

# stlsm

Polygon smoothing for STL files

	Data format name	File extension

```
>% stlsm
stlsm v0.0.0
*****
Usage: stlsm Input_stl_file Output_stl_file repeat_num<RET>

EX) When you have <test.stl>,
$>stlsm test.stl test_sm.stl<RET>
$>stlsm test.stl test_sm.stl 5<RET>
*****
Compiled [Apr 26 17:24:39 2018] Edited [Apr 26 17:33:22 2018]
```

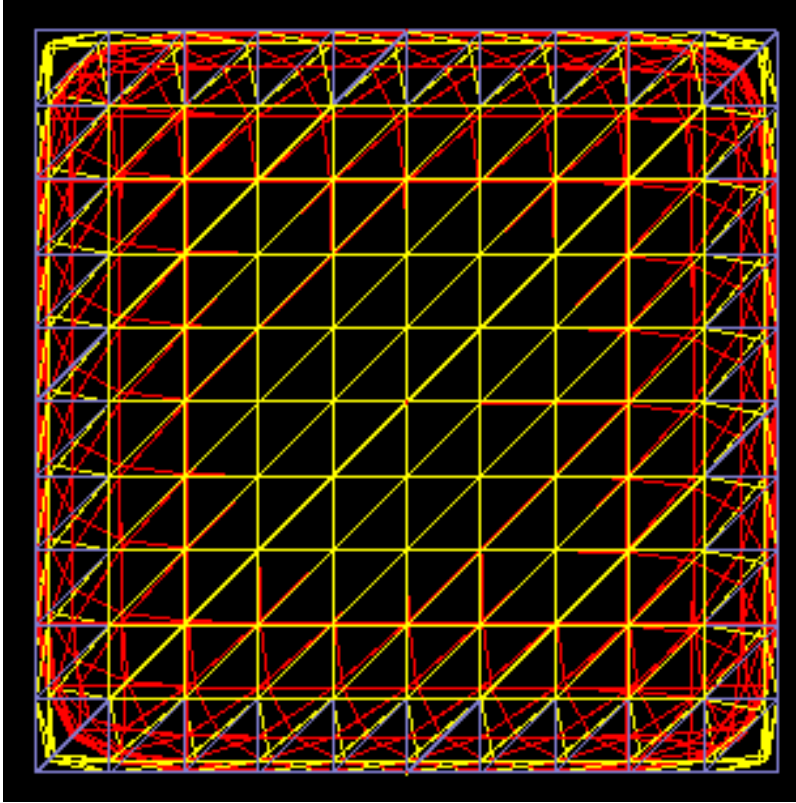
## Related commands

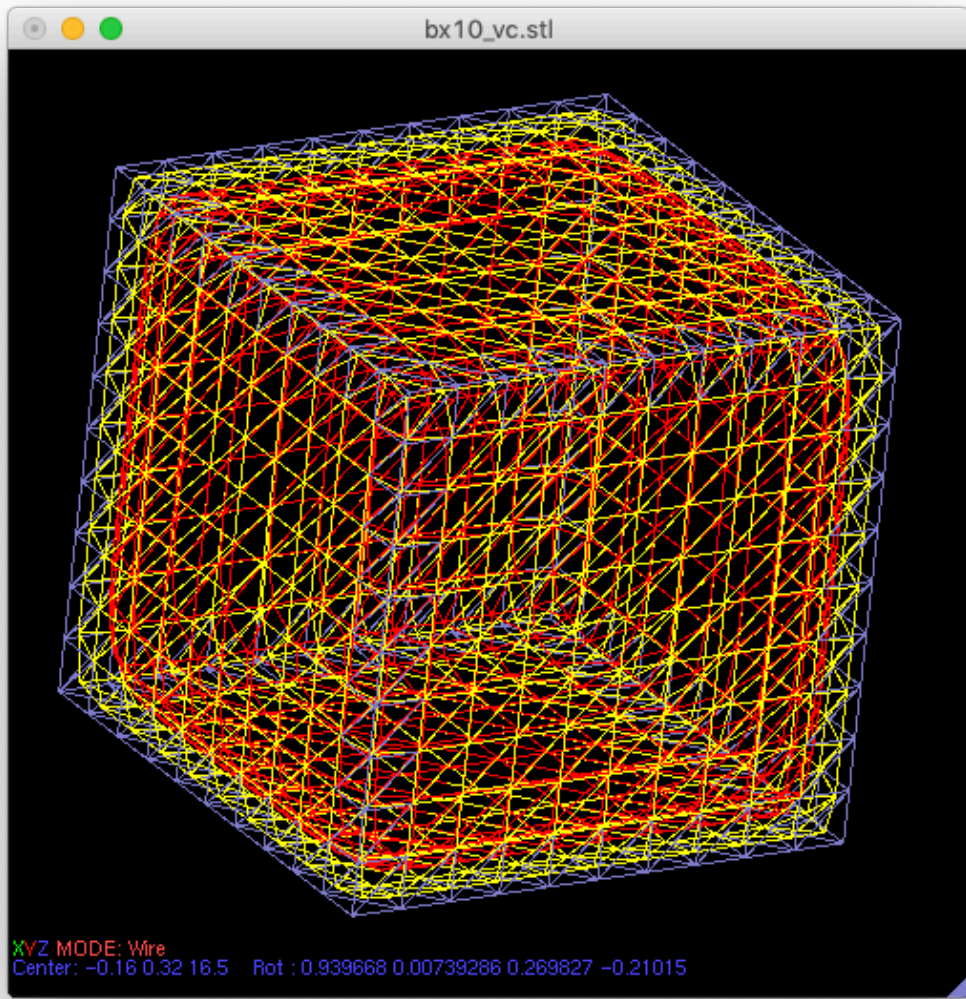
```
stlinfo
stlcat
stlcolor
stlbin
stltrans
stlview
obj2stl
sf2stl
srf2stl
mcube
```

## Example

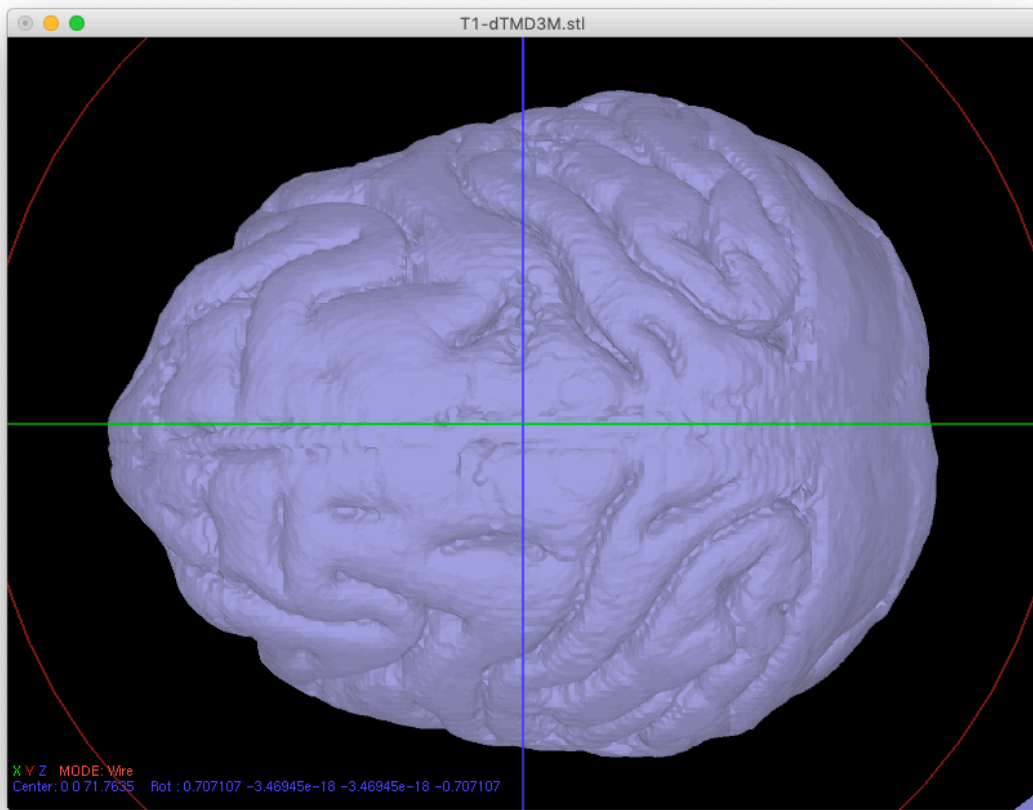
```
boxmask bx 10 10 10 <RET>
vcube bx.sdt -i 0.5<RET>
stlsm bx_vc.stl bx01.stl<RET>
stlsm bx_vc.stl bx05.stl 5<RET>
```

bx.stl: Purple  
bx01.stl: Yellow  
bx05.stl: Red

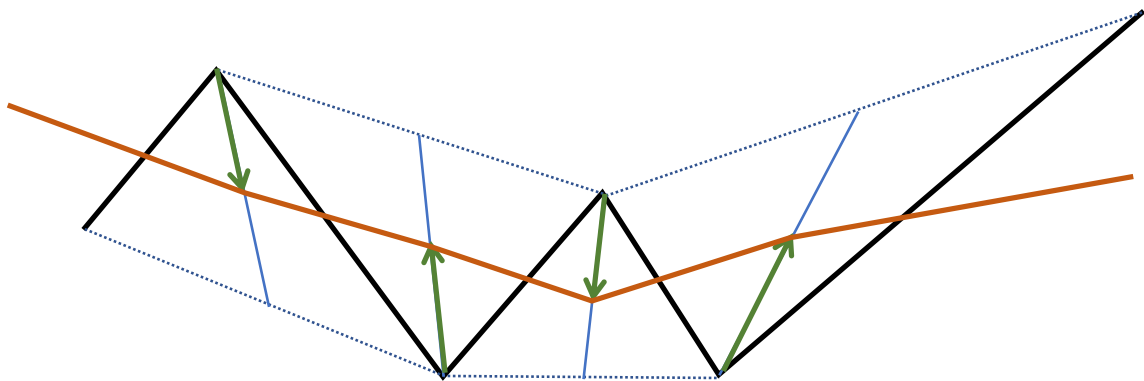
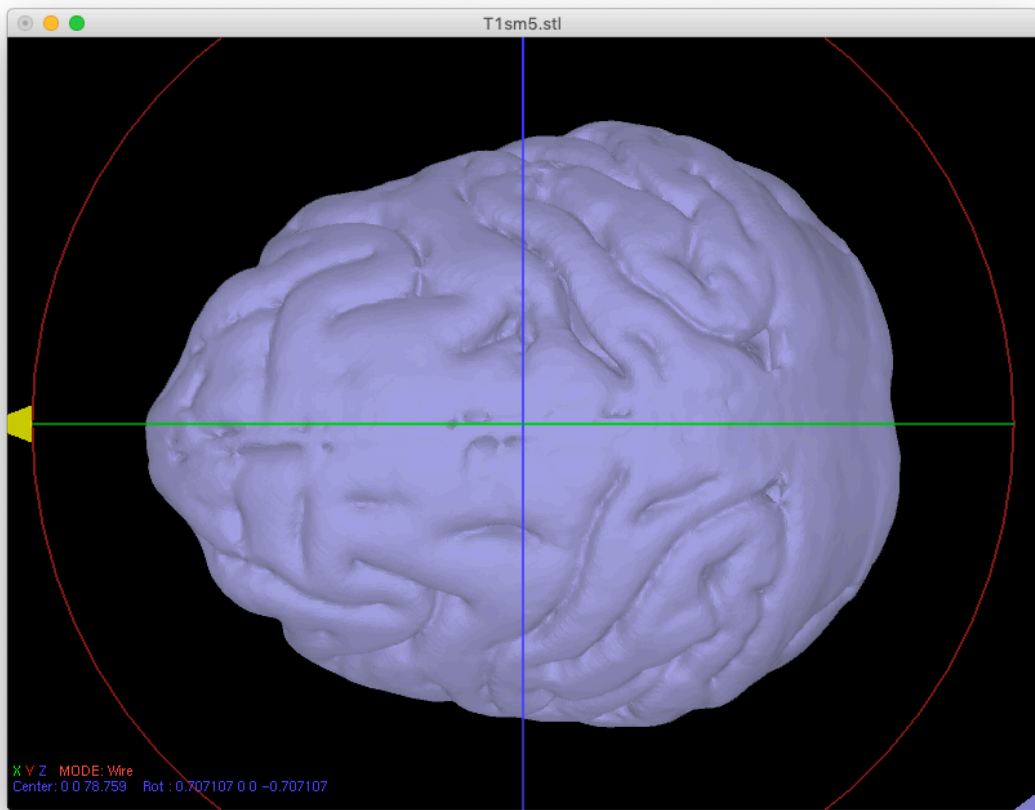




Original



stlsm(5) processed



by Ken