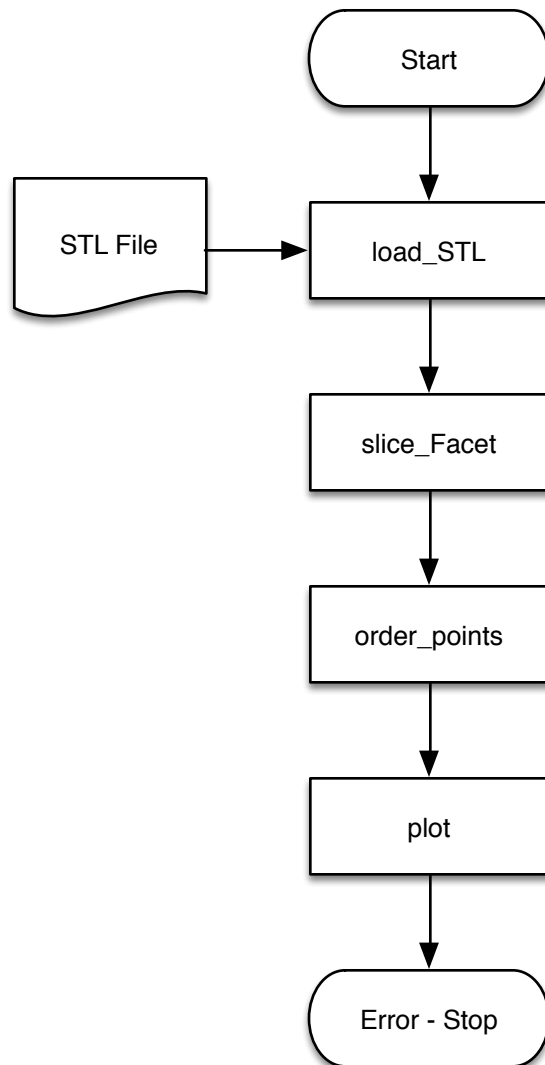
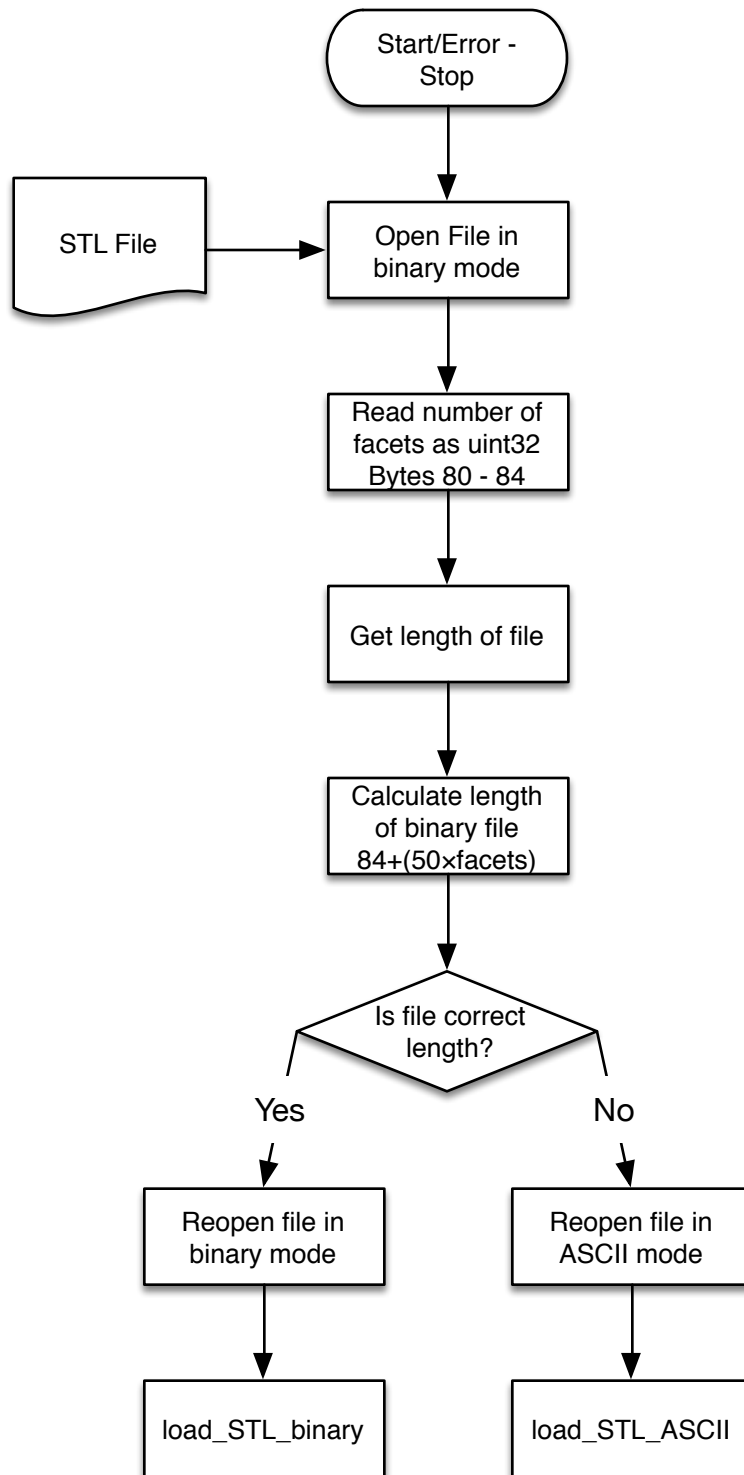


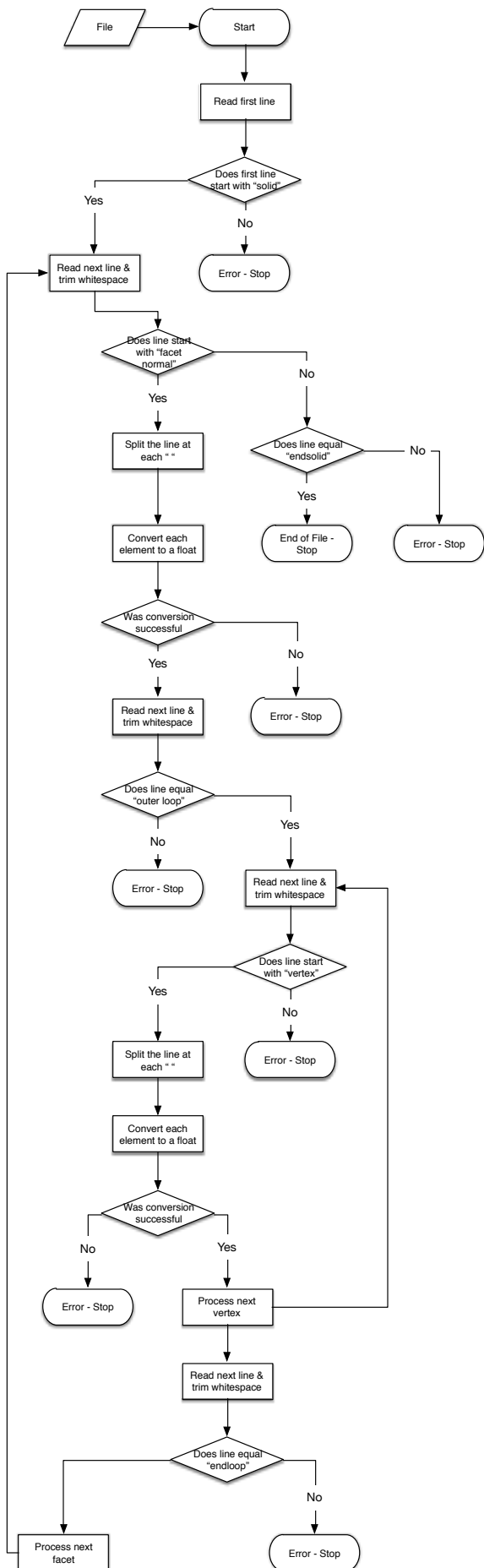
Abstract



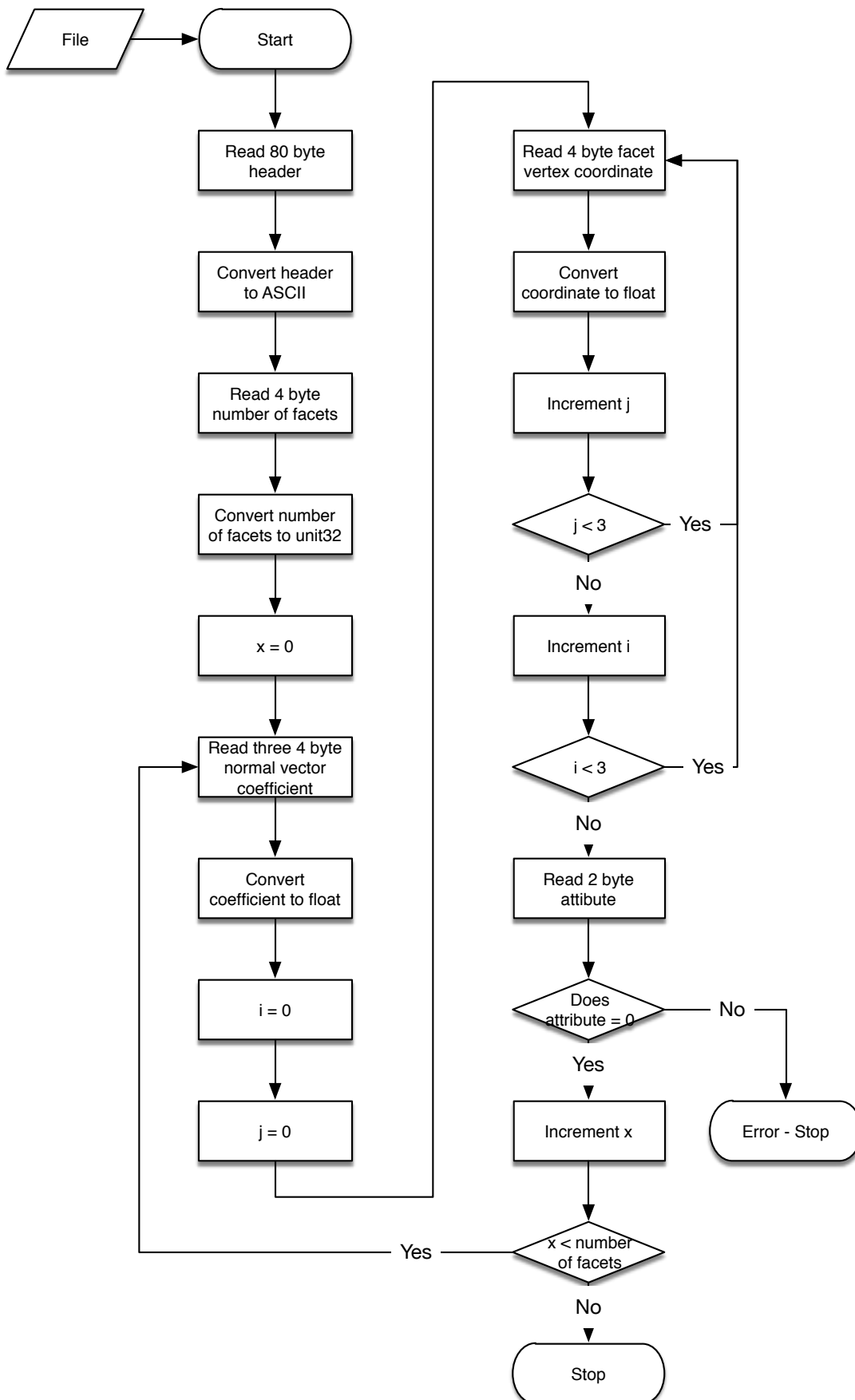
Load STL



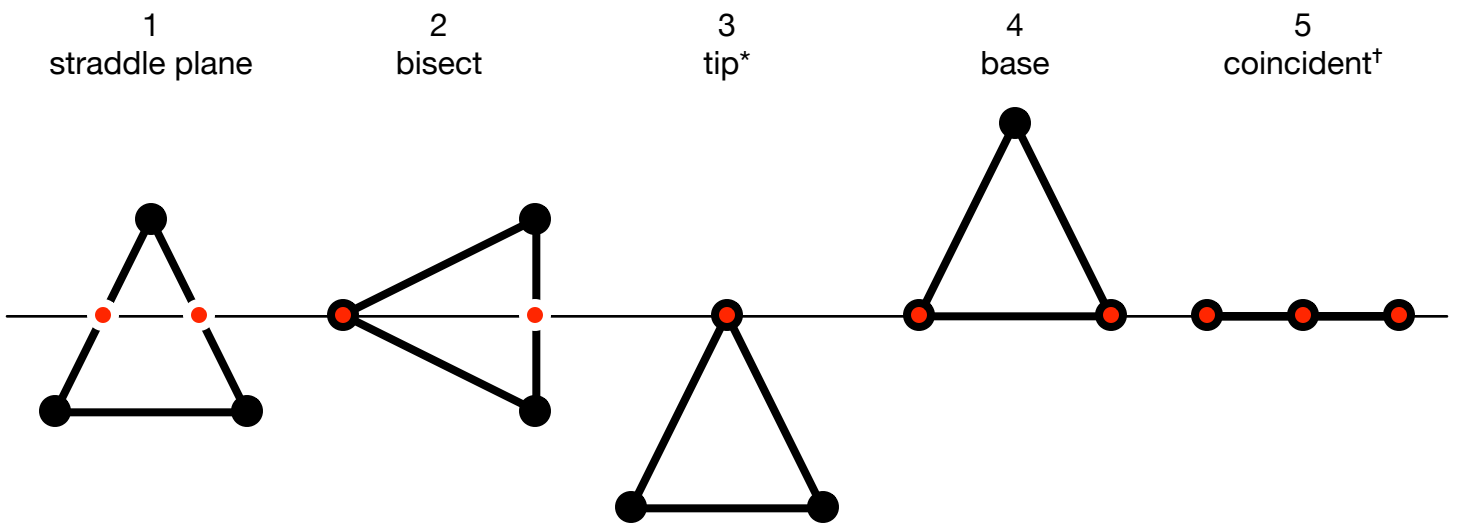
Load STL ASCII



Load STL Binary



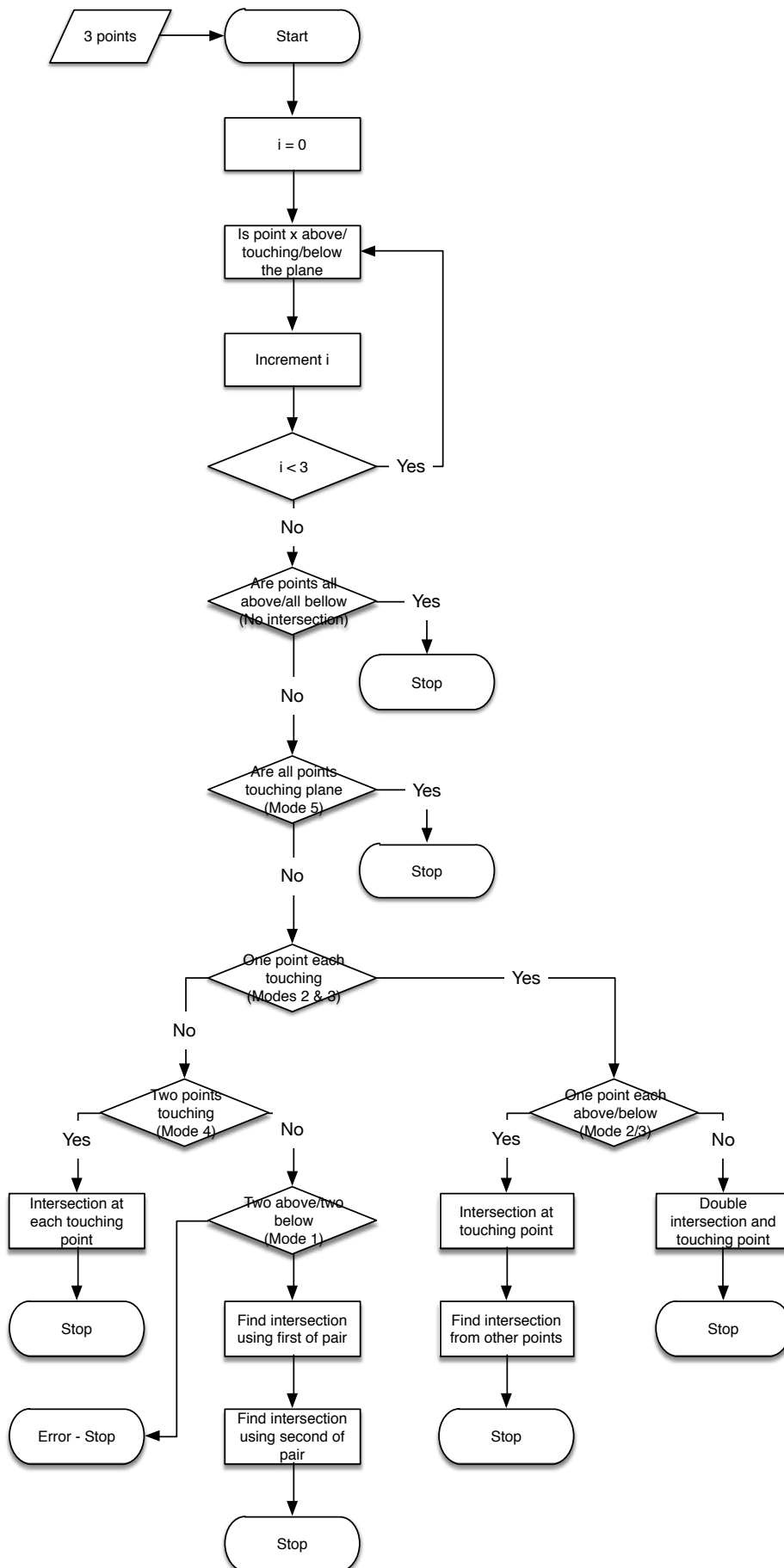
Modes of Intersection



† treated as no intersection as all points already defined

* single duplicated intersection

Slice Facet



Find Intersection

