lib3mf

Release v2.0.0

3MF Consortium

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CONTENTS

Welcome! This is the documentation for lib3mf v2.0.0.

lib3mf is an implementation of the 3D Manufacturing Format file standard.

It provides 3MF reading and writing capabilities, as well as conversion and validation tools for input and output data. lib3mf runs on Windows, Linux and MacOS and offers a clean and easy-to-use API in various programming languages to speed up the development and keep integration costs at a minimum.

As 3MF shall become an universal 3D Printing standard, its quick adoption is very important. This library shall lower all barriers of adoption to any possible user, let it be software providers, hardware providers, service providers or middleware tools.

CHAPTER

ONE

API DOCUMENTATION

1.1 C++-language bindings

This space describes the usage of lib3mf in a C++ host application.

The C++-language bindings come in two different flavors:

Cpp

If you include the header `Cpp/lib3mf_implicit.hpp`, lib3mf will be loaded dynamically during *load-time* of your host application through your operating system's mechanism for loading libraries.

```
Lib3MF::PWrapper wrapper = CWrapper::loadLibrary();
```

The shared library file `lib3mf.*` needs to reside in a path that your operating systems checks when loading libraries.

CppDynamic

If you include the header `CppDynamic/lib3mf_dynamic.hpp`, Lib3MF will be loaded dynamically during *run-time* of your host application through an explicit call to

Linux

```
Lib3MF::PWrapper wrapper = Lib3MF::CWrapper::loadLibrary("LibraryLocation/lib3mf.so");
```

Mac OSX

```
Lib3MF::PWrapper wrapper = Lib3MF::CWrapper::loadLibrary("LibraryLocation/lib3mf.dylib
↪");
```

Windows

```
Lib3MF::PWrapper wrapper = Lib3MF::CWrapper::loadLibrary("LibraryLocation/lib3mf.dll
↪");
```

i.e. you need to explicitly provide the location of the shared library file `lib3mf.*`.

The `Lib3MF::PWrapper` object provides access to all functionality within lib3mf.

Both flavors of the C++-bindings are header-only which makes it extremly easy to include them into existing projects:

1.1.1 Minimal Example Project

Minimal application code:

Cpp

```cpp
#include <iostream>
#include "lib3mf_implicit.hpp"


int main()
{
  try
  {
    auto wrapper = Lib3MF::CWrapper::loadLibrary();
    Lib3MF_uint32 nMajor, nMinor, nMicro;
    wrapper->GetLibraryVersion(nMajor, nMinor, nMicro);
    std::cout << "Lib3MF.Version = " << nMajor << "." << nMinor << "." << nMicro;
    std::string sPreReleaseInfo;
    if (wrapper->GetPrereleaseInformation(sPreReleaseInfo)) {
      std::cout << "-" << sPreReleaseInfo;
    }
    std::string sBuildInfo;
    if (wrapper->GetBuildInformation(sBuildInfo)) {
      std::cout << "+" << sBuildInfo;
    }
    std::cout << std::endl;
  }
  catch (std::exception &e)
  {
    std::cout << e.what() << std::endl;
    return 1;
  }
  return 0;
}
```

CppDynamic

```cpp
#include <iostream>
#include "lib3mf_dynamic.hpp"


int main()
{
  try
  {
    std::string libpath = (""); // TODO: put the location of the Lib3MF-library file␣
↪here.
```

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```
    auto wrapper = Lib3MF::CWrapper::loadLibrary(libpath + "/lib3mf."); // TODO: add␣
↪correct suffix of the library
    Lib3MF_uint32 nMajor, nMinor, nMicro;
    wrapper->GetLibraryVersion(nMajor, nMinor, nMicro);
    std::cout << "Lib3MF.Version = " << nMajor << "." << nMinor << "." << nMicro;
    std::string sPreReleaseInfo;
    if (wrapper->GetPrereleaseInformation(sPreReleaseInfo)) {
      std::cout << "-" << sPreReleaseInfo;
    }
    std::string sBuildInfo;
    if (wrapper->GetBuildInformation(sBuildInfo)) {
      std::cout << "+" << sBuildInfo;
    }
    std::cout << std::endl;
  }
  catch (std::exception &e)
  {
    std::cout << e.what() << std::endl;
    return 1;
  }
  return 0;
}
```

CMakeLists.txt for minimal project:

Cpp

```
cmake_minimum_required(VERSION 3.5)

set(CMAKE_CURRENT_BINDING_DIR ${CMAKE_CURRENT_SOURCE_DIR}/.)
project(Lib3MFExample_CPPImplicit)
set(CMAKE_CXX_STANDARD 11)
add_executable(Lib3MFExample_CPPImplicit "${CMAKE_CURRENT_SOURCE_DIR}/Lib3MF_example.
↪cpp")
find_library(LIB3MFLOCATION lib3mf "${CMAKE_CURRENT_SOURCE_DIR}/../../Implementations/
↪*/*/*")
target_link_libraries(Lib3MFExample_CPPImplicit ${LIB3MFLOCATION})
target_include_directories(Lib3MFExample_CPPImplicit PRIVATE "${CMAKE_CURRENT_BINDING_
↪DIR}")
```

CppDynamic

```
cmake_minimum_required(VERSION 3.5)

set(CMAKE_CURRENT_BINDING_DIR ${CMAKE_CURRENT_SOURCE_DIR}/.)
project(Lib3MFExample_CPPDynamic)
set(CMAKE_CXX_STANDARD 11)
add_executable(Lib3MFExample_CPPDynamic "${CMAKE_CURRENT_SOURCE_DIR}/Lib3MF_example.
↪cpp")
if (UNIX)
        target_link_libraries(Lib3MFExample_CPPDynamic ${CMAKE_DL_LIBS})
endif (UNIX)
target_include_directories(Lib3MFExample_CPPDynamic PRIVATE "${CMAKE_CURRENT_BINDING_
↪DIR}")
```

The examples in the Cpp/CppDynamic-folders of the binary SDK follow exactly this pattern.

The remainder of this space is an in-depth API-reference for the functionality of lib3mf.

1.1.2 General Information

The wrapper class CWrapper

class Lib3MF::**CWrapper**

All types of the 3MF Library reside in the namespace Lib3MF and all functionality of the 3MF Library resides in Lib3MF::CWrapper.

A suitable way to use Lib3MF::CWrapper is as a singleton.

void **GetLibraryVersion**(*Lib3MF_uint32* &*nMajor*, *Lib3MF_uint32* &*nMinor*, *Lib3MF_uint32* &*nMicro*)

retrieves the binary version of this library.

Parameters

- **nMajor** – returns the major version of this library
- **nMinor** – returns the minor version of this library
- **nMicro** – returns the micro version of this library

bool **GetPrereleaseInformation**(std::string &*sPrereleaseInfo*)

retrieves prerelease information of this library.

Returns Does the library provide prerelease version?

Parameters **sPrereleaseInfo** – retrieves prerelease information of this library.

bool **GetBuildInformation**(std::string &*sBuildInformation*)

retrieves build information of this library.

Returns Does the library provide build version?

Parameters **sBuildInformation** – retrieves build information of this library.

void **GetSpecificationVersion**(**const** std::string &*sSpecificationURL*, bool &*bIsSupported*, *Lib3MF_uint32* &*nMajor*, *Lib3MF_uint32* &*nMinor*, *Lib3MF_uint32* &*nMicro*)

retrieves whether a specification is supported, and if so, which version.

Parameters

- **sSpecificationURL** – URL of extension to check
- **bIsSupported** – returns whether this specification is supported
- **nMajor** – returns the major version of the extension (if IsSupported)
- **nMinor** – returns the minor version of the extension (if IsSupported)
- **nMicro** – returns the micro version of the extension (if IsSupported)

PModel **CreateModel**()

creates an empty model instance.

Returns returns an empty model instance

void **Release**(*CBase* **pInstance*)

releases shared ownership of an object instance

Parameters **pInstance** – the object instance to release

void **Acquire**(*CBase* **pInstance*)

acquires shared ownership of an object instance

Parameters **pInstance** – the object instance to acquire

void **SetJournal**(**const** std::string &*sJournalPath*)
Sets the journal file path

Parameters **sJournalPath** – File name of the journal file

bool **GetLastError**(*CBase* **pInstance*, std::string &*sLastErrorString*)
Retrieves the last error string of an instance

Parameters

- **pInstance** – Object where the error occured.
- **sLastErrorString** – Last Error String

Returns Returns if the instance has a last error.

void **RetrieveProgressMessage**(**const** *eProgressIdentifier* *eTheProgressIdentifier*, std::string &*sProgressMessage*)
Return an English text for a progress identifier.lNote: this is the only function you can call from your callback function.

Parameters

- **eTheProgressIdentifier** – the progress identifier that is passed to the callback function
- **sProgressMessage** – English text for the progress identifier

sColor **RGBAToColor**(**const** *Lib3MF_uint8* *nRed*, **const** *Lib3MF_uint8* *nGreen*, **const** *Lib3MF_uint8* *nBlue*, **const** *Lib3MF_uint8* *nAlpha*)
Creates a Color from uint8 RGBA values

Parameters

- **nRed** – Red value of color (0-255)
- **nGreen** – Green value of color (0-255)
- **nBlue** – Blue value of color (0-255)
- **nAlpha** – Alpha value of color (0-255)

Returns Assembled color

sColor **FloatRGBAToColor**(**const** *Lib3MF_single* *fRed*, **const** *Lib3MF_single* *fGreen*, **const** *Lib3MF_single* *fBlue*, **const** *Lib3MF_single* *fAlpha*)
Creates a Color from uint8 RGBA values

Parameters

- **fRed** – Red value of color (0-1)
- **fGreen** – Green value of color (0-1)
- **fBlue** – Blue value of color (0-1)
- **fAlpha** – Alpha value of color (0-1)

Returns Assembled color

void **ColorToRGBA**(**const** *sColor* &*TheColor*, *Lib3MF_uint8* &*nRed*, *Lib3MF_uint8* &*nGreen*, *Lib3MF_uint8* &*nBlue*, *Lib3MF_uint8* &*nAlpha*)
Calculates uint8-RGBA-values from a Color

Parameters

- **TheColor** – Color to handle
- **nRed** – Red value of color (0-255)

- **nGreen** – Green value of color (0-255)
- **nBlue** – Blue value of color (0-255)
- **nAlpha** – Alpha value of color (0-255)

void **ColorToFloatRGBA**(**const** *sColor* &*TheColor*, *Lib3MF_single* &*fRed*, *Lib3MF_single* &*fGreen*, *Lib3MF_single* &*fBlue*, *Lib3MF_single* &*fAlpha*)

Calculates float-RGBA-values from a Color

Parameters

- **TheColor** – Color to handle
- **fRed** – Red value of color (0-1)
- **fGreen** – Green value of color (0-1)
- **fBlue** – Blue value of color (0-1)
- **fAlpha** – Alpha value of color (0-1)

sTransform **GetIdentityTransform**()

Creates an identity transform

Returns Transformation matrix.

sTransform **GetUniformScaleTransform**(**const** *Lib3MF_single fFactor*)

Creates a uniform scale transform

Parameters **fFactor** – Factor in X, Y and Z

Returns Transformation matrix.

sTransform **GetScaleTransform**(**const** *Lib3MF_single fFactorX*, **const** *Lib3MF_single fFactorY*, **const** *Lib3MF_single fFactorZ*)

Creates a scale transform

Parameters

- **fFactorX** – Factor in X
- **fFactorY** – Factor in Y
- **fFactorZ** – Factor in Z

Returns Transformation matrix.

sTransform **GetTranslationTransform**(**const** *Lib3MF_single fVectorX*, **const** *Lib3MF_single fVectorY*, **const** *Lib3MF_single fVectorZ*)

Creates an translation transform

Parameters

- **fVectorX** – Translation in X
- **fVectorY** – Translation in Y
- **fVectorZ** – Translation in Z

Returns Transformation matrix.

typedef std::shared_ptr<*CWrapper*> Lib3MF::**PWrapper**

Types used in the 3MF Library

Simple types

typedef uint8_t **Lib3MF_uint8**

typedef uint16_t **Lib3MF_uint16**

typedef uint32_t **Lib3MF_uint32**

typedef uint64_t **Lib3MF_uint64**

typedef int8_t **Lib3MF_int8**

typedef int16_t **Lib3MF_int16**

typedef int32_t **Lib3MF_int32**

typedef int64_t **Lib3MF_int64**

typedef float **Lib3MF_single**

typedef double **Lib3MF_double**

using Lib3MF_pvoid = void *

using Lib3MFResult = *Lib3MF_int32*

Enumerations

enum class ePropertyType : *Lib3MF_int32*

enumerator NoPropertyType = 0

enumerator BaseMaterial = 1

enumerator TexCoord = 2

enumerator Colors = 3

enumerator Composite = 4

enumerator Multi = 5

enum class eSlicesMeshResolution : *Lib3MF_int32*

enumerator Fullres = 0

enumerator Lowres = 1

enum class eModelUnit : *Lib3MF_int32*

enumerator MicroMeter = 0

enumerator MilliMeter = 1

enumerator CentiMeter = 2

enumerator Inch = 3

enumerator Foot = 4

enumerator Meter = 5

enum class eObjectType : *Lib3MF_int32*

enumerator Other = 0

enumerator Model = 1

enumerator Support = 2

enumerator SolidSupport = 3

enum class eTextureType : *Lib3MF_int32*

enumerator Unknown = 0

enumerator PNG = 1

enumerator JPEG = 2

enum class eTextureTileStyle : *Lib3MF_int32*

enumerator Wrap = 0

enumerator Mirror = 1

enumerator Clamp = 2

enumerator NoTileStyle = 3

enum class eTextureFilter : *Lib3MF_int32*

enumerator Auto = 0

enumerator Linear = 1

enumerator Nearest = 2

enum class eBeamLatticeCapMode : *Lib3MF_int32*

enumerator Sphere = 0

enumerator HemiSphere = 1

enumerator Butt = 2

enum class eBeamLatticeClipMode : *Lib3MF_int32*

enumerator NoClipMode = 0

enumerator Inside = 1

enumerator Outside = 2

enum class eProgressIdentifier : *Lib3MF_int32*

enumerator QUERYCANCELED = 0

enumerator DONE = 1

enumerator CLEANUP = 2

enumerator READSTREAM = 3

enumerator EXTRACTOPCPACKAGE = 4

enumerator READNONROOTMODELS = 5

enumerator READROOTMODEL = 6

enumerator READRESOURCES = 7

enumerator READMESH = 8

enumerator READSLICES = 9

enumerator READBUILD = 10

enumerator READCUSTOMATTACHMENT = 11

enumerator READTEXTURETACHMENTS = 12

enumerator CREATEOPCPACKAGE = 13

enumerator WRITEMODELSTOSTREAM = 14

enumerator WRITEROOTMODEL = 15

enumerator WRITENONROOTMODELS = 16

enumerator WRITEATTACHMENTS = 17

enumerator WRITECONTENTTYPES = 18

enumerator WRITENOBJECTS = 19

enumerator WRITENODES = 20

enumerator WRITETRIANGLES = 21

enumerator WRITESLICES = 22

enum class eBlendMethod : *Lib3MF_int32*

enumerator NoBlendMethod = 0

enumerator Mix = 1

enumerator Multiply = 2

Structs

All structs are defined as *packed*, i.e. with the

```
#pragma pack (1)
```

struct sTriangle

Lib3MF_uint32 **m_Indices**[3]

struct sTriangleProperties

Lib3MF_uint32 **m_ResourceID**

Lib3MF_uint32 **m_PropertyIDs**[3]

struct sPosition

Lib3MF_single **m_Coordinates**[3]

struct sPosition2D

Lib3MF_single **m_Coordinates**[2]

struct sCompositeConstituent

Lib3MF_uint32 **m_PropertyID**

Lib3MF_double **m_MixingRatio**

struct sMultiPropertyLayer

Lib3MF_uint32 **m_ResourceID**

eBlendMethod **m_TheBlendMethod**

struct sTex2Coord

Lib3MF_double **m_U**

Lib3MF_double **m_V**

struct sTransform

Lib3MF_single **m_Fields**[4][3]

struct sBox

Lib3MF_single **m_MinCoordinate**[3]

Lib3MF_single **m_MaxCoordinate**[3]

struct sColor

Lib3MF_uint8 **m_Red**

Lib3MF_uint8 **m_Green**

Lib3MF_uint8 **m_Blue**

Lib3MF_uint8 **m_Alpha**

struct sBeam

Lib3MF_uint32 **m_Indices**[2]

Lib3MF_double **m_Radii**[2]

eBeamLatticeCapMode **m_CapModes**[2]

Function types

using ProgressCallback = void (*) (bool *, *Lib3MF_double*, Lib3MF::eProgressIdentifier, *Lib3MF_pvoid*)

A callback function

Returns Returns whether the calculation should be aborted

Parameters

- **dProgressValue** – The value of the progress function: values in the interval [0,1] are progress; < mean no progress update
- **eProgressIdentifier** – An identifier of progress
- **pUserData** – Userdata that is passed to the callback function

using WriteCallback = void (*) (*Lib3MF_uint64*, *Lib3MF_uint64*, *Lib3MF_pvoid*)
Callback to call for writing a data chunk

Parameters

- **nByteData** – Pointer to the data to be written
- **nNumBytes** – Number of bytes to write
- **pUserData** – Userdata that is passed to the callback function

using ReadCallback = void (*) (*Lib3MF_uint64*, *Lib3MF_uint64*, *Lib3MF_pvoid*)
Callback to call for reading a data chunk

Parameters

- **nByteData** – Pointer to a buffer to read data into
- **nNumBytes** – Number of bytes to read
- **pUserData** – Userdata that is passed to the callback function

using SeekCallback = void (*) (*Lib3MF_uint64*, *Lib3MF_pvoid*)
Callback to call for seeking in the stream

Parameters

- **nPosition** – Position in the stream to move to
- **pUserData** – Userdata that is passed to the callback function

ELib3MFException: The standard exception class of the 3MF Library

Errors in the 3MF Library are reported as Exceptions. It is recommended to not throw these exceptions in your client code.

class Lib3MF::**ELib3MFException**

void ELib3MFException::**what**() **const noexcept**
Returns error message
Returns the error message of this exception

Lib3MFResult ELib3MFException::**getErrorCode**() **const noexcept**
Returns error code
Returns the error code of this exception

CInputVector: Adapter for passing arrays as input for functions

Several functions of the 3MF Library expect arrays of integral types or structs as input parameters. To not restrict the interface to, say, std::vector<type>, and to have a more abstract interface than a location in

memory and the number of elements to input to a function the 3MF Library provides a templated adapter class to pass arrays as input for functions.

Usually, instances of CInputVector are generated anonymously (or even implicitly) in the call to a function that expects an input array.

template<typename **T**>
class Lib3MF::**CInputVector**

CInputVector(**const** std::vector<*T*> &*vec*)
Constructs of a CInputVector from a std::vector<T>

CInputVector(**const** *T* *_in_data_, size_t *in_size*)
Constructs of a CInputVector from a memory address and a given number of elements

const *T* **CInputVector::data**() **const**
returns the start address of the data captured by this CInputVector

size_t **CInputVector::size**() **const**
returns the number of elements captured by this CInputVector

1.1.3 API-Classes

CAttachment

class Lib3MF::**CAttachment** : **public** *CBase*

std::string **GetPath**()
Retrieves an attachment's package path.

Returns returns the attachment's package path string

void **SetPath**(**const** std::string &*sPath*)
Sets an attachment's package path.

Parameters **sPath** – new path of the attachment.

std::string **GetRelationShipType**()
Retrieves an attachment's relationship type

Returns returns the attachment's package relationship type string

void **SetRelationShipType**(**const** std::string &*sPath*)
Sets an attachment's relationship type.

Parameters **sPath** – new relationship type string.

void **WriteToFile**(**const** std::string &*sFileName*)
Writes out the attachment as file.

Parameters **sFileName** – file to write into.

void **ReadFromFile**(**const** std::string &*sFileName*)
Reads an attachment from a file.

Parameters **sFileName** – file to read from.

Lib3MF_uint64 **GetStreamSize**()
Retrieves the size of the attachment stream

Returns the stream size

void **WriteToBuffer**(std::vector<*Lib3MF_uint8*> &*BufferBuffer*)
Writes out the attachment into a buffer

Parameters **BufferBuffer** – Buffer to write into

void **ReadFromBuffer**(**const** *CInputVector*<*Lib3MF_uint8*> &*BufferBuffer*)
Reads an attachment from a memory buffer

Parameters **BufferBuffer** – Buffer to read from

typedef std::shared_ptr<*CAttachment*> Lib3MF::**PAttachment**
Shared pointer to CAttachment to easily allow reference counting.

CBase

class Lib3MF::**CBase**

typedef std::shared_ptr<*CBase*> Lib3MF::**PBase**
Shared pointer to CBase to easily allow reference counting.

CBaseMaterialGroup

class Lib3MF::**CBaseMaterialGroup** : **public** *CResource*
The BaseMaterialGroup corresponds to a basematerials-element within a 3MF document

Lib3MF_uint32 **GetCount**()
Retrieves the count of base materials in the material group.

Returns returns the count of base materials.

void **GetAllPropertyIDs**(std::vector<*Lib3MF_uint32*> &*PropertyIDsBuffer*)
returns all the PropertyIDs of all materials in this group

Parameters **PropertyIDsBuffer** – PropertyID of the material in the material group.

Lib3MF_uint32 **AddMaterial**(**const** std::string &*sName*, **const** *sColor* &*DisplayColor*)
Adds a new material to the material group

Parameters

- **sName** – new name of the base material.
- **DisplayColor** – Display color of the material

Returns returns new PropertyID of the new material in the material group.

void **RemoveMaterial**(**const** *Lib3MF_uint32 nPropertyID*)
Removes a material from the material group.

Parameters **nPropertyID** – PropertyID of the material in the material group.

std::string **GetName**(**const** *Lib3MF_uint32 nPropertyID*)
Returns the base material's name

Parameters **nPropertyID** – PropertyID of the material in the material group.

Returns returns the name of the base material.

void **SetName**(**const** *Lib3MF_uint32 nPropertyID*, **const** std::string &*sName*)
Sets a base material's name

Parameters

- **nPropertyID** – PropertyID of the material in the material group.

- **sName** – new name of the base material.

void **SetDisplayColor**(**const** *Lib3MF_uint32 nPropertyID*, **const** *sColor &TheColor*)
Sets a base material's display color.

Parameters

- **nPropertyID** – PropertyID of the material in the material group.
- **TheColor** – The base material's display color

sColor **GetDisplayColor**(**const** *Lib3MF_uint32 nPropertyID*)
Returns a base material's display color.

Parameters **nPropertyID** – PropertyID of the material in the material group.

Returns The base material's display color

typedef std::shared_ptr<*CBaseMaterialGroup*> Lib3MF::**PBaseMaterialGroup**
Shared pointer to CBaseMaterialGroup to easily allow reference counting.

CBaseMaterialGroupIterator

class Lib3MF::**CBaseMaterialGroupIterator** : **public** *CResourceIterator*

PBaseMaterialGroup **GetCurrentBaseMaterialGroup**()
Returns the MaterialGroup the iterator points at.

Returns returns the BaseMaterialGroup instance.

typedef std::shared_ptr<*CBaseMaterialGroupIterator*> Lib3MF::**PBaseMaterialGroupIterator**
Shared pointer to CBaseMaterialGroupIterator to easily allow reference counting.

CBeamLattice

class Lib3MF::**CBeamLattice** : **public** *CBase*

Lib3MF_double **GetMinLength**()
Returns the minimal length of beams for the beamlattice.

Returns minimal length of beams for the beamlattice

void **SetMinLength**(**const** *Lib3MF_double dMinLength*)
Sets the minimal length of beams for the beamlattice.

Parameters **dMinLength** – minimal length of beams for the beamlattice

void **GetClipping**(*eBeamLatticeClipMode &eClipMode*, *Lib3MF_uint32 &nResourceID*)
Returns the clipping mode and the clipping-mesh for the beamlattice of this mesh.

Parameters

- **eClipMode** – contains the clip mode of this mesh
- **nResourceID** – filled with the resourceID of the clipping mesh-object or an undefined value if pClipMode is MODELBEAMLATTICECLIPMODE_NONE

void **SetClipping**(**const** *eBeamLatticeClipMode eClipMode*, **const** *Lib3MF_uint32 nResourceID*)
Sets the clipping mode and the clipping-mesh for the beamlattice of this mesh.

Parameters

- **eClipMode** – contains the clip mode of this mesh
- **nResourceID** – the resourceID of the clipping mesh-object. This mesh-object has to be defined before setting the Clipping.

bool **GetRepresentation**(*Lib3MF_uint32 &nResourceID*)
Returns the representation-mesh for the beamlattice of this mesh.

Returns flag whether the beamlattice has a representation mesh.

Parameters **nResourceID** – filled with the resourceID of the clipping mesh-object.

void **SetRepresentation**(**const** *Lib3MF_uint32 nResourceID*)
Sets the representation-mesh for the beamlattice of this mesh.

Parameters **nResourceID** – the resourceID of the representation mesh-object. This mesh-object has to be defined before setting the representation.

Lib3MF_uint32 **GetBeamCount**()
Returns the beam count of a mesh object.

Returns filled with the beam count.

sBeam **GetBeam**(**const** *Lib3MF_uint32 nIndex*)
Returns indices, radii and capmodes of a single beam of a mesh object.

Parameters **nIndex** – Index of the beam (0 to beamcount - 1).

Returns filled with the beam indices, radii and capmodes.

Lib3MF_uint32 **AddBeam**(**const** *sBeam &BeamInfo*)
Adds a single beam to a mesh object.

Parameters **BeamInfo** – contains the node indices, radii and capmodes.

Returns filled with the new Index of the beam.

void **SetBeam**(**const** *Lib3MF_uint32 nIndex*, **const** *sBeam &BeamInfo*)
Sets the indices, radii and capmodes of a single beam of a mesh object.

Parameters

- **nIndex** – Index of the beam (0 to beamcount - 1).
- **BeamInfo** – filled with the beam indices, radii and capmodes.

void **SetBeams**(**const** *CInputVector*<*sBeam*> *&BeamInfoBuffer*)
Sets all beam indices, radii and capmodes of a mesh object.

Parameters **BeamInfoBuffer** – contains information of a number of beams

void **GetBeams**(std::vector<*sBeam*> *&BeamInfoBuffer*)
obtains all beam indices, radii and capmodes of a mesh object.

Parameters **BeamInfoBuffer** – contains information of all beams

Lib3MF_uint32 **GetBeamSetCount**()
Returns the number of beamsets of a mesh object.

Returns filled with the beamset count.

PBeamSet **AddBeamSet**()
Adds an empty beamset to a mesh object

Returns the new beamset

PBeamSet **GetBeamSet** (**const** *Lib3MF_uint32 nIndex*)
Returns a beamset of a mesh object

Parameters **nIndex** – index of the requested beamset (0 . . . beamsetcount-1).

Returns the requested beamset

typedef std::shared_ptr<*CBeamLattice*> Lib3MF::**PBeamLattice**
Shared pointer to CBeamLattice to easily allow reference counting.

CBeamSet

class Lib3MF::**CBeamSet** : **public** *CBase*

void **SetName** (**const** std::string *&sName*)
Sets a beamset's name string

Parameters **sName** – new name of the beamset.

std::string **GetName** ()
Retrieves a beamset's name string

Returns returns the name of the beamset.

void **SetIdentifier** (**const** std::string *&sIdentifier*)
Sets a beamset's identifier string

Parameters **sIdentifier** – new name of the beamset.

std::string **GetIdentifier** ()
Retrieves a beamset's identifier string

Returns returns the identifier of the beamset.

Lib3MF_uint32 **GetReferenceCount** ()
Retrieves the reference count of a beamset

Returns returns the reference count

void **SetReferences** (**const** *CInputVector*<*Lib3MF_uint32*> *&ReferencesBuffer*)
Sets the references of a beamset

Parameters **ReferencesBuffer** – the new indices of all beams in this beamset

void **GetReferences** (std::vector<*Lib3MF_uint32*> *&ReferencesBuffer*)
Retrieves the references of a beamset

Parameters **ReferencesBuffer** – retrieves the indices of all beams in this beamset

typedef std::shared_ptr<*CBeamSet*> Lib3MF::**PBeamSet**
Shared pointer to CBeamSet to easily allow reference counting.

CBuildItem

class Lib3MF::**CBuildItem** : **public** *CBase*

PObject **GetObjectResource** ()
Retrieves the object resource associated to a build item

Returns returns the associated resource instance

std::string **GetUUID** (bool *&bHasUUID*)
returns, whether a build item has a UUID and, if true, the build item's UUID

Parameters **bHasUUID** – flag whether the build item has a UUID

Returns the UUID as string of the form 'xxxxxxxx-xxxx-xxxx-xxxxxxxxxxxxxxxx'

void **SetUUID** (**const** std::string *&sUUID*)
sets the build item's UUID

Parameters **sUUID** – the UUID as string of the form 'xxxxxxxx-xxxx-xxxx-xxxxxxxxxxxxxxxx'

Lib3MF_uint32 **GetObjectResourceID** ()
Retrieves the object resource id associated to a build item

Returns eturns the ID of the object

bool **HasObjectTransform** ()
Checks, if a build item has a non-identity transformation matrix

Returns returns true, if the transformation matrix is not the identity

sTransform **GetObjectTransform** ()
Retrieves a build item's transformation matrix.

Returns returns the transformation matrix

void **SetObjectTransform** (**const** *sTransform &Transform*)
Sets a build item's transformation matrix.

Parameters **Transform** – new transformation matrix

std::string **GetPartNumber** ()
Retrieves a build item's part number string

Returns Returns a build item's part number string

void **SetPartNumber** (**const** std::string *&sSetPartnumber*)
Sets a build item's part number string

Parameters **sSetPartnumber** – new part number string for referencing parts from the outside world

PMetaDataGroup **GetMetaDataGroup** ()
Returns the metadatagroup of this build item

Returns returns an Instance of the metadatagroup of this build item

sBox **GetOutbox** ()
Returns the outbox of a build item

Returns Outbox of this build item

typedef std::shared_ptr<*CBuildItem*> Lib3MF::**PBuildItem**
Shared pointer to CBuildItem to easily allow reference counting.

CBuildItemIterator

class Lib3MF::**CBuildItemIterator** : **public** *CBase*

bool **MoveNext** ()
Iterates to the next build item in the list.

Returns Iterates to the next build item in the list.

bool **MovePrevious**()
Iterates to the previous build item in the list.

Returns Iterates to the previous build item in the list.

PBuildItem **GetCurrent**()
Returns the build item the iterator points at.

Returns returns the build item instance.

PBuildItemIterator **Clone**()
Creates a new build item iterator with the same build item list.

Returns returns the cloned Iterator instance

Lib3MF_uint64 **Count**()
Returns the number of build items the iterator captures.

Returns returns the number of build items the iterator captures.

typedef std::shared_ptr<*CBuildItemIterator*> Lib3MF::**PBuildItemIterator**
Shared pointer to CBuildItemIterator to easily allow reference counting.

CColorGroup

class Lib3MF::**CColorGroup** : **public** *CResource*

Lib3MF_uint32 **GetCount**()
Retrieves the count of base materials in this Color Group.

Returns returns the count of colors within this color group.

void **GetAllPropertyIDs**(std::vector<*Lib3MF_uint32*> &*PropertyIDsBuffer*)
returns all the PropertyIDs of all colors within this group

Parameters **PropertyIDsBuffer** – PropertyID of the color in the color group.

Lib3MF_uint32 **AddColor**(**const** *sColor* &*TheColor*)
Adds a new value.

Parameters **TheColor** – The new color

Returns PropertyID of the new color within this color group.

void **RemoveColor**(**const** *Lib3MF_uint32* *nPropertyID*)
Removes a color from the color group.

Parameters **nPropertyID** – PropertyID of the color to be removed from the color group.

void **SetColor**(**const** *Lib3MF_uint32* *nPropertyID*, **const** *sColor* &*TheColor*)
Sets a color value.

Parameters

- **nPropertyID** – PropertyID of a color within this color group.
- **TheColor** – The color

sColor **GetColor**(**const** *Lib3MF_uint32* *nPropertyID*)
Sets a color value.

Parameters **nPropertyID** – PropertyID of a color within this color group.

Returns The color

typedef std::shared_ptr<*CColorGroup*> Lib3MF::**PColorGroup**
Shared pointer to CColorGroup to easily allow reference counting.

CColorGroupIterator

class Lib3MF::**CColorGroupIterator** : **public** *CResourceIterator*

PColorGroup **GetCurrentColorGroup**()
Returns the ColorGroup the iterator points at.

Returns returns the ColorGroup instance.

typedef std::shared_ptr<*CColorGroupIterator*> Lib3MF::**PColorGroupIterator**
Shared pointer to CColorGroupIterator to easily allow reference counting.

CComponent

class Lib3MF::**CComponent** : **public** *CBase*

PObject **GetObjectResource**()
Returns the Resource Instance of the component..

Returns filled with the Resource Instance.

Lib3MF_uint32 **GetObjectResourceID**()
Returns the Resource ID of the component.

Returns returns the Resource ID.

std::string **GetUUID**(bool *&bHasUUID*)
returns, whether a component has a UUID and, if true, the component's UUID

Parameters **bHasUUID** – flag whether the component has a UUID

Returns the UUID as string of the form 'xxxxxxxx-xxxx-xxxx-xxxxxxxxxxxxxxxx'

void **SetUUID**(**const** std::string *&sUUID*)
sets the component's UUID

Parameters **sUUID** – the UUID as string of the form 'xxxxxxxx-xxxx-xxxx-xxxxxxxxxxxxxxxx'

bool **HasTransform**()
Returns, if the component has a different transformation than the identity matrix

Returns if true is returned, the transformation is not equal than the identity

sTransform **GetTransform**()
Returns the transformation matrix of the component.

Returns filled with the component transformation matrix

void **SetTransform**(**const** *sTransform &Transform*)
Sets the transformation matrix of the component.

Parameters **Transform** – new transformation matrix

typedef std::shared_ptr<*CComponent*> Lib3MF::**PComponent**
Shared pointer to CComponent to easily allow reference counting.

CComponentsObject

class Lib3MF::**CComponentsObject** : **public** *CObject*

PComponent **AddComponent**(*CObject* *pObjectResource, **const** *sTransform* &*Transform*)
Adds a new component to a components object.

Parameters

- **pObjectResource** – object to add as component. Must not lead to circular references!
- **Transform** – optional transform matrix for the component.

Returns new component instance

PComponent **GetComponent**(**const** *Lib3MF_uint32* *nIndex*)
Retrieves a component from a component object.

Parameters **nIndex** – index of the component to retrieve (0 to componentcount - 1)

Returns component instance

Lib3MF_uint32 **GetComponentCount**()
Retrieves a component count of a component object.

Returns returns the component count

typedef std::shared_ptr<*CComponentsObject*> Lib3MF::**PComponentsObject**
Shared pointer to CComponentsObject to easily allow reference counting.

CComponentsObjectIterator

class Lib3MF::**CComponentsObjectIterator** : **public** *CResourceIterator*

PComponentsObject **GetCurrentComponentsObject**()
Returns the ComponentsObject the iterator points at.

Returns returns the ComponentsObject instance.

typedef std::shared_ptr<*CComponentsObjectIterator*> Lib3MF::**PComponentsObjectIterator**
Shared pointer to CComponentsObjectIterator to easily allow reference counting.

CCompositeMaterials

class Lib3MF::**CCompositeMaterials** : **public** *CResource*

Lib3MF_uint32 **GetCount**()
Retrieves the count of Composite-s in the CompositeMaterials.

Returns returns the count of Composite-s

void **GetAllPropertyIDs**(std::vector<*Lib3MF_uint32*> &*PropertyIDsBuffer*)
returns all the PropertyIDs of all Composite-Mixing Values in this CompositeMaterials

Parameters **PropertyIDsBuffer** – PropertyID of the Composite-Mixing Values in the CompositeMaterials.

PBaseMaterialGroup **GetBaseMaterialGroup**()
Obtains the BaseMaterialGroup instance of this CompositeMaterials.

Returns returns the BaseMaterialGroup instance of this CompositeMaterials

Lib3MF_uint32 **AddComposite**(**const** *CInputVector*<*sCompositeConstituent*> &*CompositeBuffer*)
Adds a new Composite-Mixing Values to the CompositeMaterials.

Parameters **CompositeBuffer** – The Composite Constituents to be added as composite

Returns returns new PropertyID of the new Composite in the CompositeMaterials.

void **RemoveComposite**(**const** *Lib3MF_uint32 nPropertyID*)
Removes a Composite-Maxing Ratio from the CompositeMaterials.

Parameters **nPropertyID** – PropertyID of the Composite-Mixing Values in the CompositeMaterials to be removed.

void **GetComposite**(**const** *Lib3MF_uint32 nPropertyID*, std::vector<*sCompositeConstituent*> &*CompositeBuffer*)
Obtains a Composite-Maxing Ratio of this CompositeMaterials.

Parameters

- **nPropertyID** – the PropertyID of the Composite-Maxing Ratio in the CompositeMaterials.
- **CompositeBuffer** – The Composite-Mixing Values with the given PropertyID

typedef std::shared_ptr<*CCompositeMaterials*> Lib3MF::**PCompositeMaterials**
Shared pointer to CCompositeMaterials to easily allow reference counting.

CCompositeMaterialsIterator

class Lib3MF::**CCompositeMaterialsIterator** : **public** *CResourceIterator*

PCompositeMaterials **GetCurrentCompositeMaterials**()
Returns the CompositeMaterials the iterator points at.

Returns returns the CompositeMaterials instance.

typedef std::shared_ptr<*CCompositeMaterialsIterator*> Lib3MF::**PCompositeMaterialsIterator**
Shared pointer to CCompositeMaterialsIterator to easily allow reference counting.

CMeshObject

class Lib3MF::**CMeshObject** : **public** *CObject*

Lib3MF_uint32 **GetVertexCount**()
Returns the vertex count of a mesh object.

Returns filled with the vertex count.

Lib3MF_uint32 **GetTriangleCount**()
Returns the triangle count of a mesh object.

Returns filled with the triangle count.

sPosition **GetVertex**(**const** *Lib3MF_uint32 nIndex*)
Returns the vertex count of a mesh object.

Parameters **nIndex** – Index of the vertex (0 to vertexcount - 1)

Returns filled with the vertex coordinates.

void **SetVertex**(**const** *Lib3MF_uint32* *nIndex*, **const** *sPosition* &*Coordinates*)
Sets the coordinates of a single vertex of a mesh object

Parameters

- **nIndex** – Index of the vertex (0 to vertexcount - 1)
- **Coordinates** – contains the vertex coordinates.

Lib3MF_uint32 **AddVertex**(**const** *sPosition* &*Coordinates*)
Adds a single vertex to a mesh object

Parameters **Coordinates** – contains the vertex coordinates.

Returns Index of the new vertex

void **GetVertices**(std::vector<*sPosition*> &*VerticesBuffer*)
Obtains all vertex positions of a mesh object

Parameters **VerticesBuffer** – contains the vertex coordinates.

sTriangle **GetTriangle**(**const** *Lib3MF_uint32* *nIndex*)
Returns indices of a single triangle of a mesh object.

Parameters **nIndex** – Index of the triangle (0 to trianglecount - 1)

Returns filled with the triangle indices.

void **SetTriangle**(**const** *Lib3MF_uint32* *nIndex*, **const** *sTriangle* &*Indices*)
Sets the indices of a single triangle of a mesh object.

Parameters

- **nIndex** – Index of the triangle (0 to trianglecount - 1)
- **Indices** – contains the triangle indices.

Lib3MF_uint32 **AddTriangle**(**const** *sTriangle* &*Indices*)
Adds a single triangle to a mesh object

Parameters **Indices** – contains the triangle indices.

Returns Index of the new triangle

void **GetTriangleIndices**(std::vector<*sTriangle*> &*IndicesBuffer*)
Get all triangles of a mesh object

Parameters **IndicesBuffer** – contains the triangle indices.

void **SetObjectLevelProperty**(**const** *Lib3MF_uint32* *nResourceID*, **const** *Lib3MF_uint32* *nPropertyID*)
Sets the property at the object-level of the mesh object.

Parameters

- **nResourceID** – the object-level Property Resource ID.
- **nPropertyID** – the object-level PropertyID.

bool **GetObjectLevelProperty**(*Lib3MF_uint32* &*nResourceID*, *Lib3MF_uint32* &*nPropertyID*)
Gets the property at the object-level of the mesh object.

Parameters

- **nResourceID** – the object-level Property Resource ID.
- **nPropertyID** – the object-level PropertyID.

Returns Has an object-level property been specified?

void **SetTriangleProperties**(**const** *Lib3MF_uint32* *nIndex*, **const** *sTriangleProperties* *&Properties*)
Sets the properties of a single triangle of a mesh object.

Parameters

- **nIndex** – Index of the triangle (0 to trianglecount - 1)
- **Properties** – contains the triangle properties.

void **GetTriangleProperties**(**const** *Lib3MF_uint32* *nIndex*, *sTriangleProperties* *&Property*)
Gets the properties of a single triangle of a mesh object.

Parameters

- **nIndex** – Index of the triangle (0 to trianglecount - 1)
- **Property** – returns the triangle properties.

void **SetAllTriangleProperties**(**const** *CInputVector*<*sTriangleProperties*> *&PropertiesArrayBuffer*)
Sets the properties of all triangles of a mesh object. Sets the object level property to the first entry of the passed triangle properties, if not yet specified.

Parameters **PropertiesArrayBuffer** – contains the triangle properties array. Must have trianglecount elements.

void **GetAllTriangleProperties**(std::vector<*sTriangleProperties*> *&PropertiesArrayBuffer*)
Gets the properties of all triangles of a mesh object.

Parameters **PropertiesArrayBuffer** – returns the triangle properties array. Must have trianglecount elements.

void **ClearAllProperties**()
Clears all properties of this mesh object (triangle and object-level).

void **SetGeometry**(**const** *CInputVector*<*sPosition*> *&VerticesBuffer*, **const** *CInputVector*<*sTriangle*> *&IndicesBuffer*)
Set all triangles of a mesh object

Parameters

- **VerticesBuffer** – contains the positions.
- **IndicesBuffer** – contains the triangle indices.

bool **IsManifoldAndOriented**()
Retrieves, if an object describes a topologically oriented and manifold mesh, according to the core spec.

Returns returns, if the object is oriented and manifold.

PBeamLattice **BeamLattice**()
Retrieves the BeamLattice within this MeshObject.

Returns the BeamLattice within this MeshObject

typedef std::shared_ptr<*CMeshObject*> Lib3MF::**PMeshObject**
Shared pointer to CMeshObject to easily allow reference counting.

CMeshObjectIterator

class Lib3MF::**CMeshObjectIterator** : **public** *CResourceIterator*

PMeshObject **GetCurrentMeshObject**()
Returns the MeshObject the iterator points at.

Returns returns the MeshObject instance.

typedef std::shared_ptr<*CMeshObjectIterator*> Lib3MF::**PMeshObjectIterator**
Shared pointer to CMeshObjectIterator to easily allow reference counting.

CMetaData

class Lib3MF::**CMetaData** : **public** *CBase*

std::string **GetNameSpace**()
returns the namespace URL of the metadata

Returns the namespace URL of the metadata

void **SetNameSpace**(**const** std::string *&sNameSpace*)
sets a new namespace URL of the metadata

Parameters **sNameSpace** – the new namespace URL of the metadata

std::string **GetName**()
returns the name of a metadata

Returns the name of the metadata

void **SetName**(**const** std::string *&sName*)
sets a new name of a metadata

Parameters **sName** – the new name of the metadata

std::string **GetKey**()
returns the (namespace+name) of a metadata

Returns the key (namespace+name) of the metadata

bool **GetMustPreserve**()
returns, whether a metadata must be preserved

Returns returns, whether a metadata must be preserved

void **SetMustPreserve**(**const** bool *bMustPreserve*)
sets whether a metadata must be preserved

Parameters **bMustPreserve** – a new value whether a metadata must be preserved

std::string **GetType**()
returns the type of a metadata

Returns the type of the metadata

void **SetType**(**const** std::string *&sType*)
sets a new type of a metadata. This must be a simple XML type

Parameters **sType** – a new type of the metadata

std::string **GetValue**()
returns the value of the metadata

Returns the value of the metadata

void **SetValue**(**const** std::string *&sValue*)
sets a new value of the metadata

Parameters **sValue** – a new value of the metadata

typedef std::shared_ptr<*CMetaData*> Lib3MF::**PMetaData**
Shared pointer to CMetaData to easily allow reference counting.

CMetaDataGroup

class Lib3MF::**CMetaDataGroup** : **public** *CBase*

Lib3MF_uint32 **GetMetaDataCount**()
returns the number of metadata in this metadatagroup

Returns returns the number metadata

PMetaData **GetMetaData**(**const** *Lib3MF_uint32 nIndex*)
returns a metadata value within this metadatagroup

Parameters **nIndex** – Index of the Metadata.

Returns an instance of the metadata

PMetaData **GetMetaDataByKey**(**const** std::string &*sNameSpace*, **const** std::string &*sName*)
returns a metadata value within this metadatagroup

Parameters

- **sNameSpace** – the namespace of the metadata
- **sName** – the name of the Metadata

Returns an instance of the metadata

void **RemoveMetaDataByIndex**(**const** *Lib3MF_uint32 nIndex*)
removes metadata by index from the model.

Parameters **nIndex** – Index of the metadata to remove

void **RemoveMetaData**(*CMetaData* *pTheMetaData*)
removes metadata from the model.

Parameters **pTheMetaData** – The metadata to remove

PMetaData **AddMetaData**(**const** std::string &*sNameSpace*, **const** std::string &*sName*, **const** std::string &*sValue*, **const** std::string &*sType*, **const** bool *bMustPreserve*)
adds a new metadata to this metadatagroup

Parameters

- **sNameSpace** – the namespace of the metadata
- **sName** – the name of the metadata
- **sValue** – the value of the metadata
- **sType** – the type of the metadata
- **bMustPreserve** – shuold the metadata be preserved

Returns a new instance of the metadata

typedef std::shared_ptr<*CMetaDataGroup*> Lib3MF::**PMetaDataGroup**
Shared pointer to CMetaDataGroup to easily allow reference counting.

CModel

class Lib3MF::**CModel** : **public** *CBase*

void **SetUnit**(**const** *eModelUnit* *eUnit*)
sets the units of a model.

Parameters **eUnit** – Unit enum value for the model unit

eModelUnit **GetUnit**()
returns the units of a model.

Returns Unit enum value for the model unit

std::string **GetLanguage**()
retrieves the language of a model

Returns language identifier

void **SetLanguage**(**const** std::string &*sLanguage*)
sets the language of a model

Parameters **sLanguage** – language identifier

PWriter **QueryWriter**(**const** std::string &*sWriterClass*)
creates a model writer instance for a specific file type

Parameters **sWriterClass** – string identifier for the file type

Returns string identifier for the file type

PReader **QueryReader**(**const** std::string &*sReaderClass*)
creates a model reader instance for a specific file type

Parameters **sReaderClass** – string identifier for the file type

Returns string identifier for the file type

PTexture2D **GetTexture2DByID**(**const** *Lib3MF_uint32* *nResourceID*)
finds a model texture by its id

Parameters **nResourceID** – Resource ID

Returns returns the texture2d instance

ePropertyType **GetPropertyTypeByID**(**const** *Lib3MF_uint32* *nResourceID*)
returns a Property's type

Parameters **nResourceID** – Resource ID of the Property to Query

Returns returns a Property's type

PBaseMaterialGroup **GetBaseMaterialGroupByID**(**const** *Lib3MF_uint32* *nResourceID*)
finds a model base material group by its id

Parameters **nResourceID** – Resource ID

Returns returns the BaseMaterialGroup instance

PTexture2DGroup **GetTexture2DGroupByID**(**const** *Lib3MF_uint32* *nResourceID*)
finds a model texture2d group by its id

Parameters **nResourceID** – Resource ID

Returns returns the Texture2DGroup instance

PCompositeMaterials **GetCompositeMaterialsByID**(**const** *Lib3MF_uint32 nResourceID*)
finds a model CompositeMaterials by its id

Parameters **nResourceID** – Resource ID

Returns returns the CompositeMaterials instance

PMultiPropertyGroup **GetMultiPropertyGroupByID**(**const** *Lib3MF_uint32 nResourceID*)
finds a model MultiPropertyGroup by its id

Parameters **nResourceID** – Resource ID

Returns returns the MultiPropertyGroup instance

PMeshObject **GetMeshObjectByID**(**const** *Lib3MF_uint32 nResourceID*)
finds a mesh object by its id

Parameters **nResourceID** – Resource ID

Returns returns the mesh object instance

PComponentsObject **GetComponentsObjectByID**(**const** *Lib3MF_uint32 nResourceID*)
finds a components object by its id

Parameters **nResourceID** – Resource ID

Returns returns the components object instance

PColorGroup **GetColorGroupByID**(**const** *Lib3MF_uint32 nResourceID*)
finds a model color group by its id

Parameters **nResourceID** – Resource ID

Returns returns the ColorGroup instance

PSliceStack **GetSliceStackByID**(**const** *Lib3MF_uint32 nResourceID*)
finds a model slicestack by its id

Parameters **nResourceID** – Resource ID

Returns returns the slicestack instance

std::string **GetBuildUUID**(bool *&bHasUUID*)
returns, whether a build has a UUID and, if true, the build's UUID

Parameters **bHasUUID** – flag whether the build has a UUID

Returns the UUID as string of the form 'xxxxxxxx-xxxx-xxxx-xxxxxxxxxxxxxxxx'

void **SetBuildUUID**(**const** std::string *&sUUID*)
sets the build's UUID

Parameters **sUUID** – the UUID as string of the form 'xxxxxxxx-xxxx-xxxx-xxxxxxxxxxxxxxxx'

PBuildItemIterator **GetBuildItems**()
creates a build item iterator instance with all build items.

Returns returns the iterator instance.

sBox **GetOutbox**()
Returns the outbox of a Model

Returns Outbox of this Model

PResourceIterator **GetResources**()
creates a resource iterator instance with all resources.

Returns returns the iterator instance.

PObjectIterator **GetObjects**()
creates a resource iterator instance with all object resources.

Returns returns the iterator instance.

PMeshObjectIterator **GetMeshObjects**()
creates a resource iterator instance with all mesh object resources.

Returns returns the iterator instance.

PComponentsObjectIterator **GetComponentsObjects**()
creates a resource iterator instance with all components object resources.

Returns returns the iterator instance.

PTexture2DIterator **GetTexture2Ds**()
creates a Texture2DIterator instance with all texture2d resources.

Returns returns the iterator instance.

PBaseMaterialGroupIterator **GetBaseMaterialGroups**()
creates a BaseMaterialGroupIterator instance with all base material resources.

Returns returns the iterator instance.

PColorGroupIterator **GetColorGroups**()
creates a ColorGroupIterator instance with all ColorGroup resources.

Returns returns the iterator instance.

PTexture2DGroupIterator **GetTexture2DGroups**()
creates a Texture2DGroupIterator instance with all base material resources.

Returns returns the iterator instance.

PCompositeMaterialsIterator **GetCompositeMaterials**()
creates a CompositeMaterialsIterator instance with all CompositeMaterials resources.

Returns returns the iterator instance.

PMultiPropertyGroupIterator **GetMultiPropertyGroups**()
creates a MultiPropertyGroupsIterator instance with all MultiPropertyGroup resources.

Returns returns the iterator instance.

PSliceStackIterator **GetSliceStacks**()
creates a resource iterator instance with all slice stack resources.

Returns returns the iterator instance.

PModel **MergeToModel**()
Merges all components and objects which are referenced by a build item into a mesh. The memory is duplicated and a new model is created.

Returns returns the merged model instance

PMeshObject **AddMeshObject**()
adds an empty mesh object to the model.

Returns returns the mesh object instance

PComponentsObject **AddComponentsObject**()
adds an empty component object to the model.

Returns returns the components object instance

PSliceStack **AddSliceStack**(**const** *Lib3MF_double dZBottom*)
creates a new model slicestack by its id

Parameters **dZBottom** – Bottom Z value of the slicestack

Returns returns the new slicestack instance

PTexture2D **AddTexture2DFromAttachment**(*CAttachment *pTextureAttachment*)
adds a texture2d resource to the model. Its path is given by that of an existing attachment.

Parameters **pTextureAttachment** – attachment containing the image data.

Returns returns the new texture instance.

PBaseMaterialGroup **AddBaseMaterialGroup**()
adds an empty BaseMaterialGroup resource to the model.

Returns returns the new base material instance.

PColorGroup **AddColorGroup**()
adds an empty ColorGroup resource to the model.

Returns returns the new ColorGroup instance.

PTexture2DGroup **AddTexture2DGroup**(*CTexture2D *pTexture2DInstance*)
adds an empty Texture2DGroup resource to the model.

Parameters **pTexture2DInstance** – The texture2D instance of the created Texture2DGroup.

Returns returns the new Texture2DGroup instance.

PCompositeMaterials **AddCompositeMaterials**(*CBaseMaterialGroup *pBaseMaterialGroupInstance*)
adds an empty CompositeMaterials resource to the model.

Parameters **pBaseMaterialGroupInstance** – The BaseMaterialGroup instance of the created CompositeMaterials.

Returns returns the new CompositeMaterials instance.

PMultiPropertyGroup **AddMultiPropertyGroup**()
adds an empty MultiPropertyGroup resource to the model.

Returns returns the new MultiPropertyGroup instance.

PBuildItem **AddBuildItem**(*CObject *pObject*, **const** *sTransform &Transform*)
adds a build item to the model.

Parameters

- **pObject** – Object instance.
- **Transform** – Transformation matrix.

Returns returns the build item instance.

void **RemoveBuildItem**(*CBuildItem *pBuildItemInstance*)
removes a build item from the model

Parameters **pBuildItemInstance** – Build item to remove.

PMetaDataGroup **GetMetaDataGroup**()
Returns the metadata of the model as MetaDataGroup

Returns returns an Instance of the metadatagroup of the model

PAttachment **AddAttachment** (**const** std::string &*sURI*, **const** std::string &*sRelationShipType*)
adds an attachment stream to the model. The OPC part will be related to the model stream with a certain relationship type..

Parameters

- **sURI** – Path of the attachment
- **sRelationShipType** – Relationship type of the attachment

Returns Instance of the attachment object

void **RemoveAttachment** (*CAttachment* **pAttachmentInstance*)
Removes attachment from the model.

Parameters **pAttachmentInstance** – Attachment instance to remove

PAttachment **GetAttachment** (**const** *Lib3MF_uint32* *nIndex*)
retrieves an attachment stream object from the model..

Parameters **nIndex** – Index of the attachment stream

Returns Instance of the attachment object

PAttachment **FindAttachment** (**const** std::string &*sURI*)
retrieves an attachment stream object from the model.

Parameters **sURI** – Path URI in the package

Returns Instance of the attachment object

Lib3MF_uint32 **GetAttachmentCount** ()
retrieves the number of attachments of the model.

Returns Returns the number of attachments.

bool **HasPackageThumbnailAttachment** ()
Retrieve whether the OPC package contains a package thumbnail.

Returns returns whether the OPC package contains a package thumbnail

PAttachment **CreatePackageThumbnailAttachment** ()
Create a new or the existing package thumbnail for the OPC package.

Returns Instance of a new or the existing thumbnailattachment object.

PAttachment **GetPackageThumbnailAttachment** ()
Get the attachment to the OPC package containing the package thumbnail.

Returns Instance of the thumbnailattachment object or NULL.

void **RemovePackageThumbnailAttachment** ()
Remove the attachment to the OPC package containing the package thumbnail.

void **AddCustomContentType** (**const** std::string &*sExtension*, **const** std::string &*sContentType*)
adds a new Content Type to the model.

Parameters

- **sExtension** – File Extension
- **sContentType** – Content Type Identifier

void **RemoveCustomContentType** (**const** std::string &*sExtension*)
removes a custom Content Type from the model (UTF8 version).

Parameters **sExtension** – File Extension

typedef std::shared_ptr<*CModel*> Lib3MF::**PModel**
Shared pointer to CModel to easily allow reference counting.

CMultiPropertyGroup

class Lib3MF::**CMultiPropertyGroup** : **public** *CResource*

Lib3MF_uint32 **GetCount**()
Retrieves the count of MultiProperty-s in the MultiPropertyGroup.

Returns returns the count of MultiProperty-s

void **GetAllPropertyIDs**(std::vector<*Lib3MF_uint32*> &*PropertyIDsBuffer*)
returns all the PropertyIDs of all MultiProperty-s in this MultiPropertyGroup

Parameters **PropertyIDsBuffer** – PropertyID of the MultiProperty-s in the MultiPropertyGroup.

Lib3MF_uint32 **AddMultiProperty**(**const** *CInputVector*<*Lib3MF_uint32*> &*PropertyIDsBuffer*)
Adds a new MultiProperty to the MultiPropertyGroup.

Parameters **PropertyIDsBuffer** – The PropertyIDs of the new MultiProperty.

Returns returns the PropertyID of the new MultiProperty in the MultiPropertyGroup.

void **SetMultiProperty**(**const** *Lib3MF_uint32* *nPropertyID*, **const** *CInputVector*<*Lib3MF_uint32*> &*PropertyIDsBuffer*)
Sets the PropertyIDs of a MultiProperty.

Parameters

- **nPropertyID** – the PropertyID of the MultiProperty to be changed.
- **PropertyIDsBuffer** – The new PropertyIDs of the MultiProperty

void **GetMultiProperty**(**const** *Lib3MF_uint32* *nPropertyID*, std::vector<*Lib3MF_uint32*> &*PropertyIDsBuffer*)
Obtains the PropertyIDs of a MultiProperty.

Parameters

- **nPropertyID** – the PropertyID of the MultiProperty to be queried.
- **PropertyIDsBuffer** – The PropertyIDs of the MultiProperty

void **RemoveMultiProperty**(**const** *Lib3MF_uint32* *nPropertyID*)
Removes a MultiProperty from this MultiPropertyGroup.

Parameters **nPropertyID** – the PropertyID of the MultiProperty to be removed.

Lib3MF_uint32 **GetLayerCount**()
Retrieves the number of layers of this MultiPropertyGroup.

Returns returns the number of layers

Lib3MF_uint32 **AddLayer**(**const** *sMultiPropertyLayer* &*TheLayer*)
Adds a MultiPropertyLayer to this MultiPropertyGroup.

Parameters **TheLayer** – The MultiPropertyLayer to add to this MultiPropertyGroup

Returns returns the index of this MultiPropertyLayer

sMultiPropertyLayer **GetLayer**(**const** *Lib3MF_uint32* *nLayerIndex*)
Obtains a MultiPropertyLayer of this MultiPropertyGroup.

Parameters **nLayerIndex** – The Index of the MultiPropertyLayer queried

Returns The MultiPropertyLayer with index LayerIndex within MultiPropertyGroup

void **RemoveLayer**(**const** *Lib3MF_uint32 nLayerIndex*)
Removes a MultiPropertyLayer from this MultiPropertyGroup.

Parameters **nLayerIndex** – The Index of the MultiPropertyLayer to be removed

typedef std::shared_ptr<*CMultiPropertyGroup*> Lib3MF::**PMultiPropertyGroup**
Shared pointer to CMultiPropertyGroup to easily allow reference counting.

CMultiPropertyGroupIterator

class Lib3MF::**CMultiPropertyGroupIterator** : **public** *CResourceIterator*

PMultiPropertyGroup **GetCurrentMultiPropertyGroup**()
Returns the MultiPropertyGroup the iterator points at.

Returns returns the MultiPropertyGroup instance.

typedef std::shared_ptr<*CMultiPropertyGroupIterator*> Lib3MF::**PMultiPropertyGroupIterator**
Shared pointer to CMultiPropertyGroupIterator to easily allow reference counting.

CObject

class Lib3MF::**CObject** : **public** *CResource*

eObjectType **GetType**()
Retrieves an object's type

Returns returns object type enum.

void **SetType**(**const** *eObjectType eObjectType*)
Sets an object's type

Parameters **eObjectType** – object type enum.

std::string **GetName**()
Retrieves an object's name

Returns returns object name.

void **SetName**(**const** std::string &*sName*)
Sets an object's name string

Parameters **sName** – new object name.

std::string **GetPartNumber**()
Retrieves an object's part number

Returns returns object part number.

void **SetPartNumber**(**const** std::string &*sPartNumber*)
Sets an objects partnumber string

Parameters **sPartNumber** – new object part number.

bool **IsMeshObject**()
Retrieves, if an object is a mesh object

Returns returns, whether the object is a mesh object

bool **IsComponentsObject**()
Retrieves, if an object is a components object

Returns returns, whether the object is a components object

bool **IsValid**()
Retrieves, if the object is valid according to the core spec. For mesh objects, we distinguish between the type attribute of the object:In case of object type other, this always means false.In case of object type model or solidsupport, this means, if the mesh suffices all requirements of the core spec chapter 4.1.In case of object type support or surface, this always means true.A component objects is valid if and only if it contains at least one component and all child components are valid objects.

Returns returns whether the object is a valid object description

void **SetAttachmentAsThumbnail**(*CAttachment* **pAttachment*)
Use an existing attachment as thumbnail for this object

Parameters **pAttachment** – Instance of a new or the existing thumbnailattachment object.

PAttachment **GetThumbnailAttachment**()
Get the attachment containing the object thumbnail.

Returns Instance of the thumbnailattachment object or NULL.

void **ClearThumbnailAttachment**()
Clears the attachment. The attachment instance is not removed from the package.

sBox **GetOutbox**()
Returns the outbox of a build item

Returns Outbox of this build item

std::string **GetUUID**(bool *&bHasUUID*)
Retrieves an object's uuid string (see production extension specification)

Parameters **bHasUUID** – flag whether the build item has a UUID

Returns returns object uuid.

void **SetUUID**(**const** std::string *&sUUID*)
Sets a build object's uuid string (see production extension specification)

Parameters **sUUID** – new object uuid string.

PMetaDataGroup **GetMetaDataGroup**()
Returns the metadatagroup of this object

Returns returns an Instance of the metadatagroup of this object

void **SetSlicesMeshResolution**(**const** *eSlicesMeshResolution eMeshResolution*)
set the meshresolution of the mesh object

Parameters **eMeshResolution** – meshresolution of this object

eSlicesMeshResolution **GetSlicesMeshResolution**()
get the meshresolution of the mesh object

Returns meshresolution of this object

bool **HasSlices**(**const** bool *bRecursive*)
returns whether the Object has a slice stack. If Recursive is true, also checks whether any references object has a slice stack

Parameters **bRecursive** – check also all referenced objects?

Returns does the object have a slice stack?

void **ClearSliceStack**()
unlinks the attached slicestack from this object. If no slice stack is attached, do noting.

PSliceStack **GetSliceStack**()
get the Slicestack attached to the object

Returns returns the slicestack instance

void **AssignSliceStack**(*CSliceStack* **pSliceStackInstance*)
assigns a slicestack to the object

Parameters **pSliceStackInstance** – the new slice stack of this Object

typedef std::shared_ptr<*CObject*> Lib3MF::**PObject**
Shared pointer to CObject to easily allow reference counting.

CObjectIterator

class Lib3MF::**CObjectIterator** : **public** *CResourceIterator*

PObject **GetCurrentObject**()
Returns the Object the iterator points at.

Returns returns the Object instance.

typedef std::shared_ptr<*CObjectIterator*> Lib3MF::**PObjectIterator**
Shared pointer to CObjectIterator to easily allow reference counting.

CReader

class Lib3MF::**CReader** : **public** *CBase*

void **ReadFromFile**(**const** std::string &*sFilename*)
Reads a model from a file. The file type is specified by the Model Reader class

Parameters **sFilename** – Filename to read from

void **ReadFromBuffer**(**const** *CInputVector*<*Lib3MF_uint8*> &*BufferBuffer*)
Reads a model from a memory buffer.

Parameters **BufferBuffer** – Buffer to read from

void **ReadFromCallback**(**const** *ReadCallback* *pTheReadCallback*, **const** *Lib3MF_uint64* *nStreamSize*, **const** *SeekCallback* *pTheSeekCallback*, **const** *Lib3MF_pvoid* *pUserData*)
Reads a model and from the data provided by a callback function

Parameters

- **pTheReadCallback** – Callback to call for reading a data chunk
- **nStreamSize** – number of bytes the callback returns
- **pTheSeekCallback** – Callback to call for seeking in the stream.
- **pUserData** – Userdata that is passed to the callback function

void **SetProgressCallback**(**const** *ProgressCallback pProgressCallback*, **const** *Lib3MF_pvoid pUserData*)
Set the progress callback for calls to this writer

Parameters

- **pProgressCallback** – pointer to the callback function.
- **pUserData** – pointer to arbitrary user data that is passed without modification to the callback.

void **AddRelationToRead**(**const** std::string &*sRelationShipType*)
Adds a relationship type which shall be read as attachment in memory while loading

Parameters **sRelationShipType** – String of the relationship type

void **RemoveRelationToRead**(**const** std::string &*sRelationShipType*)
Removes a relationship type which shall be read as attachment in memory while loading

Parameters **sRelationShipType** – String of the relationship type

void **SetStrictModeActive**(**const** bool *bStrictModeActive*)
Activates (deactivates) the strict mode of the reader.

Parameters **bStrictModeActive** – flag whether strict mode is active or not.

bool **GetStrictModeActive**()
Queries whether the strict mode of the reader is active or not

Returns returns flag whether strict mode is active or not.

std::string **GetWarning**(**const** *Lib3MF_uint32 nIndex*, *Lib3MF_uint32* &*nErrorCode*)
Returns Warning and Error Information of the read process

Parameters

- **nIndex** – Index of the Warning. Valid values are 0 to WarningCount - 1
- **nErrorCode** – filled with the error code of the warning

Returns the message of the warning

Lib3MF_uint32 **GetWarningCount**()
Returns Warning and Error Count of the read process

Returns filled with the count of the occurred warnings.

typedef std::shared_ptr<*CReader*> Lib3MF::**PReader**
Shared pointer to CReader to easily allow reference counting.

CResource

class Lib3MF::**CResource** : **public** *CBase*

Lib3MF_uint32 **GetResourceID**()
Retrieves the resource id of the resource instance.

Returns Retrieves the ID of a Model Resource Instance.

typedef std::shared_ptr<*CResource*> Lib3MF::**PResource**
Shared pointer to CResource to easily allow reference counting.

CResourceIterator

class Lib3MF::**CResourceIterator** : **public** *CBase*

bool **MoveNext** ()
Iterates to the next resource in the list.

Returns Iterates to the next resource in the list.

bool **MovePrevious** ()
Iterates to the previous resource in the list.

Returns Iterates to the previous resource in the list.

PResource **GetCurrent** ()
Returns the resource the iterator points at.

Returns returns the resource instance.

PResourceIterator **Clone** ()
Creates a new resource iterator with the same resource list.

Returns returns the cloned Iterator instance

Lib3MF_uint64 **Count** ()
Returns the number of resoucres the iterator captures.

Returns returns the number of resoucres the iterator captures.

typedef std::shared_ptr<*CResourceIterator*> Lib3MF::**PResourceIterator**
Shared pointer to CResourceIterator to easily allow reference counting.

CSlice

class Lib3MF::**CSlice** : **public** *CBase*

void **SetVertices** (**const** *CInputVector*<*sPosition2D*> &*VerticesBuffer*)
Set all vertices of a slice. All polygons will be cleared.

Parameters **VerticesBuffer** – contains the positions.

void **GetVertices** (std::vector<*sPosition2D*> &*VerticesBuffer*)
Get all vertices of a slice

Parameters **VerticesBuffer** – contains the positions.

Lib3MF_uint64 **GetVertexCount** ()
Get the number of vertices in a slice

Returns the number of vertices in the slice

Lib3MF_uint64 **AddPolygon** (**const** *CInputVector*<*Lib3MF_uint32*> &*IndicesBuffer*)
Add a new polygon to this slice

Parameters **IndicesBuffer** – the new indices of the new polygon

Returns the index of the new polygon

Lib3MF_uint64 **GetPolygonCount** ()
Get the number of polygons in the slice

Returns the number of polygons in the slice

void **SetPolygonIndices**(**const** *Lib3MF_uint64* *nIndex*, **const** *CInputVector*<*Lib3MF_uint32*> *&IndicesBuffer*)
Set all indices of a polygon

Parameters

- **nIndex** – the index of the polygon to manipulate
- **IndicesBuffer** – the new indices of the index-th polygon

void **GetPolygonIndices**(**const** *Lib3MF_uint64* *nIndex*, std::vector<*Lib3MF_uint32*> *&IndicesBuffer*)
Get all vertices of a slice

Parameters

- **nIndex** – the index of the polygon to manipulate
- **IndicesBuffer** – the indices of the index-th polygon

Lib3MF_uint64 **GetPolygonIndexCount**(**const** *Lib3MF_uint64* *nIndex*)
Get the number of vertices in a slice

Parameters **nIndex** – the index of the polygon to manipulate

Returns the number of indices of the index-th polygon

Lib3MF_double **GetZTop**()
Get the upper Z-Coordinate of this slice.

Returns the upper Z-Coordinate of this slice

typedef std::shared_ptr<*CSlice*> Lib3MF::**PSlice**
Shared pointer to CSlice to easily allow reference counting.

CSliceStack

class Lib3MF::**CSliceStack** : **public** *CResource*

Lib3MF_double **GetBottomZ**()
Get the lower Z-Coordinate of the slice stack.

Returns the lower Z-Coordinate the slice stack

Lib3MF_uint64 **GetSliceCount**()
Returns the number of slices

Returns the number of slices

PSlice **GetSlice**(**const** *Lib3MF_uint64* *nSliceIndex*)
Query a slice from the slice stack

Parameters **nSliceIndex** – the index of the slice

Returns the Slice instance

PSlice **AddSlice**(**const** *Lib3MF_double* *dZTop*)
Returns the number of slices

Parameters **dZTop** – upper Z coordinate of the slice

Returns a new Slice instance

Lib3MF_uint64 **GetSliceRefCount**()
Returns the number of slice refs

Returns the number of slicereferences

void **AddSliceStackReference**(*CSliceStack* *pTheSliceStack*)
Adds another existing slicestack as sliceref in this slicestack

Parameters **pTheSliceStack** – the slicestack to use as sliceref

PSliceStack **GetSliceStackReference**(**const** *Lib3MF_uint64* *nSliceRefIndex*)
Adds another existing slicestack as sliceref in this slicestack

Parameters **nSliceRefIndex** – the index of the slice ref

Returns the slicestack that is used as sliceref

void **CollapseSliceReferences**()
Removes the indirection of slices via slice-refs, i.e. creates the slices of all slice refs of this SliceStack as actual slices of this SliceStack. All previously existing slices or slicerefs will be removed.

void **SetOwnPath**(**const** std::string &*sPath*)
Sets the package path where this Slice should be stored. Input an empty string to reset the path

Parameters **sPath** – the package path where this Slice should be stored

std::string **GetOwnPath**()
Obtains the package path where this Slice should be stored. Returns an empty string if the slicestack is stored within the root model.

Returns the package path where this Slice will be stored

typedef std::shared_ptr<*CSliceStack*> Lib3MF::**PSliceStack**
Shared pointer to CSliceStack to easily allow reference counting.

CSliceStackIterator

class Lib3MF::**CSliceStackIterator** : **public** *CResourceIterator*

PSliceStack **GetCurrentSliceStack**()
Returns the SliceStack the iterator points at.

Returns returns the SliceStack instance.

typedef std::shared_ptr<*CSliceStackIterator*> Lib3MF::**PSliceStackIterator**
Shared pointer to CSliceStackIterator to easily allow reference counting.

CTexture2D

class Lib3MF::**CTexture2D** : **public** *CResource*

PAttachment **GetAttachment**()
Retrieves the attachment located at the path of the texture.

Returns attachment that holds the texture's image information.

void **SetAttachment**(*CAttachment* *pAttachment*)
Sets the texture's package path to the path of the attachment.

Parameters **pAttachment** – attachment that holds the texture's image information.

eTextureType **GetContentType**()
Retrieves a texture's content type.

Returns returns content type enum.

void **SetContentType**(**const** *eTextureType eContentType*)
Retrieves a texture's content type.

Parameters **eContentType** – new Content Type

void **GetTileStyleUV**(*eTextureTileStyle &eTileStyleU*, *eTextureTileStyle &eTileStyleV*)
Retrieves a texture's tilestyle type.

Parameters

- **eTileStyleU** – returns tilestyle type enum.
- **eTileStyleV** – returns tilestyle type enum.

void **SetTileStyleUV**(**const** *eTextureTileStyle eTileStyleU*, **const** *eTextureTileStyle eTileStyleV*)
Sets a texture's tilestyle type.

Parameters

- **eTileStyleU** – new tilestyle type enum.
- **eTileStyleV** – new tilestyle type enum.

eTextureFilter **GetFilter**()
Retrieves a texture's filter type.

Returns returns filter type enum.

void **SetFilter**(**const** *eTextureFilter eFilter*)
Sets a texture's filter type.

Parameters **eFilter** – sets new filter type enum.

typedef std::shared_ptr<*CTexture2D*> Lib3MF::**PTexture2D**
Shared pointer to CTexture2D to easily allow reference counting.

CTexture2DGroup

class Lib3MF::**CTexture2DGroup** : **public** *CResource*

Lib3MF_uint32 **GetCount**()
Retrieves the count of tex2coords in the Texture2DGroup.

Returns returns the count of tex2coords.

void **GetAllPropertyIDs**(std::vector<*Lib3MF_uint32*> *&PropertyIDsBuffer*)
returns all the PropertyIDs of all tex2coords in this Texture2DGroup

Parameters **PropertyIDsBuffer** – PropertyID of the tex2coords in the Texture2DGroup.

Lib3MF_uint32 **AddTex2Coord**(**const** *sTex2Coord &UVCoordinate*)
Adds a new tex2coord to the Texture2DGroup

Parameters **UVCoordinate** – The u/v-coordinate within the texture, horizontally right/vertically up from the origin in the lower left of the texture.

Returns returns new PropertyID of the new tex2coord in the Texture2DGroup.

sTex2Coord **GetTex2Coord**(**const** *Lib3MF_uint32 nPropertyID*)
Obtains a tex2coord to the Texture2DGroup

Parameters **nPropertyID** – the PropertyID of the tex2coord in the Texture2DGroup.

Returns The u/v-coordinate within the texture, horizontally right/vertically up from the origin in the lower left of the texture.

void **RemoveTex2Coord**(**const** *Lib3MF_uint32 nPropertyID*)
Removes a tex2coords from the Texture2DGroup.

Parameters **nPropertyID** – PropertyID of the tex2coords in the Texture2DGroup.

PTexture2D **GetTexture2D**()
Obtains the texture2D instance of this group.

Returns the texture2D instance of this group.

typedef std::shared_ptr<*CTexture2DGroup*> Lib3MF::**PTexture2DGroup**
Shared pointer to CTexture2DGroup to easily allow reference counting.

CTexture2DGroupIterator

class Lib3MF::**CTexture2DGroupIterator** : **public** *CResourceIterator*

PTexture2DGroup **GetCurrentTexture2DGroup**()
Returns the Texture2DGroup the iterator points at.

Returns returns the Texture2DGroup instance.

typedef std::shared_ptr<*CTexture2DGroupIterator*> Lib3MF::**PTexture2DGroupIterator**
Shared pointer to CTexture2DGroupIterator to easily allow reference counting.

CTexture2DIterator

class Lib3MF::**CTexture2DIterator** : **public** *CResourceIterator*

PTexture2D **GetCurrentTexture2D**()
Returns the Texture2D the iterator points at.

Returns returns the Texture2D instance.

typedef std::shared_ptr<*CTexture2DIterator*> Lib3MF::**PTexture2DIterator**
Shared pointer to CTexture2DIterator to easily allow reference counting.

CWriter

class Lib3MF::**CWriter** : **public** *CBase*

void **WriteToFile**(**const** std::string *&sFilename*)
Writes out the model as file. The file type is specified by the Model Writer class.

Parameters **sFilename** – Filename to write into

Lib3MF_uint64 **GetStreamSize**()
Retrieves the size of the full 3MF file stream.

Returns the stream size

void **WriteToBuffer**(std::vector<*Lib3MF_uint8*> *&BufferBuffer*)
Writes out the 3MF file into a memory buffer

Parameters **BufferBuffer** – buffer to write into

void **WriteToCallback**(**const** *WriteCallback pTheWriteCallback*, **const** *SeekCallback pTheSeekCallback*, **const** *Lib3MF_pvoid pUserData*)
Writes out the model and passes the data to a provided callback function. The file type is specified by the Model Writer class.

Parameters

- **pTheWriteCallback** – Callback to call for writing a data chunk
- **pTheSeekCallback** – Callback to call for seeking in the stream
- **pUserData** – Userdata that is passed to the callback function

void **SetProgressCallback**(**const** *ProgressCallback pProgressCallback*, **const** *Lib3MF_pvoid pUserData*)
Set the progress callback for calls to this writer

Parameters

- **pProgressCallback** – pointer to the callback function.
- **pUserData** – pointer to arbitrary user data that is passed without modification to the callback.

Lib3MF_uint32 **GetDecimalPrecision**()
Returns the number of digits after the decimal point to be written in each vertex coordinate-value.

Returns The number of digits to be written in each vertex coordinate-value after the decimal point.

void **SetDecimalPrecision**(**const** *Lib3MF_uint32 nDecimalPrecision*)
Sets the number of digits after the decimal point to be written in each vertex coordinate-value.

Parameters **nDecimalPrecision** – The number of digits to be written in each vertex coordinate-value after the decimal point.

typedef std::shared_ptr<*CWriter*> Lib3MF::**PWriter**
Shared pointer to CWriter to easily allow reference counting.

1.2 C-language bindings

This space describes the usage of lib3mf in a C host application.

TODO

1.3 Python-language bindings

TODO

1.4 Pascal-language bindings

TODO

1.5 C#-language bindings

This space describes the usage of lib3mf in a C# host application.

TODO

1.6 Golang-language bindings

TODO

1.7 NodeJS-language bindings

TODO

CHAPTER

TWO

OBTAINING LIB3MF

Simply download the precompiled binary SDK https://github.com/3MFConsortium/lib3mf/releases.

CHAPTER

THREE

USING LIB3MF

Allthough the different language bindings are kept as similar as possible, the usage of lib3mf still depends your programming language. You are best-off starting with one of the examples distributed in the SDK (https://github.com/3MFConsortium/lib3mf/releases).

In addition, the home pages for each language binding give detailed instructions on how to use them.

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