NAME

stl2pov -- Converts an STL file into a POV-ray mesh or mesh2.

SYNOPSIS

stl2pov [-2] infile [outfile]

DESCRIPTION

This manual page documents '\$Revision: 3.1 \$' of the stl2pov program.

EXIT STATUS

The **stl2pov** utility exits 0 on success, and >0 if an error occurs.

DIAGNOSTICS

There are some errors 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.

Cannot write output file '...'.

An output file name was given on the command line, but the file in question could not be opened for writing or written to. The program is terminated with exit code 2.

COMPATIBILITY

The **stl2pov** 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), 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.

AUTHOR

This manual and the **stl2pov** 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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