

STL

Reference

Version 1.6

STL is an extension for [Unity](#) that enables export of meshes to the STL file format.
STL files are widely used for rapid prototyping and computer-aided manufacturing (3D printing).

Reference

Classes

- STL

STL

static bool Export(GameObject gameObject, string filePath, bool asASCII = false)

Exports all meshes found in MeshFilter and SkinnedMeshRenderer components attached to the supplied game object (and it's children) to a binary stl file at specified file path formatted as binary (default) or ASCII. Returns success status.

static bool Export(GameObject[] gameObjects, string filePath, bool asASCII = false)

Exports all meshes found in MeshFilter and SkinnedMeshRenderer components attached to the supplied game objects (and their children) to a binary stl file at specified file path as binary (default) or ASCII. Returns success status.

static bool Export(MeshFilter filter, string filePath, bool asASCII = false)

Exports mesh found in supplied MeshFilter to a binary stl file at specified file path formatted as binary (default) or ASCII. Returns success status.

static bool Export(MeshFilter[] filters, string filePath, bool asASCII = false)

Exports all meshes found in supplied MeshFilters to a binary stl file at specified file path formatted as binary (default) or ASCII. Returns success status.

static bool Export(SkinnedMeshRenderer skin, string filePath, bool asASCII = false)

Exports mesh found in supplied SkinnedMeshRenderer component to a binary stl file at specified file path formatted as binary (default) or ASCII. Returns success status.

static bool Export(SkinnedMeshRenderer[] skins, string filePath, bool asASCII = false)

Exports all meshes found in supplied SkinnedMeshRenderer components to a binary stl file at specified file path formatted as binary (default) or ASCII. Returns success status.

static bool Export(Mesh mesh, string filePath, bool asASCII = false)

Exports a mesh to a binary stl file at specified file path formatted as binary (default) or ASCII. Returns success status.

static bool Export(Mesh[] meshes, string filePath, bool asASCII = false)

Exports a mesh to a binary stl file at specified file path formatted as binary (default) or ASCII. Returns success status.

static bool Export(Mesh mesh, Matrix4x4 matrix, string filePath, bool asASCII = false)

Exports a mesh with matrix transformation to a binary stl file at specified file path formatted as binary (default) or ASCII. Returns success status.

static bool Export(Mesh[] meshes, Matrix4x4[] matrices, string filePath, bool asASCII = false)

Exports meshes with matrix transformations to a stl file at specified file path formatted as binary (default) or ASCII. Returns success status.

static bool Convert(GameObject gameObject, out byte[] stlAsBinary)

Converts all meshes found in MeshFilter and SkinnedMeshRenderer components attached to the supplied game object (and it's children) to stl ASCII. Returns success status.

static bool Convert(GameObject[] gameObjects, out byte[] stlAsBinary)

Converts all meshes found in MeshFilter and SkinnedMeshRenderer components attached to the supplied game objects (and their children) to binary stl data. Returns success status.

static bool Convert(MeshFilter filter, out byte[] stlAsBinary)

Converts mesh found in supplied MeshFilter to binary stl data. Returns success status.

static bool Convert(MeshFilter[] filters, out byte[] stlAsBinary)

Converts all meshes found in supplied MeshFilters to binary stl data. Returns success status.

static bool Convert(SkinnedMeshRenderer skin, out byte[] stlAsBinary)

Converts mesh found in supplied SkinnedMeshRenderer component to binary stl data. Returns success status.

static bool Convert(SkinnedMeshRenderer[] skins, out byte[] stlAsBinary)

Converts all meshes found in supplied SkinnedMeshRenderer components to binary stl data. Returns success status.

static bool Convert(Mesh mesh, out byte[] stlAsBinary)

Converts a mesh to binary stl data. Returns success status.

static bool Convert(Mesh[] meshes, out byte[] stlAsBinary)

Converts a mesh to binary stl data. Returns success status.

static bool Convert(Mesh mesh, Matrix4x4 matrix, out byte[] stlAsBinary)

Converts a mesh with matrix transformation to binary stl data. Returns success status.

static bool Convert(GameObject gameObject, out string stlAsASCII)

Converts all meshes found in MeshFilter and SkinnedMeshRenderer components attached to the supplied game object (and it's children) to stl ASCII. Returns success status.

static bool Convert(GameObject[] gameObjects, out string stlAsASCII)

Converts all meshes found in MeshFilter and SkinnedMeshRenderer components attached to the supplied game objects (and their children) to stl ASCII. Returns success status.

static bool Convert(MeshFilter filter, out string stlAsASCII)

Converts mesh found in supplied MeshFilter to stl ASCII. Returns success status.

static bool Convert(MeshFilter[] filters, out string stlAsASCII)

Converts all meshes found in supplied MeshFilters to stl ASCII. Returns success status.

static bool Convert(SkinnedMeshRenderer skin, out string stlAsASCII)

Converts mesh found in supplied SkinnedMeshRenderer component to stl ASCII. Returns success status.

static bool Convert(SkinnedMeshRenderer[] skins, out string stlAsASCII)

Converts all meshes found in supplied SkinnedMeshRenderer components to stl ASCII. Returns success status.

static bool Convert(Mesh mesh, out string stlAsASCII)

Converts a mesh to stl ASCII. Returns success status.

static bool Convert(Mesh[] meshes, out string stlAsASCII)

Converts a mesh to stl ASCII. Returns success status.

static bool Convert(Mesh mesh, Matrix4x4 matrix, out string stlAsASCII)

Converts a mesh with matrix transformation to stl ASCII. Returns success status.

static bool Convert(Mesh[] meshes, Matrix4x4[] matrices, out byte[] stlAsBinary)

Convert meshes with matrix transformations to stl as binary data. Returns success status.

static bool Convert(Mesh[] meshes, Matrix4x4[] matrices, out string stlAsASCII)

Convert meshes with matrix transformations to a stl formatted as ASCII text. Returns success status.

static void GetMeshesAndMatrixes(GameObject[] objects, out Mesh[] meshes, out Matrix4x4[] matrices)

Gets shared meshes and model matrixes from all MeshFilter and SkinnedMeshRenderer components found in provided GameObjects and their children. SkinnedMeshRenderer meshes will be baked with bone transformations.

static void GetMeshesAndMatrixes(MeshFilter[] filters, out Mesh[] meshes, out Matrix4x4[] matrices)

Gets shared meshes and model matrixes from all provided MeshFilter components.

static void GetMeshesAndMatrixes(SkinnedMeshRenderer[] skins, out Mesh[] meshes, out Matrix4x4[] matrices)

Gets shared meshes and model matrixes from all provided SkinnedMeshRenderer components and bakes the current bone pose to the vertices.

static void ExportBinary(GameObject[] gameObjects, string filePath)

Deprecated. Use the Export method instead.

static void ExportBinary(MeshFilter[] filters, string filePath)

Deprecated. Use the Export method instead.

static void ExportBinary(SkinnedMeshRenderer[] skins, string filePath)

Deprecated. Use the Export method instead.

static void ExportBinary(Mesh mesh, Matrix4x4 matrix, string filePath)

Deprecated. Use the Export method instead.

static void ExportBinary(Mesh[] meshes, Matrix4x4[] matrices, string filePath)

Deprecated. Use the Export method instead.

static void ExportText(GameObject[] gameObjects, string filePath)

Deprecated. Use the Export method instead.

static void ExportText(Mesh mesh, Matrix4x4 matrix, string filePath)

Deprecated. Use the Export method instead.

static void ExportText(Mesh[] meshes, Matrix4x4[] matrices, string filePath)

Deprecated. Use the Export method instead.