

3mfExporter

[Desktop Automation]

This class is used to export 3MF files from a Lua script. An instance is created with `system:create3mfexporter()` ; .

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Properties

Property	Read/write	Type	Description
exportmultiproperties	Read / Write	Boolean	Flag to toggle Multi-Property 3MF export. All traditional textures and colors are removed when this flag is set to <code>true</code> .
writetextures	Read/write	Boolean	Flag to switch export textures to the 3MF on or off
writematerials	Read/write	Boolean	Flag to switch export materials to the 3MF on or off
writecolors	Read/write	Boolean	Flag to switch export colors to the 3MF on or off
count	Read	Number	Number of entries to export

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Methods

Name	Syntax	Description
addattachment	Exporter:addattachment(Name:String; Content:String; Namespace:String)	Sets the attachment of the 3MF to be exported
exporttofile	Exporter:exporttofile(Name:String)	Exports the content to a file
setscenethumbnail	Exporter:setscenethumbnail(Thumbnail:Object)	Sets an Image Object as thumbnail for the 3MF
add	Exporter:add(mesh)	Add a mesh to be exported. Mesh can be a LUATrayMesh or a simple mesh object. Returns an export entry.

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Example

```
-- Add simple mesh objects into one 3mf-file
local exporter = system:create3mfexporter();
for i, traymesh in pairs(meshes) do
    local luamesh = traymesh.mesh;
    local entry = exporter:add(luamesh);
    entry.name = traymesh.name;
    entry.grouppath = '3mfexport/unsupported';
    if traymesh.hassupport then
        entry:setsupport(traymesh.support);
        entry.grouppath = '3mfexport/supported';
    end;
end;
exporter:exporttofile("C:/temp/3mf_export_meshes_demo.3mf");

-- Add traymeshes directly into one 3MF file
system:log('3mf part export');
local exporter = system:create3mfexporter();
for i, traymesh in pairs(meshes) do
    exporter:add(traymesh);
end;
exporter:exporttofile("C:/temp/3mf_export_parts_demo.3mf");
```

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