiled with debugging support enabled, it can produce a host of other warnings. Since this is not the default, they will not be listed here.

SEE ALSO

povray(1), /usr/local/share/doc/stl2pov/README, /usr/local/share/doc/stl2pov/LICENSE

BUGS

Currently stl2pov does not try to interpret the facet color information that is sometimes present in the last two bytes of every facet in binary STL files. This is mainly due to the fact that this is not a part of the standard STL format; the format varies between suppliers of STL generating programs. Apart from that it is not a good fit with the POVray mesh object; it would be necessary to generate a separate mesh object and pigment for each color.

AUTHOR

stl2pov was written and is maintained by Roland Smith.
The latest version of this program is available at: **http://www.xs4all.nl/˜rsmith/software/**

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