

**NAME**

**stlinfo** -- Reads an STL file and prints information about the object or a text representation of the object in the file.

**SYNOPSIS**

**stlinfo** [-t | -e] infile

**DESCRIPTION**

This manual page documents '\$Revision: 3.1 \$' of the **stlinfo** program. Its purpose is to print human readable information about the STL file or a human readable version of the STL file.

First, the STL file is parsed. Both binary and text STL file can be read, but any color information in binary STL files is discarded since this is not standardized.

By default the program prints information about the STL file. This includes the name of the solid, the number of facets, unique vertices and normal vectors, the object's extents and the center and mean points of the object. If the '-e' option is used, all the edges of the facets are checked for edges that are only used in one facet, indicating an open surface. For large models this is a long operation.

If the '-t' option is used, however, a listing of the STL file in text format is produced instead.

**EXIT STATUS**

The **stlinfo** utility exits 0 on success, and >0 if an error occurs.

**DIAGNOSTICS**

There is an error which the program cannot ignore, and which will terminate the program.

The file '...' cannot be read or parsed. Exiting.

If a given input file cannot be read, or if the file is not recognized as an STL file, this error is produced, and the program is terminated with exit code 1.

**COMPATIBILITY**

The **stlinfo** program requires the Python interpreter. It was written for version 2.7, but should be able to work with 3.x after fixing with 2to3.

**SEE ALSO**

python(1), stl2pov(1), 2to3.

*Python Programming Language - Official Website, <http://www.python.org/>.*

## HISTORY

The origin of this software was found in the desire of the author to render 3D CAD models using the POV-ray raytracer. The first effort produced the stl2pov(1) program, written in C.

Later the author converted that program to Python as a learning experience. This resulted in a more reusable version of the software to parse STL files as a Python module. Adding this front-end for outputting a summary or text representation then became trivial.

## AUTHOR

This manual and the **stlinfo** software were written by Roland Smith <rsmith@xs4all.nl>.

The latest version of this program is available at: <http://rsmith.home.xs4all.nl/software/>

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