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NPStack uses genetic evolution to find the best height. It generates 4 attempts by adding randomly from the available boxes to a stack. It then creates a new generation of attempts by combining 2 different parents selected by the chance that its height has over the total height of the generation. It keeps doing this until no improvements is made in 3 generations, each time no change occurs it reverts to the last best generation which has the highest stack.

Each attempt is outputted with width first, depth second, then height last in three numbers which is separated by the next box by a | symbol. The final output of the best stack is printed last with each box on its own line.

NPStack requires the argument of a boxes file to find the best.